



1-3 December 2022

Tournament Rules

Section 1: Tournament Management

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1.1 The Head of Sport Operations is responsible for all sporting aspects of the Emirates Dubai 7s. The Netball Tournament Manager will assume overall control of all aspects of Event Planning and Delivery 4 weeks prior to the event.

1.2 The Tournament Manager will have all necessary authority and jurisdiction to make decisions on any matters arising during the Tournament including, but not limited to:

- 1.2.1 altering or amending the playing schedule as necessary
- 1.2.2 determining if there has been a breach of the Regulations and imposing an appropriate sanction (including disqualification of any individual, Player or Team);
- 1.2.3 maintaining, and being responsible for, a confidential Tournament Manager Log Book (if appropriate);
- 1.2.4 upholding and enforcing the decision of any Medical Advisor including, but not limited to, the Tournament Medic or the Tournament Physiotherapist, regarding the participation of a Player;
- 1.2.5 Instances of unsportsmanlike behaviour or behaviour that brings the sport into disrepute, including instances of Teams predetermining, or attempting to predetermine, the outcome of a Match and/or Tournament Round;
- 1.2.6 Determine the score should any Match not be concluded due to any unforeseen circumstance;
- 1.2.7 Altering the length of the Matches as set out below;
- 1.2.8 Any matter not covered specifically within the Regulations.

1.3 Tournament Manager may call upon, or delegate to, additional persons to assist with the Tournament or consult with other persons prior to making any decision. However the final decision and accountability for the decision will rest with the Tournament Manager.

1.4 If a Player is suspended from a Match, or ordered to leave the court and take no further part in the Match, that Player and a Team Official, normally the Coach, will be required to attend a hearing before the Tournament Manager immediately after the end of the Match. After the hearing the Tournament Manager will decide what action should be taken.

Note: It is the sole responsibility of each Team Manager to ensure team members and team personnel are conversant with the Tournament Rules

Section 2: Tournament Sections

2.1 The Tournament shall be known as the Emirates Dubai 7s Netball Tournament.

2.2 The Tournament shall consist of the following Sections:

- Open Women
- Open Women – Social
- Open Mixed
- Gulf Women
- Open Youth
- Gulf Youth Aspire

Each Tournament will have a distinct tournament structure. Please refer to the Tournament specific information for further details.

2.3. The Winners and Runners Up from each Tournament at the Emirates Dubai 7s Netball Tournament will receive a guaranteed place at the following year's event, subject to their confirming their place by paying the Tournament Fee in full, no later than 31 May.

Section 3: Tournament Management and Administration

3.1 Team Entry and Eligibility

3.1.1 Participation in the Tournament for any Team shall be determined by the Organising Committee

3.1.2 By entering a Team in the Tournament, the Teams agree that: a) they are able and willing to fulfil the costs and commitments of participation in the Tournament; b) they will fulfil their obligations and responsibilities set out in the Regulations; c) they are bound by the Tournament Regulations; and d) they are bound by all of the rules, policies, regulations and by-laws of the International Netball Federation

3.1.3 The Team Manager or Coach must carry Accreditation of the Dubai 7's Netball Tournament at all times during the Tournament

3.1.4 It is the responsibility of each Participating Team including all players to be conversant with these Tournament Rules and to ensure that all members of the Squad meet the Eligibility criteria for their Tournament of choice. Where teams are found to be ineligible, the Tournament Disputes Committee will preside and may sanction said Team in terms of their Tournament points, position in the Pool and / or participation in the current or future Tournaments.

3.2 Player eligibility

The following Regulations should be read in conjunction with the individual Tournament Rules

3.2.1 Gulf Women

- Teams in this section must comprise adult women (18yrs or older) who reside in the Gulf/Middle East region and hold a valid resident's visa for the Gulf/Middle East country in which they reside.
- Teams in this section are permitted two youth players in the squad.
- Adult teams wishing to include youth players i.e. girls aged 15 - 17 years old (at tournament time) may do so by providing written parental/guardian permission to the Tournament Manager.
- Accreditation: Teams receive - 10 Player & 2 Personnel passes i.e. 12 passes in total.

3.2.2 Open Women & Open Women - Social

- Teams in this section must comprise adult women (18yrs or older).
- Teams in this section are permitted two youth players in the squad.
- Adult teams wishing to include youth players i.e. girls aged 15 - 17 years old (at tournament time) may do so by providing written parental/guardian permission to the Tournament Manager.
- Accreditation: Teams receive - 10 Player & 2 Personnel passes i.e. 12 passes in total.

3.2.3 Open Mixed

- Teams in this section must comprise adult Men and Women (18yrs or older).
- Teams in this section are permitted two youth players in the squad.
- Adult teams wishing to include youth players i.e. boys and girls who must be aged 16 years old (by 1st December) may do so by providing written parental/guardian permission to the Tournament Manager.
- Squads must be selected to ensure that a minimum of 2 and a maximum of 3 males are on court at all times.
- Male Players shall play in each area of the court (mid-court, goal, defence. The combination is;-

GS or GA

WA or C or WD

GD or GK

- If during the game / tournament any males are injured which results in the team having no males fit to play then play may continue provided the team still has 5 players on court.
- Accreditation: Teams receive - 10 Player & 2 Personnel passes i.e. 12 passes in total.

3.2.4 Open Youth and Gulf Youth Aspire

- Teams in this section must comprise young women and girls who are between the ages of 14yrs and 19yrs and are born on or after 1st January 2003 and on or before 1st December 2008.
- In the case of Gulf Youth Aspire, this Section is Eligible exclusively for Residents or Nationals of Gulf Co-operation Countries (GCC).
- Participants who are 17 years or younger at time of Tournament, playing in any section, may only do so by providing written parental consent.
- Girls who are 19 years old on or before 31st December 2022 may not participate in this section.
- Girls aged 13 or younger, at the time the tournament takes place, may not participate.
- Accreditation: Teams receive - 10 Player & 2 Personnel passes i.e. 12 passes in total.

3.3 Eligibility Documents Required

This table summarises which documents MUST be submitted electronically for each team member with the team accreditation information prior to the tournament commencement.

| Section | Resident's Visa | Passport Sized Photo | Passport Copy |
|----------------------|-----------------|----------------------|---------------|
| Gulf Women | ✓ | ✓ | ✓ |
| Open Women | | ✓ | ✓ |
| Open Women - Social | | ✓ | ✓ |
| Open Mixed | | ✓ | ✓ |
| Under 19 | | ✓ | ✓ |
| Gulf Under 19 Aspire | ✓ | ✓ | ✓ |

Eligibility is subject to the Tournament Manager's discretion.

3.4 Pregnant Players

Pregnant Players are not permitted to compete in the Tournament beyond the twelfth (12th) week of pregnancy.

3.5 Medical Insurance

All Tournament participants must hold private medical insurance covering them to play netball.

Proof of medical insurance will not be requested by the Tournament Manager however, prior to their first match of the Tournament players (or the parent/guardian of an under 18 year old player) will be required to sign a medical waiver form indemnifying the Tournament Organisers and Match Officials from all liability arising from any injury caused as a result of participating in the Tournament. Personal liability insurance is also recommended but not a Tournament requirement.

3.6 Registration of Squads

3.6.1 Participating Teams must complete a Squad Registration Sheet for each participating Squad. Each Team may declare up to ten (10) Players on the Registration Sheet, from which a starting 7 will be selected.

3.6.2 A Player may only play in one (1) Age Group, and that will be the Age Group for which she is first named on the Registration Sheet, throughout all the Tournament Rounds.

3.6.3 Teams may only be selected from those Players whose names appear on the Squad Registration Sheet held by the Tournament Manager.

3.6.4 The Squad Registration Sheet must be completed fully for each Player and lodged with the Tournament Manager prior to the commencement of the relevant Tournament Round. Any changes or additions to the Squad Registration Sheet must be lodged with the Tournament Manager by 5pm the night before the tournament begins.

3.6.5 Squad Registration Sheets will be made available on the Tournament Day for the Team Manager to sign and return to the Tournament Manager during the Registration Period

3.6.6 No changes may be made to the Squad Registration Sheet once the Team Manager has signed it during the Registration Period of the Tournament Day, even if the Registration Period has not closed.

3.7 Tournament Venues

3.5.1 The Netball Tournament Manager is responsible for all arrangements with the venue.

3.5.2 Matches will be played on the The Sevens Stadium's four netball courts.

3.5.3 It is the sole responsibility of the Netball Tournament Manager to conduct a risk assessment in relation to the venue

3.5.4 The Netball Tournament Manager will be responsible for informing all Players, Umpires, Teams, Officials, Coaches and Team Officials of the provision of first aid cover available and any requirements for Teams within this and procedures in place in respect of first aid cover

3.8 Tournament Scheduling

3.6.1 Every effort will be made to play all Matches in accordance with the schedule published by the Tournament Manager. Whist Amendments to the Schedule will be kept to a minimum, they will be made at the sole discretion of the Tournament Manager and will be final and binding.

3.6.2 The Tournament Manager will produce all documentation relating to the Tournament(s) and Match Schedules in the form of a Handbook no less than 8 weeks prior to the start of the Event.

3.6.3 The Tournament Manager may only postpone or cancel a day of Tournament due to extreme and unforeseen circumstances. Examples of unforeseen circumstances include, but are not limited, to inclement weather such as flooding etc, which would make participation dangerous. Injuries or delays caused by Teams do not qualify as unforeseen circumstances. The Tournament Manager will not be responsible for any costs incurred by the Teams as a result of a postponement or cancellation of the Day's play due to extreme and unforeseen circumstances.

3.9 Variations

3.9.1 The Tournament Manager reserves the right, before and during the tournament, to make or vary rules and give directions as to the conduct of the tournament, the conduct of participating teams and each member of their team. All such rules and directions when made and communicated will become binding on the participating teams and each member of their team, at the time of publishing, by posting of a notice in the Registration Tent.

Further, The Tournament in its sole discretion Reserves the right to make alterations to the Tournament Structure if so required as a result of the actions of one or more Government Authorities, which may impact on the total number of Teams and or Spectators permitted to attend the Event.

Section 4: Tournament Rules

4.1 Match Rules and Format

4.1.1 All Matches shall be played in accordance with the International Netball Federation Rules of Netball (2020) currently in force at the time of the relevant Match, except where specifically stated in these regulations.

4.2 Match Officials

4.2.1 A Tournament Match Official Manager will be appointed to appoint, schedule oversee and appoint Tournament Match and Technical Officials. The Match Official Manager shall consult with and report to the Netball Tournament Manager on all such aspects.

4.2.2 Match and Technical Officials shall be provided for each Match in the Tournament

4.2.3 Tournament Umpires will consist of a combination of International and UAE Umpires.

4.2.4 All Tournament Umpires must actively hold a Netball Europe Award at Level C or above.

4.2.6 The two scorers shall constitute the Officials' Bench and will utilise the Official Scorecard supplied by the Netball Tournament Manager.

4.2.7 In the event that an Umpire fails to arrive, or is injured or taken ill during a match, the following procedure will be applied:
a) The Tournament Match Official Manager must be informed immediately; b) If another Umpire of the appropriate minimum standard (B Award) is available then she/he will umpire the Match;

4.3 Team Officials

4.3.1 The Team Officials are the Coach and Team Manager

4.3.2 The Team Officials and up to three (3) Players, not on court shall constitute the Team Bench.

4.3.3 The Team Benches will be situated on the side of each court, either side of the Officials table.

4.3.4 The Team Officials and Players on the Team Bench may not move up and down the side lines or along the goal lines outside the court during play.

4.3.5 Coaching is only permitted from the Team Bench.

4.4 Kit and equipment

4.4.1 The Tournament will provide size five (5) netballs, which will be retained between matches, by the Match Officials Team

4.4.2 All Players must wear positional bibs and Teams must have a spare set in a different colour in case of a clash of colours.

4.4.3 In the event of a clash of colours, a toss of a coin between the two captains will decide which Team retains its original positional bib colours.

4.5 Match timings

4.5.1 It will be the responsibility of the Tournament Manager to provide a minimum of one (1) timekeeper, who will be responsible for timing all Matches centrally. The timekeeper should have a working knowledge of the International Netball Federation (2020) Rules.

4.5.2 Central timing, normally sounded by a hooter, will be used, but Matches will start and finish on the Umpire's whistle. Matches will where possible last seven (7) minutes each way, with one (1) minute at half time and five (5) minutes between rounds.

4.5.3 Central timers will commence timing when the Match is started by the 'hooter'.

4.5.4 The Central Timer will signal the end of each half (either by hooter or electronic Umpire device) to the Umpire, whose whistle shall end each half.

4.5.5 Play will be stopped when instructed by the Umpire who shall blow the whistle to stop play. To restart play the Umpire shall signal and blow the whistle for play to be resumed.

4.5.6 The hooter will sound at the beginning and end of an interval.

4.5.7 A two (2) minute warning will be given before the first Match is due to commence and then thirty (30) seconds prior to the start of each subsequent Match.

4.5.8 Team Officials must ensure that: a) Before the start of each Match the Captains have tossed for centre pass and colour clash where required; b) All Teams are on court, in position and ready to play, at the scheduled time in accordance with the playing schedule and the central timer; c) No Team starts a Match with less than five (5) Players.

4.5.9 Any Team not on court as detailed in accordance with Clause 4.5.8 a) to c) above will concede the Match. Zero (0) points will be awarded to the Team conceding the Match and match points for a win (5) will be awarded to the Team on court, in position and ready to play at the correct time.

4.5.10 The Umpires must record on the Score Card the name and arrival time of the Team that arrived late.

4.6 Substitutes and Team Composition

4.6.1 During the half time interval, substitutions/Team changes may be made by both Teams providing they take place immediately. The opposing Team captain must be given adequate time to effect a substitute, if they so wish.

4.6.2 During a game, only injured or ill Players may be substituted due to the short games. No other changes can be made at this time by either side.

4.6.3 No extra time will be allowed for injury or illness.

4.6.4 With respect to the Open Mixed section, at least 2 and a maximum of 3 male players must be on court at all times. The positions of the males are limited to one player at GS / GA, one male at GK / GD and one at WA / WD / C.

4.7 Injuries and accidents

4.7.1 Play may be stopped if the Umpire deems it necessary due to the injury or illness of a Player.

4.7.2 Team Officials are required to take great care in moving an injured player or ill player from the court.

4.7.3 Should the Primary Carer feel that an injury is critical (e.g. head, neck or back) and that the injured Player should not be moved without the Medical Staff. The Match Officials should note the time lost during treatment and report to the Tournament Manager who will adjudicate.

4.7.4 Tournament appointed Tournament Medic and /or Tournament Physiotherapist has the authority to determine the participation of a player based on injury and / or illness and will refer this decision to the Tournament Manager.

4.7.5 For all accidents or injuries on or off the court at the Tournament, where any Player, Team Official, Umpire, Bench Official, spectator, Volunteer, Staff Member or any other individual connected to the Tournament Day is injured, the Tournament Manager must complete an Accident Report form.

4.7.6 In the event that a Match is abandoned for any reason, for example because of serious injury, the result of that Match will be determined by the Tournament Manager, having regard to the score at the time at which play was suspended.

4.8 Scoring

Pool Phase

4.8.1 The Tournament results tables will be compiled on the basis of the points awarded to each Team.

4.8.2 Teams will be awarded league points as follows:

- Five (5) points for a win;
- Three (3) points for a draw;
- One (1) point for a loss in which the Team scores **more than** 50% of the winning Team's score;
- Zero (0) points for a loss in which the Team scores 50% or less of the winning Team's score.

4.8.3 Where two teams are level on points:

- a) Goal Average shall be used to determine the positions of the Teams which finish on equal points i.e. the Team with the higher Goal Average over the course of the Tournament Round shall take precedence;
- b) In the event that Goal Average does not differentiate between the Teams which finish on equal points, then Goal Difference shall be applied i.e. precedence shall be given to the Team with the greater difference between goals scored and goals conceded;
- c) In the event that Goal Difference does not differentiate between the Teams which finish on equal points, then the head to head result between the two Teams shall determine the positioning;

d) In the event that the head to head result does not differentiate between the Teams, then the Team with the greatest number of goals scored shall take precedence;

e) In the event that neither Goal Average nor Goal Difference nor head to head nor goals scored can differentiate between the Teams, the Team which takes precedence will be decided in accordance with the extra time procedure as outlined in below for Quarter Finals, Semi Finals and Finals.

Note: Where one of the Teams has its Goal Average, Goal Difference or total number of goals scored affected by conceded Match(es) as set out above, then all goals scored by and against conceding or disqualified Team(s) in all Matches shall be omitted from the calculations of both Teams level on points.

Except where one of the teams level on points is the conceding team, at which point they assume a goal average of 0 and will be the lowest ranked team of those level on points.

Eg: in the event that one team received 5 points for a conceded fixture, then the goals scored by and against both teams level on points, in all games against the offending team, will not be included when its goal average, goal difference or total number of goals is calculated.

Knockout Matches

4.8.4 In a head-to-head, knockout Match, the following will apply if there is a draw at full time:

- a) There will be extra time of two (2) minutes each way;
- b) Teams change ends immediately after full time, the centre pass is taken by the team entitled to the next centre pass
- c) The Teams will change over at half time without a break;
- d) Golden Goal - In the event of a draw after the full period of extra time, play will continue without a break, until the next goal is scored. The team that scores the first 'Golden' goal shall be immediately declared the winner and the Umpire will call the game to an end.

4.9 Registration of Results

4.9.1 Score Cards must be checked and signed by the Scorer(s) and both Captains. Once the official Score Cards have been signed no dispute can be logged, unless it is marked 'Under Protest' Section 6.

4.9.2 If there is disagreement in relation to the final score, the procedure outlined in Section 6 (Tournament Complaints Procedure) should be followed.

4.9.3 In the event that Court Runners are not provided, it is the responsibility of the winning Team Captain or Team Manager to take both Score Cards to the Recorder's table after they have been signed by both Scorers and Team Captains.

4.9.4 In the event of a draw, the Team Captain or Team Official of each Team will take responsibility for taking a Score Card to the Recorder's table.

4.10 Appointment of Officials

4.10.1 The Tournament Management shall appoint the relevant Officials and/or agencies to:

- A Disputes Committee to manage any complaints or issues arising from participating teams, match and / or Tournament officials.
- The position of Umpire Manager and all other necessary accredited personnel;
- Administer the Tournament and ensure that rules of eligibility are adhered to;
- The position of Tournament Medical Officer (and support staff/structure);

All participating Teams and each member of their team will comply with all requests of the Tournament Officials, Match Umpires and Court Marshals. Any failure to do so may result in a complaint being made to the Netball Tournament Manager and subsequent disciplinary action.

4.11 Forfeit, No Show or Disqualification

4.11.1 If a team does not show up, refuses to play or forfeits a match prior to its commencement without the prior consent of the Tournament Manager or their delegate, that team will 'lose' the match (0 Tournament Points). The Tournament Manager will decide upon the further participation of that team in the tournament. Games will be considered forfeited if a team fails to appear at the appointed court, ready to play, within two (2) minutes of the published start time.

4.11.2 Teams who 'no-show' may not be invited to participate in future tournaments.

4.11.3 If a match is forfeited, a team fails to show up for a match or a team is disqualified by an Umpire or a Tournament Official, Tournament points (5) will be awarded to the Team willing to play and a 15-10 score, thus a +5 points goal difference will be awarded,

In the event that after the Round Robin phase, two teams are equal on Tournament points and one of those teams won one or more matches by forfeit, this will be taken into account and the match between the other team equal on points and the forfeited team will not be taken into consideration.

Their Tournament points and Goals for and against for that match will also be withdrawn. This will ensure that both teams' matches against all other sides are considered.

4.12 Abandonment

- 4.12.1 If a team abandons a match in progress, that team will forfeit the match. The Tournament Manager will decide upon the further participation of that team in the tournament.
- 4.12.2 If the Umpire abandons a match due to conduct of a team, the offending Team will 'lose' the match (0 Tournament Points). Their opposition will 'Win' the match and receive 5 Tournament Points, recording a 15-10 win, regardless of the score at the time of the abandonment.
- 4.12.3 If a match is declared abandoned for non-disciplinary reasons during the first half of a Round Robin match, the result will be declared a draw.
- 4.12.4 If a match is declared abandoned for non-disciplinary reasons during the first half of a Knockout or Final Stage match, the result at the time of abandonment will stand.
- 4.12.5 If a match is declared abandoned for non-disciplinary reasons at half-time or any time in the second half of a match at any stage of the Tournament, the score at the time of abandonment will stand.

4.13 Declaration of Squads, Teams and Replacements

Netball squads will consist of a maximum of ten (10) players. All ten (10) players are eligible to play in each match. Teams may use five substitutions throughout each match (see Section 5 Substitutions, Replacements and Stoppages). Teams must have a minimum of five (5) players on the court in order for a match to start.

- 4.13.1 A player, having been registered in a team, irrespective of whether he or she has taken part in the tournament, cannot register or make themselves available for registration in any other netball team other than in exceptional circumstances and in the event that a formal written application is made to the Netball Tournament Manager. The sole judgment of the Tournament Manager will be final and binding. There will be no grounds for Appeal.
- 4.13.2 Each squad must register their team with the Registration Tent no later than one (1) hour before their first game of the tournament. Squad players must personally sign the Squad Registration form to become an official squad member and prior to participating in any matches. Non-registered players are not eligible to play or participate in squad activities at any time, and new squad members i.e. individuals whose name is not on the squad sheet when the team is registered, cannot be added to the squad sheet after the team's first match of the tournament has been played.
- 4.13.3 Teams must register for each game by presenting themselves to the on-court Registration Staff (located at the Marshall stand beside the court on which they are due to play) no later than 20 minutes before the match is due to start. The on-court Registration Staff will check the players carry accreditation and that they are registered to play in that team. Players may be required to surrender their players' Accreditation Pass to the on-court Registration Staff prior to the commencement of the game if further verification is required.
- 4.13.4 A player injured and certified by the Tournament Medical Officer as unfit to take any further part in the Tournament will remain a non-playing member of the team squad. There will be no replacement player allowed to join the squad.
- 4.13.5 Once a player has been eliminated through injury and his/her name deleted from the Squad Registration form, that player can take no further part in the Tournament, and cannot be re-instated at a later date or time.
- 4.13.6 The Umpire is the sole judge of fact and law and will take into consideration medical information available prior to ruling whether a player is fit to participate in a match.
- 4.13.7 With respect to Clause 4.6 above, in the event that a Squad competing in the Open Mixed section, suffers injuries meaning that the minimum 2 male players cannot be on court and that the Minimum number of players (5) cannot be achieved, then at the behest of the Match Officials, a team may continue to play, without penalty with less than 2 male players on court.

Section 5: Substitutions, Replacements and Stoppages

- 5.1 All substitutions and replacements during a match, including but not limited to blood replacements, shall be made in accordance with International Netball Federation rules, however, time will not be held for stoppages due to injury, illness or blood.
- 5.2 Teams may use all ten (10) players during a game.
- 5.3 For any injuries or illness, time will not be stopped UNLESS it is determined by the Umpire in consultation with the medical team that the injury is serious enough to require the game to stop for safety reasons. The Umpire, at his/her discretion, may call the game off early to maintain the safety of participants.
- 5.4 The Tournament accepts no liability for injuries sustained during the course of the tournament.

Section 6: Discipline and Conduct

- 6.1 In matters of Discipline and Conduct, the Tournament shall observe the International Netball Federation's (INF) 'Rules of Netball' (2020) Section 13 – Game Management with variations and additions as identified later in this Clause.
- 6.2 All Participating Teams are required to be conversant with and adhere to the relevant INF Rules which can be accessed [here](#) and at <https://netball.sport/game/the-rules-of-netball>
- 6.3 In conjunction with Clause 6.1 above and in consideration of their application within a Tournament context, a player who has received two Suspensions during the Tournament, will be automatically suspended for the next Game in their Tournament Schedule.
- 6.4 In conjunction with Clause 6.1 above and in consideration of their application within a Tournament context, a player who has been Ordered Off twice during the Tournament may take no further part in the Tournament.
- 6.5 For the avoidance of doubt, the Disputes Committee may be convened by the Netball Tournament Manager to consider to preside over any Appeals lodged by Teams in relation to a matter described in Clauses 6.3 and 6.4.
- 6.6 Appeals must be lodged with the Tournament Manager, no later than 30 minutes after the Game in which the Suspension or Ordering Off took place and the Disputes Committee will seek to expedite their deliberations and their finding in order to provide Teams with clarity on their selection options for future Tournament Matches
- 6.7 Teams may be represented at a meeting of the Disputes Committee by two representatives
- 6.8 The Decision of the Disputes Committee in relation to an Appeal lodged by a Participating Team shall be final and binding.

Section 7: Accreditation

- 7.1 All participating players and registered team personnel must be accredited in order to participate.
- 7.2 The purpose of accreditation is:
- to ensure the correct players are on the pitch at any time
 - to ensure each team has the correct number of players & personnel registered in adherence with the section eligibility criteria and Tournament Rules
 - to ensure accredited players and personnel have access to the appropriate areas of the venue for the accreditation they hold and
 - to provide security and protection in case of an emergency
- 7.3 Providing false names, photos, details or eligibility documentation for accreditation is a breach of the Tournament Rules and will result in accreditation being denied or withdrawn.
- 7.4 Trying to enter the venue without the correct accreditation or using accreditation that is: counterfeit, damaged, altered in any way or somebody else's, will result in the individual concerned being removed from the venue and from the Tournament. It will also result in a ban from future Tournaments.
- 7.5 Accreditation will only be issued to registered team players and personnel when squad sheets are submitted.
- 7.6 Teams failing to accredit their players by the advised time the Online Accreditation System closes will incur a financial penalty of 250dhs per squad member and may not be invited to participate the following year.
- 7.7 Pool Players will only be issued accreditation when their place in a squad has been confirmed and their name and signature has been added to the squad sheet.
- 7.8 Late arrivals to the team will only have accreditation issued once the submitted squad sheet has been signed.
- 7.9 NOTE: Lost accreditation passes must be reported to the Registration Manager. The cost of a replacement accreditation pass is 500dhs which must be paid before a replacement pass is issued.
- 7.10 Anyone found within the venue without either accreditation or an entry wristband will be removed.
- 7.11 Players or accredited squad members subject to a match ban during the course of the tournament, for any reason, will have their accreditation removed during the period of such ban.
- 7.12 Any abuse of the accreditation system will be dealt with seriously with all benefits immediately removed.

Section 8: Payment 'Terms & Conditions' and Refunds

8.1 The Teams Entry works as follows

- Teams may make a submission to enter a Tournament on or after 1 March 2022 via the Dubai 7s website.
- Tournament Organisers will review all submissions and communicate to each Team no later than 16 April 2022 that:
 - a) They have applied to enter the correct section thus they are clear to move to the payment stage which will open via the Dubai 7s website from 1 May 2022.
 - b) Their application to enter the Tournament has been accepted however, they have been invited to enter a section different from that applied for. This may be due to Tournament Organisers assessment of likely playing standards and the desire for Teams to maximise their experience at the Tournament.
 - c) Their application cannot be processed due to a pre-existing matter.
- From 1 May 2021, Teams can confirm their place in the 2022 Tournament by paying their Entry Fees in full via the Dubai 7s website on a 'First Paid, First Served' basis.
- Teams whose payment is accepted, will receive a confirmation email and a receipt of payment by email.
- Teams who do not make it in to their allocated Section at this time, will be placed on a Waiting List in case a place becomes available unless they request otherwise.
- The order of the waiting list will be strictly in accordance with the time stamp on the system indicating when payment was attempted.

8.2 On or prior to September 16th 2021, Teams will receive a full refund if travel restrictions preclude you from being able to enter the UAE to play, even if the event goes ahead.

8.2.1 From September 17th 2021 onwards, rather than a refund in respect of the above issue, the Entry Fees paid, will be attributed to the 2022 event with a place guaranteed in the agreed Tournament Section

8.2.2 Teams will receive a Full Refund if the event that the 2022 Emirates Dubai 7s is cancelled.

8.2.3 No other Refunds will be issued

8.3 Teams who cancel their tournament entry within six (6) weeks of the tournament start date will not only forfeit their Tournament Fee, they may also not be invited to participate the following year.

Section 9: Social Media

9.1 Teams participating in the Tournament are required to comply with the Social Media guidelines which are available upon request or by visiting:
<http://dubairugby7s.com/mediazone/socialmedia/content.aspx>

Section 10: Conduct

10.1 General Behaviour (on or off the court) – participants, associated team personnel and supporters are expected to behave in a manner that is appropriate and sympathetic to the cultural sensitivities of the UAE. General conduct, including verbal comment, during the tournament is expected to be inoffensive and in the spirit of sportsmanship. Failure to comply will result in disciplinary action being taken.

10.2 Pitch/Court Invasion – participants and associated team personnel are only allowed onto the pitches for warm-up and match play. Team supporters are not allowed onto any of The Sevens Stadium pitches/courts at any time. Participants and associated team personnel who access pitches/courts when not eligible to do so will leave themselves open to Police intervention, detention and criminal proceeding being actioned, plus removal from the stadium and a ban from future tournaments.

10.3 Acts of Violence – acts of violent behaviour will result in Police intervention, detention and criminal proceedings being actioned, plus removal from the stadium and a ban from future tournaments.

Section 11: Data Protection

11.1 Personal information provided by teams and their representatives will be collected, used and disclosed for tournament related purposes in accordance with the Participant Privacy Policy <https://www.dr7s-oas.com/teamzone/terms-and-conditions.php>

11.2 Team managers are responsible for informing team members of any personal information that is shared with the tournament organisers and the Participant Privacy Policy.

11.3 By signing the official tournament invitation and the squad sheet the team manager, team officials and players accept the terms itemised above.

11.4 Squad members irrevocably and unconditionally (i) consent without compensation to the recording of his/her voice, image and likeness captured by any means (including without limitation, audio, visual and audio-visual recordings by televisions/cameras/telephones/mobile devices and/or photographers) while present at or about the Tournament venue; (ii) agree to the free of charge transmission and use in perpetuity by the Organiser and the Tournament sponsors and any licensee or assignee of the Organiser of his/her voice, image and likeness captured whilst present at or about the Tournament venue, by means of live or recorded video display, broadcast, transmission or other dissemination or recording, photographs or any other current and or/future media technologies to the fullest extent possible; and (iii) waives, on an irrevocable, worldwide and perpetual basis, all moral rights in and to any recordings of sound made or images taken within the Tournament venue. Squad member's own photographs or any other recordings of sound made or images taken in or around the Tournament venue may be used for personal, private, non-commercial and non-promotional purposes only.

Section 12: Sponsorship/Commercial Activity

12.1 Sponsorship

- (a) Subject to the remainder of this clause, teams that are sponsored may acknowledge such sponsorship through branding on their team kit.
- (b) When incorporating sponsors/branding on team kit, teams must take into account the appropriateness of the sponsor and/or branding giving consideration to the local culture and religious beliefs.
- (c) The Tournament Management has the right to disallow a team to play in a kit which, in the Tournament Management's opinion, is inappropriate. The tournament's decision is final.
- (d) Teams and any associated groups are not permitted to use the official Tournament logo or any official Tournament marks on their kit, associated items of team clothing or any team paraphernalia. This will be strictly enforced & any teams or persons disregarding this ruling will be asked to remove such item or will be required to leave the stadium.
- (e) Besides branding on kit, any other branded items (including but not limited to gazebos, tents, banners, fliers and/or hand-outs) will be deemed to constitute Commercial Activity under 13.2 below.

12.2 Commercial Activity

- (a) Teams (including players, officials and any persons associated with the team) are not permitted to undertake any type of marketing and/or promotional activity (including any ambush marketing) in or around the venue during the Tournament.
- (b) Notwithstanding clause 13.2(a), teams may have sponsor branding on gazebos that are club branded and being used by them during the tournament, on condition that the sponsor branding is not in conflict with the Emirates brand, any Emirates Group companies, World Sevens Series sponsors and/or any other sponsors that are identified on the tournament website.
- (c) Any breach of clause 12.2(a & b) will be considered a breach of the rules and subject to clause 3.3. Any person associated with any unauthorised promotional activity will be required to immediately remove such material from the venue. The Tournament Management, at their discretion, may take steps to have offending items removed from the Venue. If it does so, the offender will be liable for any and all costs incurred.