

MISBEHAVIOUR OFFENCES

To assist referees in deciding which offences merit yellow cards and which merit the giving of an immediate red card, a general list of offences has been prepared. In addition, by giving each offence a code the recording of an offence can be made easier.

The Code

The code consists of 3 parts (eg PP4, CG3, XR2)

The first part is a letter and indicates who committed the infringement:

P = a player

C = a coach

X = another person attached to the team (supporter, team manager, substitute players, etc)

The second part is a letter and indicates the kind of infringement:

G = a general infringement during the game

P = an infringement directly against an opponent

R = an infringement against the referee or their assistant

X = an infringement against another person

GENERAL INFRINGEMENTS DURING THE GAME BY PLAYERS

CODE	DESCRIPTION
PG1	Continual, intentional non-aggressive infringements (examples: not taking the correct distance; influencing the taker of a penalty); Note: When a distance infringement is done for the first time the referee will give a "normal" free pass. It should only be considered to be an instance of misbehaviour after repetition or intention.
PG2	Intentional, non-aggressive infringements with the intention to influence the play of the opponent or the result of the match (spoiling tactics)
PG3	Rough play showing a serious lack of care (including continual unintentional rough play). N.B. Unintentional rough play is an infringement which must be punished normally during the game. However, when unintentional rough play becomes repeated then there is a serious lack of care and consequently misbehaviour.
PG4	Continual intentional rough play; this includes continual intentional and/or violent demeanour like clinging to, holding off and running down an opponent.

Note: It would be expected that each of the above offences would lead to a yellow card. Offence 4, however, may lead to either a yellow or immediate red card depending on the severity of the circumstances.

GENERAL INFRINGEMENTS DURING THE GAME BY COACHES

CODE	DESCRIPTION
CG1	Refusing to take their place on the bench after being ordered to do so by the referee
CG2	To continually come into the field of play in an annoying manner
CG3	Actual physical interference to the game, either from outside the field of play or inside the field of play after entering the field of play

Note: Whilst offences 1 & 2 would merit a yellow card, offence 3 could lead to an immediate red card for the coach

INFRINGEMENTS DIRECTLY AGAINST AN OPPONENT

These offences can be committed either during play or during an interruption of the game. The code for these should be pre-fixed by the letter P, C or X depending on who committed the offence (eg offence P4 by a player would be PP4, by a coach CP4 and by another person XP4).

CODE	DESCRIPTION
P1	Use of a strong phrase or incorrect use of words; irritation, provocation and instigation
P2	Indirect insult (ridicule, remarks with a hidden insult, light forms of insult – either verbal or by gesture)
P3	Direct outrage (serious kind of insult either by gesture, or verbally, or lack of physical respect)
P4	Threat by attitude, movement or remarks
P5	Knocking or kicking movement with little or no contact being made
P6	Aggression with physical contact like clinging to, knocking away an extending hand, pushing away
P7	Serious aggression: – e.g. kicking, knocking or punching an opponent; intentional fast throwing or kicking the ball against an opponent
P8	Sexual intimidation; racial or sexual discriminatory remarks

Note: Offences 3, 7 & 8 would probably lead to an immediate red card for serious misbehaviour. Offences 5 & 6 may lead to either a yellow or immediate red card depending on the severity of the circumstances.

INFRINGEMENTS AGAINST THE REFEREE, THEIR ASSISTANT OR OTHER PERSONS

“Other persons” is defined as the other people who may be involved in the game directly or indirectly like the jury, official in charge of the hall, those accompanying a team (doctor, manager, physiotherapist, etc), the supporters and substitute players of the opponents, spectators and such-like. The codes for these offences should be pre-fixed by the letter **P (for players), C (for coaches) or X (other persons)** depending on who committed the offence and **R (against the referee or assistant) or X (against another person)** depending on whom the offence was committed against. (E.g. offence 2 committed by a player towards the referee would be PR2 but by the coach towards another person would be CX2).

The same criteria as used for players and coaches are valid in cases of infringements by other persons who are authorised to sit on the bench (either in accordance with § 8c of the Rules of Korfball or the IKF Match Regulations), e.g. the substitute players, the team manager and such-like. In these cases the code shall start with X.

CODE	DESCRIPTION
1	Non-insulting criticism (e.g. dissent, facial expression, critical remarks, excessive interference in the control of the game by the captain, use of a strong phrase or inappropriate use of words)
2	Indirect insult (ridicule, remarks with a hidden insult, light forms of insult – either verbal or by gesture)
3	Refusal of co-operation, insufficient response to requests, omitting informing the referee of the substitution of players (prefix 1 if done by the captain, 2 if by the coach)
4	Aggressive attitude (e.g. obstruction)
5	Direct outrage (serious kind of insult either by gesture, or verbally, or lack of physical respect)
6	Threat by attitude, movement or remarks; knocking or kicking movement towards the official
7	Aggression with physical contact like clinging to, knocking away an extending hand, pushing away
8	Serious aggression: e.g. kicking, knocking, or punching
9	Sexual intimidation; racial or sexual discriminatory remarks

Note: Offences 5 to 9 would normally merit an immediate red card for serious misbehaviour.