

## **Rule Book Appendix – AFL PLAYER PERSONNEL PROCEDURES & GENERAL FOOTBALL RELATED GAME OPERATIONS**

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### **9.1 Roster Limits & Requirements**

#### **A. Pre-Season Roster Limit**

Teams are prohibited, from the first day the league allows the signing of free agent players until the first league-sanctioned cutdown date, from having more than thirty-five (35) players on their roster.

Players on the following lists **will not** be considered part of the assigned list and eligible to be counted for the thirty-five player limit: "Retired", "Injured Reserve", "Inactive Reserve", "Team Suspension", "League Suspended", "Refused to Report" and "Other League Exempt"

Teams may temporarily exceed a roster limit by the acquisition of a player or players. However, teams are required to make appropriate roster/list changes to comply with the appropriate roster limit by the close of that business day.

#### **B. Regular & Post-Season Roster Limits**

Teams will be required to reduce their "Assigned List" to twenty-four (24) players by the last day of camp. The twenty-four (24) player "Assigned List" will remain in effect for the remainder of the regular season and the playoffs including ArenaBowl.

#### **C. Regular & Post-Season Active & Inactive Rosters**

##### ***Regular Season***

Each team will maintain a twenty one (21) player "Active Roster" and a three (3) player "Taxi Squad" roster.

Only the twenty one (21) active players may dress and may participate in games. Exchange of the "21-Man Line up card" must be done at least forty-five (45) minutes prior to Kick-off. Line-up will be given to the Referee and each Head Coach. Penalty – \$2,500.00

If a team writes a players' wrong number or his name is misspelled on the line-up card, that player must show ID to the official to show he really is the correct player. A player not listed on the line-up card may not play in a game.

A player not identified on the line-up card prior to kick-off must be removed immediately on discovery and not replaced.

Every team must dress a maximum of twenty-one (21) players for each regular season game per the AFL CBA.

##### ***Post-Season***

Each team will maintain a twenty-one (21) player "Active Roster" and a three (3) player "Taxi Squad" roster during the post- season including ArenaBowl.

Every team must dress at least twenty-one (21) players for each regular and post-season game including ArenaBowl.

**D. League-Wide Cutdown Dates**

All AFL teams will be allowed to start training camp with thirty-five (35) players. The (35) player "Training Camp Roster" must be sent, via fax or email, to the AFL Office on the 1<sup>st</sup> day of Training Camp.

**-Team cut down will follow guidelines of Collective Bargaining Agreement**

All AFL teams must declare their respective twenty-four (24) player roster on the last day of camp preceding the opening weekend of the regular season. The roster must be sent, via fax or e-mail to the AFL Office on that day.

**– Alternative Training Camp dates must be approved by the AFL Office.**

**9.2 Assignments**

**A. Free Agent Recruitment Period**

The AFL will begin the AFL player recruitment period and teams may sign players to "AFL Standard Player Contracts" at a date set by the Board of Directors. By signing this contract the AFL player's rights have been established by the AFL and the AFL player will then be assigned to a given AFL Member Team. No AFL player will be allowed to participate with an AFL Team unless and until the AFL Office has received the AFL Standard Player Contract and the designated AFL Team has received official AFL League notification of the assignment of the AFL player to that particular Team. Assignments will be made via the AFL Daily Transaction Bulletin. Any violation of this process and procedure will result in substantial fines and penalties lodged by the AFL Commissioner.

In the case where a player signs with two or more teams, the player's rights will be awarded to the team whose "AFL Standard Player Contract" was first received by the AFL Senior Director of Football Operations and the team is in good standing.

**B. AFL Standard Player Contract**

On the first official day of recruitment, all recruited AFL players must sign an AFL league contract. Under no circumstances may an AFL player participate in a team practice without having signed an AFL league contract. Upon the proper execution of the AFL Player Contract the AFL Player will be assigned to his designated team via written notification to the assigning Team and the other AFL Members via daily AFL Transaction Bulletin.

Each player contract will have a section for player's initials. The league office will honor no contract unless the appropriate initials appear on the contract section that acknowledges receipt and understanding of the Player Compensation and Compliance Guidelines.

The complete original AFL Player contract must be sent via standard mail to the AFL within 48 hours of execution.

NO PLAYER CONTRACT WILL BE ACCEPTED BY THE LEAGUE FOR A TEAM NOT IN GOOD STANDING. A NEW CONTRACT WILL NEED TO BE SIGNED BY THE TEAM AFTER THE TEAM IS RESTORED TO GOOD STANDING.

**C. Procedure for Filing of AFL Player Contracts**

Teams are requested to use care in the handling of contracts. In this regard, the following procedure should be followed in filing player contracts with the AFL Office:

- 1) Make sure all signature pages are faxed in, with proper player and team signatures.
- 2) Send via **Standard U.S. Mail** the completed original contract and all payroll forms. The team should make copies of the original contract before mailing to the AFL Office:
- 3) From the start of training camp no transactions will be complete without a copy of a player's entrance physical.

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The "AFL Standard Player Contract" and / or AFL Letter of Intent will be the only acceptable and valid documents for a player; and any contract not completed, with the original filed with the AFL, will be considered "invalid".

Any roster violation or using ineligible player- \$1,500 per instance

**D. Assignment Award Deadline**

A Player assigned, on the daily Transaction Bulletin, less than forty-eight (48) hours before a scheduled game will not be eligible to participate in that game.

**9.3 Re-Assignments**

**A. Deadlines**

The deadlines for all transactions outlined in this section will be strictly adhered to and the AFL Office will not have the authority to extend/alter the guidelines at any time. All re-assignment requests, claims, reserve list additions and similar player-related transactions must be received *before* the applicable deadline (the deadline for most, but not all, player transactions will be 5:00 PM CT). Under extraordinary circumstances, telephone communication may be permissible

provided that it takes place prior to the appropriate deadline and that written confirmation is transmitted, via fax or email, promptly thereafter.

**B. Re-assignment Requests**

Teams desiring to re-assign a player must give written notice to the AFL by 5:00 PM (CT). Any re-assignment request submitted after 5:00 PM (CT) would be referred to the next business day.

A re-assignment request will be considered "without recall" unless specifically requested by the re-assigning team.

**C. Recallable Re-assignments**

Each team will be allowed one recall per player from re-assignment. This recall will be done in the second twenty-four (24) hours following the player being placed on re-assignment.

A player who is recalled once during a calendar year will automatically be considered "non-recallable" if re-assigned again.

1. Teams will not be allowed to place a player on "recallable re-assignment" 24 hours prior to their scheduled game. Teams may straight "re-assign" a player at any time.
2. Teams who place a player on "recallable re-assignment" within 48 hours of their scheduled game will act on this player move by either recalling this player and placing him on their 24 player "Assigned List" or allowing the player to be awarded to a claiming team at the end of the first 24 hours. This will eliminate roster violations over the weekend of scheduled games.
  - a. During the Regular Season, a Team may place a Player on Reassignment or Recallable Reassignment between 5:00 pm CST on the Thursday before its next game and the completion of that game, so long as the AFL pays that Player \$600 (gross) in lieu of a game salary (and that Player does not otherwise receive a game salary).
  - b. This does not alter or diminish the right of the League or Teams to place a Player on Reassignment or Recallable Reassignment outside of the Restricted Period. Any Player that receives the \$600 compensation listed above shall not have any weekly housing rental reduction withheld from that check so long as that Player vacates Team housing within 72 hours of being placed on Recallable Reassignment if not recalled or the Player may elect to remain in their Team housing for up to 7 days after begin placed on Recallable Reassignment as provided by the Agreements between AF1 and AFLPU however that Player shall pay a rate of \$100 total for the period beginning when placed on Recallable Reassignment through the 7<sup>th</sup> day.

#### **D. Claiming Procedures**

Teams may petition to receive the services to a re-assigned player by notifying, via fax or e-mail, the AFL of that team's intent to claim the re-assigned player by 5:00 PM (CT) on the 1st business day following the player being placed on re-assignment on the official AFL Transaction Bulletin.

A player re-assigned without "recall" will be awarded to the highest claiming team (see "Claim Order" in this section) the next business day after the re-assignment appears on the official AFL Transaction Bulletin. Any team that is awarded a player will move to the bottom of the claiming list. Teams may submit a claim for players reassigned from their roster.

If an AFL player is claimed from "recallable re-assignment", the original re-assigning team will be notified by the AFL that a claim has been made. If claim is placed on player before 12pm CST on the following day of his RRA, the team who put player on recallable must make a decision on that player by 5pm CST on the same day. If claim is placed on player after 12pm CST the following day of his RRA, the team who placed him on recallable will have additional day to make decision on player moving the claiming team to the bottom of the claim order.

#### **E. Multiple Claims**

In the event that more than one team claims a player from re-assignment, the "Claiming Order" for awarding the rights to this player is as follows:

- a) The highest team on the claim order list will be given the rights to that player and then moved to the bottom of the claim order list. Any teams that put in a claim on that player and were not awarded his rights will remain where they were in the claim order.
- b) In the case that one team puts in a claim for more than one player in the order works as follows. The first player on the list will go through the claim order process. If they are awarded this player, they will go to the bottom of the claim list and the process will now start on the next player claimed. If they are not awarded the first players rights, they will stay in the same claim spot and the claim process starts for the next player.

## **2016 AFL CLAIM ORDER**

1. PHILADELPHIA SOUL (from LA 6/15/15-completion of futures)
2. TAMPA BAY STORM
3. PORTLAND STEEL
4. CLEVELAND GLADIATORS
5. ORLANDO PREDATORS
6. ARIZONA RATTTLERS
7. PHILADELPHIA SOUL
8. JACKSONVILLE SHARKS

## **F. Roster Adjustments For Awarded Players**

If an AFL team is awarded a player via re-assignment, the team is required to place that awarded AFL player on its "Assigned List" for ***at least*** one (1) business day (Note: If the awarding of a player puts the claiming team over its allowable roster limit, the claiming team will have until the end of the next business day to return to the roster limit).

## **G. Termination of a Player**

An AFL team shall not dispose of the services of an AFL player by transfer or otherwise, except to another AFL Member team via the re-assignment or trade procedures.

Any AFL player placed on "Non-Recallable Re-assignment" who is unclaimed twenty-four (24) hours after appearing as re-assigned on the official AFL Transaction Bulletin will become eligible to be assigned to any AFL team.

Any AFL player placed on "Recallable Re-assignment" who is unclaimed or not recalled forty-eight (48) hours after appearing as re-assigned on the official AFL Transaction Bulletin will become eligible to be assigned to any AFL team.

## **H. Re-assignment Award Deadline**

No player will be eligible to participate in game if he is awarded via re-assignment to a team during the forty-eight (48) hours preceding a game in which that team is scheduled to play.

## **I. End of Season Re-assignment**

All players who are re-assigned after 5:01 PM (CT) on the Tuesday prior to the final weekend of the regular season will appear on the first AFL Transaction Bulletin immediately following the 2016 ArenaBowl.

Teams may not re-assign a player during the period beginning at 12:01 am (CT) following that team's final game and ending at 12:01 am (CT) on the first day of the "free agent signing period".

## **9.4 Trades**

### **A. Definition**

A trade is a transaction involving two or more teams resulting in the exchange of rights to a player(s), claim order position, or future considerations.

### **B. Trade Deadlines**

Trades may only be made on days during which the AFL Office is open for regular business. The "Trade Period" will end at 5:00 PM (CT) on Wednesday, June 22, 2016. Future

considerations must be designated by 5:00 pm (CT) on Wednesday, June 22, 2016. Teams may not trade future considerations for future considerations.

**C. Trade Conditions**

All conditions affecting trades must be specified in the Trade Form sent to the AFL. If the written conditions do not cover subsequent events which result in the assignee team having use of the player on its active list at a later date the original assigning team will have no recourse.

EXIT PHYSICAL IS REQUIRED AT TIME OF THE TRADE AND MUST BE SUBMITTED WITH THE TRADE FORM. NO PLAYER CAN BE TRADED IF ON OTHER LEAGUE EXEMPT OR IF HE HAS FAILED A PHYSICAL.

**D. Trade Procedures**

Before a trade can be approved, both teams must fax the trade form. If the content of the two messages do not coincide, the trade will not be accepted. If accepted, the trade will be made known via AFL Transaction Bulletin.

A Player may not be traded less than 48 hours before the scheduled kick-off of either the trading or acquiring Team's next game.

**E. Reacquisition of a Traded Player**

Any player whose rights have been re-assigned by a team to another team cannot return to the first team during the same season, including playoffs, unless every other team has had an opportunity to claim him on re-assignment after he left the team that now seeks his return.

**F. Traded Player Passing Physical**

Upon reporting to his new designated team, each traded player must pass the physical given by the League. Failure to pass the physical will nullify the trade in accordance with the CBA.

**9.5 Reserve Lists**

**A. Reserve List Categories**

The Reserve List of each team consists of the following categories:

1. Retired
2. Refused To Report
3. Injured Reserve
4. Inactive Reserve
5. Team Suspension
6. League Suspended
7. Bereavement Leave

8. Other League Exempt
9. Physically Unable to Perform

**B. Reserve List Restrictions**

An AFL player on a team's Reserve List shall not be eligible to execute a contract to play or practice with any AFL team unless and until the player is released via re-assignment.

**C. Evasion of Roster Limit**

No team shall place any player on its Reserve List in order to evade the roster limits.

**D. Verification**

If a player is placed on the team's Reserve List for any reason, upon the request of the AFL, or if required elsewhere in this Rulebook, the team must submit a written report to the AFL Senior Director of Football Operations stating the reason for such action. Upon receipt of this information, the AFL Senior Director of Football Operations will have the right to request further written and/or verbal explanation of the matter.

**E. Retired**

If a player whose assignment rights remain with an AFL team chooses to retire, the AFL league may place the player on its "Retired" list. A retired player cannot be removed from any list until complete signed documents are on file in AFL office.

The assignment rights to an AFL player who has retired will remain with the team from which he retired indefinitely, should he elect to return to play in a subsequent season.

Players on the AFL's "Retired" list will not be counted towards any applicable roster limits.

"Retired" players may choose to "un-retire" provided that he has met the required start of the following season requirement of his retirement letter.

A player accepting a coaching position with another team must be placed on the Retired List from the departing team. He will come under the retirement rules.

**F. Procedure for Retired**

An AFL player who elects to retire must complete the applicable AFL "Retirement Form" and submit the completed form to the AFL.

**G. Refused to Report**

Any assigned player who fails to report or provides documentation showing he will not report to play for his assigned team may be placed on the "Refused to Report" list.

A player must be removed from the "Refused to Report" list by 5:00 PM (CT) the day that he reports to his assigned team.

Teams will be limited to a maximum of three (3) "Refused To Report" players at any one time.

There is a **24-hour** activation rule for players on "RTR" to be eligible to play for their assigned team.

#### **H. Procedure for Refused to Report**

Teams must notify, via fax or email, the AFL Office that a player has "Refused To Report" and list the reason for the absence.

Teams will have the following options with regard to players on the "Refused To Report" list:

1. Request the player be re-assigned
2. Request a trade of the player
3. Leave player on the "Refused To Report"

The league will review the validity of all "Refused To Report" claims.

#### **I. Injured Reserve**

If a player has been injured while practicing or playing, after having passed a physical examination and executing a contract with the AFL League, he may be classified in the "Injured Reserve" category. All physical examinations performed must be filed with the AFL Office. Details are subject to change. Any changes will be distributed via addendum.

#### **J. Duration of Injured Reserve**

Before Week 9 a Player put on IR during the then current season must remain on IR for a minimum of (i) 4 weeks before a Team can Reassign or Release him, or (ii) 5 weeks before a Team can Reactivate him to the Assigned List. During each season, a Team can Re-activate up to three (3) Players from IR to the Assigned List. AFL may increase (but cannot decrease) this number on 7 days' notice to the AFLPU.

- Teams have three (3) re-activations for the 2016 season.
- If a Team puts a Player on IR because he failed his Exit Physical after his Release, the Team cannot Release that Player until he is medically cleared.
- If a Team puts a Player on IR because he failed an Exit Physical after he was traded, that Player must remain on IR for a minimum of two (2) weeks before the Team may Reactivate, Release or Trade him.
- Players do not need to be re-activated before being placed on reassignment and there is no limit on the number of Players a Team can reassign from IR.
- Players may not be traded while on Injured Reserve or Inactive Reserve. They must be activated prior.

**K. Procedure for Injured Reserve**

An Official AFL Injury Report Form filled out by the team's **trainer** must be on file in the league office for any player being placed on Injured Reserve. It should be submitted via fax (877)-847-6870 or email to [jkleinsmith@arenafootball.com](mailto:jkleinsmith@arenafootball.com) on or before the day the player is placed on Injured Reserve.

The AFL Senior Director of Football Operations may request a report by a licensed medical physician detailing the extent of the injury.

**L. Reactivation from Injured Reserve**

AFL Teams reactivating players from their "Injured Reserve" list must do so *no less than* twenty-four (24) hours prior to that team's game. Teams should submit, via fax or e-mail, the name, height, weight, etc. to the AFL Office by 5:00 PM (CT) on the day that they intend to make the roster move.

**M. Inactive Reserve**

If a Team is unable to field 21 Players for practices and/or games due to injuries or illness to a number of Players on the Assigned List of a nature that would not justify placing those Players on the Injured Reserve list, a Team may place a Player on the Inactive Reserve List to allow an additional Player to be assigned to the Assigned List.

Teams may not have more than two (2) Players on the Inactive Reserve list at any one time. The League may increase the number above two (2) Players that may be on the Inactive Reserve at its discretion with notification to the Union not less than 1 week prior to the increase taking affect during term of the CBA.

Players on the Inactive Reserve list shall be paid a game salary equal to the game salary for a Player on the Inactive Roster

Contact AFL Office for Inactive Reserve procedure & activation.

Details are subject to change. Any changes will be distributed via addendum.

**N. Weekly Injury Reports**

Teams must file weekly "Injury Reports" with the AFL Senior Director of Football Operations prior to the weekly call during the regular and postseason. These reports must include *any and all* injuries, the extent of the injuries and the status of the injured players for the upcoming week (e.g., probable, questionable, doubtful, etc.).

Any player who receives treatment during the week must be documented and reported to the League Office. Specifically, all injuries/treatment must also be discussed on Weekly Work Comp call.

Teams that are playing games on Monday will be required to provide this information to the AFL Director of Football Operations by 5:00 PM (CT) on the Wednesday following the Monday game.

Teams that fail to provide this information within the specified deadlines will be subject to a fine of Five Thousand Dollars (\$5,000) and/or appropriate penalties.

**O. Team Suspension**

An AFL player suspended by his team may not be placed on the "Team Suspended" list until written documentation regarding the reason for the suspension has been submitted to and approved by the AFL Senior Director of Football Operations.

LIMIT 3 PLAYERS ON TEAM SUSPENSION WITHOUT APPROVAL FROM AFL SENIOR DIRECTOR OF FOOTBALL OPERATIONS

**P. Procedure for Team Suspension**

An AFL player placed on the "Team Suspended" list must miss two (2) weeks. Once two weeks have been served, teams must make a move on player, or he will be reassigned. Bye weeks will count towards the minimum games missed. Pre-season games and Training Camp will not be counted towards the two-week minimum.

A team may be granted an extension of "Team Suspension" after supplying written request via fax or email and pending approval from the AFL Senior Director of Football Operations.

An AFL player placed on the "Suspended" list will not be eligible for payment from the AFL during that time.

There is a **24-hour** activation rule for players on "Team Suspension" to be eligible to play for their assigned team.

**Q. League Suspended**

The AFL Commissioner may, at his discretion or at the request of a Member team, declare a player "ineligible" or "suspended" for the following: violation of the Standard Player Contract; conduct detrimental to the interest of the league; or violation of the "AFL Operating Rules", "Operations Manual", or the "Rule Book".

Players placed on the "League Suspended" list will not be eligible to play in the AFL until such time as he is removed from that list by the AFL Commissioner.

Players placed on League Suspension for attending an NFL try out, must pass an AFL entrance physical upon their return.

**Suspension Appeal Process:**

**Level 1:**

1. Written letter of appeal from the player to the AFL Senior Director of Football Operations.
2. Review of the appeal and request, if necessary, added team/player information.
3. Ruling on appeal, AFL Senior Director of Football Operations.

**Level 2:**

1. Written appeal of the AFL Senior Director of Football Operations' decision to the AFL Commissioner.
2. Review of the appeal and request, if necessary, added information.
3. Ruling on appeal, AFL Commissioner.

There is a **24-hour** activation rule for players on "League Suspended" to be eligible to play for their assigned team.

**R. Bereavement Leave**

Family, medical emergency including but not limited to serious injury or death involving immediate family. Must be approved by AFL Senior Director of Football Operations.

**S. Other League Exempt**

Teams may place rostered players on the "Other League Exempt" list if the player has executed a contract with a NFL or CFL team (within terms of the CBA). Teams may replace an "Exempt" player on the active roster. Participation in any other leagues is prohibited.

AFL will penalize Players who play in another league in violation of SPC by: (i) a fine not to exceed \$1,000 or the unpaid balance of the Player's Contract Bonus, whichever is greater, and (ii) a suspension of not less than four (4) or more than nine (9) games. Similarly situated Players shall be subject to like discipline for an OLEX violation of the SPC.

**EXAMPLE:** If AFL fines a Player \$400 and suspends him for four (4) games for playing in the IFL in violation of his a SPC, similarly situated Players who commit the same infraction in the future shall be subject to like discipline.

**T. Procedure for Other League Exempt**

There is a **48-hour** activation rule for players on "Other League Exempt" to be eligible to play for their assigned team. Player must take and pass new entrance physical upon his return from Other League Exempt team/league.

**9.6 Player Eligibility**

**A. Appropriate Representation of the AFL**

All AFL Players will be of good moral character and possess qualities that will make them appropriate representatives of their respective Teams and the AFL. The AFL Commissioner will have the right to disqualify a player if the AFL Commissioner finds that the player does not

possess the requisite qualities of character and morality. Such disqualification may be made by the AFL Commissioner only after hearing before the AFL Commissioner, at which hearing the Player will be afforded the right to call witnesses, to submit written evidence and to be represented by counsel. The decision of the AFL Commissioner will be to the AFL Compliance which, upon receipt of said appeal, will require all interested parties within ten (10) days to file with the AFL Board such evidence as they may desire bearing upon the issue. The AFL Compliance Committee will decide the appeal within ten (10) days after receipt of such evidence by majority vote.

**B. Minimum Age Requirement**

All AFL players must be at least eighteen (18) years old.

**C. College Eligibility**

All AFL players must have completed their college eligibility or provide, to the AFL Senior Director of Football Operations, a written release indicating that he has no intention of utilizing any further college eligibility that may remain. Any participation in the AFL will negate any further college football eligibility.

**9.7 Tampering**

**A. Definition**

AFL and/or AFL Teams are not allowed to contact players or staff of another AFL and/or AFL Team for the purposes of acquiring their services (in playing or non-playing positions) without permission of the general manager of that Team.

No coach, employee of a team, or any person otherwise affiliated or associated with an AFL and/or AFL team is permitted to tamper with a player whose rights are held by another AFL and/or AFL team. If an AFL team is contacted by a player or his representative while under obligation to another AFL and/or AFL team, the contacted team's response should be that the team is not allowed under AFL and AFL rules to speak to him.

**B. Tampering with Players On Re-assignment**

Teams are not permitted to contact a player (or his representative) for whom re-assignment has been requested during the claiming period of the re-assignment system. If a team is contacted by a player (or his representative) during that period, the only response by the team should indicate that the team is not allowed under AFL rules to speak to him. The team should also report any such incidents to the AFL Senior Director of Football Operations and the Owner, Operator and/or General Manager of the team who holds the rights to the player immediately.

**C. Penalties for Tampering**

Any violation of the Anti-Tampering Policy will subject the involved team and/or person to severe disciplinary action by the AFL Commissioner. The AFL Office will distribute a detailed list of all penalties and/or fines for tampering to all AFL teams-

## **9.8 Miscellaneous**

### **A. Player-Coaches**

No person employed by the team as a coach, trainer or in any capacity other than as a player, may play for that team or any other team during that same season.

### **B. Emergency Kicker**

In a documented emergency, the AFL will allow a kicker to be added to a team roster, with notification, no later than one hour prior to the scheduled kickoff. (As Lineup card are presented at this time - Reporting to both Referee and opposing Head Coach). This extreme situation would need to be approved by the AFL Senior Director of Football Operations and documented to the League Office via fax *prior* to the one-hour limit for activation.

The previous kicker would be placed on a one game emergency hold or go directly to the Injured Reserve List. Player will be paid game pay equal to inactive/taxi roster pay.

### **C. Ineligible Players**

If the AFL Director of Football Operations determines that an AFL Team has used an ineligible player, the game(s) in which the ineligible player participated will be forfeited.

### **D. Years of Service**

A player will gain a "Year of Service" for any season in which the player accrues four (4) or more games in a season, with such accrual including any of the following:

- A) Regular season games in which the player was on the 21-Player Active Game Roster.
- B) Regular season games in which the player was on a Team's Injured Reserve List so long as the player was on the 21-Player Active game Roster for at least one game.
- C) Post-season games in which the player was on the 21-Player Active Game Roster or Injured Reserve List so long as the player was on the 21-Player Active Game Roster for at least one game.

## **9.9 Player Uniforms**

### **A. Game Uniforms**

Under Armour is The Official Uniform Outfitter of the AFL. Players are required to wear Under Armour provided uniforms and a fine will be imposed for any uniform containing a visible logo or word mark other than those of Under Armour. All Under Armour uniforms must also follow the AFL League guidelines below:

- 1) General Policy: Throughout the game day period while in view of the stadium and television audience, including during pre-game warm-ups, all players must dress in a professional manner under the uniform standards specified in this Section. They must wear suitable padding and other equipment offering reasonable protection to them while reasonably avoiding risk of injury to other players and the generally must present an appearance that is appropriate to representing their individual clubs and the AFL. The team uniform as used in this section applies to every piece of equipment worn by a player, including helmet, shoulder pads, thigh pads, knee pads, and any other item of protective gear, and to every visible item of apparel, including but not limited to pants, jerseys, wristbands, gloves, stockings, shoes, visible under garments, and accessories such as head coverings worn under helmets and hand towels. The club or the league, or if from outside sources must issue all visible items worn on game day by players.

Pro-cut jerseys (extra length). Enforcement against "Shimmel" cut shirrtails Proper length in pant leg length, gussets (extra material) in pants for large sizes. Uniform team issued socks, leggings and consistent apparel for all team members. (Any previous approval for no white sock break be rescinded, all teams be the same.)

- 2) Team Colors. Pursuant to the official colors established for-each AFL club in the League constitution and bylaws, playing squads are permitted to wear only those colors or a combination of those colors for helmets, jerseys, shoes, pants, and stockings; provided that white is also an available color for jerseys and a mandatory color for the lower portion of stockings. Each player on a given team must wear the same colors on his uniform as all other players on his team in the same game. Before each year, home clubs are required to report to the League Office their choice of jersey color (either white or official team color) for their home games of that forthcoming season (including post-season, in the event that the club should become a host for such a game), and visiting clubs must wear the opposite. For pre-season or post-season games, the two competing teams may wear jerseys in their official colors (non-white), provided the Senior Director of Football Operation's determines that such colors are of sufficient contrast.

## **B. Mandatory Equipment**

All players must wear the equipment and uniform apparel listed below, which must be of a suitably protective nature, must be designed and produced by a professional manufacturer, and must not be cut, reduced in size, or otherwise altered unless for

medical reasons approved in advance by the Senior Director of Football Operations; provided, however, that during pre-game warm-ups players may omit certain protective equipment at their option, except that helmets must be worn. Where additional rules are applicable to specific categories of mandatory equipment or apparel, or where related equipment is optional, such provisions are also spelled out below.

- 1) Helmets, Face Mask Protectors.** Helmet with chinstrap fastened and face mask attached. Facemasks must not be more than 5/8-inch in diameter and must be made of rounded material; transparent materials are prohibited. No visible identification of a manufacturer's name or logo on the exterior of a helmet or on any attachment to a helmet is permitted unless provided for under a commercial arrangement between the League and manufacturer; in no event is identification of any helmet manufacturer permitted on the visible surface of a rear cervical pad.

Also, each week a detailed description must be sent to the League office, from the team doctor, on why the player must wear a visor.

**Facemask of the eye protector variety must be clear. No dark colored or Amber colored visors or eye protectors are allowed. The colored protectors are a medical problem for Trainers and Dr.'s viewing an injured players eyes, nose and mouth in order to give proper care. Use clear protectors only. The only exception is a Medical Dr.s request due to light sensitivity. This request and medical report must be filed with and approved by the League Office.**

- 2) Jerseys.** Jersey that covers all pads and other protective equipment worn on the torso and upper arms, and that is appropriately tailored to remain tucked into the uniform pants throughout the game. Tearaway jerseys are prohibited. Mesh jerseys with large fishnet material (commonly referred to as bullet-hole or porthole mesh) are also prohibited. Surnames of players in letters a minimum of two and 1/2-inches high must be affixed to the exterior of jerseys across the upper back above the numerals; nicknames are prohibited; and in cases of duplicate surnames, the first initial of the given name must be used. All jerseys must carry a small AFL Logo displayed on the torso of the jersey.

**Must have pro-cut (trench cut) jerseys (extra length).**

- 3) Numerals.** Numerals are on the back and front of jerseys in accordance to the League Operations Manual. Such numerals must be a minimum of eight inches high and four inches wide, and their color must be in sharp contrast with the color of the jersey. Smaller numerals should be worn on the tops of the shoulders or upper arms of the jersey. Small numerals on the back of the helmet or on the uniform pants are optional.

- 4) **Pants.** Pants that are worn over the entire knee area: pants shortened or rolled up to meet the stockings above the knee is prohibited. No part of the pants may be cut away unless an appropriate gusset or other device is used to replace the removed material.

Must have proper length in pant leg length, gussets (extra material) in pants for large sizes.

- 5) **Shoulder Pads.** Shoulder pads that are completely covered by the uniform/Jersey.

- 6) **Stockings.** Mandatory Under Armour socks for all teams, this will give all teams a uniform look and eliminate the different levels of sock height and skin displays. Stockings that cover the entire area from the sole to the bottom of the pants, and that meet the pants below the knee. Players are permitted to wear as many layers of stockings. No other stockings and/or opaque tape may be worn over the one-piece, two-color uniform stocking. Barefoot place-kickers may omit the stocking of the kicking foot in preparation for and during kicking plays. Uniform team issued socks, leggings and consistent apparel for all team members.

- 7) **Shoes.** Shoes must be of a standard football design. Kicking shoes must not be modified, and any shoe that is worn by a player with an artificial limb on his kicking leg must have a kicking surface that conforms to that of a normal kicking shoe. Place-kickers may omit the shoe from the kicking foot in preparation for and during kicking plays. All players on the same team must wear the same color shoe (either all white or all black laces, whichever are applicable), and the selection of such shoe color must be reported by clubs to the League Office by each league year. Must be team colors.

Place-kickers are permitted, only on plays in which they line up to kick, to deviate temporarily from this rule, e.g. by wearing one black and one white shoe, or two black shoes while the rest of the team wears white.

- 8) **Thigh Pads**

- 9) **Knee Pads**

**C. Recommended Equipment:**

- 1) **Hip Pads.** Hip pads that are covered by the outer uniform.

**D. Optional Equipment**

Among the types of optional equipment that are permitted to be worn by players are the following:

- 1) **Rib Protectors** ("flak jackets") under the jersey.

- 2) **Wrist Bands,** provided that they are all white or in official team

colors and include Under Armour logo.

- 3) **Towels**, provided that they are white or in official team colors (yellow, gold and similar colors that might be confused with the game officials' flags are prohibited). Such towels also must be four (4) inches wide and twelve (12) inches long, and must be attached to or tucked into the front waist of the pants. A player may wear no more than one towel. Players are prohibited from discarding any loose towels or other materials used for wiping hands and the football on the playing field. Streamers or ribbons, regardless of length, hanging from any part of the uniform, including the helmet, are prohibited. No messages allowed on towels
- 4) **Head Coverings.** Head coverings worn under the helmet, e.g., sweatbands and bandannas, are permissible and may be visible in the bench area, provided that they are in official team colors and issued by the team, and further provided that no portion hangs from or is otherwise visible outside the helmet during play. Baseball-type caps may be worn in the bench area, provided that they are in official team colors and issued by the team.

Under Armour is The Official Uniform and Accessories Outfitter of the AFL. All accessories, including but not limited to, wristbands, headbands, bicep bands, gloves, caps, fabric sleeves, skull caps, socks, etc. must be Under Armour unless not available from Under Armour.

#### **E. Prohibited Equipment and Apparel**

In addition to the several prohibited items of equipment and apparel specified in Article 3 above, the following are also prohibited:

- 1) **Projecting Objects.** Metal or other hard objects that project from a player's person or uniform, including from his shoes.
- 2) **Uncovered Hard Objects, Substances.** Hard objects and substances, including but not limited to casts, guards or braces for hand, wrist, forearm, elbow, hip, thigh, knee, shin, unless such items are appropriately covered on all edges and surfaces by a minimum of 3/8-inch foam rubber or similar soft material. Any such item worn to protect an injury must be reported by the applicable coaching staff to the Umpire in advance of the game, and a description of the injury must be provided. If the Umpire datelines that an item in question, including heavy tape or bandages on hands or forearms, may present undue risk to other players, he may prevent its use at any time before or during a game until the item is removed or appropriately corrected.
- 3) **Torn Items.** Torn or improperly fitting equipment creating a risk of injury to other players, e.g., the hard surfaces of shoulder pads exposed by a damaged Jersey.

- 4) **Items Colored Like Football.** Headgear or any other equipment or apparel which, in the opinion of the Referee, may confuse an opponent due to its similarity in color to that of the game football. If such color is worn, it must be broken by stripes or other patterns of sharply contrasting color or colors.
- 5) **Adhesive, Slippery Substances.** Adhesive or slippery substances on the body, equipment or uniform of any player

6) **Spatting of Shoes:**

No spatting - \*Exception: Medical Reasons (documentation must be provided to league office necessary). To qualify for spatting before each game, players must be documented on the weekly treatment schedules. If they are not on the treatment schedules, the spat will not be approved. Also, each week a detailed description must be sent to the League office, from the team doctor, on why the player must be spatting.

**Shoes will only be in black, white, and/or team colors. If spatting is allowed, it must be either black or white tape. No other color spat or combination is acceptable.**

F. **Logos and Commercial Identification**

Throughout the period on game day that a player is visible to the stadium and television audience (including in pre-game warm-ups, in the bench area, and during post-game interviews in the locker room or on the field), players are prohibited from wearing, displaying, or orally promoting equipment, apparel, or other items that carry commercial names or logos of companies, unless such commercial identification has been approved in advance by the AFL Office other than Under Armour supplied products. The size of any approved logo or other commercial identification involved in an arrangement between a manufacturer and the League will be modest and unobtrusive, and there is no assurance that it will be visible to the television audience (e.g., any approved glove logo will be very small and will appear on only one of the two gloves worn by a player).

G. **Personal Messages**

Throughout the period on game day that a player is visible to the stadium and television audience (including in pre-game warm-ups, in the bench area, and during post-game interviews in the locker room or on the field), players are prohibited from wearing, displaying, or otherwise conveying personal messages, either in writing or illustration, unless such a message has been approved in advance by the AFL Office. Items such as armbands and jersey patches worn to celebrate anniversaries of events, to promote charities, to recognize causes and campaigns, or to honor or commemorate personages are also prohibited unless approved in advance by the AFL Office.

## **H. General Appearance**

Consistent with the equipment and uniform rules, players must otherwise present a professional and appropriate appearance while before the public on game day. Among the types of activity that are prohibited include the use of tobacco products (smokeless included) while in the bench area and use of facial makeup. The Referee is authorized to use his judgment in determining whether any other unusual appearance or behavior is in violation of this Section.

## **I. Penalties**

For violation of this Section before player has entered the game: Player not permitted to enter the game until the violation is corrected. If such violation occurs during pre-game warm-ups, player must leave the field and return to bench area or dressing room until violation is corrected.

For violation of this Section discovered while player in game: Suspension from succeeding play after discovery; player may re-enter when violation corrected.

For repeat violation: Disqualification from the game.

For violation of this Section detected in the bench area: Player and head coach will be asked to remove the objectionable item, properly equip the player, or otherwise correct the violation. The involved player or players will be disqualified from the game if the correction is not made promptly.

## **9.10 Scouting Credentials**

The home team is responsible for providing two (2) scouting credentials to any AFL team for pre-season, regular season or post-season play (with the exception of the ArenaBowl).

The scouting credential will provide access to all media facilities except the working pressroom. If there is no space available in the media seating facility, a seat will be assigned in the arena. Seating is designated on a first-come-first-serve basis.

Scouts requesting credentials must notify the home team, via phone and fax, on the Monday prior to the game.

Teams are entitled to two (2) scouting credential per game. Any additional tickets must be purchased and do not guarantee access or admission to media facilities.

## **9.11 Film/Video Procedures**

Each team will upload a sideline copy and a "tight end zone" copy of each game.

Teams must use HD digital cameras for both sideline and "tight end zone" views.

Color bars must be at the head of every exchange tape. If titles are used, they must follow bars and fifteen seconds of bars must appear. Color bars should also separate each half of play.

Ten seconds of bars or graphics must be at the end of the tape.

The home team is responsible for shooting all pre-game warm up activities. Pregame warm up must be filmed. Please film the whole field with both angles. Pregame warm up policy must be sent to League Office following each game or if/when an incident occurs. If team does not film pre game warm up, that team is subject to fines.

Preceding **each play**, a **shot of the scoreboard** should be shown (approximately 1 full second) the picture should include the correct score and the time remaining in the quarter.

The video operator should shoot each team's huddle at the beginning of each series of plays in order to help in identifying players.

The officiating department would appreciate shooting, where possible, each play a couple of seconds longer and shooting the official's signals when possible (sideline only) and any post-play infractions/altercations.

"Play by Play" sheets will be available after all games on [www.AFL.com](http://www.AFL.com) (under statistics)

The home team is responsible for uploading one (1) "tight end zone" view and one (1) sideline view. If you should have any problems uploading your game you should contact the League Office to assist you in the upload process.

For any game that kicks off after 5:00 p.m. local time, both views must be uploaded by the deadline of 12:00 noon, the day following your game. Teams who fail to meet the upload deadline will be fined as follows: Uploaded 12:01 p.m. (day after game) until 12:00 midnight (day after game) **\*\*\$200.00\*\***. Uploaded anytime after 12:01 a.m. (2<sup>nd</sup> day after game) **\*\*\$500.00\*\***. If it is after midnight (day after game), the team may be required to overnight VHS/DVD copies to next two opponents. Repeat offenses may result in increased fines.

For any game that kicks off prior to 5:00 p.m. local time, both views must be uploaded by the deadline of 12:00 midnight, the day of your game. Teams who fail to meet the upload deadline will be fined as follows. Uploaded 12:01 a.m. (day after game) until 12:00 noon (day after game) **\*\*\$200.00\*\***. Uploaded anytime after 12:01 p.m. (day after game) **\*\*\$500.00\*\***. If it is after noon (day after game), the team may be required to overnight VHS/DVD copies to next two opponents. Repeat offenses may result in increased fines.

Teams may be prohibited from downloading any games if their home game is not uploaded according to the deadlines.

If teams believe that some violation of the video/film policy has occurred, the AFL Senior Director of Football Operations should be notified immediately.

### **9.12 Review of Officials**

Criticism of Game Officials or complaints about opponents' tactics outside the rules must be sent immediately following the game, via fax and mail, to the AFL Office. Public criticism, directly or indirectly, during or after a game, verbally or by use of videotape, on or off the record, is prohibited and will not be tolerated. This includes exceptionally abusive language or profanity aimed at officials during the course of a game. Any violation will be subject to an automatic fine and/or penalty as deemed appropriate by the AFL Commissioner. Teams that fail to follow the proper channels concerning criticism of officials (i.e. proper paper work completed and submitted to the AFL) **WILL NOT** receive a response from the league.

The AFL Office encourages the Supervisor of Officials to respond candidly to questions regarding officiating raised by Head Coaches and/or other team employees following the review of each game. After reviewing the play in question, the Supervisor of Officials is obligated to give his factual opinion of each call (or non-call) in question to the appropriate team executive. All such conversations are strictly confidential and are not, under any circumstances, to be discussed publicly.

### **9.13 Officials' Locker Room**

Each team is responsible for providing a uniformed security officer as an escort for the game officials from the time they arrive at the arena (approximately 2-3 hours prior to kickoff) until they leave. The security personnel must meet the officials upon arrival into the parking lot and escort them to their car following the game. At no time should the officials be in the arena without security. Failure to adhere to this rule will result in a fine.

Each home team must provide at its arena a separate dressing room for the exclusive use of the game officials and must ensure that no person gains access to these facilities without the permission of the officials. Inform your security of the importance of this job.

The official's locker room is to be supplied with water, isotonic soft drinks, sixteen (16) towels and five (5) game magazines prior to the game. Additional water and towels must be provided at halftime -- and food and refreshments must be provided after the game. Pizza, subs, and/or sandwiches are usually the meal(s) of choice.

The home team is required to provide 2 bottles of liquid soap for the officials use for showering.

Only game officials and AFL officials are permitted in the officials' locker room. No persons -- including team officials and persons affiliated with teams -- are permitted in the official's locker room at any time without the express permission of the game officials.

The officials will have jurisdiction over all facets of the game night operations in cooperation with the AFL Office. Any issues with respect to ball boys, chain crew, clock operators, dancers, mascots (any and all operational issues pertaining to the field of play), will ultimately be decided by the AFL game officials and any League official present at game.

A sign prohibiting visitors from entering the official's locker room must be clearly posted on the door to that room for all games, including pre-season game.

Glassware Restriction. To avoid possible injury, objects made of or containing glass are not permitted in the officials locker room at any time.

Any team failing to meet these guidelines will be subject to fine(s).

A copy of the game itinerary (script) must be posted in the official's locker room.

#### **9.14 League Fine Schedule & Appeals**

SEE AFL COLLECTIVE BARGAINING AGREEMENT & 2016 MEMORANDUM OF UNDERSTANDING