

AFL London summary of key by laws

Full by laws are found on AFL London website

Playing numbers

Team	Australian (max)	GB (min)	ROW (min)	Min on field
Men's Premiership	11	3	4	14
Men's Conference	13	5		14
Men's Social	14	4		12 ¹
Women's Premiership	14	4		14
Women's Conference	16	2 ²		14 ³

Notes (Not applicable for Season 2026, no new teams)

- 1: Concession for first season of new team, min on field reduced to 11.
2. Concession for first season of new team, no min requirements on field, min requirements on team sheet of 2 GB/ROW.
3. Concession for first season of new team, min on field reduced to 13

- **Bench:** All matches will allow a bench size of six players, and a maximum squad of 24 players
- **GB/ROW:** The number of GB players is a minimum, however for Men's Premiership GB category players can play in place of ROW category players. The total number of GB and ROW players on the field (and the max number of AUS category players) must be met at all times. See below on player counts.
- **GB / ROW definition:** Broadly 90% of their life after the age of 10 outside Australia and hold a non-Australian passport. Apply to league where uncertain.
- **Movement:** A maximum of 3 AUS category players from the previous week's teamsheet in a higher division can play in the next lower division the following round. This rule does not apply to GB or ROW category players. GB/ROW who play in mMen's Premiership can't drop to socials for next round, no other restriction to GB/ROW.
 - Where no Men's Conference team (i.e. NLL), club limited to 3 TOTAL players dropping from Premiership to Socials in the next Round (incl. GB and ROW).
 - **NB:** For clubs entering new teams into competition, concession applies to new team for AUS movement, first season 4 men and 6 women, second season 4 women only. [For Season 2026 this only applies to London Swans Women's]
 - For clubs with multiple teams, particularly in the first round (where movement rules cannot be assessed due to the absence of prior team sheets) and in rounds where a higher-division team has a bye, we ask that team selection is made in the spirit of the rules. Doing so best supports the overall growth and development of the league.
- **Two Games one Round:** Where a player plays two games in one round (i.e Women's Premiership and Women's Conference), the highest division counts for qualification purposes (i.e. Women's Premiership). This has implications for the qualification and the movement rule.
- **Reduction:** Teams are obligated to match a reduction in players to 14 as requested, however they may play an extended bench to allow a full squad of 24 to participate.
 - A team can only request to reduce the number of players on the field (i.e.. to below 18) if they have no more than 3 players on the bench. Once a team has 4 or more players on the bench, they must add extra players to the field up to a total of 18.

- When the numbers on field are reduced the GB/ROW requirements do not get reduced.
- Where a reduction of players is requested, the highest team cannot be reduced in the lower team playing a full 18 (i.e. reduce women's premierships to 15 in round but play 18 in women's conference).
- **Lending:** A club can lend players to another club, however it will not count for finals qualification. The league encourages communication when numbers are low by Thursday (48hrs prior) to the relevant opposition.

Finals Qualification

- Must have played two games for their team (minimum ranked team)
- Can play finals for minimum ranked team or any higher team
- Where a player has played the total required matches for a Club (2), but not for a single team within that club, the player will be eligible to play finals but only in the highest division that they have represented the club (i.e. 1 Men's Premiership, 1 Men's Socials means player is only eligible for Men's Premiership finals)
- A player who has played 4 or more matches in a higher division is not eligible for finals selection in a lower division.
- In respect of the men's competition:
 - if an Australian player has played more than 2 games in the Premiership division, they will not be eligible to play in any Socials Finals.
 - Any player (i.e. Australian / GB or ROW) that plays in the Premiership division during week one of finals will not be eligible to play in any subsequent Social finals
- **Finals play two games, same 'round':** AUS only play once. GB/ROW can play in two teams in finals where necessary and qualified.

Armbands

- GB players in the Men's Premiership must wear a blue armband
- ROW players in the Men's Premiership must wear a red armband
- In Women's Premiership, Men's and Women's Conference and Men's Social GB or ROW players can wear the same-coloured armband (either red or blue).

Field composition

- 6-6-6 Rule applies
- AFL London applies 'Starting Positions' of the Bottom of the Square, not the Arc at the time the field umpire throws up the football to start a quarter or recommence play after a goal has been scored, for the purposes of the 6-6-6 Rule
- When playing numbers are reduced the following will apply

	Backs	Mids	Forwards
18	6	6	6
17	6	5	6
16	5	6	5
15	5	5	5
14	5	4	5

Quarter lengths

Men's

- Premiership: 25 mins
- Conference: 20 mins
- Socials: 15 min quarters, unless clubs prior to Saturday agree 20 mins. Presidents to message AFL London each week when 20 mins agreed PRIOR to game.

Women's:

- Premiership: 20 mins
- Conference: 15 mins

Breaks

As a standard, the following breaks are recommended.

- QT/3QT: 5 minutes
- HT: 10 minutes

The breaks can be reduced if agreed between the clubs prior to the games commencing pending the schedule of the day.

Stopping time

- AFL London does not 'Stop Time' as a general rule
- If an injury occurs, the clock for the quarter continues to run. Time is not added on.
- When a significant injury occurs, time will run until the end of that quarter. At the end of that quarter time will stop until it is safe enough to resume play. Depending on the delay the match can have reduced quarters, be abandoned, be deemed a draw or if margin is over 30 points the team with the higher score wins (Section 12 by-laws)
- The field umpire must notify AFL London of any significant injuries through their umpires report as well as noting it on the relevant teamsheets.

Center bounces / Boundary throw ins

- All matches will commence as a throw up. Throw up will also occur on reset from a goal being scored.
- When the ball goes out of bounds, a 'Throw Up' will replace boundary throw ins. The umpire will throw up the ball 10 metres inside the boundary at the point the ball left the playing field.

Margin at half time

If one team leads by the amount as set out below, coaches, captains, umpires can agree to shorten quarters by 5 mins. (This is optional and not mandatory)

- Men's Premiership: 75 points
- Men's Conference: 50 points
- Men's socials: (not applicable)
- Women's (Both): 50 points

Cards

- **Yellow:** player sent off for 15 mins. Can be replaced. Player can rejoin the game once they have sat out for 15mins
- **Red:** player cannot be replaced on field, player can't rejoin match.

Player count (*formalised in by laws*)

- Captain / Vice Captain has to request via field umpire during play within quarter.
- Umpires will stop time, no players allowed to enter or exit the field. Players and/or GB/ROW count will be done
- If the request was correct (i.e. opposition in breach) free kick awarded either where play stopped or at center (most advantageous) then 50m penalty applied. Team in breach will lose all points for the quarter.
- If the request was incorrect (i.e. opposition not in breach). Free kick awarded either where play stopped or at center (most advantageous) then 50m penalty applied. If the umpire believes the request was not genuine, a report will be made against the team.
- All player counts including who requested, outcome, scores at that time will be included in the match report from umpires (incl club umpires) to AFL London. AFL London may further determine the matter by way of a fine, reversal of match result or other sanction as it deems appropriate.