

## Discipline Ladder- Game Management

### LEVEL 1

Change in Whistle- Tone/Volume

Change in Voice- Tone/Volume

Whistle Length-slightly longer

Sustained eye contact

Quiet/informal words (informal advice)

Tactical Pause

Terminology reshuffle

*Umpires should try to use all of the above before moving onto Level 2*

### LEVEL 2

Quiet informal words

(informal advice continues)

Hold time to speak to player.

(Hand signal and whistle)

Hold Time to speak to the ON COURT CAPTAIN.

Caution

(explain to player why they are Cautioned)

Following a Caution, advise the player that the next step will be a

Warning.

*NB: A player can be cautioned for numerous infringements before a warning is given.*

### LEVEL 3

Warning

(explain to player what you are warning them for and the next step is Suspension/Sending off.)

### LEVEL 4

Suspension-use Hand signal

Explain to the player that the next step is a sending off.

(2 minutes timed by time keepers) Player to stand by Time keepers. Complete Suspension form

Ordering off- Use Hand Signal.

Complete Suspension form.

*For Hand Signals- See INF Rule Book 2016 edition For Suspension form- See CNL Website.*