

The Yellow Card

- Rule 12-8, Art. 1
 - a) Entering or leaving the field without permission
 - b) Persistent Infringement
 - c) Dissent
 - d) Any incidental use of vulgar or profane language
 - e) Any use of video or audio communications with players, assistants during game or intervals.
 - f) Unsporting conduct
 1. Coaching outside team area
 2. Unnecessary delay
 3. Holding a shirt, short, etc.
 4. Deliberate verbal tactics
 5. Encroachment
 6. Deliberate handball to stop an attack
 7. Deliberate tactical foul
 8. Faking an injury
 9. Simulating a foul
 - g) Use of tobacco
 - h) *Coach, for improperly equipped player(s) on the field.*

The Yellow Card

Reason	Number	%
Persistent Infringement	39	9
Dissent	42	10
Language	15	4
Unsporting Conduct	281	68
Delay	6	2
Encroachment	12	3
Flagrant fouls	3	1
Unknown	260	63
TOTAL	415	

The Yellow Card

General rules on when to issue yellow card

- “Does the act meet the generally accepted and understood meaning of the offense?” *Do we have a foul*
- " Was the act, even if an offense, trifling?"
- " Would the issuance of a caution for this misconduct likely have desirable results for game and/or player management?"
- "If the player's act meets the criteria for the offense, is not trifling and its punishment will have a salutary effect, the caution should be given.“

- Issuing a card is not a sign of weakness
- It is also not to be used as a power trip.
- Use as a tool to maintain control.
- If left in pocket, is of no value and players know this and will exploit next time.

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Mechanic for issuing card

- Isolate the player
- Inform him that he is being cautioned and what for
- Ask his name (should be on the roster you have)
- Warn about the consequences of another
- Book it
- Display the yellow card

or

- Just give the player the card

or

- Is there another way?

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Slow Card

- Isolate the player
- Inform him that he is being cautioned and what for
- Ask his name (should be on the roster you have)
- Warn about the consequences of another
- Book it
- Display the yellow card

- Advantages
 - Allows the game to cool down and slow down
 - Allows referees to collect their wits in the “time out”
 - This is text book

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Fast Card

- Card out immediately indicating player to receive
 - You have to get there fast
 - Be firm and demonstrative

- Advantages
 - Immediately sends a message that the referee is dealing with situation
 - Should help in lowering tensions and retaliations and allowing cooler heads to intervene
 - No debate, no second chances or second thoughts, it is given
 - Helps sell the severity
 - Most times explanation is not necessary, they know

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Medium Card

- Quick to show the card
 - all the attributes of the “Fast Card”
- Separate and then talk to the player
 - Slows things down a bit, allows cooler heads to intervene
 - Sometimes helps the player and teammates
- Inform the coach
 - Allows substitutions at same time.

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Conclusion

- Known when to issue a card
- Know how to issue the card.
 - Which method is the best for the situation.
- Know when not to issue card
- When in doubt?