



In Jesus' Name We Play

Illawarra Churches Soccer Association Inc.

By-laws

Amended February 2026

Contents

1 DEFINITIONS	3
2 BY-LAWS	4
3 THE COMPETITION	4
3.1 Timing.....	4
3.2 Divisions	4
3.3 Matches.....	4
3.4 Points	4
3.5 Forfeits	5
3.6 Player Eligibility	5
3.7 Finals Series	5
4 MATCH SCHEDULING	6
5 SUBSTITUTES	6
6 PLAYER REGISTRATION	6
7 UNIFORMS.....	7
8 HOME TEAM REQUIREMENTS	7
9 TEAM SHEETS	7
10 REFEREES.....	8
11 CODE OF CONDUCT	8
11.1 Authorities	8
11.2 Yellow Cards	9
11.3 Red Cards	10
11.4 Suspensions	10
11.5 Right of Appeal.....	11
11.6 Conduct.....	11
12 COMPETITION POINT PENALTIES	11
13 INTOXICATING LIQUOR AND ILLICIT DRUGS	12
14 TEAM APPLICATION AND FEES.....	12
15 INSURANCE COVER	12

1 DEFINITIONS

(1) In these by-laws

Annual General Meeting (AGM) means the Annual General Meeting of the ICSA.

Additional Suspension means any Suspension in addition to a Mandatory Match Suspension.

Away Team means the Team not playing the Match at its home ground or appearing second on the fixture list in the event the Match is conducted at a neutral venue.

Club means any Club registered with ICSA.

Competition means the Matches, Competitions, Premierships (Major and Minor) and events conducted by the ICSA and including the Pre-Season Competition.

Direct Red Card means a card issued to a Player for the commission of a Red Card Offence but excluding a R7 and R8 Red Card Offence.

Disciplinary Coordinator (DC) means the person who receives Referee's Reports and issues suspension as per ICSA Regulations.

Field of Play means the field of play and any perimeter area between the line markings of the pitch and the spectator area.

FIFA means Federation Internationale de Football Association, its successor or assignee.

Finals Series means the finals series of a Competition held at the completion of the regular season, in accordance with ICSA rules and regulations.

General Meeting (GM) means General Meetings of the ICSA.

Home Team means the Team playing the Match at its home ground or appearing first on the fixture list in the event the Match is conducted at a neutral venue.

ICSA means the Illawarra Churches Soccer Association Incorporated, the governing body of the ICSA Competition.

Judiciary Committee (JC) means the Body responsible for making determinations pursuant to section 11.3 (Red Card Offences) of these Regulations.

Laws of the Game means the official laws of the game of football as promulgated by FIFA.

Management Committee (MC) means the body responsible for the day to day running of ICSA business.

Mandatory Match Suspension (MMS) means the automatic suspension from participating in a Match that must be served in accordance with these Regulations.

Match means a single meeting of two teams to play in a Competition.

Minimum Suspension means the minimum suspension, for an Offence as set out in Appendix 1: Table of Offences.

Obvious Error has the meaning given to it in section 11.5.b).

Player means any person who participates in a Match, including a substitute or a substituted Player.

Protests and Disputes Committee (P&D) means the Body responsible for hearing an appeal to a decision handed down by the Judiciary Committee.

Red Card means a card issued to a Player or Team Official due to committing a Red Card Offence.

Red Card Offence means the commission by a Player or Team Official of one of the sending-off offences set out in Appendix 1: Table of Offences.

Referee means a referee, or an assistant referee who is appointed to assume responsibility in connection with a Match.

Referee's Report means a report prepared and submitted by a Referee to the Disciplinary Coordinator which sets out any Red Card Offences.

Regular Season means a Competition in which Teams compete in a series of round robin Matches (both home and away) during a Season in accordance with ICSA Rules and Regulations.

Regulations means these by-laws.

Suspension means any suspension applicable under or issued pursuant to these Regulations.

Spectator means a person in attendance at a venue during any Match, Competition or Training Session sanctioned by ICSA.

Team means any Team admitted by ICSA to participate in the Competition.

Team Official means any person involved with the management, preparation or participation of a Team (including coaches).

Yellow Card means a caution of a Player or Team Official by a Referee for an infringement set out in section 11.2.

2 BY-LAWS

(1) Amendments to by-laws

- a) By-Laws may be adapted or amended at a GM subject to rule 44(4) of the ICSA Constitution.

(2) Statement of intent

- b) Failure of any Club, team, player or players to observe these rules in their entirety renders such Club, team, player or players liable to penalty as laid down in the rules, or as the MC or other responsible committee deem fit and proper.

3 THE COMPETITION

3.1 Timing

- (1) The Major and Minor Premiership of the Association shall be competed for annually unless circumstances prevent.

3.2 Divisions

- (1) The MC shall be responsible for determining the number of divisions and the composition of those divisions. In so doing it shall attempt to:
 - a) Organise the competition into sufficient divisions in order to produce a playing season from March/April to the end of September (including finals);
 - b) If more than one division is required, Division 1 shall be considered to have the higher standard of play and competitiveness than Division 2 and so on if more than two divisions are necessary;
 - c) Where possible satisfy the requests of all teams to play in the division of their choice; and
 - d) Ensure that no teams play from one year to the next in a division in which they are uncompetitive (either too strong or too weak).

3.3 Matches

- (1) Clubs shall play competition matches as laid down by the MC and shall notify the ICSA Registrar or ICSA Secretary of any social matches played (for insurance purposes).

3.4 Points

- (1) Points shall be allocated as follows:
 - a) Win – 3 points
 - b) Draw – 1 point

- c) Forfeit (3-0) – 3 points
- d) Bye – 0 points
- e) Washout – 0 points (including bye)

3.5 Forfeits

- (1) A minimum of four days' notice of a forfeit must be given to opponents and the Association.
- (2) A Club not giving sufficient notice as defined in this rule shall be liable for the usual expenses which would normally have occurred had the match been played.
- (3) Club's forfeiting on three separate occasions without satisfactory reason may be removed from the competition.
- (4) In the event of a forfeit the goals credited to the disadvantaged team shall be three (3).

3.6 Player Eligibility

- (1) Where a Club has only one team entered in the competition, and has less than eleven players on the team sheet, the team can use players from another Club:
 - a) Preferably from the same division, and with the consent of the opposing team's captain; or
 - b) From a higher division, providing the higher division player plays in a position where they do not have a major influence on the outcome of the game, and with the consent of the opposing team's captain.
- (2) Where a Club has entered two or more teams in the competition, and has less than eleven players on the team sheet, a higher-grade player from the Club can only be used:
 - a) With the consent of the opposing team captain; and
 - b) If the higher division player does not play in a position where they have a major influence on the outcome of the game.
- (3) If an opposing team captain agrees to allow a player to participate in a match under clauses 3.6.2(a) or (b) the result of the match will be valid.
- (4) Where a Club has two teams entered in the same division, no player from the Club shall play for more than one of their Club teams.
- (5) Where a player plays for another team, penalties (red and yellow cards) shall apply to the individual's record.
- (6) Clubs shall not permit players under suspension or disqualification by this or any other soccer football association to take part in their affairs without first receiving permission of the MC to do so. A breach of this sub-section will be dealt with as the MC deems fit and proper.
- (7) The MC retains the authority to make a final decision on player eligibility.

3.7 Finals Series

- (1) Where two or more teams finish on equal points, the minor premiership, or final positions, shall be determined by goal difference.
- (2) In the event of two teams finishing on equal goal difference:
 - a) In the case of the minor premiership, they shall be declared joint minor premiers.
 - b) In the case of finals positions, for and against goal difference in competition matches

between the two sides concerned shall decide the team to progress into the finals. If teams are still equal the team to progress shall be decided by a mid-week playoff.

- (3) A player shall be eligible to play in the lower division semi-finals, finals and grand finals or replays of such fixtures if:
- a) They have played more lower division matches than higher division matches during the season.
 - b) They have played at least three matches during the season in that division.
 - c) Players can only play for one team during the final's series.
 - d) They are their Club's higher division goalkeeper, and the regular lower division goalkeeper is unavailable or injured. This includes replacing the lower division goalkeeper during a match due to injury.
 - e) Higher division players can only be used with the consent of the opposing team management.
- (4) Extra time shall be played in any competition playoff, semi-final or finals game that resulted in a draw at the end of regular time. Fifteen (15) minutes each way shall apply in the top division, and ten (10) minutes each way in all other divisions. Teams shall toss for choice of ends and the game shall be re-commenced without further delay. If after extra time scores are level, the match shall be decided by a penalty shootout under normal FIFA rules.

4 MATCH SCHEDULING

- (1) Half time will be a minimum of five (5) minutes.
- (2) Matches shall commence at such time and upon such grounds as directed by the MC and any Club refusing or failing to play the Club against which it has been drawn within fifteen (15) minutes of the scheduled kick off time, and without sufficient reason for not doing so, shall be judged to have forfeited the match.
- (3) There will be at least a ten (10) minute gap between matches on the same ground

5 SUBSTITUTES

- (1) Five substitutes will be allowed in all ICSA matches. Substitutes names must appear on the team sheet.
- (2) Teams seeking to use more than four substitutes must obtain the permission of the referee and the opposing team captain.
- (3) The team captain is responsible for reporting substitutions to the referee and ensuring that no more than the permitted number of players is used by their team.

6 PLAYER REGISTRATION

- (1) Only registered players of a Club shall take part in a competition game. Registration forms for new players, accompanied by the registration fee, must be received by the ICSA Registrar one week prior to the player taking part in a match, or have approval of the ICSA Registrar. The player shall only play after the Club Secretary has received clearance from the ICSA Registrar.
- (2) Any team fielding unregistered or suspended players shall lose three points, with the game deemed to be a forfeit as per clause 2.4.3 and the match awarded to the opposing team. The MC retains the authority to apply sanctions as deemed appropriate.
- (3) A player registered with any Club shall be under the jurisdiction of that Club until after the current season. Players must not play for any Club other than the Club he is registered with,

unless they gain consent of the Club with which they are registered, and a transfer has been granted by the MC. Players may transfer to only one other Club during the same season unless under special dispensation by the MC.

- (4) A member of a Club or team shall not induce or attempt to induce either directly or indirectly a player who is a registered member of another team to seek a clearance or transfer from their present Club. A person found to have contravened this By-Law shall be liable to such penalty as the MC deems appropriate.
- (5) All players in the competition shall be registered as Amateurs. Any player found receiving payment will be de-registered and any matches they have played in shall be forfeited.
- (6) Registration of players with five or less rounds remaining shall require the agreement of the MC.

7 UNIFORMS

- (1) All teams must register their team colours with the ICSA Secretary.
- (2) A new team is not to purchase uniforms before approval for colours is given by the ICSA Secretary. As soon as possible a photo of a player dressed in full uniform is to be given to the ICSA Registrar who shall keep a full catalogue of team uniforms.
- (3) Concerning uniform selection, preference shall be given to the Club whose registration is first given to the ICSA Secretary.
- (4) Players in all matches must appear in proper football uniforms. Shirts or jerseys with sleeves in the Club's registered colours, shorts, adequate footwear and shin pads must be worn. Players shall not wear any other description of headwear but a cap without a peak, with the exception of goalkeepers. When the colours of two Clubs are similar, the home team shall change uniforms. Goalkeepers must wear colours which distinguish them from all other players, spectators and the referee.
- (5) Glasses are not to be worn on the football field unless specifically designed for football and with the approval of the referee and the opposite team.

8 HOME TEAM REQUIREMENTS

- (1) The home team is the first team listed on the draw.
- (2) The home team is to supply (or arrange) the following:
 - a) Goal nets
 - b) Corner posts, not less than 1.5 metres in height
 - c) One match ball (Note: Away teams are also to supply one match ball)
- (3) Each team is to supply one Referee's Assistant (Linesman). Teams failing to provide a Referee's Assistant for three matches in any one season shall have one competition point deducted, and a further point deducted for each additional two occasions.
- (4) Home teams shall be responsible for leaving the ground clean following the game.

9 TEAM SHEETS

- (1) Team sheets are to be filled in and handed to the Referee prior to the commencement of the match.
- (2) A team representative is to sign the team sheet at the end of the match and keep a copy. The information signed for on the sheet will be considered the official record of the match.

All results, best and fairest, goal scorers and infringements recorded will be used as official information.

- (3) Referees will advise the Referees Coordinator of the results before 7:30pm on the day of the match to allow the match results to be placed in the media.
- (4) Team Managers are to add to the team sheet any injury to a player that may require notification for insurance claims.

10 REFEREES

- (1) A Referee (not a member of either Club) shall be appointed by the MC where possible, and their duties shall be as defined by FIFA.
- (2) In the event of the appointed Referee not attending:
 - a) The appointed home team (as per the draw) shall provide a Referee.
 - b) Failing this an official of the Association, if present, shall appoint the Referee.
 - c) Failing this the captains of the competing teams must appoint a Referee within 15 minutes of the scheduled kick off time, and such Referee's decisions will be accepted as official. (The competing teams are to advise the MC after the match).
- (3) Refereeing Requirements
 - a) Referees are responsible for determining whether matches are played or otherwise. (Factors to take into account are wet or dangerous conditions, or other circumstances as they arise).
 - b) Team sheets are to be signed at the conclusion of the match by the Referee or both Assistant Referees, as provided to the Referee by each team's representative.
 - c) Names of goal scorers are to be recorded on the team sheet.
 - d) Referees are not to advise offending players of the length of their suspension, but only of their offence. Club Management/Secretaries shall be advised of any suspension by the MC.
 - e) Referees have the full support of the MC and JC. They have total authority at the game and their decisions are not to be questioned during the game.
 - f) Prior to refereeing, irregular referees should read their Soccer Rules Handbook. A copy of is available on the internet.

11 CODE OF CONDUCT

11.1 Authorities

- (1) The Referee:
 - a) May issue a Yellow Card (caution) in accordance with the Laws of the Game.
 - b) May issue a Red Card (expulsion) in accordance with the Laws of the Game.
 - c) Must identify any Yellow Card or Red Card issued during a Match, including the name and number of the Player or Team Official (as applicable), the type of infringement by reference to the codes in clauses 10.2 and 10.3 (as applicable) and the time that the infringement occurred in the Match.
 - d) After the end of the match, where necessary, submit a Report to the DC.
- (2) The Disciplinary Coordinator (DC):

- a) May determine that an infringement resulting from a direct Red Card, warrants a sanction greater than the Mandatory Match Suspension (see Appendix A).
- b) May rectify a Yellow Card and/or Red Card issued in cases of mistaken identity.
- c) May convene the JC to make determinations as required.
- d) May cite a player to appear before the JC in relation to a Red Card or a serious infringement that has escaped the Referee's attention.

(3) The Judiciary Committee (JC):

- a) Has jurisdiction to hear, and must determine, matters that have been referred to it.
- b) Must impose sanctions as are authorised and appropriate to the determination, which may include sanctioning a player in relation to a Red Card or a serious infringement that has escaped the Referee's attention.

(4) The Protests & Disputes Committee (P&D):

- a) Has jurisdiction to hear appeals from the JC and must determine appeals, including imposition of any sanction, in accordance with these regulations.

11.2 Yellow Cards

- (1) A Yellow Card is issued by the Referee for the cautionable offences specified by Law 12 of the Laws of the Game, which include:

Y1	Unsporting behaviour
Y2	Dissent by word or action
Y3	Persistent infringement of the Laws of the Game
Y4	Delaying the restart of play
Y5	Failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
Y6	Entering, re-entering or deliberately leaving the field of play without the Referee's permission

(2) Accumulation of Yellow Cards

- a) Three (3) Yellow Cards received in matches in the regular season will result in a match suspension of one (1) week.
- b) Two (2) further Yellow Cards received in matches in the regular season after serving a match suspension of one (1) week will result in an additional two (2) week suspension.
- c) One (1) further Yellow Card received in matches in the regular season will result in a player appearing before the JC for disciplinary measures.
- d) Two (2) Yellow Cards received in matches in the finals series will result in a mandatory match suspension of one (1) week.
- e) The accumulation of Yellow Cards will be reset at the end of the last Match of the pre-season, the regular season and any finals series, respectively. This means that Yellow Cards accumulated in a pre-season competition do not carry over to the regular season and Yellow Cards accumulated in the regular season do not carry over to any finals series. Match suspensions incurred as a result of the accumulation of Yellow Cards will not, however, be cancelled.

- f) Two (2) Yellow Cards received in the same Match, resulting in an R7 Red Card offence (see 11.3), will result in the two (2) Yellow Cards being expunged from a Player's record and neither Yellow Card will be counted in the Player's accumulation of Yellow Cards.
- g) One (1) Yellow Card followed by a Direct Red Card in the same Match, will not result in the Yellow Card being expunged and will be counted in the Player's accumulation of Yellow Cards.

11.3 Red Cards

- (1) A Red Card is issued by the Referee for the sending-off offences specified at Law 12 of the Laws of the Game, which include:

R1	Serious foul play
R2	Violent conduct
R3	Biting or spitting at and/or on an opponent
R4	Denying the opposing team a goal or an obvious goal scoring opportunity by a handball offence (this does not apply to a goalkeeper within their own penalty area)
R5	Otherwise denying a goal or an obvious goal scoring opportunity to an opponent as prescribed by Law 12 of the Laws of the Game
R6	Using offensive, insulting, or abusive language or gestures
R7	Receiving a second caution in the same Match
R8	Incidental swearing or blasphemous language

- (2) Accumulation of Red Cards

- a) One (1) Red Card shall result in a suspension according to the offence (see Appendix A).
- b) One (1) further Red Card in the same season, shall result in a suspension according to the offence in respect of the Red Card, plus a further suspension of one (1) fixture.
- c) One (1) further Red Card in the same season, will result in the player appearing before the JC for disciplinary measures.
- d) Where a player receives a Red Card for the same offence, on a second or subsequent occasion within two (2) years of the expiration of the Suspension issued in respect of the previous offence, the second or subsequent offence will result in a suspension according to the offence (see Appendix 1).

11.4 Suspensions

- (1) A record of all Yellow and Red Cards issued is maintained on Dribl and available for Team Officials to view.
- (2) It is the responsibility of Team Officials to ensure that any Player who has incurred a suspension, serves the suspension in full.
- (3) The stated suspension periods listed in Appendix 1: Table of Offenses are the minimum and a Player may be subject to an Additional Suspension depending on the severity of the offence committed.
- (4) The Mandatory Match Suspension (MMS) is one (1) week.
- (5) Any other offence for which a Player is sent from the field of play, or which occurs on the

sideline will be heard before the JC for consideration and sentence.

- (6) The MC retains the authority to make a final decision on player suspensions.
- (7) Suspensions are to be served immediately.
- (8) All suspensions remain in force unless reversed by the JC and a player must continue to serve a suspension, until served in full.
- (9) Suspensions are to be served in competition matches only (i.e. not pre-season, or free weekends).
- (10) Suspensions not completed before the season end shall be carried over to competition matches the following season, even if the player is playing for a different team.
- (11) A player under suspension shall not be eligible for representative matches.
- (12) Suspensions are to be served in the division the offence occurred in. A player is not allowed to play in any other division until the suspension has been completed. In the event of a lower division player's suspension being completed, the player will not be allowed to play in a higher division on that day (and vice versa), hence the suspension incorporates weeks.

11.5 Right of Appeal

- (1) Members acknowledge that a Referee's decision to issue a Red Card cannot be reviewed by the DC except in the case of mistaken identity, or Obvious Error.
- (2) An Obvious Error, for the purposes of these regulations means a decision by the Referee to issue a Direct Red Card when no card was warranted, being a decision that no reasonable Referee, in possession of all the facts could reasonably have made.
- (3) A Player or Team Official should notify the MC as soon as possible if they believe a Player has been mistakenly identified by a Referee as having received a Yellow or Red Card.
- (4) A Mandatory Match Suspension incurred as a result of the accumulation of Yellow Cards pursuant to section 10.2.b) cannot be appealed.
- (5) A Mandatory Match Suspension incurred as a result of a Direct Red Card cannot be appealed, except under the provisions of 10.5.a).

11.6 Conduct

- (1) Code of conduct applies both on and off the field, whilst participation in ICSA activities. Players in team strip may be issued with an appropriate card if deemed appropriate by the referee.
- (2) Association Officers or Team Officials may report any matter of concern regarding a Player, Team Official or Referee to the MC. Any person so doing shall advise the ICSA Secretary as soon as possible by telephone of the full details. ICSA members shall co-operate fully with any subsequent inquiry.
- (3) Clubs are expected to control their spectators in order to ensure proper conduct. A positive, encouraging attitude is expected at all times (particularly towards Referees, spectators and opponents). The MC will take action where appropriate.

12 COMPETITION POINT PENALTIES

- (1) The following offences incur a one-point penalty:
 - a) Non-attendance at a GM or the AGM.
 - b) Failure to supply signatures on team sheets.

- c) Non-payment of team fees for each game after 30th June.

13 INTOXICATING LIQUOR AND ILLICIT DRUGS

- (1) Being intoxicated or under the influence of illicit drugs is not condoned by the ICSA and players, officials or spectators who are should not attend any ICSA game or function.
- (2) Clubs are encouraged not to seek sponsorship from businesses retailing alcohol or gambling. The MC retains the right to make final decisions regarding sponsorship for Clubs and teams.

14 TEAM APPLICATION AND FEES

- (1) Annual charges for team nominations, player registrations, ground fees and other fees shall be set by the MC.
- (2) Team nominations, accompanied by the nomination fee, for the following season shall be in the hands of the ICSA Secretary at a date set by the MC.
- (3) Late applications will be received but the MC reserves the right not to accept for scheduling reasons.
- (4) No player registration form will be accepted without the full payment of the registration fee.
- (5) Ground fees, where applicable, must be paid to the ICSA Treasurer by the date set by the MC.
- (6) Any Club in arrears to the extent of two weeks may be removed from the competition. Clubs not replying within two weeks of being notified of being in arrears will be suspended from participating in the competition until all monies have been paid.
- (7) Gate monies from all matches on Association controlled grounds will be the property of ICSA.

15 INSURANCE COVER

- (1) The MC will arrange appropriate insurance cover.

Appendix 1: Table of Offences

Code	Offense	Description	Incidence	Suspension (Matches)
R1	Serious foul play (Typically, but not limited to, tackles or challenges on an opponent with the ball)	Serious foul play in a tackle or challenge.	First	MMS
			2nd & sub	MMS + 1
		Attempting to gain possession of the ball using excessive force.	First	MMS + 1
			2nd & sub	MMS + 2
		Conduct that endangers the safety of an opponent in contest for the ball or has the potential to cause injury.	First	MMS + 2
			2nd & sub	MMS + 3
		Conduct causing minor injury.	First	MMS + 4
			2nd & sub	MMS + 5
R2	Violent Conduct (Typically, but not limited to, the use or attempted use of excessive force against an opponent when not challenging for the ball, or against a teammate, an Official, or Spectator)	Excessive force.	First	MMS
			2nd & sub	MMS + 1
		Violent conduct.	First	MMS + 3
			2nd & sub	MMS + 5
		Serious and/or premeditated violent conduct.	First	MMS + 6
			2nd & sub	MMS + 8
		Serious violent conduct that has caused bodily harm or is responsible for a Melee.	First	MMS + 12
			2nd & sub	MMS + 20
R3	Spitting at an opponent or any other person	Causing spittle to land on an opponent or any other person (e.g. by blowing a raspberry).	First	MMS + 2
			2nd & sub	MMS + 4
		Spitting at or towards an opponent or any other person.	First	MMS + 4
			2nd & sub	MMS + 8
		Spitting on an opponent or any other person.	First	MMS + 8
			2nd & sub	MMS + 16
R4	Denying a goal scoring opportunity	Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (except a goalkeeper within their penalty area).	First	MMS
			2nd & sub	MMS
R5	Denying a goal scoring opportunity	Denying an obvious goal-scoring opportunity to an opponent moving towards the opponent's goal by an offence punishable by a free kick.	First	MMS
			2nd & sub	MMS

R6	Offensive, insulting, abusive or intimidating language and/or gestures	Using offensive, insulting or abusive language and/or gestures in frustration.	First	MMS
			2nd & sub	MMS + 3
		Using offensive, insulting or abusive language and/or gestures directed at or towards another person	First	MMS + 1
			2nd & sub	MMS + 3
		Incitement to violence, or repeated use of offensive language and/or gestures directed at or towards another person	First	MMS + 4
			2nd & sub	MMS + 8
		Threatening or intimidating language and/or conduct directed at or towards another person	First	MMS + 4
			2nd & sub	MMS + 8
R7	Receiving a second caution in the same match	Second Yellow Card in the same Match.	First	MMS
			2nd & sub	MMS
R8	Incidental swearing or blasphemous language	Incidental swearing or blasphemous language.	First	Rest of Match
			2nd & sub	