



**AFL London**  
**Bylaws 2024**

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## **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

## **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.

## **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 and Women's Premiership must wear a blue armband.
  - 6.2.2 ROW players in the Men's and Women's Premiership must wear a red armband.

- 6.2.3 In 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 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. This does not extend to finals where players will only be allowed to play one game in any given finals round.
- 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.
- 7.3.4 In respect of the men's competition Players are unable to drop down to socials from the premiership without either playing a game at conference level or missing a match. There needs to be a clear gap between playing in the premiership and social division – this rule applies to all players regardless of nationality.
- 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.

7.5.3 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 unless the below applies.

8.3.5 A player who has played more than four matches in a higher ranked team can play for a lower ranked team in finals if they have played the minimum required matches in the lower ranked team and miss out on selection in the higher ranked team. This game must be on the same finals round weekend. For the avoidance of doubt, a final bye does not constitute “missing selection”. Also, for the avoidance of doubt, the below rule takes precedence over this.

8.5 In respect of the men’s competition, if an Australian player has played 2 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.

- 9.2.3 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 (ie. 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 (ie. 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)
- 9.7 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 (ie. playing a full 18 on the field) in higher Divisions before allocating players to lower divisions. IE. 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.
  - 10.7.1 In the event that a club is unable to provide a goal umpire, a player must be designated to do the job. The player will be deemed to be playing for purposes of team composition rules, though must not wear the attire of the team.
- 10.8 In the event that there is no boundary umpire, the ball must be thrown in by the team for whom the ball is in their forward half of the ground and by a player from the forward half. A player from the opposition (where possible the person who was marking the person now taking the boundary throw) must join them and stand alongside as the ball is thrown in.
- 10.9 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.
  - 10.9.1 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.
- 10.10 The umpires shall have authority to start the game at any time after the designated start time.

- 10.11 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.
- 10.11.1 A break equal to the quarter time break shall be given.
- 10.11.2 The teams shall swap direction from the fourth quarter and play a further five minutes.
- 10.11.3 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).
- 10.12 The venues for finals shall be decided by the League before or during the season.
- 10.13 At the conclusion of a match, each club shall return to the League:
- 10.13.1 The team sheets for the match – each team sheet is to be signed by the opposition to confirm both sides have agreed the result.
- 10.13.2 The results of the match, including goalkickers.
- 10.14 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).
- 10.15 For club umpires, these results to be submitted to AFL London via the online form (which can be found on our website).
- 10.16 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.
- 10.17 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 pool – i.e. if a Pool A is playing Pool B and the Pool B team forfeits the Pool A score will be upheld.:
- 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

- 11.1.6 In respect to pooling that the division applicable to the forfeit is the team that is forfeiting. 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. [Best and Fairest vote form](#)

## 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 agreement 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 player

movement. 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.
  - 18.3.1 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, unless this duty is specifically taken by the home club, which they may do at their discretion.
- 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.

## 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 can play in lower division the following week. 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.



## SCHEDULE A: COMPOSITION OF THE LEAGUE

### The AFL Social Division -Men's

	Minimum	Maximum	Notes
Number of players on the field	12	18	9,10,11
Forfeit numbers	12		
Bench Size		6	
AUS Players on the field		15	11,12
Combined GB/ROW	3		11,12,13
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 can play in lower division the following week. This rule does not apply to GB or ROW category players.

### **Note 13** – 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.

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

Pool A	Minimum	Maximum	Notes
Number of players on the field	14	18	14, 15, 16, 20
Forfeit numbers	12		
Bench Size		6	
AUS Players on the field		14	17, 18
GB Players on the field	2		18
ROW players on the field	2		18
Bench Make up	Bench at the discretion of the coaches		

Pool B or C	Minimum	Maximum	Notes
Number of players on the field	14	18	14, 15, 16, 20
Forfeit numbers	12		
Bench Size		6	
AUS Players on the field		16	17, 18
Combined GB/ROW	2		18
Bench Make up	Bench at the discretion of the coaches		

**Note 14** - 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 15** - 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 16** – When Pool B Team is playing a Pool A Team, that Pool B Team can have 16 AUS players 2 Combined GB/ROW players and the Pool A Team still requires to have 14 AUS players, 2 GB players and 2 ROW players.

**Note 17** - A maximum of 3 AUS category players from the previous Teamsheet in a higher division can play in lower division the following week. This rule does not apply to GB or ROW category players.

**Note 18** – For the women's premierships, 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 the max number of AUS category players) must be met at all times.

**Note 19** – Quarter lengths

- Pool A Vs Pool A – 20 minutes
- Pool A vs Pool B – 15 minutes
- Pool B v Pool B – 20 minutes
- Pool B v Pool C – 15 minutes
- Pool C V Pool C – 15 minutes

**Note 20** - 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.



**SCHEDULE B – OFFENCES**

See separate file for information.

[https://www.aflondon.com/files/uqd/56d63b\\_15873733b2414147972feb7ee6fee8d9.pdf](https://www.aflondon.com/files/uqd/56d63b_15873733b2414147972feb7ee6fee8d9.pdf)

## 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.

## SCHEDULE D: PLAYER COUNT

### 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.