



# **AFL London**

## **Bylaws 2026**

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## Contents

1.	Definitions	Page 3
2.	Compositions of the League	Page 3
3.	Team Registration	Page 3
4.	Player Registration	Page 3
5.	Player Classification and Qualifications	Page 4
6.	Player Eligibility	Page 4
7.	Player Movement	Page 5
8.	Finals Eligibility	Page 6
9.	Team Composition	Page 7
10.	Matchday Regulations	Page 8
11.	Competition Regulations	Page 10
12.	Match Delays	Page 11
13.	Forfeits	Page 11
14.	Home Club Matchday duties	Page 11
15.	Umpires Regulations	Page 12
16.	Fines, Complaints and disputes	Page 13
17.	Sponsors	Page 13
	Schedule A: Competition of the Leagues – Men’s Premiership	Page 15
	Schedule A: Competition of the Leagues – Men’s Conference	Page 16
	Schedule A: Competition of the Leagues – Men’s Social	Page 17
	Schedule A: Competition of the Leagues – Women’s Premiership	Page 19
	Schedule A: Competition of the Leagues – Women’s Conference	Page 21
	Schedule B: Disciplinary Guidelines	Page 22
	Schedule C: Amateur Status	Page 28
	Schedule D: Player count	Page 29
	Schedule E: AFL London Rules of the Game	Page 31

## **1 DEFINITIONS**

- 1.1 Unless the context requires otherwise, the following terms shall have the following meanings:
- 1.1.1 “League” refers to AFL London, an associate member of AFL England and AFL Europe.
  - 1.1.2 “Clubs” refers to the members of the league.
  - 1.1.3 “Teams” refers to the specific football teams entered the League by the Clubs.
  - 1.1.4 “Divisions” refers to the groupings of Teams into separate competitions within the League.
  - 1.1.5 “Category” refers to the nationality status of a player.
  - 1.1.6 “Round” refers to the set of fixtures for the League on a weekend. This also applies to rescheduled and mid-week fixtures.
  - 1.1.7 “Finals” refers to the last three weeks of competition - Prelims, Knockout and Grand Final
  - 1.1.8 “Rules of the Game” AFL London adopts the AFL’s Laws of Australian Football in all men’s and women’s competitions with a one year delay (i.e. Season 2026 follows the 2025 Laws of the Game) unless there is specific provision to the contrary contained in Schedule E of these By Laws.

## **2 COMPOSITIONS OF THE LEAGUE**

- 2.1 The composition of the competition will be defined by the League each Season, in consultation with Clubs. Divisions will be set out in Schedule A of this document, including any Division-specific rules.

## **3 TEAM REGISTRATION**

- 3.1 Teams must be registered with AFL London following the process outlined by the League prior to the season.

## **4 PLAYER REGISTRATION**

- 4.1 All players must be registered with AFL London, following the process outlined by the League prior to playing a match.
- 4.1.1 The registration process will ensure that the player is aware that they play at their own risk and will recommend that they may wish to obtain medical insurance. Where players are registered electronically, this information should also be present. Where players are registered by club officials, it is the responsibility of the club officials to make the players aware of this information.

## **5. PLAYER CLASSIFICATION & QUALIFICATION**

- 5.1 AFL London classifies players in 3 categories: ROW, GB, and AUS
- 5.2 To qualify for the ROW category, a player must fulfil all the following requirements:

- 5.2.1 Must have lived at least 90% of their life after the age of 10 outside Australia.
- 5.2.2 Must be the holder of a passport of a country which is not Australia.
- 5.2.3 Must provide the Club with a photocopy clearly showing their photograph, name, and nationality.
- 5.3 To qualify for the GB category, a player must qualify for category ROW per clause 5.4 and must fulfil at least one of:
  - 5.3.1 If they have participated in an international match, then it must have been for the Great Britain Bulldogs or the Great Britain Swans.
  - 5.3.2 If they have not participated in an international match, then they must meet the qualification criteria for the GB Bulldogs or GB Swans.
  - 5.3.3 If after any application or objection, they have been granted GB status by the AFL London committee.
- 5.4 All other players will be registered in the AUS category, unless granted GB or ROW status by the League Committee after application by the Club. To do this, the Club must apply for the status change in writing to the League and providing justification for the request. Until registration is granted, the player must play as AUS.
- 5.5 All players must be at least 17 years of age. Players under the age of 18 will need to complete a consent form - this form must be completed and submitted to AFL London before they are able to play. The form can be requested from the league committee and will need to be completed and signed by a parent or legal guardian.
- 5.6 Any player receiving payment from a Club for playing at that Club will be considered a professional footballer and be deemed ineligible to play in any League games in any Division. Further detail on the League's definition of Amateur Status in Schedule C.
- 5.7 Where there is ambiguity for a player on the classification, players can complete an application form (which can be found on our website) to set out their reasoning. This application will be reviewed and voted on by the AFL London executive committee.

## **6 PLAYER ELIGIBILITY**

- 6.1 All Players playing in a match should be able to identify themselves with a reasonable form of official identification, such as a credit card or driver's license. Such identifications must be shown to the umpires or one senior member of the opposition on request, and at any reasonable time before, during, or up until an hour after a match. A photocopy of such held by a club official can be shown if no other identification is available.
- 6.2 All players in category GB and ROW must be identified during games by a coloured armband, so that Umpires and the Opposition can track how many are on the field at any point.
  - 6.2.1 GB players in the Men's Premiership must wear a blue armband.
  - 6.2.2 ROW players in the Men's Premiership must wear a red armband.
  - 6.2.3 In Women's Premiership, Men's and Women's Conference and Men's Social GB or ROW players can wear the same-coloured armband.
- 6.3 A Club in doubt of the validity of an opposition player's registration due to either the category of the player or the identity of the player, has 72 hours from the end of the match to officially complain to the League. In the event of this happening, the

League will do the following.

- 6.3.1 In the event of the Complainant being uncertain of the player's category, the League shall notify the Club being questioned and require that they produce evidence to substantiate the player's inclusion on the team sheet under the category stated.
- 6.3.2 In the event of the Complainant being uncertain of the player's identity, the League shall notify the Club being questioned and require that their Committee will vouch for the player's identity, to provide proof of identity, and give a reason as to why some identification was not available at the match.
- 6.3.3 In either event the League will require a response from the Club within 3 days and at latest before the next game.
- 6.3.4 In the event of an unsatisfactory response, the League shall start an investigation.
- 6.4 In any case where player is proven to have participated in a game without identifying themselves by signing the team sheet, or to have played under a false name, or to have played in finals when not qualified, or to have played additional Australian players but listing them as GB/ROW players:
  - 6.4.1 The game result will be declared a forfeit and awarded to the opposition team.
  - 6.4.2 A Club fine of £250, increasing by an additional £100 for any subsequent offence.
  - 6.4.3 On 3rd offence in a Season, Club referred to League tribunal for further penalties.
- 6.5 In any case where a Club is proven to have added a player to a team sheet when they are not present and have not participated in the game (e.g. for the purpose of qualifying players for finals):
  - 6.5.1 The player in question is automatically disqualified from participating in finals.
  - 6.5.2 A Club fine of £250, increased by £100 for any subsequent offence.
  - 6.5.3 On 3rd offence in a Season, Club referred to League tribunal for further penalties.
- 6.6 Players found to using drugs, either illegal or performance-enhancing, shall be ineligible to play.

## **7 PLAYER MOVEMENT**

- 7.1 Players will only be allowed to play for Teams representing the Club for which they are registered, unless specifically excepted below.
- 7.2 Where rules allow for players playing twice within a round, only the highest Division match played in will count for qualification purposes.
  - 7.2.1 This does not extend to finals where Australian players will only be allowed to play one game in any given finals round. GB/ROW players are able to play more than one game.
  - 7.2.2 The player playing multiple games would need to adhere to the qualification conditions in Section 8.
- 7.3 All players of a Team having a bye will be required to observe the bye by not playing

in that Round, according to the following:

- 7.3.1 This rule does not apply to finals. At the start of the Finals, the player movement resets from the final Round. This rule is then observed accordingly for the remaining games in the finals.
- 7.3.2 The players referred to will be those who were on the team sheet for the Team's previous match.
- 7.3.3 An exception of up to three players (for AUS Players) will be allowed. These players may play in any Division, though must still be in line with all other Rules. When a team has 2 Bye's in a row (ie. a Competition bye and a Team bye back-to-back) this still applies, based on the team sheet from the last match played.
- 7.3.3.1 For clubs entering a new team into the competition, the following concessions (for Aus players) exist in respect of player movement,
- For the first season: an exception of up to four men's players and six women's players will be allowed.
  - For the second season an exception of 4 women's players will be allowed
- 7.4 Unless the rules of the Division forbid it Players may be loaned between Teams of different Clubs with the following stipulations:
- 7.4.1 A Team may not consist of more than three loaned players unless specifically allowed for in the Divisional Rules unless agreed in advance of the game by both teams and confirmed with AFL London
- 7.4.2 The opposition must agree to the loan.
- 7.4.3 Loaned Player should be added to the Team's Team Sheet as usual and clearly marked as being a loaned player.
- 7.4.4 If the loaned Players are from the Club of the opposition Team, they may optionally also be added to the opposition Team Sheet - and so are playing a qualifying match for the Round. However, at no time may this increase the number of qualifying players to a number greater than 24.
- 7.5 A player may transfer to a different Club by request and the transfer will be accepted and deemed final only once all the following have occurred.
- 7.5.1 The League has received confirmation from the receiving Club of the pending transfer.
- 7.5.2 The League has notified the current Club of the request to Transfer, and that Club makes no complaint within 48 hours (or before the next game) of financial liability to the Club being outstanding from the player. The League is satisfied that the transfer is for legitimate reasons, and then notifies both Clubs concerned in writing.

## **8 FINALS ELIGIBILITY**

- 8.1 The League may disqualify any Team from any final if all overdue liabilities are not met prior to the Finals series.
- 8.2 A player who has transferred Clubs during the season will only be eligible to play for his current Club, and only matches played since the date of the transfer will count towards eligibility.
- 8.3 Across all divisions the following rules apply:

- 8.3.1 The player must have played two games for the team to qualify to play in the finals.
- 8.3.2 A player may play in a finals match for their minimum ranked team, or any team ranked above such team.
- 8.3.3 In cases where a player has played the total required matches for a Club, 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.
- 8.4 A player who has played 4 or more matches in a higher division is not eligible for finals selection in a lower division.
- 8.5 8.3.5 In respect of the men's competition, if an Australian player has played 2 (3 for clubs with only 2 men's teams) or more games in the premiership division, they will not be eligible to play in any Social Division Finals.
- 8.6 In respect of the men's competition, any player (I.e. Australian / GB or ROW) that plays in the premiership division for the Preliminary Final game (I.e. during week one of finals) they will not be eligible to play in any subsequent Social Division Finals.

## **9 TEAM COMPOSITION**

- 9.1 The league will define the structure of Divisions and parameters prior to each Season beginning. These will be outlined in Schedule A
- 9.2 Changes to the timing or location of fixtures can be made in accordance with the following guidelines.
  - 9.2.1 The League must be informed of the desire to change the match by the home Club.
  - 9.2.2 The League will confirm that the change is acceptable to the Umpires, and the away Club
 Having satisfied the above, the League will inform all three parties that the change has been made effective, and no reversal will be allowed unless it follows the same procedure above.
- 9.3 Changes on the day can be made to timing related aspects of a match day (ie. length of quarters, start times, length of breaks between quarters) with the agreement of both sides and the umpires.
- 9.4 No changes can be made on match days that contradict other rules in this document, or that impact on finals qualification or player eligibility (IE changing ratio of player categories participating, adding additional players to the total squad, or the size / makeup of benches)
- 9.5 All matches will allow a bench size of six players, and a maximum squad of 24 players.
- 9.6 In any division, a team that is short of players can choose to reduce the minimum number of players allowed on the pitch to the point outlined in Schedule A, and the opposition must match them (ie. the game will be played with even numbers on the pitch)
  - 9.6.1 In this scenario the team with the larger squad can keep a full squad of 24, however will play with an extended bench (I.e. if dropping to 14 on the field as per Social Men's rules, the larger squad with 24 players will play 14 on field and a bench of up to 10)
  - 9.6.2 This rule can only be implemented if Clubs have no teams in lower divisions,

or if they do then they are also following Rule 9.8 (i.e. players must be allocated to higher Division teams before filling spots in lower Divisions)

- 9.6.3 Where a match is to have less than 18 aside on the field, the teams will line up as follows:

Number on field	Backs	Mids	Forwards
18	6	6	6
17	6	5	6
16	5	6	5
15	5	5	5
14	5	4	5

- 9.6.4 If a team is playing less than 14 on field in accordance with Schedule A, they need to adhere to the rules in relation to the number on field being 14 (i.e. must not exceed the line up in any section of the field of 5,4,5)

- 9.6.5 For clubs entering a new team into the competition, a concession will apply for the first season. In the lowest division of that club, the 'minimum Number of players on the field' requirement for the new team (which the opposition is required to match) as set out in Schedule A, will be reduced by one player

- 9.7 If a Team elects to play with fewer than a full complement of 18 players on the field (and must be matched by the opposition as per Rule 9.7), they may have a maximum of 3 players on the bench before having to automatically increase the number of players on the field. Only once a team has 18 players on the field their bench can increase to a total of 6 maximum.

- 9.8 A Club with multiple teams playing in a single Round must fill player obligations (i.e. playing a full 18 on the field) in higher Divisions before allocating players to lower divisions. I.E. A higher ranked team cannot play with reduced numbers, if there are more than the minimum players available and participating in that Clubs lower ranked team.

## 10 MATCHDAY REGULATIONS

- 10.1 Matches shall be carried out in accordance with the fixtures and the Teams will take the field in accordance with Division structure as set out by the League and in Schedule A.
- 10.2 Teams will fill out an official team sheet prior to the start of each match. All players must have signed the team sheet prior to taking the field.
- 10.3 Teams will have the right to take a copy of the opposition's team sheet at any time from the start of the match. Umpires have the right to take a copy of both teams' team sheets at any time from the start of the match.
- 10.4 Teams must have the minimum number of players required before they may start the match.
- 10.5 Players must all be attired in the usual uniform of the Team. Players in incorrect attire may only take the field with the agreement of both the opposing coach and the umpires.
- 10.6 Players must wear a unique number on their back. Numbers must be clearly legible from 100 meters.
- 10.7 Both teams shall be required to provide a goal umpire for the match unless the umpires specifically remove this responsibility from them. Each team will be required to provide official scorecards, which they will be able to obtain from the League.

- 10.8 Teams shall be allowed one Runner on the field and up to three watercarriers. These should be distinguishable as such in an agreed manner between the Teams and with the umpires.
- 10.8.1 Watercarriers must not remain on the field when not delivering water and shall not offer advice to players when on the field. If an umpire believes that they have broken either of these stipulations, they will send the water-carrier from the field and the team will be allowed one fewer water-carrier for the rest of the match. The umpire may also award a free kick against the club.
- 10.9 The umpires shall have authority to start the game at any time after the designated start time.
- 10.10 A drawn match in the regular season will stand as a drawn result (see 10. Competition Regulations). Should any Finals match be drawn the following shall be repeated until a winner is decided.
- 10.10.1 A break equal to the quarter time break shall be given.
- 10.10.2 The teams shall swap direction from the fourth quarter and play a further five minutes.
- 10.10.3 The teams shall then immediately swap direction and play a further five minutes. If the game remains tied after this point – the game will play until a golden score is made (i.e., a goal is scored).
- 10.11 The venues for finals shall be decided by the League before or during the season.
- 10.12 At the conclusion of a match, each club shall return to the League:
- 10.12.1 The team sheets for the match – each team sheet is to be signed by the opposition to confirm both sides have agreed the result.
- 10.12.2 The results of the match, including goalkickers.
- 10.13 The best and fairest votes for the match, as voted by the umpires, in 3-2-1 format, and preferably confidentially will be submitted directly by the league umpires via the online form (which can be found on our website).
- 10.14 For club umpires, these results to be submitted to AFL London via the online form (which can be found on our website).
- 10.15 Schedule A will set out any additional football rules which will be applied to each Division, such as timings of quarters and the breaks between them, and any other Division-specific rules.
- 10.16 Schedule D sets out the requirements of a headcount should this be required.

## **11 COMPETITION REGULATIONS**

- 11.1 The ladder will be determined as follows.
- 11.1.1 A winning team will be awarded 4 points.
- 11.1.2 A drawn match will result in both teams receiving 2 points.
- 11.1.3 A percentage will be obtained by dividing the total score for (in points) by the total score against by a team.
- 11.1.4 If a match is won by a margin of more than 150 points, the winning teams score will be reduced, though only for purposes of calculating the percentages of both teams, by an amount to bring their winning margin down

to 150 points.

11.1.5 If a match is deemed forfeited by one team, the match will be deemed to have been won by a margin - The non forfeiting will receive the points based on their division pool.:

- 11.1.5.1 Men's Premiership of 75 points to 0
- 11.1.5.2 Men's Conference of 75 points to 0
- 11.1.5.3 Women's Premiership of 50 points to 0
- 11.1.5.4 Women's Conference of 25 points to 0
- 11.1.5.5 Men's Social 50 points to 0

If a match is deemed forfeited by both teams, the match will be deemed to have been drawn 0-0, for percentage purposes, but neither team will receive points.

11.2 At the conclusion of the regular season the best and fairest votes will be counted and winners will be confirmed at the league presentation evening. The following conditions will apply:

- 11.2.1 The player receiving the most votes in each division will be awarded the Division's Best & Fairest award.
- 11.2.2 In the event of a tie, the tied players will share the award.
- 11.2.3 A player who is suspended during the season will be ineligible for the award.
- 11.2.4 The votes shall be counted at a place to be nominated by the League Committee.
- 11.2.5 Further awards may be given by the League Committee.
- 11.2.6 the automated form to be completed by the games umpire is to be submitted within 3 days of the game. [00]

## 12 MATCH DELAYS

12.1 For delays in play (during the Regular Season and Finals) due to adverse weather conditions or issues moving a player due to serious injury:

- 12.1.1 If play is delayed within the first two quarters of a match for over 45 minutes, the game will be abandoned, and the result considered a draw.
- 12.1.2 if an injury in an early game takes place, we ask all clubs to work together to find a solution.
- 12.1.3 If play is delayed by over 30 minutes in the third quarter and the result is within 30 points, the game is considered a draw. If the margin is over 30 points the team with the higher score wins.
- 12.1.4 If play is delayed in the fourth quarter by over 20 minutes the team with the highest score wins unless the margin is less than 10 points in which case, it is a tie. If the delay occurs in the final five minutes of the game, the team with the highest score wins.
- 12.1.5 If the game resumes play less than 45 minutes in the first two quarters only, the umpire and the coaches of both sides can come to agreeance on shortening quarters, breaks in order to accommodate the loss in time.
- 12.1.6 If there is only one - two games on a ground within a day, the clubs and umpires can discuss waiting for up to an hour before these rules take effect.
- 12.1.7 if an injury occurs the clock for the quarter continues to run. Time is not added on.

## 13 FORFEITS

13.1 A Club which is deemed to forfeit a match will be subject to penalties at the discretion of the League Committee, upon review and, if necessary, investigation.

13.1.1 The Club must also forfeit any games for that Round for lower ranking Teams.

- 13.1.2 Not be able to submit a team sheet and no players for the forfeiting team shall be considered to have played for the forfeiting team for that Round. This shall be the case regardless of whether the forfeit was within their control.
- 13.2 A Team receiving a forfeit against them has the following options:
- 13.2.1 If the forfeit is announced prior to the match, in that the umpires and opposition Team are informed and do not attend, the Club can fill out a team sheet for the match and the players will be deemed to have played. The team still must meet all Rules pertaining to the Division, eligibility, and playermovement. This form must be received by the League in line with standard submissions of all paperwork although the need to sign the team sheet will not be required. It is the Club's responsibility to ensure that the League receives the team sheet.
- 13.2.2 Players entered onto the team sheet must in the country and it be clear they would have played should the game have continued. Anyone found to be entering players on the sheet that can be proved to not be in the country will be dealt with in accordance with section 6.4.
- 13.2.3 If the forfeit occurs at the match venue in that the umpires do attend, the Club can fill out a team sheet for the match and the players will be deemed to have played. The team still must meet all Rules pertaining to the Division, eligibility, and player movement. This form must be received by the umpires at the venue, and must be signed by the players, who must be in attendance. Any player not in attendance will not be deemed to have played.
- 13.2.4 In either of these cases, the Club can choose not to fill out a team sheet for the match and the Team's previous match for all purposes of these Rules will be considered to be the previous played match prior to the forfeit, if any.
- 13.3 If a team forfeits more than 3 games in a season they will be referred to the league for investigation over the sustainability of fielding the same team in the division for the following season.

## **14 HOME CLUB MATCHDAY DUTIES**

- 14.1 The League Committee will require each Club playing home matches to provide a ground to the standard of the following set of conditions.
- 14.1.1 A playing area in good condition, marked plainly for Australian Rules Football, with the boundary, goal squares, centre square, and centre circle as a minimum.
- 14.1.2 Playing area free of litter and dangerous objects.
- 14.1.3 Padding on the eight goalposts.
- 14.1.4 Goal flags for both goal umpire.
- 14.1.5 Provision of a scoreboard of a satisfactory size and the use of clearly visible numbering so that at all times progressive scores are clearly visible to all spectators.
- 14.1.6 Provision of an adequate siren for the match.
- 14.1.7 Provision of an adequate first aid kit and trained medical person.

## **15 UMPIRES REGULATIONS**

- 15.1 An Umpiring Coordinator will be appointed by the League Committee prior to each season.
- 15.2 The Umpiring Coordinator will be responsible for organising the recruiting and

appointment of umpires for the season, and for ensuring that the umpires are aware of their off-field duties as well as the rules of the sport.

- 15.3 The Umpiring Coordinator will be responsible for allocating each match two central umpires to each match. In the event of enough umpires not being available, the Umpiring Coordinator will be able to call on clubs to provide umpires.
- 15.3.1 Where possible, an umpire will not be appointed to a game involving a team that they are affiliated with.
- 15.4 Provision of a timekeeper for the match for finals, Otherwise this duty is specifically taken by the home club.
- 15.5 In the event of umpires failing to attend a match the Teams shall agree on appropriate field umpires.
- 15.6 Complaints against any of the umpires must be lodged with the Umpiring Coordinator within 3 days of the match in question.
- 15.7 At the conclusion of each quarter the goal umpires must compare scores. If there is a discrepancy then the field umpires will be required to rule on the correct score, and both Team coaches will be informed.
- 15.8 After the match, both goal umpires will sign their card and hand them to the field umpires.
- 15.9 At the conclusion of each match the umpires shall meet with both Team coaches to collate scores and goalkickers.
- 15.10 Umpire abuse shall be dealt with on a three-strike system per individual:
- 15.10.1 There is to be no answering back, questioning or demonstratively disagreeing with the umpire's decision, which is final. Only the Captain of a team may ask for clarity on a decision, at an appropriate break in play.
- 15.10.2 Umpires, if it is appropriate and there is time, should explain a decision if the player who infringed is of GB or ROW category. If not, they should ideally do so at the next break in play if still relevant.
- 15.10.3 The first incident of umpire abuse by an individual shall result in a 50m penalty. The second infringement will result in a Yellow Card and the final incident by that individual shall receive a Red Card.
- 15.11 Any incident of swearing, audible from any part of the bench area, at the umpire's discretion shall be penalized by a free kick or a 50m penalty if the opposition are already in possession of the ball (stoppage)
- 15.12 The commencement of the game should be as follows:
- 15.12.1 The umpires shall call for the Team captains for the coin toss. If either Team is not ready, then a maximum of 20 minutes will be allowed, or a forfeit may be applied at the umpires' discretion.
- 15.12.2 After the coin toss the umpires will allow two minutes for the teams to take the field and shall then call for the timekeeper to sound the siren to commence the match.
- 15.13 A player who is sent off by an umpire is deemed to still be taking part in the match for team composition, and any other purposes.
- 15.14 Umpires can issue two types of cards throughout a match to any player deemed to

be acting outside the laws and spirit of the game.

15.14.1 An Umpire may issue a yellow card for behaviour that is not considered reportable, however if the umpire deems the offence to be reportable, they may do so. A yellow card shall mean a player is sent from the playing field for 15 minutes regardless of the division. A player issued a yellow card can be immediately replaced by his or her teammate and can later resume the match following their 15 minutes' suspension from play.

15.14.2 An umpire may issue a red card for serious behaviour that is always reportable. A red card shall mean a player is sent from the playing field for the remainder of the match and cannot be replaced either at the time of leaving the field or any other time of the match.

15.14.3 The process for a reported player, including Tribunal and penalty guidelines are included in Schedule B.

## **16 FINES, COMPLAINTS & DISPUTES**

16.1 Any By-Laws broken by a Club deliberately shall be investigated by the League. Potential penalties may range and depending on the seriousness of the offence. As a guide only, this could range from a warning (minor offences and mistakes), to fines (medium level offences), and game forfeits or point deductions or player disqualification (major offences)

16.2 Any penalty may be appealed by the Club if they see it as unfair and unjust. This Appeal will be dealt with as per the process in the League Constitution, and resolved by a discussion and vote taken by its peers (Member Clubs)

## **17 SPONSORS**

17.1 The League and Clubs shall be allowed to represent any sponsors they see fit.

17.2 The Clubs shall be allowed reasonable freedom at their home games to represent their own sponsors and restrict representation of competitors of their own sponsors. Away Clubs wishing to show any sponsors names other than on clothing must get permission from the home Club to do so.

17.3 The League shall be allowed reasonable freedom at League events and Finals matches to represent their own sponsors and restrict representation of competitors of their own sponsors. Clubs wishing to show any sponsors names other than on clothing at League events and Finals matches must get permission from the League to do so.

17.4 The Clubs shall not be forced to commit to any League sponsors requirements without prior agreement.

17.5 The umpires shall always be able to wear their official shirts with any sponsors as condoned by the League.

## SCHEDULE A: COMPOSITION OF THE LEAGUE

### The AFL London Premiership - Men's

	Minimum	Maximum	Notes
Number of players on the field	14	18	1,2
Forfeit numbers	14		
Bench Size		6	
AUS Players on the field		11	
GB Players on the field	3		3
ROW players on the field	4		3
Bench Make up	Bench at the discretion of the coaches		

**Note 1** - The number of players on the field and the number of AUS, GB or ROW players on field limitation can be increased (or decreased) by the league, in foreseen circumstances such as an international match unfairly unbalancing a Premiership match. The league must give advance warning of at least 72 hours of such a change.

**Note 2** – The maximum Number of players on field limitation can be decreased 14, 15, 16, or 17 as an Optional Change. With the team requesting the decrease to advise the opposition team no later than 10 minutes prior to the game.

Teams are obligated to match a reduction in players to 14 is 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 (ie. 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.

**Note 3** - The number of GB players is a minimum, however GB category players can play in place of ROW category players. The total number of GB and ROW players on the field (and max number of AUS category players) must be met at all times.

### Quarter lengths

All games shall be 25-minute quarters.

Should a team be losing a game by 75 points at half time, a discussion should take place between the umpires, coaches, and captains to reduce the quarter lengths by 5 minutes.

### Structure changes – Team Movement

For Season 2027 season the winner of the men's conference division will move into the Premiership division. Following this change promotion and relegation will be at the discretion of the AFL London Executive committee. Team movement would apply except where it would result in a club having multiple teams in a division.

## SCHEDULE A: COMPOSITION OF THE LEAGUE

### The AFL London Conference - Men's

	Minimum	Maximum	Notes
Number of players on the field	14	18	6,7,8
Forfeit numbers	14		
Bench Size		6	
AUS Players on the field		13	
Combined GB/ROW	5		8
Bench Make up	Bench at the discretion of the coaches		

**Note 6** - The number of players on the field and the number of AUS, GB or ROW players on field limitation can be increased (or decreased) by the league, in foreseen circumstances such as an international match unfairly unbalancing a Premiership match. The league must give advance warning of at least 72 hours of such a change.

**Note 7** – The maximum Number of players on field limitation can be decreased 14, 15, 16, or 17 as an Optional Change. With the team requesting the decrease to advise the opposition team no later than 10 minutes prior to the game.

Teams are obligated to match a reduction in players to 14 is 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 (ie. 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.

**Note 8** - A maximum of 3 AUS category players from the previous Team sheet in a higher division (i.e. Men's Premiership) can play in lower division the following Round. This rule does not apply to GB or ROW category players.

#### Quarter lengths

All games shall be 20 minute quarters.

Should a team be losing a game by 50 points at half time, a discussion should take place between the umpires, coaches and captains to reduce the quarter lengths by 5 minutes.

#### Structure changes – Team Movement

For Season 2027 the Conference winner will be promoted to Premiership Division The team moving will be at the discretion of AFL London Executive Committee. Following this change promotion and relegation will be at the discretion of the AFL London Executive committee. Team movement would apply except where it would result in a club having multiple teams in a division.

## SCHEDULE A: COMPOSITION OF THE LEAGUE

### The AFL Social Division -Men's

	Minimum	Maximum	Notes
Number of players on the field	12	18	9,10, 13
Forfeit numbers	12		
Bench Size		6	
AUS Players on the field		15	12
Combined GB/ROW	4		12
Bench Make up	Bench at the discretion of the coaches		

**Note 9** - The number of players on the field and the number of AUS, GB or ROW players on field limitation can be increased (or decreased) by the league, in foreseen circumstances such as an international match unfairly unbalancing a Premiership match. The league must give advance warning of at least 72 hours of such a change

**Note 10** - The maximum Number of players on field limitation can be decreased 14, 15, 16, or 17 as an Optional Change. With the team requesting the decrease to advise the opposition team no later than 10 minutes prior to the game

Teams are obligated to match a reduction in players to 14 is requested, however they may play an extended bench to allow a full squad of 24 to participate.

If a Team has only 12 – 13 players available, the opposition is not obligated to match numbers on the field (ie. they can choose to play with 14 vs whatever number the smaller team has)

A team can only request to reduce the number of players on the field (ie. 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.

**Note 11** - In a situation where a team requires loaned players it is possible to borrow more than the three players.

**Note 12** - A maximum of 3 AUS category players from the previous Team sheet in a higher division (i.e. Men's Conference) can play in lower division the following Round. This rule does not apply to GB or ROW category players.

For clubs entering a new team in the competition, a concession applies for the first season such that 4 AUS category players is permitted in accordance with 7.3.3 (i).

Where a club has teams competing in the Men's Premiership and Men's Social division only (i.e. no Men's Conference team) a maximum of 3 players from the previous Team Sheet in a higher division can play in the lower division the following Round. This rule applies regardless to all players regardless of nationality.

Where a club has teams competing in all Men's Divisions, no player from the previous Men's Premiership Team Sheet may play in the Men's Social division the following Round. This rule applies to all players regardless of nationality.

**Note 13** - For clubs entering a new team into the competition, a concession will apply for the first season. The 'minimum Number of players on the field' requirement for the new team (which the opposition is required to match), will be reduced by one player.

### **Note 14** – quarter lengths

Quarter lengths are to be discussed by both teams in advance of the game and confirmed via email or in the WhatsApp chats to AFL London.



The social division will be a minimum of 15 minute quarters with the option to increase to 20 minute quarters if both teams agree and the schedule for the day allows.

Should both teams not agree to the increase in quarter lengths, the quarters will remain at 15 minutes.

**Structure changes – Team Movement**

For Season 2026 and Season 2027 season the respective winner of the social division will be promoted to the conference division.

Following this the promotion and relegation will be at the discretion of the AFL London Executive committee. Team movement would apply except where it would result in a club having multiple teams in a division.

### The AFL London Premiership (Women's)

	Minimum	Maximum	Notes
Number of players on the field	14	18	15, 16
Forfeit numbers	12		
Bench Size		6	
AUS Players on the field		14	
Combined GB/ROW	4		17
Bench Make up	Bench at the discretion of the coaches		

**Note 15** - The number of players on the field and the number of AUS, GB or ROW players on field limitation can be increased (or decreased) by the league, in foreseen circumstances such as an international match unfairly unbalancing a Premiership match. The league must give advance warning of at least 72 hours of such a change.

**Note 16** - The maximum Number of players on field limitation can be decreased 14, 15, 16, or 17 as an Optional Change. With the team requesting the decrease to advise the opposition team no later than 10 minutes prior to the game.

Teams are obligated to match a reduction in players to 14 is requested, however they may play an extended bench to allow a full squad of 24 to participate. If a Team has only 12 – 13 players available, the opposition is not obligated to match numbers on the field (ie. they can choose to play with 14 vs whatever number the smaller team has)

A team can only request to reduce the number of players on the field (ie. 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.

**Note 17** –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.

**Note 18** - Quarter lengths All games shall be 20 minute quarters.

**Note 19** - Should a team be losing a game by 50 points at half time, a discussion should take place between the umpires, coaches and captains to reduce the quarter lengths by 5 minutes.

#### Structure changes – Team Movement

For Season 2026 the winner of the 2025 Conference division will be promoted to the Premiership division. The teams moving will be at the discretion of AFL London Executive Committee.

Following this change promotion and relegation will be at the discretion of the AFL London Executive committee. Team movement would apply except where it would result in a club having multiple teams in a division.

### The AFL London Conference (Women's)

	Minimum	Maximum	Notes
Number of players on the field	14	18	20, 21, 22
Forfeit numbers	12		
Bench Size		6	
AUS Players on the field		16	23
Combined GB/ROW	2		23, 26
Bench Make up	Bench at the discretion of the coaches		

**Note 20** - The number of players on the field and the number of AUS, GB or ROW players on field limitation can be increased (or decreased) by the league, in foreseen circumstances such as an international match unfairly unbalancing a Premiership match. The league must give advance warning of at least 72 hours of such a change.

**Note 21** - The maximum Number of players on field limitation can be decreased 14, 15, 16, or 17 as an Optional Change. With the team requesting the decrease to advise the opposition team no later than 10 minutes prior to the game.

Teams are obligated to match a reduction in players to 14 is requested, however they may play an extended bench to allow a full squad of 24 to participate. If a Team has only 12 – 13 players available, the opposition is not obligated to match numbers on the field (ie. they can choose to play with 14 vs whatever number the smaller team has)

A team can only request to reduce the number of players on the field (ie. 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.

**Note 22** - For clubs entering a new team into the competition, a concession will apply for the first season. The 'minimum Number of players on the field' requirement for the new team (which the opposition is required to match), will be reduced by one player.

**Note 23** - A maximum of 3 AUS category players from the previous Teamsheet in a higher division can play in lower division the following Round. This rule does not apply to GB or ROW category players. For clubs entering a new team in the competition, a concession applies for the first season such that 6 AUS category players and in the second season a concession of 4 AUS category players is permitted in accordance with 7.3.3 (i).

**Note 24** – Quarter lengths  
All games shall be 15-minute quarters.

**Note 25** - Should a team be losing a game by 50 points at half time, a discussion should take place between the umpires, coaches and captains to reduce the quarter lengths by 5 minutes.

**Note 26** - For clubs entering a new women's team into the competition a concession will apply to the first season, such that there is no GB / ROW minimum players requirement on field, however must have a minimum of two combined GB / ROW on the team sheet. For completeness the opponent would be required to have a minimum combined GB / ROW of 2 on field.

#### Structure changes – Team Movement

For Season 2026 the winner of the 2025 Conference division will be promoted to the Premiership division. The teams moving will be at the discretion of AFL London Executive Committee.

Following this change promotion and relegation will be at the discretion of the AFL London Executive committee. Team movement would apply except where it would result in a club having multiple teams in a division.

## SCHEDULE B: DISCIPLINARY GUIDELINES

A player will be deemed as reported if a field umpire witnesses an action deemed to be more serious than one which would warrant the punishment able to be given out during the match. Such on-field punishment should still be applied (e.g. free kick, 50m penalty, yellow/ red card). The field umpire should notify the player at the time of the incident as well as informing the club coach/ president at a suitable juncture (half time/ after the game).

The reporting field umpire should inform the head of umpiring/ league committee within 24hrs of the conclusion of the match about the report and complete the notice of report form, emailing it to [londonaflumpires+tribunal@gmail.com](mailto:londonaflumpires+tribunal@gmail.com)

A player can also be reported by the league committee following a written complaint from a club or a league official for a non-discretionary incident not seen by the field umpire. The nominated club official must speak with the officials of the offending player's club at the ground to inform them of the intent to report. The notice of report form must then be completed and emailed to [londonaflumpires+tribunal@gmail.com](mailto:londonaflumpires+tribunal@gmail.com) within 24 hours of the matchday.

All reports will be dealt with by the Head of Tribunal (HoT), who will issue the defined set penalty or refer the matter to a full tribunal. If the HoT is indisposed, then a member of the AFL London Executive Committee will deputise on a matter-by-matter basis. All reportable offences come with a set penalty set out in the tables below. The MO will inform all involved parties of the sanction at the earliest opportunity.

A club can request an appeal of a set sanction from the HoT then a full tribunal will be convened. Clubs have 24hrs to make this request after the initial announcement of any penalty. The result of the tribunal can only be overturned by a full league vote.

The full list of reportable offences can be found in law 22.2.2 of the laws of Australian Football (2025 edition).

Based off the information given in the submitted Notice to Report Form, the HoT will grade the offence and issue the sanction based on the graded offence level.

Table 1. Graded Offences level

Conduct	Impact	Contact	Offence Level
Intentional	Severe	High/Groin/Chest	Tribunal
Intentional	Severe	Body	Tribunal
Intentional	High	High/Groin/Chest	Tribunal

Intentional	High	Body	4
Intentional	Medium	High/Groin/Chest	4
Intentional	Medium	Body	3
Intentional	Low	High/Groin/Chest	3
Intentional	Low	Body	2
Careless	Severe	High/Groin/Chest	4
Careless	Severe	Body	4
Careless	High	High/Groin/Chest	4
Careless	High	Body	3
Careless	Medium	High/Groin/Chest	3
Careless	Medium	Body	2
Careless	Low	High/Groin/Chest	2
Careless	Low	Body	1

Table 2. Sanction Points

<b>Law</b>	<b>Offence</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>
22.2.2(a)(i)	Striking	8	13	28	38
22.2.2(a)(ii)	Kicking	11	17	29	39
22.2.2(a)(iii)	Kneeing	9	14	26	39
22.2.2(a)(iv)	Charging	8	13	25	38
22.2.2(a)(v)	Rough Conduct	8	13	25	38
22.2.2(a)(vi)	Front on Contact	8	13	25	38
22.2.2(a)(vii)	Headbutting	8	13	25	38
22.2.2(a)(viii)	Eye Contact	11	17	28	39
22.2.2(a)(ix)	Face Contact	11	17	28	39
22.2.2(a)(xi)	Tripping	8	15	22	33
22.2.2(h)	Verbal Umpire Abuse	10	10	30	30
22.2.2(v)	Using abusive, insulting, threatening or obscene language	10	10	30	30

22.2.2(b)	Eye-gouging another person			Tribunal	
22.2.2(c)	Stomping on another person			Tribunal	
22.2.2(d)	Intentionally making contact with, or striking, an Umpire			Tribunal	
22.2.2(e)	Attempting to strike an Umpire			Tribunal	
22.2.2(f)	Spitting on or at an Umpire			Tribunal	
22.2.2(g)	Behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;			Tribunal	
22.2.2(l)	Spitting on another person;			Tribunal	
22.2.2(cc)	Engaging in any other act of serious misconduct			Tribunal	

Table 3. Sanction Points to Suspension

Points	Suspension
<10	Reprimand
11-19	1
20-29	2
30-39	3
40-49	4

Sanction points will be removed from a player's record once a suspension has been served. Any sanction points already on a player's record will count towards a potential suspension if they acquire more sanction points.

For umpires and the HoT to arrive at a grading on the Notice of Report Form, they must use the interpretation provisions set out in this document:

- (A) the Conduct is Intentional or Careless;
- (B) the Impact is Severe, High, Medium or Low; and
- (C) the Contact with the other Person is High/Groin/Chest or to the Body.

The HoT may refer a Classifiable Offence directly to the Tribunal on the basis that:

- (A) it is a Classifiable Offence which the MRO/ MRP has graded as Severe Impact (together with any Contact or Conduct grading); or
- (B) it is a Classifiable Offence which attracts a base sanction that the Controlling Body finds inappropriate.

### **Determining the grading of Classifiable Offences**

(i) The Conduct will be graded as Intentional or Careless.

#### **(ii) Intentional Conduct**

(A) A Person intentionally commits a Classifiable Offence if the Person engages in the conduct constituting the Reportable Offence with the intention of committing that Reportable Offence.

(B) An intention is a state of mind and may be formed on the spur of the moment.

(C) Whether or not a Person intentionally commits a Reportable Offence depends upon the state of mind of the Person when the Person engages in the conduct with which they are charged. What the Person did is often the best evidence of their intention. In some cases, the evidence that the conduct itself provides may be so strong as to compel an inference of what the Person's intent was, no matter what they may say about it afterwards. If the immediate consequence of conduct is obvious and inevitable, the deliberate engaging of the conduct carries with it evidence of an intention to produce the consequence.

(D) As an example, a strike will be regarded as Intentional where a Person delivers a blow to another Person with the intention of striking them.

(E) The state of a Person's mind is an objective fact and has to be proved in the same way as other objective facts. The whole of the relevant evidence has to be considered. It is necessary to weigh the evidence of the Person as to what their intentions were along with whatever inference as to their intentions can be drawn from their conduct and/or other relevant facts. The Person may or may not be believed. Notwithstanding what the Person says, it may be able to be concluded from all the material that the Person intentionally engaged in the conduct constituting the Reportable Offence.

#### **(iii) Careless Conduct**

(A) A Person's conduct will be regarded as Careless where it constitutes a breach of the duty of care owed by the Person. Each Person owes a duty of care to other Persons not to engage in conduct which will constitute a Reportable Offence being committed against those

Persons.

(B) To constitute a breach of that duty of care, the conduct must be such that a reasonable Player would not regard it as prudent in all the circumstances.

(C) Further, a Person will be careless if they breach their duty to take reasonable care to avoid conduct which can be reasonably foreseen to result in a Reportable Offence.

**(iv) Grading Impact**

The Impact will be graded as Low, Medium, High or Severe. In an assessment as to the level of Impact, the following factors will be considered:

(A) the extent of force and any injury sustained by the Person who was offended against

(B) the absence of injury does not preclude the classification of Impact as Low, Medium, High or Severe.

(C) the potential to cause injury must be factored into the potential to cause injury, particularly in relation to the following conduct:

1. intentional strikes, such as those with a swinging clenched fist, raised forearm or elbow.
2. high bumps, particularly with significant head contact and/or momentum.
3. any head-high contact with a Player who has their head over the ball, particularly when contact is made from an opponent approaching from a front-on position;
4. forceful round-arm swings that make head-high contact to a Player in a marking contest, ruck contest or when tackling.
5. any contact that occurs when the other Person should not reasonably be expecting or is not reasonably prepared for contact (i.e. contact off the ball);
6. any dangerous tackle.

(D) Low Impact is the minimum impact required for a Classifiable Offence which requires more than just negligible impact. However, the potential to cause injury may result in an upgrade to the level of Impact, including from negligible to a higher level of Impact.

(E) strong consideration will be given to the distance the incident occurs from the ball and the expectation of contact of the other Person (especially in the case of intentional strikes);

(F) consideration will be given not only to the impact between the offending Person and the other Person, but also any other impact to the other Person as a result of that impact.

(G) the body language of the offending Person in terms of flexing, turning, raising or positioning the body to either increase or reduce the force of impact; and

(H) the following Table 3 sets out base level Impact guidelines and provides a summary of

applicable base level Impact guidelines for Low, Medium, High and Severe Impact incidents:

<b>Table 3</b>	
Low	<ul style="list-style-type: none"> <li>• Player: Minimal or no impact on the Match - the Player continued to play most of the Match and suffered no or minimal ongoing issues.</li> <li>• Person (other than Player): Person continued in their relevant capacity in relation to the Match for most of the Match and suffered no or minimal ongoing issues.</li> <li>• The Impact grading may be raised under the potential to cause injury provisions</li> </ul>
Medium	<ul style="list-style-type: none"> <li>• Player: Clearly some impact on the Player, and/or the Player left the field for a lengthy period of time, and/or some possible lower-level ongoing treatment(s) required.</li> <li>• Person (other than Player): Clearly some impact on the Person, and/or the Person was prevented from continuing in their official capacity in relation to the Match for a lengthy period of time, and/or some possible lower-level ongoing treatment(s) required.</li> <li>• The Impact grading may be raised under the potential to cause injury provisions</li> </ul>
High	<ul style="list-style-type: none"> <li>• High Player: Major impact on the Player, and/or the Player was unable to participate in the remainder of the Match, and/or major ongoing issues that require medical intervention and/or may miss some Matches.</li> <li>• Person (other than Player): Major impact on the Person, and/or the Person was unable to continue in their official capacity in relation to the Match for the remainder of the Match, and/or major ongoing issues that require medical intervention and/or may miss some Matches.</li> <li>• The Impact grading may be raised under the potential to cause injury provisions</li> </ul>
Severe	<ul style="list-style-type: none"> <li>• Person (including Player): Major impact and serious injury to the Person, and/or likely to miss a significant number of Matches.</li> </ul>

### **Grading Contact (High/Groin/Chest, Body)**

- (i) High Contact is not limited to contact to the head and includes contact above the shoulders.
- (ii) A classification of High Contact may apply to a Careless or Intentional Dangerous Tackle which has the potential for injury to be caused through dangerous high contact with the ground and where high contact does not actually occur.
- (iii) Contact to the Groin includes contact to the crease or hollow at the junction of the inner part of each thigh with the trunk together with the adjacent region, including the testicles.
- (iv) Contact to the Chest means contact to the breast(s) of the other Person (Women only).
- (v) Where contact is both High and to the Body, it will be classified as High Contact.
- (vi) Where contact is both to the Chest and to the Body, it will be classified as Contact to the Chest (women's only).
- (vii) Contact will be classified as High, to the Groin or, in the case of Women only, to the Chest, where a Person's head, groin or chest makes contact with another Person or object such as the fence or the ground as a result of the actions of the offending Person. By way of example, should a Person tackle another Person around the waist and as a result of the tackle, the tackled Person's head makes forceful contact with the fence or the ground the Contact in these circumstances would be classified as High, even though the tackle was to the body.

### **Multiple offences in a single Match**

Where a Person is found guilty of multiple Reportable Offences from a single match, the individual sanctions must be added together to form the final sanction applicable to the Person.

### **Injury**

The Controlling Body and the Tribunal can inquire and receive information as to the nature and extent of any injury suffered by a Person in relation to a Reportable Offence. The nature and extent of injury may be a relevant factor in determining the level of Impact, Contact and in some instances, the nature of the Conduct. A Club must provide a Medical Report upon request by the Controlling Body or Tribunal.

The medical report can come from a medical professional, through to the MO via the relevant club. The medical report needs to state the injuries suffered and the estimated length of recovery time for the player to be back healthy to be able to play.

**Tribunal** - This is a panel made up of 3 members appointed by the MO. Preferably this will be made up of 3 experienced members of the umpiring panel, excluding any umpires who were involved with the incident in question. If this is not feasible, then the league executive will



appoint neutral club Presidents or committee members to assist in the matter.



## **SCHEDULE C: AMATEUR STATUS**

AFL London is an amateur competition, and to participate in AFL London sanctioned games all players must abide by these rules: An Amateur is one who does not receive or agree to receive, either directly or indirectly, any remuneration or reward whatsoever (whether by match payments or expenses or otherwise) in respect to their participation as a player.

1. Payment: Clubs are not permitted to pay players or playing coaches for their involvement in games.
2. Employment and/or accommodation: Clubs can help players find employment and accommodation and related, however the Club can't provide those incentives (i.e. Paid employment or paid accommodation), and these can't be dependent on players playing for the Club.
3. Expenses and incentives: Clubs can cover relevant game or club-related expenses for players (membership fees, kit, merchandise etc) provided these same benefits are provided for ALL players
4. Awards: Clubs can award players for their participation in a game; however, Awards must be based on performance, and shared rather than guaranteed to one player.
5. Sponsorship: Players can be Sponsored; however, all sponsorship funds must be directed to the Club rather than the individual player.
6. Penalties: To be referred to the AFL London tribunal, and each case reviewed on its merits. Potential penalties at the discretion of AFL London, but to potentially include (for current or future Seasons): Loss of competition points, fines, bans from participating in finals.

## SCHEDULE D: PLAYER COUNT

The following section relates the counting of players on field whether it be the number of eligible players on the field or the correct ratios of GB/ROW on field at any one time.

### Request by Captain

The captain or vice-captain of a Team may at any time during a match request that the field umpire count the number of players of the opposing team who are on the playing surface

#### 1.1 Procedure

- (a) Where a request is made under 1 above the field umpire shall:
  - i. Stop play at the first available opportunity – the clock will stop for the count to take place and the umpire will signal to the timekeepers to confirm this.
  - ii. Call into line with the centre square the players of both teams who are at the time on the playing surface (including those heading to the bench) and count the number of players or the number of GB/ROW players on the field.
  - iii. No player can exit the field of play if a count is called, the umpires will be watching for these changes whilst the teams are lining up
  - iv. Upon completing the count, ensure that each Team has the permitted number of players/correct player ratios on the playing surface and recommence play at the position on the playing surface where the field umpire stopped play; and
  - v. As soon as practical after the match report to AFL London that a request has been made to count the number of players/player ratios in a team and the number of players actually counted.
  
- (b) The maximum number of players permitted on the playing surface and the ratios of GB/ROW players per division is set out **Schedule A: Composition of the League**

#### 1.2. Players Exceeding Permitted Number

Where a team has more than permitted number of players on the playing surface or not fulfilled the GB/ROW requirements the following shall apply:

- (a) A field umpire shall award a free kick to the opposing team, which shall be taken at the centre circle or where play was stopped, whichever is the greater penalty against the offending team;
- (b) A fifty metre penalty shall then be imposed from the position where the free kick was awarded
- (c) The Team shall lose all points which it has scored in that quarter up to the time of the count; and
- (d) The field umpire shall report the circumstances to AFL London including the scores at the time. AFL London may further determine the matter by way of a fine, reversal of match result or other sanction as it deems appropriate.

#### 1.3 Correct Number and Request Without Merit

Where a count reveals that the opposing team has the permitted number of players on the playing surface or the correct GB/ROW ratios on field, the following shall apply:

- a) A field umpire shall award a free kick to the opposing team, which shall be taken at the centre circle or where play was stopped, whichever is the greater penalty against the offending team.
- b) A 50 metre penalty shall then be imposed from the position where the free kick was awarded.
- c) If a field umpire is of the opinion that a request was made under 1 above primarily to delay play or such request did not have sufficient merit, the field umpire shall report the team who requested the count for time wasting.
- d) If 1.3 c applies, the field umpire shall report the circumstances to AFL London,

including the scores at the time. AFL London may further determine the matter by way of a fine, reversal of match result or other sanction as it deems appropriate.

## **SCHEDULE E: AFL London Rules of the Game**

AFL London adopts the AFL's Laws of Australian Football in all men's and women's competitions based on a one year delay (i.e. Season 2026 follows the 2025 Laws of the Game). We have set out below where the AFL London Rules of the game differ.

### **RULES NOT APPLICABLE TO AFL LONDON**

The following sections of the AFL Laws of the Game do not apply to AFL London, or a forementioned by law supersede these rules:

- 3 (INCLUSIVE) PLAYING SURFACE AND POSTS
- 4 (INCLUSIVE) THE FOOTBALL
- 5 (INCLUSIVE) TEAMS AND PLAYERS
- 6.2 IDENTIFICATION
- 7.1 INTERCHANGE STEWARD – APPOINTMENT AND DUTIES
- 7.3 USE OF STRETCHER
- 7.4 BREACH OF LAW 7
- 8. (INCLUSIVE) UMPIRES
  - 10.2.1 Appointment *[(of Timekeepers)]*
- 10.3 PROCEDURE FOR SOUNDING SIREN
- 10.6 STOPPING AND RECOMMENCING TIME
- 11.1.2 Incomplete Match
- 11.2 MATCH FORFEITURE
- 13.1 STARTING POSITIONS
- 14 THROWING UP THE FOOTBALL
- 16.7 RECORDING SCORES
- 18.9 EMERGENCY UMPIRES
- 22. REPORTING PLAYERS AND OFFICIALS
- 23.7 REDUCTION OF PLAYERS

### **CENTER BOUNCES**

AFL London does not conduct any 'center bounces'. All Center bounces referenced are replaced by 'throw ups'.

### **BOUNDARY THROW-IN**

- 'Throw Ups' will replace boundary throw ins, in home and away and Finals matches.
- Boundary Umpires if available may be utilised to adjudicate whether or not the ball is out of play, however the Field Umpire will throw the ball up at all times.
- Field Umpires are to throw the ball up 10 meters inside the boundary line from the point where the ball has left play.
- In the event that AFL London Boundary Umpires are appointed, i.e. Certain Finals, the above rule will remain and the Boundary Umpires will only adjudicate if the ball has left the field of play, for the Field Umpire to then throw the ball up.

### **PROTECTED AREA**

- AFL London applies the Protected Area of 5m as opposed to 10m (Rule 20.1.2)

### **STARTING POSITIONS**

AFL London applies 'Starting Positions' of the Bottom of the Square, not the Arc of 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 (Rule 13.1 (a))

### **STOPPING AND RECOMMENCING TIME**

- AFL London does not adhere to 10.6 STOPPING AND RECOMMENCING TIME
- In accordance with 12.1.7 if an injury occurs the clock for the quarter continues to run. Time is not added on.
- The Field Umpire can direct the timekeeper to stop time where appropriate for a significant injury. The Field Umpire must complete a report to AFL London and this must be noted on the relevant team sheets.  
Match Delay provisions in section 12 then apply.