



Tournament Rules

2022 Emirates Dubai 7s

1-3 December, 2022

Section 1: Tournament Contact

Address: The Sevens Stadium, c/o Emirates, PO Box 686, Dubai, UAE
Phone: +971 4 809 6618
Email: simon.jelowitz@emirates.com

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

Section 2: Tournament Structure

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

2.1 Pool Stage Matches

The first round of games will be played in pools on a round-robin basis. For composition of pools please see competition specific information. Following the pool round there will be knock-out rounds.

2.1.1 All pool games will be six overs for each team

2.1.2 All Pool Matches carry the following points:

- 3 points for a win
- 2 points for a tie
- 1 point for a loss
- 0 points for a no show, abandonment, forfeit or umpire/official disqualification

2.1.3 In the event of two teams being equal on competition points for any position in the pool table the higher placed team will be determined using the following sequence:

- 1) The result of the match played between the two teams, with the winner of that match being placed higher in the Pool (Head to Head)
- 2) Total Runs Scored in all Pool Matches
- 3) Total wickets taken in all pool matches
- 4) The team that concedes the least runs in all pool matches shall be ranked higher in the pool table. In the event that the tie still remains unresolved then;
- 5) then it will be determined by the toss of a coin.

In the event of more than two teams being equal on points, then the above order of determining factors shall be followed, with the exception of Point 1 which shall not apply.

2.2 Knock Out Stage Matches

Following the completion of the pool stage matches there will be knock-out finals stages. The draw will be based upon the team positions in the pool tables. For details on the knock-out stages please see the competition specific information.

2.2.1 All quarter-final, semi-final and final games will be six overs for each team

2.2.2 In the event of a match being tied at the end of normal time (in the knock-out stages) a Super Over will take place;

- 1) Prior to the commencement of the Super Over, both teams will select 3 batsmen and a bowler
- 2) The nominated players list by both teams must be given to the tournament umpires/officials before the start of the Super Over
- 3) The umpires shall stand at the same end at which the game finished
- 4) Each teams over is played with the same fielding restrictions as the normal tournament rules
- 5) The team batting second in the match will bat first in the Super Over
- 6) The same ball as used at the end of the team's innings shall be used for the Super Over
- 7) The loss of two wickets will end the teams Super Over
- 8) In the event of both teams having the same score after the completion of the Super Over, another Super Over will be played with the same selected players as the first over.
- 9) This will continue and until a winner has been declared

2.2.3 Due to scheduling constraints play will continue as often as possible to avoid any delays. Umpires will penalise unnecessary delays as time wasting. All games are required to start on time. The organisers may change ovals without prior notice to facilitate completion of the tournament on time.

2.2.4 All teams are required to be at the allocated oval and ready to start 5 minutes before the scheduled start time. Should a game not start on time, the Umpire may shorten the match to enable it to finish on time. Team captains will be advised if a match is to be shortened. The Umpire shall note on the match report which team was responsible for the match being shortened and the Tournament Manager may decide to deduct additional points based on the circumstances of the delay or for consistent offenders.

2.2.5 The Winners and Runners Up of each Section will receive automatic qualification to enter next year's Tournament, subject to meeting the relevant Entry Payment Criteria and Timelines which will be communicated well in advance of the event.

Section 3: Rules of the Tournaments

3.1 The umpires decision is final and all players are required to play within the over-riding rule of "the spirit of the game"

- 3.2 All the matches will be played in accordance with the International Cricket Council (ICC) - Official Rules of Cricket and the rulings therein and directions published in the Tournament Rules unless a variation to those rules is mentioned herein;
- 3.3 Matches
- 3.3.1 Each game shall be played between two teams of seven players. A match consists of a maximum of 6 six ball overs bowled by each side. A team shall not be permitted to declare its innings closed.
- 3.4 Length of Innings
- 3.4.1 Each fielding team is required to bowl their allotted 6 overs within a time frame of 25 minutes with a 5 minute change over time permitted between innings.
- 3.4.2 To assist, the fielding team's first three overs will be bowled from the same end followed by the second three overs from the opposite end (batters will swap ends).
- 3.5 Number of Players Per Team
- 3.5.1 The entire squad is eligible to play each game however once a batting line up is submitted before the start of a game it cannot be changed unless a player is injured while fielding.
- 3.5.2 A maximum of 3 substitutions is allowed during an innings while fielding, the substitute entering the field of play may only be permitted to bowl if they have replaced a player who has yet to bowl.
- 3.6 Bowling
- 3.6.1 A white hard leather cricket ball will be used for all games
- 3.6.2 Players are only allowed to bowl one over per match, with the exception of the wicketkeeper.
- 3.6.3 Bowlers run-up to be limited to a maximum 8 yards.
- 3.6.4 Under-arm bowling is prohibited.
- 3.6.5 The wicketkeeper must be nominated at the time of the toss and must wear wicket-keeping gloves at the instant of delivery. A different wicket-keeper may be nominated for each game but they cannot be changed during the course of a game.
- 3.6.6 Team Hat Trick (3 wickets in 3 balls, out any way), Innings over
- 3.7 Extras
- 3.7.1 NO BALL/WIDE - a penalty of two runs (extras) and the ball shall be re bowled
- 3.7.2 Bouncers - The bowling of bouncers and beamers is not allowed. At first instance the umpire shall call and signal "No Ball" and the penalty of two runs (extras) shall be scored.
- 3.8 Batting
- 3.8.1 A batsman must retire 'not out' on reaching a personal score of 30 runs, but may not retire before reaching 30 runs. The batsman may complete all runs possible off the stroke that takes him to 30 and the full score shall count. If one of the last pair of batsmen is out, any retired 'not out' batsman may resume his innings.
- 3.8.2 If six wickets fall (not including batsmen retiring 'not out' under rule 3.8) before the 6 overs are completed, the last remaining batsmen shall bat on with the 6th out batsman acting as a runner. The last remaining batsman must always take strike. He shall be declared out if his partner is declared run out. The innings shall be completed at the fall of the seventh wicket.
- 3.8.3 Standard 4s and 6s are in play but a special 7 will be awarded if a traditional 6 is hit in 'Zone 7' (Cow Corners)

3.9 Fielding

- 3.9.1 While fielding, teams can have no more than 3 fielders on either side.
- 3.9.2 No fielder is permitted within a 10 yard radius of the batter.
- 3.9.3 There will be no centre fielding circle.
- 3.9.4 The boundary rope will be set at 60 yards for all matches.

3.10 Interrupted Matches (weather or other circumstances)

- 3.10.1 A Minimum of 1 over per side constitutes a completed match.
- 3.10.2 Where the side batting first has completed their overs and the side batting second cannot, the result will be based on the Teams' average score per over pro rata.
- 3.10.3 If a match cannot be completed due to weather, a 'bowl out' will be played;
 - Each team chooses 3 bowlers
 - Each bowler has two balls at the unguarded wickets – attempting to hit the wickets with a legal ball
 - Teams will go alternately
 - If teams are level after each 5 have had their two goes, it moves to sudden death with the next bowlers having two attempts each and so on
 - The 'bowl out' will be played on the venues astro practice wickets

3.11 Teams, Players or Team Personnel who breach the Tournament Rules will jeopardise their team's likelihood of being invited to participate in future tournaments.

3.12 At the end of each match the Umpire must sign the scoresheet prior to the Team Captains, to verify the final result.

3.13 A disputed match result must be brought to the attention of the Oval Manager, (situated next to the Oval), by the Team Manager within 30 minutes prior to the commencement of their next game or within 2 hours of match completion, whichever is soonest.

3.14 The rules of the Tournament, including their interpretation, are matters for the Disputes Committee. As such the Tournament Management will appoint a Disputes Committee to arbitrate on all matters concerning the rules of the Tournament. The Disputes Committee will be convened only in the event of an official written complaint being registered with the Tournament Manager or at the discretion of the Tournament Manager. The complainant and affected parties may be required to attend a hearing at the discretion of the Disputes Committee. Failure of the complainant to attend will render the complaint void. In the event of any matters arising that are not covered by the Tournament Rules, or ambiguity of the Tournament Rules, the Committee shall make a ruling after interpreting the rules in the best interests of the tournament. Its decision shall be final, without appeal.

3.15 Variations

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.

3.16 Eligibility

3.16.1 Eligibility is a competition specific element of the Tournament Rules. Please see competition specific information for further details. (Section 6)

3.16.2 Players/officials currently under any sanction, from cricket or any other sport, and/or prohibited from playing or officiating in/at the tournament, must inform the Tournament Manager prior to submitting the signed squad registration form. A sanctioned player/official who participates in the tournament without providing formal notification to the Tournament Manager, will have the following action taken:

- they will be immediately banned from the tournament.
- their respective Cricket Council/County will be informed who will use their discretion with regards to further sanctions being enforced.
- the player/official will be barred from participating in the Emirates Airline Dubai 7s Cricket Tournament for a minimum of two (2) years.

3.17 Appointment of Officials

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

- Administer and implement the Tournament Disciplinary Programme;
- 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);
- The membership of the Disputes Committee.
- On Field Umpires
- Scorers

3.18 Request by Officials

All participating Clubs and each member of their team will comply with all requests of the Tournament Officials, Match Umpires and Oval Manager. Any failure to do so could result in a complaint being made to the Tournament Manager and disciplinary action.

3.19 Forfeit, No Show or Disqualification

3.19.1 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. 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 oval, ready to play, within five minutes of the published start time.

- 3.19.2 Teams who 'no-show' may not be invited to participate in future tournaments and may be subject to a fine of AED 5,000.
- 3.19.3 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 a Tournament score will be recorded in favour of the offended team and the below system will be used.

Team A (loser)	Team B (winner)
Runs Scored: 0 from 6 overs.	Runs Scored: 60 from 6 overs.
Runs Conceded: 60 from 6 overs.	Runs Conceded: 0 from 6 overs

3.20 Abandonment

- 3.20.1 If a team refuses to play or 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.
- 3.20.2 If the Umpires abandon a match due to conduct of a team: this will result in a Disputes Committee decision being taken on the final result of the match, or for non-disciplinary reasons.

3.21 Declaration of Squads, Teams and Replacements

- 3.21.1 Team squads registering for the Cricket 7s sections will consist of a maximum of twelve (12) players. All twelve (12) players are eligible to play in each match. Teams may use substitute players if required as per rule 3.5 but all substitute fielders needs to be approved by the central umpires.
- 3.21.2 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 cricket team other than in accordance with 3.21.6 below.
- 3.21.3 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.
- 3.21.4 Teams must register for each game by presenting themselves to the oval Registration Staff (located at the main entrance to each oval) no later than 20 minutes before the match is due to start. The on-oval 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-oval Registration Staff prior to the commencement of the game if further verification is required.
- 3.21.5 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.
- 3.21.6 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.
- 3.21.7 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.

3.22 Kit Specifications

- 3.22.1 Team kit must consist of a shirt which may be collared or collarless and may be long or short sleeved. It may not be sleeveless or a 'singlet'.
- 3.22.2 Long trousers must be worn. Shorts, Skorts or skirts may not be worn.
- 3.22.3 Teams are encouraged to wear coloured 'One Day' or T20 style kits.
- 3.22.4 Traditional Cricket Footwear or Training Shoes are required – no metal spikes.
- 3.22.5 Pads should ideally match the predominant kit colour.
- 3.22.6 Teams must bring their own helmets, which will be compulsory while batting.

Section 4: Understanding the Laws of the Game

- 4.1 All players are expected to have a basic understanding of the laws of the game of Cricket and have physical competency and fitness to play the game.
- 4.2 Teams wishing to include 'Youth Player's may do so under the following Terms:
Open Competitive Section: Youth Players who are 16 years old at the commencement of the Tournament may participate subject to completion of Parental Consent Form during the accreditation process
Open Social Section: Youth Players who are 15 years old at the commencement of the Tournament may participate subject to the completion of a Parental Consent Form during the accreditation process.
NO Youth Player will be permitted to compete without Parental / Guardian consent
Players under the age of 15 (Social) or 16 (Competitive) at the commencement of the Tournament may not compete in this event.

NOTE: Only two (2) youth players are permitted per team.

- 4.3 All Tournament participants must hold private medical insurance covering them to play cricket. Proof of medical insurance will not be requested by the Tournament, 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.

Section 5: Judicial and Disciplinary Committee

- 5.1 Any hearing will be conducted under the Judicial Procedures of the Dubai Cricket Council. Outcomes imposed in accordance with the Dubai Cricket Council rules and regulations will be upheld during and after the Tournament and advised to the offending player/accredited squad member's team or local cricket council.

Section 6: Rules Regarding Eligibility

The Tournament comprises two Tournament sections, as follows;

- 1. Open - Competitive
 - For Teams and individuals who play regular club cricket to a high standard including composite teams made up of regular 'club' cricketers.

- Teams participating in this event will have a strong competitive spirit as well as playing for sheer enjoyment.
- Teams can be made up of all Male, all Female or Mixed Gender teams with no restriction or cap on the number of one or other gender.
- Accreditation: Teams receive 12 Player and 3 Personnel passes i.e 15 passes in Total

2. Open - Social

- This competition is intended for social teams or social players from any sport or leisure activity who do not play regular club or competitive cricket
- The onus will be on competing and having fun primarily with winning as a bonus.
- Teams can be made up of all Male, all Female or Mixed Gender teams with no restriction or cap on the number of one or other gender.
- Accreditation: Teams receive 12 Player and 2 Personnel passes i.e 14 passes in Total

3. Emirates Aviation Cup

- This Tournament is for the exclusive participation of Teams comprising employees of the Emirates Group of Companies
- Accreditation: Teams receive 12 Player and 2 Personnel passes i.e 14 passes in Total

The Tournament reserves the right to decline entry to teams who it is felt, at the Tournament's sole discretion, do not qualify for the section which they have entered.

Should the minimal number of teams not be achieved the Tournament Management reserves the right to remove or alter the subject section in the Tournament.

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	Passport Sized Photo	Passport Copy Proof of Age/Residency
Open Competitive	√	√
Open Social	√	√
Emirates Aviation Cup	√	√

Eligibility is subject to the Tournament Manager's decision who has the discretion to move a team to another competition section should it be deemed necessary, or appropriate to do so.

Eligibility is subject to the Tournament Manager's discretion as the tournament host.

Section 7: Accreditation

7.1 All participating players and registered team personnel must be accredited by the date specified in the accreditation specific correspondence.

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 competition. It will also result in a ban from future competitions.

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 Late arrivals to the team will only have accreditation issued once the submitted squad sheet has been signed.

7.8 NOTE: Lost accreditation passes must be reported to the Registration Manager. The cost of a replacement accreditation pass is 500dhs (TBC) which must be paid before a replacement pass is issued.

7.9 Anyone found within the venue without either accreditation or an entry wristband will be removed.

7.10 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.

7.11 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 Teams will be invited to enter in May 1, 2022. All sections will run on a 'First paid First served' basis. There will be no preferential invitation.

8.2 Tournament Fees (VAT inclusive) are as follows:

Sections	Tournament Fee
Cricket	AED
Open - Competitive	4,200
Open - Social	4,200
Emirates Aviation Cup	4,200

8.3 The Teams Entry works as follows;

- From 1 May 2022, Teams can confirm their place in the 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.

8.4 On or prior to 16 September 2022, 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.

8.5 From September 17 2022 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

8.6 Teams will receive a Full Refund in the event of the 2022 Emirates Dubai 7s is cancelled.

8.7 No other Refunds will be issued.

8.8 Teams who cancel their tournament entry within six (6) weeks of the tournament start date will not only forfeit their Tournament Fee, they will 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>

9.2 No live streaming of matches on social media or any other media is allowed

Section 10: Conduct

- 10.1 General Behaviour (on or off the ground) – 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 Oval/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 ovals/pitches/courts at any time. Participants and associated team personnel who access ovals/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 Airline 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 13.2 (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.