

be deemed to have encouraged or instigated such player to commit a breach of instruction or rule shall be deemed to have been guilty of a similar offence.

28. Players, officials and spectators are only allowed to take part in or attend matches on condition that they observe the rules, regulations and by-laws of this Association, and every league or club is required to enforce such rules, regulations and by-laws.

29. Every association, league or club is responsible to the Council for the action of its players, officials and spectators, and is required to take all precautions necessary to prevent spectators threatening or assaulting officials or players during or at the conclusion of matches. No official of an association, league or club shall bet on any football match, and associations, leagues and clubs are also required to prevent betting and the use of objectionable language. In the case of a breach of this rule, any player, official or spectator may be removed from any ground, and such force used as may be necessary for the purpose of effecting such removal.

30. In the event of any association, league, combination, club, player, official, member or spectator being proved to the satisfaction of the Council to have been guilty of any violation of the laws of the game, the rules, regulations and by-laws of this Association, or of any misconduct, the Council shall have power to order the offending association, combination, club, league, player, official, member or spectator to be removed from this Association, suspended for a stated period, or dealt with in such manner as the Council may think fit. Any association, league, combination, club, or player, playing with or against the offending association, club or player after such removal or during such time of suspension, shall also be dealt with in such manner as the Council may think fit. No suspended member or player of any association or club so suspended or removed from this Association shall be eligible for membership of any other association or club belonging to this