

## **AFL LONDON by Laws**

### **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 into 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.

### **2 COMPOSITION 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 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 of 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 5.5 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;
  - 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.
- 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 colored armband, so that Umpires and the Opposition can track how many are on the field at any point.
- 6.2.1 GB players must wear a blue armband
- 6.2.2 ROW players must wear a red armband
- 6.2.3 In all other Divisions, 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 purposefully participated in a game without identifying themselves by signing the team sheet, or by playing under a false name, or by playing in finals when not qualified:
- 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 (ie. 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.
- 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 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.
- 7.4 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 in Schedule A.
- 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 - being the one of their own Club - and so are considered to be 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 of 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 The required number of matches to qualify for a team is two games in all Divisions and for all Categories of player.
- 8.4 The Divisions will be ranked, from highest to lowest in the order outlined by the League (see Schedule A)
- 8.5 For each player there will be a Minimum Ranked Team for which they are eligible to play in finals. This will be the lowest ranked Team for which the player meets all of the following conditions:
  - 8.5.1 The player must have played the required number of matches for the Team.
  - 8.5.2 The player must not have played more than 4 matches in a higher ranked Team.
- 8.6 A player may play in a Finals match for their Minimum Ranked Team or any team ranked above such Team.
- 8.7 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.
  - 8.7.1 A player who has played more than 4 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.
- 8.8 In the situation when a club has two teams playing within two different grand finals over two different weekends no player is allowed to play more than one grand final
  - 8.8.1 In extraordinary circumstances, a Club can apply to the League for an exception to this rule, and the League will review and decide on a case by case basis.

## **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 still 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 9.12 (ie. players must be allocated to higher Division teams before filling spots in lower Divisions)
- 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 9.11), 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 a distance of 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 Both teams shall be required to provide a boundary umpire for the match unless the umpires specifically remove this responsibility from them.
  - 10.8.1 In the event that there is no boundary umpire provided by either Club, the ball must be thrown in by the team for whom the ball is in their forward half of the ground. A player from the opposition must join them and stand alongside as the ball is thrown in.
  - 10.8.2 In the event that one club is unable to provide a boundary umpire, that team shall be required to do all boundary throw-ins on one side of the ground.
- 10.9 Teams shall be allowed one Runner on the field and up to three water-carriers. These should be distinguishable as such in an agreed manner between the Teams and with the umpires.
  - 10.9.1 Water-carriers shall 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, he 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 11. 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.
- 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, the Home club or Umpires shall return to the League:
- 10.13.1 The team sheets for the match
- 10.13.2 The results of the match, including goalkickers and up to five best players, as awarded by the respective coaches.
- 10.13.3 The best and fairest votes for the match, as voted by the umpires, in 3-2-1 format, and preferably confidentially
- 10.14 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.

## **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 team 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:

11.1.5.1 Men's Premiership and conference of 75 points to 0

11.1.5.2 Women's Premiership and conference of 50 points to 0

11.1.5.3 Men's Social 50 points to 0.

11.1.6 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.

11.1.7 A match ratio shall be calculated being the result of dividing the number of points attained by the maximum number of points possibly attained, which is the number of games played multiplied by 4.

11.1.8 In all cases where the table is published, the teams shall be ordered by match ratio, points, and then percentage, though the Match ratio need only be shown where teams have not all played equal numbers of matches.

11.2 At the conclusion of the regular season the best and fairest votes will be counted and read. 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.

11.2.4 A player who is suspended during the season will be ineligible for the award.

11.2.5 The votes shall be counted at a place to be nominated by the League Committee.

11.2.6 Further awards may be given by the League Committee.

## **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 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.
- 12.1.3 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.
- 12.1.4 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.
- 12.1.5 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.

## **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.
- 13.1.2 The Club must also forfeit any games for that Round for lower ranking Teams.
- 13.1.3 Not be able to submit a teamsheet 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 by the Friday following the forfeit, though need not be signed by the players. It is the Club's responsibility to ensure that the League receives the teamsheet.
- 13.2.2 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.
- 13.2.3 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.

## **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 goal-posts.

14.1.4 Goal flags for both goal umpire.

14.1.5 Provision of a score-board 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 stretcher

## **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, 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, goalkickers, and best players.

- 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 it is clear that the player who infringed is of BRIT 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 umpires 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 are able to 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 team mate, 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 at all times be able to wear their official shirts with any sponsors as condoned by the League.

## SCHEDULE A: COMPOSITION OF THE LEAGUE

### The London Premiership and Conference (Men's)

<b>Pool A</b>	<b>Minimum</b>	<b>Maximum</b>	<b>Notes</b>
Number of players on the field	14	18	1,2, 3
Bench Size	6		
AUS Players on the field		11	
GB Players on the field	3		
ROW players on the field	4		4
Bench Make up	Bench at the discretion of the coaches		

<b>Pool B</b>	<b>Minimum</b>	<b>Maximum</b>	<b>Notes</b>
Number of players on the field	14	18	1,2, 3
Bench Size	6		
AUS Players on the field		13	
Combined GB/ROW	5		
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 such a change.

#### **Note 2 - Quarter lengths**

- Pool A Vs Pool A – 25 minutes
- Pool A vs Pool B - 20 minutes
- Pool B v Pool B – 20 minutes

**Note 3** - When teams in Pool B play teams in Pool A, they will be allowed an additional AUS category player on the field (total of 14) but must still have at minimum 2 GB players on the field.

**Note 4** - 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.

**Note 5** - 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.

## The Social Division (Men's)

	Minimum	Maximum	Notes
Number of players on the field	10	18	1,2, 3
Bench Size	6		
AUS Players on the field		16	
Combined GB/ROW	2		
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 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.

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 10 – 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 3 – quarter lengths**

- A Social Division match may be allocated only 1.5 hours due to it preceding two full length matches, being those where the quarters are at least 20 minutes. In such cases the Social Match will have a Time of quarters value of 15 minutes.
- A Social Division match may be allocated only 1 hour due to it being part of a Match Day. In such cases the Social Match will have a Time of quarters value of 10 minutes, or with agreement can be played as two 25 minute halves.

**Note 3** - In a situation where a team requires loaned players it is possible to borrow more than the three players.

Note 4 - 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.



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

<b>Pool A</b>	<b>Minimum</b>	<b>Maximum</b>	<b>Notes</b>
Number of players on the field	14	18	1,2, 3
Bench Size	6		
AUS Players on the field		14	
GB Players on the field	2		
ROW players on the field	2		4
Bench Make up	Bench at the discretion of the coaches		

<b>Pool B</b>	<b>Minimum</b>	<b>Maximum</b>	<b>Notes</b>
Number of players on the field	14	18	1,2, 3
Bench Size	6		
AUS Players on the field		16	
Combined GB/ROW	2		
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 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.

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 10 – 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 3 – Quarter lengths**

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

**Note 4** - In a situation where a team requires loaned players it is possible to borrow more than the three players.

**Note 5** - 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 7** - 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.

## **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.

A player can also be reported by the league committee following a complaint from a club or a league official. If such a complaint has less than suitable substantiation, the player will not be reported.

Once a player has been reported, a suitable and neutral person, ideally from the league committee or umpires panel, will be appointed to oversee the matter. (Referred to as the MO for Matter Overseer.)

It will be announced to the league by the MO, no sooner than the Monday following the incident but ideally on that day, that the player has been reported and that a standard two match penalty has been applied, and it should be stressed that the matter is still open. This figure is intended as a time-saving device only. It would apply appropriately to a general striking incident with no serious damage.

If any party, being a club, the league committee, or an umpire, feel that the standard penalty is too lenient or too harsh, they should inform the

MO, or the league committee prior even to the initial announcement being made where possible.

Such a request to look further into the matter must be made with 24 hours of the initial announcement.

Once such a request, or multiple requests, has been made, the MO will again inform the league that a further decision is pending, and request statements from all possible persons. Otherwise the MO will announce that the standard suspension applies and that the matter is closed.

A deadline for statements from persons should also be set out when they are requested.

If a request to reduce or overturn the penalty has been made, the matter must be settled before the next round of matches. Where a club has organised to play a match before the Saturday however, the player will not be able to play if the matter has not been dealt with by the time of the match, and no pressure should be applied to make a decision before the Friday.

If no request has been made to reduce the standard penalty, then the two match penalty will stand as a minimum and the matter can be dealt with slightly less urgently.

In general though, the Friday following the incident is the desired latest time to make such a decision. In the more serious of circumstances though, the League Committee can direct the MO to use whatever time is deemed necessary. If this takes the investigation into the following round, the player will be given or will be refused permission to play by the League Committee dependant on the circumstances.

In investigating a matter, the MO will gather all information and collate it, and present it to the League Committee. Any member of the League Committee with a club bias should excuse themselves from such discussion.

The MO and the remaining League Committee members will then make the final decision, and report it to the league. If the MO is not a

League Committee member, they will still get a vote in deciding the matter.

The matter is then considered closed, and can only be reopened by the League Committee.

Any extraordinary circumstances can be considered by the League Committee to reopen a matter, but only with a strong reason why the information was not brought forward in the allotted timeframe, and it might be necessary for the League Committee to uphold the original decision over a round of matches before reopening the matter.

A suspended player will not be able to play until the player's club has competed in matches over the required number of rounds, regardless of the division of matches.

A player missing matches means being unable to play in any AFL London division or any associated AFL England league.

## **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, accommodation: Clubs can help players find employment and accommodation and related, however the Club can't provide those incentives (ie. 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.