SMBL TRIBUNAL * INDICATIVE PENALTIES

These indicative penalties should be read in conjunction with the Judiciary Guidelines available on the SMBL website

The SMBL Judiciary Panel has the power to impose penalties outside these guidelines. The panel may call witnesses and may raise other charges based on evidence received.

Any player ejected from a game should be aware of the following:

On receipt of the umpire's report the SMBL committee will confirm the charge reference number for the offence Provocation may not be accepted as excuse for an offence.

A poor judgement call by an umpire is not considered as an excuse

There is no leniency for an offence committed in an early innings rather than the last innings of a game

A player found guilty of a second offence within a season will receive a 1 game penalty in addition to any penalty issued by the panel

	Charge			
	Ref. #		If admit guilt GUILTY PLEA PENALTY	If found guilty DEFENDED PENALTY
QUESTIONING A JUDGEMENT CALL 1	1	once only with no offensive language or behaviour	Warning	1 game
QUESTIONING A JUDGEMENT CALL 2	2	Includes swearing or is prolonged or repeated after a warning	1 game	2 to 4 games
LANGUAGE Level 1	3	Swearing or Abusive or aggressive language with no swearing & not prolonged	1 game	2 games
LANGUAGE Level 2	4	Abusive or aggressive language which includes swearing or is prolonged	2 games	3 games
LANGUAGE Level 3	5	Swearing, personally offensive or discriminatory language which is also loud enough for spectators to hear	3 games	4 games
BEHAVIOUR Level 1	6	Breach of rules or careless play that does not breach rules but gives concern to the umpire. Examples include: Offensive signs or gestures. Tampering with ball or equipment	Warning	1 game
BEHAVIOUR Level 2	7	Intentional, reckless or careless breaking of the rules. Aggressive behaviour but without violence. Examples include: Equipment abuse; Careless play resulting in collision; pushing a player; unduly rough play or dummy tag; adopting a threatening attitude toward a player	1 game	2 or 3 games
BEHAVIOUR Level 3	8	Intentional, reckless or careless breaking of the rules where there is aggression or where there is the possibility of serious injury. Examples include: Deliberately throwing a ball at a batter; Adopting a threatening attitude toward an umpire	3 games	4 to 6 games
BEHAVIOUR Level 4	9	Aggressive or violent behaviour. Examples include: hitting a player or coach; participating in an affray; deliberate physical contact with an umpire.	Must appear	6 games to 1 season

		weapon Violence toward an umpire	must appear	1 Sedson to me
CONTRARY CONDUCT Level 1	11	Misdemeanors - examples include: Failure to obey an umpire's direction; Failure to leave dugout after ejection; careless throwing of bat or helmet.	1 game	2 or 3 games
CONTRARY CONDUCT Level 2	12	Misdemeanors - examples include: Offensive behaviour from players when they are spectators. Throwing objects onto the field.	Must appear	3 to 6 games
CONTRARY CONDUCT Level 3	13	Misdemeanors - examples include: Offences which bring the game into disrepute on or away from the field. Placing any individual in danger. Playing unregistered players or coaches	Must appear	7 games to 1 season
DRUGS OR ALCOHOL OFFENCES 1	14	Being intoxicated by drugs or alcohol or using alcohol or tobacco products in the proximity of the field during a game	2 games	3 or 4 games
DRUGS OR ALCOHOL OFFENCES 2	15	Repeat offence for drugs or alcohol or tobacco product use on the field during a game	4 games	6 games
BREACH OF PROTECTION RULES 1	16	Breaches of protection rules relating to junior players. Suspension for the head coach in the case of a first offence.	Loss of game. Coach suspended for a minimum of four games.	6 games
BREACH OF PROTECTION RULES 2	17	A second infringement of protection rules relating to junior players. Suspension will result in suspension of the head coach for a longer period	Loss of game and the minimum suspension of the Head Coach for the remainder of the competition.	minimum 1 full season

Aggressive or violent behaviour which is prolonged or severe. Use of an object as a

BEHAVIOUR Level 5

Amended 8 February 2018

Must appear

1 season to life