

## Red & Yellow Cards: Offence Codes, Fines, Suspensions and Penalty Points

Charge Code	Offence	Fine	Automatic Suspension	Penalty Points
C1	Unsporting Behaviour – further defined as: <i>AA Adopting an aggressive attitude</i> <i>DI Simulation</i> <i>DP Dangerous Play</i> <i>FT Foul Tackle</i> <i>GC Goal Celebration</i> <i>HB Handball</i> <i>RP Reckless Play</i> <i>SP Pushing or Pulling an opponent</i> <i>TR Tripping</i> <i>UB Unspecified Behaviour</i>	£12	N/A	1
C2	Dissent	£12	N/A	2
C2 (sin bin)	Dissent (sin bin)	N/A	N/A	2
C3	Persistently infringing the Laws of the Game	£12	N/A	1
C4	Delays the restart of play	£12	N/A	1
C5	Fails to respect the required distance at a restart	£12	N/A	1
C6	Enters or re-enters the field of play without the referee's permission	£12	N/A	1
C7	Deliberately leaves the field of play without the referee's permission	£12	N/A	1
S1	Serious Foul Play	£55	3 matches	5
S2	Violent Conduct – further defined as: <i>Head to Head</i> <i>Elbowing</i> <i>Kicking</i> <i>Stamping</i> <i>Striking</i> <i>Biting</i> <i>Other Unspecified Behaviour</i>	£55	3 matches	6
S3	Spitting	£55	6 matches	7
S4	Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball	£35	1 match	3
S5	Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick	£35	1 match	3
S6	Use of offensive, insulting or abusive language	£45	2 matches	4
S7	Receives a second yellow card in the same match	£35	1 match	3

\* All red card fines listed are inclusive of the fine plus an automatic £15 administration fee

\*\* Suspensions are served in the match based Football Category in which they occurred, in addition to FA Cup and FA Vase matches where applicable

\*\*\* A player will receive an additional one-game suspension on top of the automatic suspension for every additional red card received in the playing season

\*\*\*\* A fine will increase to £15 if the caution has CMC5:Continuous Misconduct Cautions on WGS