



SEND OFF RULE

The following procedure applies in the Great Flinders Football League

Important Note: "Playing Time" refers to actual playing time inclusive of time on during the course of the quarter, not a flat 10 minutes of actual time.

1. A field umpire may use a yellow card for an offence that is not considered reportable, but the player needs to be sent off to tone him down and/or to avoid an escalation of a potentially difficult situation (e.g. disputing, abuse, rough play).
Yellow card, 10 minutes playing time off, player CANNOT be replaced.
2. If a second offence occurs during the course of the game by the same player, in a similar vein to 1 above, the player will be sent off and **reported for misconduct**.
Yellow card, 10 minutes playing time off, player CANNOT be replaced.
3. If a third offence occurs in the vein of 1 & 2 above, then the player is reported again and ordered off the playing arena.
Red card: player has NO further participation in the match, player can be replaced after 10 minutes playing time.
4. A report will result in a **yellow card, 10 minutes of playing time off the ground, the player CANNOT be replaced.**
5. A second report will result in a **red card, player has no further participation in the match, player can be replaced after 10 minutes playing time.**
6. Notwithstanding the above, **a very serious offence** (e.g. assault, threatening an umpire) will **result in an automatic report, red card, player has no further participation in the match, player can be replaced after 10 minutes playing time.**

The **Time Keeper is responsible for the keeping of time**, for players sent off for a yellow card offence and red card replacement. **Note: Umpires must raise the card upon issue and receive acknowledgement from the time keepers to ensure the correct time is recorded.**

Team Manager to liaise with Time Keeper.

Until directed back on to the playing arena, the player must wait and re-enter through the interchange gate.

Any player sent off must also exit through the interchange gate. Failure to do so, and, if detected by the field umpires will result in that player forfeiting further participation in the match.