

AFL LONDON by Laws

Updated: 2018

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.
- 1.1.7 "Optional Change" refers to an amendment to match conditions as described in the section "TEAM COMPOSITION AND OPTIONAL CHANGES"

2 COMPOSITION OF THE LEAGUE

- 2.1.1 The League shall comprise of a number of Divisions as set out in Schedule A of these Rules. Schedule A will provide any rules specific to each division including, but not limited to the following information:
- 2.1.1 The name of the Division.
- 2.1.2 The minimum and maximum number of players in a Team.
- 2.1.3 The minimum or maximum number of players of any Category in a Team.
- 2.1.4 The maximum number of players allowed on the field at any time.
- 2.1.5 The maximum number of players of any Category allowed on the field at any time.
- 2.1.6 The standard timing structure for a match in the Division.
- 2.1.7 Any allowable modifications which can be made to the above.
- 2.1.8 The format of the Finals series for the Division.
- 2.1.9 Any other special circumstances for the Division, including concession rules regarding the minimum and maximum number of players per Category for different teams, to be reviewed annually.

3 TEAM REGISTRATION

- 3.1 Teams must be registered with AFL London in accordance to a timetable set out clearly prior to the season.
- 3.2 Each Division shall comprise at most one team from any one Club.

4 PLAYER REGISTRATION

- 4.1 All players must be registered with the League, following the process outlined by the League prior to the season.
- 4.1.1 The Player Registration Form will ensure that the player be aware that he plays at his own risk, and will recommend that he obtains 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 QUALIFICATION

- 5.1 To qualify for the ROW category, a player must fulfil all of the following requirements:
 - 5.1.1 Must have lived at least 90% of his life after the age of 10 outside Australia.
 - 5.1.2 Must be the holder of a passport of a country which is not Australia.
 - 5.1.3 Must provide the Club with a photocopy clearly showing their photograph, name, and nationality.
- 5.2 To qualify for the GB or BRIT category, a player must qualify for category ROW per clause 5.5 and must fulfil at least one of:
 - 5.2.1 If they have participated in an international match, then it must have been for the Great Britain Bulldogs;
 - 5.2.2 If they have not participated in an international match, then they must meet the qualification criteria for the GB Bulldogs; or GB Swans.
 - 5.2.3 If after any application or objection, they have been granted GB status by the AFL London committee.

- 5.3 All other players will be registered in the AUS category, unless granted BRIT or ROW status by the League Committee after application by the Club. To do this, the Club must register the player as AUS and apply for the status change within one month of the registration. Until registration is granted, the player must play as AUS.
- 5.4 All players must be at least 16 years of age.
- 5.5 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 E.

6 **PLAYER ELIGIBILITY**

- 6.1 Players must be fully registered before playing any League match. To do so they must be registered either:
- 6.1.1 By noon on the final working day prior to the day of the match, in order that they appear on the Umpires' list of registered players for the club. Such players must register online or be registered by a club official.
- 6.1.2 Later than this but prior to playing. After the match the umpires must take with them the registration form which the player filled out, and check that all players who registered in this way did so correctly and have subsequently been added to the online database by noon on the second working day after the match.
- 6.2 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.
- 6.2.1 All players in category GB and ROW players 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.
- 6.2.1.1 GB players must wear a blue armband (in Men's Prem Div)
- 6.2.1.2 ROW players must wear a red armband (in Men's Prem Div)
- 6.2.1.3 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, and a reason as to why this was not available at the match.
- 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 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 5 days from the request being issued.
- 6.3.4 In the event of an unsatisfactory response, the League shall report the matter to the League Committee for further investigation (see 6.4 and 6.5 below)
- 6.3.5 In the event of a satisfactory response, the League shall inform the Complainant that this has been given, and no further action will be taken, although they will have the right to take the matter further to the League Committee by writing after this.
- 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 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 a Division allows 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. For the avoidance of doubt this means that there may not be four players on the Team from outside of the Club of the Team.
- 7.4.2 The opposition must agree to the loan, in the manner as outlined in the Optional Changes section.
- 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. Also, such a player who is added to the opposition Team Sheet is deemed in all regards to have played for the Team from his Club.
- 7.5 A player may transfer to a different Club by request and the transfer will be accepted and deemed finalised only once all of the following have occurred.
- 7.5.1 The Administration Officer has received confirmation from both the player and the receiving Club that they intend for the registration to take effect.
- 7.5.2 The Administration Officer has notified the current Club of the request to Transfer, and that Club makes no complaint within 72 hours of financial liability to the Club being outstanding from the player.
- 7.5.3 The Administration Officer is satisfied that the transfer is for legitimate reasons, and then notifies both Clubs concerned.

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 deemed to be ranked in the order they appear in the Schedule A, with the first detailed Division the highest ranking.
- 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 50% of the qualifying 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.
- 8.6.1 A player may only play in a finals match for a team below their minimum ranked team if the higher ranked team that they are eligible for is participating in that round of finals, however they miss out on selection, and they have played at least two matches in that lower grade during the season.
- 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.
- 8.8 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 within multiple grand finals.
- 8.8.1 Squads must be named in advance for both grand finals.
- 8.8.2 Up to a maximum of three players may be nominated to play in multiple grand finals if played on different weekends. This information must be passed onto the Executive Committee for approval.
- 8.8.3 The reasoning behind up to three players being allowed to play within two grand finals over multiple weekends are only due to extraordinary circumstances for another player to no longer to be able to play.
- 8.8.3.1 Extraordinary circumstances include;
- Injury
 - Leaving the country for valid reasons
 - Death
 - Family Emergency (must be explained to the Committee)
 - Criminal Conviction
- 8.8.4 If the team that is wishing to have a player play within multiple grand finals over multiple weekends does not agree with the Executive Committees decision to decline, they can appeal and the matter plus the reason must be presented to all eight member clubs who can vote on the matter.

9 TEAM COMPOSITION, OPTIONAL CHANGES AND BENCH SIZES

- 9.1 Schedule A will define the parameters of the Division and the degree to which the parameters may be changed by the teams.
- 9.2 Changes to the timing or location of fixtures can be made in accordance with the following guidelines.
- 9.2.1 The Administration Officer must be informed of the desire to change the match by the home Club.
- 9.2.2 The Administration Officer will confirm that the change is acceptable to the Umpires.
- 9.2.3 The Administration Officer will ensure that the change is acceptable to the away Club.
- 9.2.4 The Administration Officer will ensure that the change is acceptable to the League.
- 9.2.5 Having been satisfied by all of the above, the Administration Officer will inform all three parties and the League Committee that the change has been made effective, and no reversal will be allowed unless it follows the same procedure above.
- 9.3 Optional Changes can be made to the following aspects of a match day, however each one must be specifically allowed for in the Divisional rules in Schedule A and are possibly subject to limitations.
- 9.3.1 The required number of players on the field in a match.
- 9.3.2 The required number of AUS, BRIT and ROW players on the field in a match.
- 9.3.3 The length of the quarters in the match.
- 9.3.4 The ability to allow a player to play if the player has already played in an official AFL London match for the Round.
- 9.3.5 The size of the bench.
- 9.4 Optional Changes can also be made to the following aspects of a match day and will not be specifically allowed for in the Divisional rules in Schedule A.
- 9.4.1 Players may be allowed to play twice in a round.
- 9.4.2 Players may be loaned from other Clubs, though only insofar as the rules allow under PLAYER MOVEMENT.
- 9.5 All Optional Changes require the agreement of both Teams, and apply to both teams.
- 9.6 Official Optional Changes a match can be made in accordance to the following guidelines.
- 9.6.1 The Administration Officer must be informed of the desire to change the team compositions by the home Club.
- 9.6.2 The Administration Officer will ensure that the change is acceptable to the away Club.
- 9.6.3 Having been satisfied by the above and that the change is legal, the Administration Officer will inform both Teams and the Umpires that the change has been made effective, and no reversal will be allowed unless it follows the same official procedure above or unofficial procedure below.
- 9.7 Unofficial Optional Changes to a match can be made in accordance to the following guidelines.
- 9.7.1 Prior to the start of the match the coaches of the opposing Teams must agree to changes and inform the umpires.
- 9.7.2 With the Umpires acceptance, the match will go ahead according to the agreed changes, and any breaking of these rules will be considered as if the offending team had broken the normal rules of football.
- 9.8 All matches will allow a bench size of six players.
- 9.9 Where there is a maximum number of AUS players allowed on the field, the maximum number of AUS players on the bench is equal to six multiplied by the proportion allowed on the field.
- 9.9.1 This might not be a whole number, in which case the maximum still applies, and is the same as if the maximum were the whole number lower than this result of the calculation. As an example only, if the maximum allowed were calculated to be 4.8, then it is the same as saying the maximum is 4.
- 9.9.2 However there can always be at least one AUS allowed on the bench if there are any allowed on the field.
- 9.9.3 There is a table outlining these calculations in Schedule C.
- 9.10 In any division, a team that is short on players can choose to drop to the minimum number of players allowed on the pitch, and the opposition must match them (ie. the game will be played with even numbers on the pitch)
- 9.10.1 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 16 on the field as per Conference Men's rules, the larger squad with 24 players will play 16 on field and a bench of 8)
- 9.10.2 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).
- 9.11 In any Division where a Team can elect 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 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.
- 9.12 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 increasing player numbers from the minimum allowed in lower divisions. IE. A Conference (Men's) division team cannot play with reduced numbers, if there are more than the minimum 14 (plus 3 interchange) players available and participating in that Clubs Social Division 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 the numbers for the division as set out 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 all copies of the team sheet prior to taking the field.
- 10.3 Teams will have the right to take their 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. Any alterations which need to be made after this must still be made to all copies, though this must not be unreasonably hindered and can be allowed to wait until the next interval in play by the umpires.
- 10.4 Teams must have the minimum number of players required before they may start the match. Until this time they will be considered unready, exactly as if they were simply late.
- 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. ROW-category players shall wear distinctive armbands.
- 10.6 Players must wear a unique number on their back. Players without a valid number may only take the field with the agreement of both the opposing coach and the umpires. 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 Administration Officer.
- 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. The player may be changed at any time, though the player taking the goal umpire position must be changed and ready before the player taking the field leaves the goal or changes into team attire.
- 10.9 Both teams shall be required to provide a boundary umpire for the match unless the umpires specifically remove this responsibility from them.
- 10.9.1 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.
- 10.9.2 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.
- 10.11 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.
- 10.11.1 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 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.
- 10.13 The umpires shall have authority to start the game at any time after the designated start time. As a guideline this should be with 10 minutes of the designated start time.
- 10.14 The ladder will be determined as follows.
- 10.14.1 A winning team will be awarded 4 points.
- 10.14.2 A drawn match will result in both team receiving 2 points.
- 10.14.3 A percentage will be obtained by dividing the total score for (in points) by the total score against by a team.
- 10.14.4 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.
- 10.14.5 If a match is deemed forfeited by one team, the match will be deemed to have been won by a margin of 150 points to zero (Premiership & Conference Divisions only). In the Social Division a forfeit will be worth 5 points to zero.
- 10.14.6 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.
- 10.14.7 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.
- 10.14.8 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.
- 10.15 Should any Finals match be drawn the following shall be repeated until a winner is decided.
- 10.15.1 A break equal to the quarter time break shall be given.
- 10.15.2 The teams shall swap direction from the fourth quarter and play a further five minutes.
- 10.15.3 The teams shall then immediately swap direction and play a further five minutes.
- 10.16 The venues for finals shall be decided by the League Committee during the season.
- 10.17 At the conclusion of a match, the umpires shall return to the AO:
- 10.17.1 The team sheets for the match and any registration forms for players playing under a temporary registration.

- 10.17.2 The results of the match, including goalkickers and up to five best players, as awarded by the respective coaches.
- 10.17.3 The best and fairest votes for the match, as voted by the umpires, in 3-2-1 format, and preferably sealed in an envelope and labelled.
- 10.18 At the conclusion of the regular season the best and fairest votes will be counted and read. The following conditions will apply:
- 10.18.1 The player receiving the most votes in each division will be awarded the Division's Best & Fairest award.
- 10.18.2 In the event of a tie, a player receiving the most best on ground awards shall win the award.
- 10.18.3 In the event of a further tie, the tied players will share the award.
- 10.18.4 A player who is suspended during the season will be ineligible for the award.
- 10.18.5 The votes shall be counted at a place to be nominated by the League Committee.
- 10.18.6 Further awards may be given by the League Committee.
- 10.19 Schedule A will set out any ancillary football rules which will be applied to the Division, such as timings of quarters and the breaks between them, and any other peculiarities.
- 10.20 For delays in play (during the Regular Season) due to adverse weather conditions or issues moving a player due to serious injury:
- 10.20.1 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.
- 10.20.2 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.
- 10.20.3 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.
- 10.20.4 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.
- 10.20.5 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.

11 FORFEITS

- 11.1 A club which is deemed to forfeit a match will be subject to the following penalties unless the League Committee decides, on application by the forfeiting team, that the forfeit was fully beyond their control. In such cases a forfeiting team will:
- 11.1.1 Be fined in accordance with the Schedule of fines.
- 11.1.2 Be liable for umpiring costs if the umpires attended the match venue, or were not given sufficient notice.
- 11.1.3 Give up the right, if they were the away team, to host their next meeting between the two Teams, and shall be forced to play away, whether or not in the current season. This does not affect in any way their next away match against the opposing Team. This does not apply if both teams forfeit the match.
- 11.1.4 Also forfeit any games for that Round for lower ranking Teams.
- 11.1.5 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.
- 11.2 A Team receiving a forfeit against them has the following options:
- 11.2.1 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 Administration Officer by the Friday following the forfeit, though need not be signed by the players. It is the Club's responsibility to ensure that the Administration Officer receives the teamsheet.
- 11.2.2 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.
- 11.2.3 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.

12 HOME CLUB MATCHDAY DUTIES

- 12.1 The League Committee will require each Club playing home matches to provide a ground to the standard of the following set of conditions.
- 12.1.1 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.
- 12.1.2 Playing area free of litter and dangerous objects.
- 12.1.3 Padding on the eight goal-posts.
- 12.1.4 Goal flags for both goal umpires, being predominantly white, at least 30cm x 30cm in size, and on sticks of at least 60cm.
- 12.1.5 Dressing rooms with sufficient accommodation for each of the teams and showers available.
- 12.1.6 A separate dressing room for umpires.

- 12.1.7 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.
- 12.1.8 Provision of a competent score-board attendant for the match, who will update the scores and check the scores with the goal umpires at each interval.
- 12.1.9 Provision of an adequate siren for the match. Car horns are not acceptable.
- 12.1.10 Provision of an adequate first aid kit.

13 UMPIRES REGULATIONS

- 13.1 An Umpiring Coordinator will be appointed by the League Committee prior to each season.
- 13.2 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.
- 13.3 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.
 - 13.3.1.1 Where possible, an umpire in the Premiership Division will not be appointed to a game involving a team that they are affiliated with.
 - 13.3.1.2 Where possible, an umpire will not be appointed to a game (in any Division) involving a Club for which they also play.
- 13.4 Provision of a timekeeper for the match, unless this duty is specifically taken by the home club, which they may do at their discretion.
- 13.5 In the event of umpires failing to attend a match the Teams shall agree on appropriate field umpires.
- 13.6 Complaints against any of the umpires must be lodged with the Umpiring Coordinator within seven days of the match in question.
- 13.7 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.
- 13.8 After the match, both goal umpires will sign their card and hand them to the field umpires to be passed on to the Administration Officer or Umpiring Coordinator.
- 13.9 At the conclusion of each match the umpires shall meet with both Team coaches to collate scores, goalkickers, and best players-
- 13.10 Umpire abuse shall be dealt with on a three-strike system per individual:
 - 13.10.1 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
 - 13.11.2 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.
 - 13.11.3 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.
- 13.12 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)
- 13.13 The commencement of the game should be as follows:
 - 13.13.1 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.
 - 13.13.2 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.
- 13.14 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.
- 13.15 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.
 - 13.15.1 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.
 - 13.15.2 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.
 - 13.15.3 The process for a reported player, including Tribunal and penalty guidelines are included in Schedule XX.
- 13.16 A player may bring the ball back into play after the goal umpire signals a behind, and before the flags are waved.

14 FINES, COMPLAINTS & DISPUTES

- 14.1 Any By-Laws broken by a club deliberately shall receive a penalty at the Chairman's discretion (upon consultation with all parties involved and the executive committee)
- 14.1.1 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)
- 14.2 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)

15 SPONSORS

- 15.1 The League and Clubs shall be allowed to represent any sponsors they see fit, in accordance with Schedule C.
- 15.2 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.
- 15.3 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.
- 15.4 The Clubs shall not be forced to commit to any League sponsors requirements without prior agreement.
- 15.5 The umpires shall at all times be able to wear their official shirts with any sponsors as condoned by the League.
- 15.6 Clubs are to reserve the upper left chest of their guernseys for badges provided by the League or its sponsors.
- 15.7 Clubs are to check with the General Manager/League Committee before reaching any agreement with a company which might be in competition with a League sponsor or with any media provider.

SCHEDULE A: COMPOSITION OF THE LEAGUE

1: The London Premiership (Men's)

LIMITATION	VALUE	MINIMUM	MAXIMUM	NOTES
Number of players on field		14	18	
Number of AUS players on field			11	1, 3
Number of GB players on field		3		
Number of ROW players on field			15	1
Time of quarters	25			2

Note 1

- The maximum Number of AUS or ROW players on field limitation can be increased in three ways:
 - By the league, in foreseen circumstance such as an international match unfairly unbalancing a Premiership match. The League must give advance warning of such a change, being at the very minimum by the proceeding Wednesday to the match, but ideally much earlier.
 - By a side in its first three years of participation in the Premiership by giving advance warning to the League and opposition of the change, in line with the timing in the paragraph above, or as an Optional Change after that. The increase can be of up to three players in the first year of participation, two players in the second year, and one player in the third year.
 - With the agreement of both participating teams as an Optional Change. Such an increase may not further increase the limitation by more than two players.

Note 2

- The Time of quarters value can be reduced to 20 minutes as an Optional Change.

Note 3

- Concessions will be in place for Season 2018. The London Swans and Wimbledon Hawks will have the option to play with 1 extra AUS category player on the field (with the number of ROW players on the field reduced by 1)
- These Clubs do not have to follow this concession rule if they choose not to from a week by week basis if this is notified to the opposing club and the league.
- Bench make up will follow the rules in Schedule XXX, and dependant on the number of AUS category players on the field.

Note 4.

A team promoted to the Premiership Division will play its 1st season using the player qualification rules of the Conference division. Following the first year, if a team remains in the Premiership Division the League will rule on a fair player ratio / concession, with the aim of reaching the normal rules for the division when a team is competitive enough to do so.

Finals

Finals to consist of a standard Final Four system.

- Week 1 – 1st Semi Final Saturday – First vs. Second – 2nd Semi Final Sunday – Third vs. Fourth
- Week 2 – Preliminary Final Saturday – Loser 1st SF vs. Winner 2nd SF
- Week 3 – Grand Final Saturday – Winner 1st SF vs. Winner PF

Finals for the Women's Conference will follow a two week final series in which the team that finishes in 1st position shall have a bye round in Week one of the finals whilst position two vs position three.

The winner of this semi final will go into the grand final with the minor premier in week two of the finals series.

2: The Conference (Men's)

Composition

LIMITATION	VALUE	MINIMUM	MAXIMUM	NOTES
Number of players on field		12	18	1
Number of AUS players on field		0	14	1, 2
Number of GB/ROW players on field		4		
Time of quarters	20			

Note 1

The maximum Number of players on field limitation can be decreased to 17 or 16 as an Optional Change. Although Teams must play 18 on the field in Conference before allocating players to lower Divisions

The Number of AUS players on field limitation is decreased by the same amount.

Note 2

The maximum Number of AUS players on field limitation can be further increased in two ways:

- By the league, in foreseen circumstance such as an international match unfairly unbalancing a Conference match. The League must give advance warning of such a change, being at the very minimum by the proceeding Wednesday to the match, but ideally much earlier.
- With the agreement of both participating teams as an Options Change

Finals

Finals to consist of a standard Final Four system as per the Premiership.

2: The Social Division

Composition

LIMITATION	VALUE	MINIMUM	MAXIMUM	NOTES
Number of players on field		10	18	1
Time of quarters	20			3

Note 1

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 2

The Time of quarters value can be increased to 25 minutes or decreased to 15 minutes as an Optional Change.

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

The forfeit score for this division is 50 – 0.

Finals

Finals to consist of a standard Final Four system as per the Premiership.

4: The Premiership (Women's)

Composition

LIMITATION	VALUE	MINIMUM	MAXIMUM	NOTES
Number of players on field		10	18	1
Time of quarters	20			3

Note 1

The Time of quarters value can be increased to 25 minutes or decreased to 15 minutes as an Optional Change.

A Women's 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 Women's Match will have a Time of quarters value of 15 minutes.

A Women's Division match may be allocated only 1 hour due to it being part of a Match Day. In such cases the Women's Match will have a Time of quarters value of 10 minutes, or with agreement can be played as two 25 minute halves.

Note 2

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

Note 3

The forfeit score for this division is 50 – 0.

Note 4

There must be a minimum of two GB and/or ROW players on the field always. They can be signified by wearing a single colour of tape around their arm. This means there can be a maximum of only 16 Australians on the field at any given time.

Finals

Finals to consist of a standard Final Four system as per the Premiership.

5: The Conference (Women's)

Composition

LIMITATION	VALUE	MINIMUM	MAXIMUM	NOTES
Number of players on field		10	18	1
Time of quarters	20			3

Note 1

The Time of quarters value can be increased to 25 minutes or decreased to 15 minutes as an Optional Change.

A Women's 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 Women's Match will have a Time of quarters value of 15 minutes.

A Women's Division match may be allocated only 1 hour due to it being part of a Match Day. In such cases the Women's Match will have a Time of quarters value of 10 minutes, or with agreement can be played as two 25 minute halves.

Note 2

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

Note 3

The forfeit score for this division is 50 – 0.

Finals

Finals for the Women's Conference will follow a two week final series consistent of three teams.

The team that finishes in 1st position shall have a bye round in Week one of the finals whilst position two vs position three.

The winner of this semi final will go into the grand final with the minor premier in week two of the finals series.

SCHEDULE B: FEES AND FINES.

The standard fees for the League are as follows. All figures are in pounds.

General

- Club Affiliation 150
- Team Affiliation
 - London Premiership 600
 - London Conference 400
 - London Social 250
 - Premiership Women's 300
 - Conference Women's 250

The following will be the standard amounts for minor transgressions.

Matchday Regulations

- Player Incorrectly Attired 5 per player
- Player Without Unique Number 5 per player
- No Non-Player Goal Umpire 10
- No Scorecards 5
- Late Commencement: 5 minutes 10
- Late Commencement: 10 minutes 30
- No First Aid Kit 10

Home Team Duties

- Missing Goal Flags 10 per pair
- No Adequate Scoreboard 10
- No Scoreboard Attendant 5
- No Timekeeper 5
- No Adequate Siren 10
- Missing Match Report Paperwork 10
- Missing Best & fairest Votes 10
- Missing score Card 5
- Goal Posts not padded 30
- Lines not marked 20

SCHEDULE C: 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 Britain league.

SCHEDULE E: 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.

Put together by Chris Rae

Approved and implemented by AFL London Chairman – Cai Davies