# EHO PERSONAL PENALTIES GUIDANCE



Umpires should always communicate with the players to manage the game, including initially giving clear warnings to low level offenders – WHISTLE TONE, SIGNALS, VOICE.

Consider the following in relation to the offence within the context of the game: REPETITION, INTENT (deliberate), IMPACT (consequence), PHYSICALITY, DANGER, VIOLENCE.

Make clear if an escalation of the penalty applies to the player, their team or both teams - to show you are moving through the control ladder as appropriate.

### 2 MIN GREEN CARD

- LOW IMPACT
- . NO PHYSICALITY
- NO DANGER
- FIRST REPETITION AFTER INITIAL CLEAR VOCAL WARNING
- LOW LEVEL DISSENT

## **5 MIN YELLOW CARD**

- HIGH IMPACT
- REPEAT OF OFFENDING FOR WHICH GREEN CARD ALREADY AWARDED
- . INTENTIONAL OFFENDING
- PHYSICALITY
- DANGER
- STRONG DISSENT

#### 10 MIN YELLOW CARD

- HIGH IMPACT AND DELIBERATE AND/OR PHYSICALITY AND/OR DANGER
- GOING TO GROUND AND CAUSING OPPONENT TO GO TO GROUND OR TAKE EVASIVE ACTION
- EXTENSION TO 5 MIN YC E.G. FOR DISSENT FOLLOWING AWARD OF YC

## RED CARD OR MMO

- VIOLENT BEHAVIOUR TO ANY PARTICIPANT THREATENED OR ACTUAL
- ABUSE OF ANY PARTICIPANT USING FOUL LANGUAGE OR INVOLVING PROTECTED CHARACTERISTICS (RACE, RELIGION, ORIENTATION ETC)
- ACCUSATIONS OF BIAS OR CHEATING BY AN OFFICIAL
- 2ND YC FOR SAME OFFENCE PROVIDING NOT DISSENT OR VIOLENCE (FOR WHICH STRAIGHT RED)