



Tournament Rules

Emirates Dubai 7s

Invitational Tournament

Rugby

27th – 29th November, 2026

IMPORTANT NEW RULES AND CLARIFICATIONS FOR 2026

WATER FOR PARTICIPANTS

- We are committed to minimise the amount of single use plastic onsite. Your feedback was clear and we have listened. As such:
- There will be NO water provided to participants during matches.
- Every participant will have access to an Emirates Dubai 7s branded, reusable bottle that can be collected from the Bottle Collection Point at the Invitational Hub – you can keep them for the weekend and return or take home as a memento with our compliments.
- There will be 40 well signposted, Filtered Water Stations scattered across the entire site so you will never be far away from **FREE UNLIMITED WATER**
- The interactive map, accessible on the Emirates Dubai 7s App and Website will lead you to the exact locations.
- Teams / Players are responsible for filling water bottles in advance of competing. **There are plenty of opportunities to do so between matches.**
- Thank you for your support

PRE EVENT REGISTRATIONS

- Registration will open on Monday 2nd March, 2026 and you can apply to compete in the Tournament which best fits your technical level.
- Some Tournaments have strict eligibility criteria relating to Country or Region of Origin and / or minimum & maximum Age to participate.
- **HIGHLY IMPORTANT:** As per Section 7 below: There are strict criteria for Tournament participation, relating to technical playing / skill levels. We have identified an increase in the number of participants choosing to play in Tournaments which are below their playing level and this entirely against the spirit of this event, negatively impacting the experience of the majority of fellow participants.

It is imperative that Teams and individual participants read carefully, the Tournament criteria and adhere strictly to the rules. There will be no exceptions. In the event a team / participant is found to be ineligible for the Tournament in which they participate, this will result in the Team or individual being disqualified from the event with immediate effect and may well result in a suspension from participating in future years.

As part of the Team declaration process, Individuals or Team Managers will be required to sign a declaration that they and every participant in their squad, meet all criteria relating to their Eligibility to participate.

Tournament Management may offer teams a place in an alternative Tournament as a result of previous results in the event either at a higher or lower level.

PAYMENT SCHEDULE & REFUND POLICY

- You can confirm your participation in this year's event by paying participation fees **in full**, from Friday 1st May, 2026 at 0900h UAE TIME
- Teams will receive a payment link one or two days prior to 1st May which will 'go live' for everyone at the following times:

Dubai	0900h
San Francisco	2200h (30 th April)
New York	0100h
Buenos Aires	0200h
London	0600h
Paris / Madrid / Cape Town	0700h
Colombo / New Delhi	1030h
Hong Kong	1300h
Tokyo	1400h
Sydney	1500h
Auckland	1700h

- **The Tournament will be MUCH stricter on its refund policy than in previous years.** Primarily this is due sports travel businesses and some teams paying the entry fee to secure a place in the event without knowing that they can compile a team to participate. This can result in last minute 'drop outs', rendering it too late to find a replacement, resulting in 'bye' matches for compliant teams thus a sub optimal playing experience, delivering less value for money. The Tournament will not tolerate this behaviour moving forward. Teams who fail to attend, having paid the entry fee will not be refunded and will not be invited to participate in future years. This also applies to clubs who enter multiple teams as well as single entities.

INTERNATIONAL SOCIAL AND SUPER SOCIAL TOURNAMENTS

- Due to significant demand from teams, the International Social Men, International Super Social Men and International Social Women's Tournaments will now consist of squads of 12 players and 3 management (a squad of 15 rather than 14 in previous years) and this has been reflected in the Tournament fee.

Section 1: Tournament Contact

Address: The Sevens Stadium, c/o Emirates, PO Box 686, Dubai, UAE

Email: dubai.7s@thesevens.ae

It is the Registered Team Manager's responsibility to ensure squad members are conversant with the Tournament Rules and are Eligible to participate under the specific Tournament Criteria as highlighted in these rules and the binding Tournament Declaration which can be signed by all participants OR by the Registered Team Manager on behalf of the Participating players and (where appropriate), management.

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 Play will consist of matches between teams in the same pool on a round-robin basis. Pool matches will be seven (7) minutes each way with a one (1) minute half-time break.

2.1.2 All Pool Matches carry the following points:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 0 points for a no show, abandonment, or referee disqualification

2.1.3 In the event of two or more 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) If two teams are involved and have played each other, the winning team will take the higher position. If more than two teams have equal points this rule will not apply.
- 2) The margin of points scored for and against a team in all pool matches shall be considered. The team with the highest positive margin of points shall be ranked higher in the pool table. In the event that the tie remains unsolved then;
- 3) The team that scores the most tries in all pool matches shall be ranked higher in the pool table. In the event that the tie remains unsolved then;
- 4) The team that scores the most points in all pool matches shall be ranked higher in the pool table. In the event that the tie remains unsolved then;
- 5) The team that concedes the least points in all pool matches shall be ranked higher in the pool table. In the event that the tie still remains unresolved then;
- 6) The winner will be decided by the toss of a coin between the Managers of the teams concerned.

2.2 Knock Out Stage Matches

Following the completion of the pool stage matches there will be knock-out final's 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 quarterfinals, semi-finals and finals will be played on a knock-out basis.

2.2.2 All quarter-final, semi-final and final games will be seven (7) minutes each way with a one (1) minute halftime break.

2.2.3 In the event of a match being drawn at the end of normal time (in the knock-out stages) extra time will be played, in five (5) minute periods until a winner is determined. There will be an interval of one (1) minute after full time has been declared then play shall commence with a coin-toss, the winner of which chooses either, which way to play or which way to kick-off the period of extra time. The first team to score will immediately be declared the winner and play will cease. After each five (5) minute period of extra time, teams will change ends, without stoppage, and resume play.

- 2.2.4 **Important** – For all Invitation Tournament Finals taking place on Pitch 1 due to time constraints associated with the scheduling of the HSBC World Rugby Sevens Series and associated Broadcast imperatives, in the event of a match being drawn at the end of normal, **one period of 5 minutes** extra time will be played during which, the first team to score, will immediately be declared the winner and play will cease. In the event that after the 5-minute period of extra time, no one has scored and been declared the winner, the Trophy will be shared between the 2 Finalists.
- 2.2.5 For all matches, should the Referee decide there is a clash of shirt colours the Referee will call both team captains together and toss a coin; the loser will change shirts. This will take place at the time of the scheduled Coin Toss for the Match which will take place at Half Time of the preceding match on that pitch.
- 2.2.6 Due to scheduling constraints play will continue as often as possible to avoid any delays. Referees will penalise unnecessary delays as time wasting. All games are required to kick-off on time. The organisers may change pitches without prior notice to facilitate completion of the tournament on time.
- 2.2.7 All teams are required to be at the allocated (or replacement) pitch and ready to start play five (5) minutes before the scheduled kick-off time. Team Managers must report to the Match Manager at this time.
- 2.2.8 All Team management must have the requisite accreditation to enter the Playing Enclosure and Teams may warm up 'In goal' during the game preceding their own as directed by the Match Manager.
- 2.2.9 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. In the case of the International Invitational Men's and International Vets (as distinct from the International Vets Social), the Semi Finalists / Top 4 Finishing Teams will qualify under the terms outlined above.

Section 3: Rules of the Tournaments

- 3.1 The rules of the Tournaments, 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 Tournaments. The Disputes Committee will be convened only in the event of an official written complaint being registered with the Tournament Manager (refer to 3.5 below) 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.
- 3.2 All matches will be played in accordance with the current 'Laws of the Game' and the rulings therein, together with all by-laws and directives of World Rugby and directions published in the Tournament Rules. The English text of the World Rugby Handbook (as published by World Rugby including all 7-a-side variations) and this Tournament Rules manual shall be authoritative and final.
- 3.3 Teams, Players or Team Management who breach the tournament rules will jeopardise their team's likelihood of being invited to participate in future tournaments.
- 3.4 To verify the final score, at the conclusion of each match the Referee (or assigned Match Official) will sign the scorecard in front of and before the individual Team Manager, then hand it to the Pitch Marshal.
- 3.5 A disputed match result must be brought to the attention of the Registration Manager, 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.

3.6 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.

3.7 Eligibility

- 3.7.1 Eligibility is a competition specific element of the Tournament Rules. Please see competition specific information for further details. (Section 7)
- 3.7.2 Players/officials currently under any sanction, from rugby union (15s, 10s or 7s) or any other sport, and/or prohibited from playing or officiating in/at the Tournament must inform the Tournament Management prior to submitting the signed squad registration form. A copy of the sanctioning documentation must be provided at this time. If appropriate the player will be allowed to carry their ban into the Tournament until it is served.
- 3.7.3 A sanctioned player/official who participates in the Tournament without providing formal notification to the Tournament Management, will have the following action taken:
- They will be immediately banned from the Tournament
 - Their respective Home Union (where applicable) 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 Dubai 7s for a minimum of two (2) years

3.8 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 Match Officials Manager;
- All necessary accredited positions;
- 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.

3.9 Request by Officials

All participating teams and each member of the team will comply with all reasonable requests of the Tournament Officials, Match Referees, Assistant Referees and Pitch Marshals. Any failure to do so could result in a complaint being made to the Tournament Manager and disciplinary action.

3.10 Forfeit, No Show or Disqualification

TEAMS MUST ARRANGE THEIR INTERNATIONAL TRAVEL AND / OR DOMESTIC TRANSPORT IN ORDER TO BE READY TO PLAY FROM 8.20AM ON DAY 1 OF THE TOURNAMENT AND EACH SUBSEQUENT DAY. TEAMS SHOULD NOT SCHEDULE TRAVEL TO ARRIVE IN THE UAE AT ANY TIME ON DAY 1 OF THE EVENT.

INTERNATIONAL TEAMS MUST BOOK TRAVEL TO ARRIVE IN THE UAE NO LATER THAN THURSDAY 26TH NOVEMBER.

- 3.10.1 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 is not on the pitch, ready to commence play within two (2) minutes of the published kick-off time.
- 3.10.2 Teams who 'no-show' without informing the Tournament Manager or Registration Manager in advance, will not be invited to participate in future tournaments.
- 3.10.3 If a match is forfeited, a team fails to show up for a match or a team is disqualified by a Referee or a Tournament Official a score of 20 – 0 (four tries) will be recorded in favour of the offended team.
- 3.10.4 Teams will be permitted to have a total of 2 or 3 management staff (depending on their competition referred in SECTION 7) in the designated zone on the pitch. Management are not permitted to leave the designated zone during the game and will face penalties should they do so.

3.11 Abandonment

- 3.11.1 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.
- 3.11.2 If the Referee abandons a match due to:
- a) Conduct of a team, this will result in a Disputes Committee decision being taken on the final result of the match.
 - b) Non-disciplinary reasons,
 - At half-time or any time in the second half. The score will stand.
 - During the first half, the result will be declared a draw unless the match is a knock-out fixture, in which case the score will stand.
 - c) Normal judicial procedures will also apply to players who are sanctioned through the Red and Yellow Card process.

3.12 Declaration of Squads, Teams and Replacements

Team squads registering for all Sevens (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 up to five substitutions each match (see Section 5 Substitutions, Replacements and Stoppages). Teams must have a minimum of seven (7) players, (fit to participate in the match) on the pitch in order for a match to start.

Team squads registering for all Tens (10s) sections will consist of a maximum of fifteen (15) players. All fifteen (15) players are available to play in any individual match with substitutions being made on a rolling basis. Teams must have a minimum of ten (10) players (fit to participate in the match) on the pitch in order for a match to start.

- 3.12.1 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 team.
- 3.12.2 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.
- 3.12.3 Non-registered players are not eligible to play or participate in squad activities at any time. If a Team is found to have played an Unregistered player, they may be disqualified with immediate effect from the Tournament and suspended or banned from participation in future Emirates Dubai 7s Tournaments.
- 3.12.4 A player may be removed from the squad once the respective team's match programme has begun only in the event of an injury that has been formally recognised and signed off by the Tournament Medical staff. Such approval must be presented to the Registration and Administration Tent. Acceptance of such will be at the sole and final discretion of the Invitational Tournament Director.
- 3.12.5 In the event that the above scenario is approved, said Team is at liberty to select an available Member of the Official Player Pool (OPP) who has been identified at the sole discretion of Tournament Management, to be playing at a level appropriate to the Team participating in that Section. For the avoidance of doubt, a player from the OPP who has already been selected by a participating Team becomes immediately ineligible to play for another team, whether that have taken the field or not.

Once contacted by a Team, the selected Pool player must agree to play for that team and may not select which team they play for.

In accordance with the above guidelines, a Team required to replace a player must do so from the OPP and not from another Team.

Players from Teams who have been knocked out of the Tournament in which they are competing, may then register to be a Pool Player by attending the Registration Tent in the Invitational Hub. That player is permitted to participate for a team which participates at the same or higher level than the Team he / she played for – this will be approved by the Invitational Tournament Director and will only take place in the event of an injured player being signed off for a Team.

- 3.12.6 **Important Note:** With reference to the Clauses 3.12.4 and 3.12.5 above, in the interests of sporting integrity and fairness, no squad replacements, medical or otherwise will be permitted just before a Team plays in a Semi Final or Final. **There is one exception only** whereby a player participating in the International Invitational Men's or Women's Tournament may be replaced at any time during the event **ONLY** in the event that they have been called into an HSBC SVNS International Team as an injury replacement.
- 3.12.7 Teams must register for each game by presenting themselves to the on-pitch Registration Staff (located in the Pitch Marshall stand on the pitch on which they are due to play) no later than 20 minutes before the match is due to start. The on-pitch 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-pitch Registration Staff prior to the commencement of the game.
- 3.12.8 Players must enter the Playing Area through the Gates at Halfway. Any player who enters the Playing Area at any other location (e.g jumping over advertising hoardings) without an Accreditation check, may be refused permission to participate in their next match.
- 3.12.9 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.
- 3.12.10 The Referee 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.
- 3.12.11 The Tournament will be operating a strict 'Recognise and Remove' policy. We will have Emergency Medical Technicians at pitch side who will monitor possible concussions. The expectation will be that if such an injury is sustained, the advice of the EMTs must

be followed and the player involved, removed from the playing area and to take no further part in the tournament. Organisers will be in communication with the EMT and wider Medical Team to monitor such injuries.

3.13 Pool Players

3.13.1 Invitation Tournament

- Individuals without a Team, who wish to offer their services to participate in the Invitational Tournament, may apply to be considered via the Tournament Entry System from Monday 7th of September. Such players will need to confirm officially that they are fully insured to participate and must also provide detail on their standard of play in order that they are allocated at the sole discretion of the Invitational Tournament Director.
- The deadline for these Pool Players to Register for a Team is 13.00h on Friday 27th November 2026. On this day, Registration must take place in person with all documentation completed, at the Tournament Operations Centre.
- Pool Players must state their standard of play and not accept a position in a team participating in a tournament below their ability. The tournament reserves the right to cancel a player's registration at any time should it be found this condition has not been followed.
- The Pool Player is obliged to play for the first team that calls them to ask them to join. They may not pick and choose to whom they accept or decline.
- Player Accreditation passes will not be issued to Pool Players until their place in a team has been secured.

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 Rugby Union and have physical competency and fitness to play the game.
- 4.2 **HIGHLY IMPORTANT:** As a Tournament operating under the jurisdiction of the United Arab Emirates Rugby Federation (UAERF) and with the guidance of World Rugby, it should be noted that all Rugby Tournaments at the Emirates Dubai 7s ***with the exception of the International Invitational Men and International Invitational Women*** will be subject to the 'UAE Rugby Tackle Height Domestic Law Variation 2023 / 2024'. An explanatory document can be found [here](#). The document also provides transparency as to how Referees have been instructed to interpret each type of tackle and scope of sanction.
- It is the responsibility of all Teams and their Playing and Management Staff to comply with these in their entirety to avoid unnecessary on field sanction.
- 4.3 Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- 4.4 17-year-olds (at the time of competition) playing in Under 19s' tournament sections must have written parental/guardian consent, submitted with accreditation documentation, to do so.
- 4.5 Teams wishing to include a player who is 16 years old or younger (in Under 19's Tournament sections) must obtain written parental/guardian consent, plus permission from their home Union who must also inform the Tournament.
- 4.6 All kicks at goal must take place from the field of play. Match Officials may direct kickers to kick from the dead ball area back into the Playing Area for kicks that are in front of the posts.
- 4.7 Players may only enter or leave the field of play with permission from the Referee. Other squad members may only enter the field of play with permission from the Referee. Inappropriate approaches or comments to a Match Official will be dealt with as misconduct.
- 4.8 All tournament participants must hold private medical insurance covering them to play rugby. 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, 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.
- 4.9 Players' shirts must be individually numbered (English numeric). Number appearing on the back of the shirt. The shirt number and player name must be identical to the detail provided on the Squad Registration form.

Section 5: Substitutions, Replacements and Stoppages

- 5.1 All substitutions must be made using official documentation and via direct communication with the pitch Match Manager.
- 5.2 The World Rugby Sevens substitution law (for seven-a-side teams) will apply as follows:
- 5.2.1 A team may nominate up to five (5) replacement/substitute players.
- 5.2.2 A team may use up to five (5) substitutions per match.
- 5.2.3 A team may substitute the same player more than once as long as no more than five (5) substitutions are made in total.
- 5.2.4 A substitution made for a blood or head injury or as a result of an injury caused by foul play by an opponent does not count as one of the five (5) allowed substitutions.
- 5.3 All substitutions and replacements during a match, including but not limited to blood replacement, shall be made in accordance with World Rugby Law 3 and the seven-a-side variations.
- 5.4 Vets' teams may continuously use all fifteen (15) players during a game. Substitutions may be made on a rolling basis, when the ball is dead, with all substitutions being required to report to a Match Official or the Referee before joining a game.
- 5.5 For any injuries, time will not be stopped unless it is determined by the Referee, in consultation with the medical team, that the injury is serious enough to require the game to stop for safety reasons. The Referee, at his/her discretion, may call the game off early to maintain the safety of participants.
- 5.6 The Tournament accepts no liability for injuries sustained during the course of the Tournament.

Section 6: Judicial and Disciplinary

- 6.1 For persistent or deliberate fouls or other infringements the Referee may issue a Yellow Card to dismiss a player to the Sin Bin for a period of two (2) minutes.
- 6.2 A player who receives two (2) Yellow Cards during a game will receive an automatic one (1) match ban from tournament play which cannot be reviewed or challenged. A player receiving two further yellow cards in one match at a later stage in the Tournament will be subject to a judicial hearing.
- 6.3 A player who receives three (3) Yellow Cards during the Tournament will be considered a persistent offender. The player shall have their discipline record reviewed by a Judicial Officer and if deemed appropriate will either receive a one match ban or be required to appear,

with a Team Management representative, before the Tournament Judicial and Disciplinary Committee at an appointed time and place. The player will take no further part in the Tournament until the judicial hearing has been conducted.

- 6.4 Should the Referee issue a Red Card the player will be dismissed from the field of play and will take no further part in that game.
- 6.4.1 A player receiving a Red Card during a game (other than a Red Card issued for two (2) Yellow Cards during a game) will be required to attend, along with a Team Management representative, a hearing held by the Tournament Judicial and Disciplinary Committee.
- 6.4.2 A player that has been issued with a Red Card (other than a Red Card issued for two (2) Yellow Cards during a game) will take no further part in the tournament until a Tournament Judicial and Disciplinary hearing has been conducted. The decision of this hearing will determine any further participation.
- 6.4.3 Any player or Team that is required to attend a Judicial Hearing must attend in person(s). In the case of a player, the player is required to attend along with a Team Management representative. In the case of a Team, all members of the Team and the Team Management are required to attend. The player / Team / Management is suspended from competing further until the hearing is complete and the result handed down. If a player is unable to attend due to injury, the injury will need to be formally ratified by a member of the Tournament Medical Team (in the South Grandstand Medical Centre) in which case, efforts will be made to alter the time of the hearing or the player may permit a Team Manager to appear on his / her behalf, understanding that any sanction handed down will stand.
- 6.5 Any player (or accredited squad member) receiving a Red Card or who has received up to three (3) Yellow Cards during the Tournament must immediately, following the game in which the Red Card or third Yellow Card is issued, return the player's Accreditation badge to the Accreditation/Registration Manager, situated in the Registration Tent. This badge can be uplifted again prior to the commencement of the game in which the player is eligible to return to play. Failure to comply with this regulation may amount to a further disciplinary charge which can incur a sanction in addition to any applicable sanction for the Red Card (including aggravation of the sanction under the usual procedure).
- 6.6 The Tournament Director, at his / her discretion, may instigate an investigation into any on-field or off-field conduct by any player or participant in the Tournament (including Team Managers or spectators) and / or require the Individual(s) or Team(s) to attend a Judicial Hearing.
- 6.6.1 Conduct may include abuse (whether physical or verbal) of Participants, Spectators or Match Officials, failure to comply with Judicial or Disciplinary investigations or procedures, or any other conduct which is not within the spirit of the game of Rugby.
- 6.6.2 Individual(s) and / or Team(s) must cooperate with any investigation and make themselves or any team member or representative available. Failure to do so may be taken into account in any investigation or within the sanctioning process if the conduct is proven.
- 6.6.3 The Tournament Director may issue a temporary suspension of any Individual(s) and /or Team(s) from the Tournament until any Judicial Hearing takes place but until such a time as that is communicated to any Individual(s) or Team(s) they may continue to participate while any investigation takes place.
- 6.6.4 Where the conduct is proven, The Tournament Director may impose any sanction he / she deems appropriate in the context of the Tournament including temporary or full suspension from participating in the Tournament (and future Tournaments), financial penalties or sanctions in accordance with World Rugby Regulation 17.
- 6.7 Any hearing will be conducted under the Judicial Procedures of the United Arab Emirates Rugby Federation (UAERF) and heard by a suitably trained and qualified, independent Judicial Officer appointed by the Invitational Tournament Director. The Tournament Manager or Judicial Officer shall have the power to vary the procedure adopted and any rules of evidence at their discretion. Video evidence may not always be available but can be relied upon by the Tournament Manager or Judicial Officer, if available, at any hearing.
- 6.8 Sanctions imposed at any hearing following a Red Card will follow UAERF and World Rugby rules and regulations, including World Rugby Regulation 17 (and the Sanctions Table in Appendix 1). Any Sanction imposed will be expressed in matches where it applies to the Tournament and then may be expressed in weeks should the sanction apply beyond the Tournament. Sanctions imposed during the Tournament shall be communicated to an individual(s) or team(s) home union and will apply and be upheld during and after the Tournament.

Section 7: Rules Regarding Eligibility

- 7.1 Tournament Organisers are aware that some teams are participating in International Tournaments at a level below or above where they are ideally suited.
As a result, we have chosen to be far more specific in our Guidelines for Eligibility to participate in each of the International Tournaments, based on regular playing levels.
- For the integrity of the Rugby Tournament as a whole and the 16 separate Tournaments contained therein, we ask that you ensure that you apply (and provide additional supporting detail if requested by Management) to a Tournament that is in keeping with your current standards of play.
- 7.2 Management reserves the right to propose a different Tournament for a given team to participate in, if it feels that a higher level is more appropriate based on previous results and the standard of players being proposed.
- 7.3 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. Alternatively, Teams may be invited to enter a Section which the Tournament feels at its sole discretion, will be at a more appropriate playing level to said Team and / or enhance that Team's Tournament experience.
- 7.4 Further, in accordance with Clause 3.6, 'Variations', The Tournament reserves the right to make alterations to the number of Teams in a given Section and / or to amalgamate Sections at its Sole discretion.

The competition comprises 18 separate sections each with its own rules of eligibility, as follows.

1. Gulf Men's League

- Teams must be representative of a Club that is affiliated to UAERF and participates in UAERF or ASIA RUGBY sanctioned competitions.
- All players must be registered to the above referenced Club that is affiliated to the UAERF and participates in UAERF or ASIA RUGBY sanctioned competitions. Each player must hold Effective Registration, to the above referenced Club for whom they are playing, as per Section 3 of the UAERF Competition Regulations, the key points being:
 - 3.1 A club may not select a player for a match that is not registered with the squad participating in the West Asia Premiership and / or UAERF most senior domestic competitions.
 - 3.5 A player may not hold Effective Registration with more than one UAE Club at any time.
- The team name must be identical to the name under which the Club plays in those competitions.
- Players must be resident of either Bahrain, Cyprus, Egypt, Iran, Iraq, Israel, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, Syria, Turkey, UAE, or Yemen and hold a valid resident's visa for the country in which they reside. The visa must have been held for at least 3 months (August 27th, 2026) for the player to qualify to participate in this Section.
- Visas commencing after this date may be accepted at the sole discretion of the Tournament Organiser and then only upon presentation of a signed and stamped copy of either a valid employment contract OR an official signed and stamped letter from the proposed participant's employer.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- This section is exclusive to rugby teams or players.
- Team entry is by select invitation only.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total.
The third accreditation pass must be provided to a medically qualified member of club personnel. This may be a fully qualified First Aider, Physio or Medical Doctor.

2. Gulf Men's Open

- Teams participating in this section of the tournament must comprise individuals who are resident of either Bahrain, Cyprus, Egypt, Iran, Iraq, Israel, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, Syria, Turkey, UAE, or Yemen and hold a valid resident's visa for the country in which they reside. The visa must have been held for at least 3 months (August 27th, 2026) in order for the player to qualify to participate in this Section.
- Visas commencing after this date may be accepted at the sole discretion of the Tournament Organiser and then only upon presentation of a signed and stamped copy of either a valid employment contract OR an official signed and stamped letter from the proposed participant's employer.
- Preference will be given to Middle East/Gulf sports clubs playing under their club's name.
- Teams to comprise players from any sport/leisure activity who wish to play competitive rugby.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total.
The third accreditation pass must be provided to a medically qualified member of club personnel. This may be a fully qualified First Aider, Physio or Medical Doctor.

3. Gulf Men's Social

- Teams participating in this section of the tournament must comprise individuals who are resident of either Bahrain, Cyprus, Egypt, Iran, Iraq, Israel, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, Syria, Turkey, UAE, or Yemen and hold a valid resident's visa for the country in which they reside. The visa must have been held for at least 3 months (August 27th, 2026) in order for the player to qualify to participate in this Section.
- Visas commencing after this date may be accepted at the sole discretion of the Tournament Organiser and then only upon presentation of a signed and stamped copy of either a valid employment contract OR an official signed and stamped letter from the proposed participant's employer.
- This competition is intended for social teams or social players from any sport or leisure activity.
- To enter into the spirit of this tournament section players who have participated in UAERF or ASIA RUGBY Premiership, Conference or Cross-Border League matches are not eligible to play in this section, and team managers will be required to certify that team members comply with 'social' status as specified.
- Players from the UAERF Community League are eligible for this section.
- The Tournament Management reserves the right to refuse or cancel entry to this section for teams or players it feels do not fit the specified criteria.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total.
The third accreditation pass must be provided to a medically qualified member of club personnel. This may be a fully qualified First Aider, Physio or Medical Doctor.

4. Gulf Vets

- Teams in this section may comprise men from any sport or leisure activity who reside in either Bahrain, Cyprus, Egypt, Iran, Iraq, Israel, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, Syria, Turkey, UAE, or Yemen and hold a valid resident's visa for the country in which they reside. The visa must have been held for at least 3 months (August 27th, 2026) in order for the player to qualify to participate in this Section.
- Visas commencing after this date may be accepted at the sole discretion of the Tournament Organiser and then only upon presentation of a signed and stamped copy of either a valid employment contract OR an official signed and stamped letter from the proposed participant's employer.
- Players must be 35yrs or older on 27th November 2026.
- Note this section is not exclusive to rugby teams or players.

- Accreditation: Teams receive – 15 Player & 3 management passes i.e. 18 passes in total.
The third accreditation pass must be provided to a medically qualified member of club personnel. This may be a fully qualified First Aider, Physio or Medical Doctor.

5. Gulf Under 19 Boys

- Teams in this section must comprise males from any sport or leisure activity who reside in either Bahrain, Cyprus, Egypt, Iran, Iraq, Israel, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, Syria, Turkey, UAE, or Yemen and hold a valid resident's visa for the country in which they reside.
- Players must be 19yrs or under on 31st December 2026
- 17-year-olds (at the time of competition) playing in Under 19s' tournament sections must have written parental/guardian consent, submitted with accreditation documentation, to do so.
- Teams wishing to include a player who is 16 years old or younger (in Under 19's Tournament sections) must obtain written parental/guardian consent, plus permission from their home Union who must also inform the Tournament.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 2 Management passes i.e. 14 passes in total

6. Gulf Women

- Teams in this section must comprise women from any sport or leisure activity who reside in either Bahrain, Cyprus, Egypt, Iran, Iraq, Israel, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, Syria, Turkey, UAE, or Yemen and hold a valid resident's visa for the country in which they reside. The visa must have been held for at least 3 months (August 27th, 2026) in order for the player to qualify to participate in this Section.
- Visas commencing after this date may be accepted at the sole discretion of the Tournament Organiser and then only upon presentation of a signed and stamped copy of either a valid employment contract OR an official signed and stamped letter from the proposed participant's employer.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total.
The third accreditation pass must be provided to a medically qualified member of club personnel. This may be a fully qualified First Aider, Physio or Medical Doctor.

7. Gulf Under 19 Girls

- Teams in this section must comprise females from any sport or leisure activity who reside in either Bahrain, Cyprus, Egypt, Iran, Iraq, Israel, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, Syria, Turkey, UAE, or Yemen and hold a valid resident's visa for the country in which they reside.
- Players must be 19yrs or under on 31st December 2026.
- 17-year-olds (at the time of competition) playing in Under 19s' tournament sections must have written parental/guardian consent, submitted with accreditation documentation, to do so.
- Teams wishing to include a player who is 16 years old or younger (in Under 19's Tournament sections) must obtain written parental/guardian consent, plus permission from their home Union who must also inform the Tournament.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 2 Management passes i.e. 14 passes in total.

8. International Invitational – Men

- This section comprises invited men's sports teams made up of highly competitive players who compete at international/county/provincial standard.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total

Guidelines on the Appropriate Standard of Play

- Current or recent Contracted Professional Rugby Players
- Current / Recent High-Performance Clubs (Super Rugby, Shute Shield, Top 14, ProD2, Premiership, Championship, Currie Cup,
- Current or recent HP Club / Country Academy Players (Academies from above examples)
- World Rugby Tier 1 and Tier 2 'A' Teams (Ireland A, Argentina A...)
- Tier 3 and 4 First National Teams (Hong Kong China, Ukraine...)
- Combined Armed Forces First Teams (France 7 Militaire, British Army)

9. International Invitational – Women

- This section comprises invited women's sports teams made up of highly competitive players who compete at international/county/provincial standard.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total.

Guidelines on the Appropriate Standard of Play

- Current or recent Contracted Professional Rugby Players
- Current / Recent High Performance Clubs
- Current or recent HP Club / Country Academy Players
- World Rugby Tier 1 and Tier 2 National Teams

- Tier 3 and 4 First National Teams
- Combined Armed Forces First Teams

10. International Open – Men

- Teams in this section comprise male players from any sport or leisure activity who participate regularly in competitive Club rugby.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total.

Guidelines on the Appropriate Standard of Play

- Tier 3 and 4 'A' Teams
- Semi Professional / Amateur National Club or Domestic Competitive Competition
e.g. English Championship, National League 1, Shute Shield (Australia), Federale 1 (France)
- Training & Playing 4 or more times a week

11. International Open – Women

- Teams in this section comprise female players from any sport or leisure activity who participate regularly in competitive Club sport.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total.

Guidelines on the Appropriate Standard of Play

- Tier 3 and 4 'A' Teams
- Semi Professional / Non-Professional National Club – Domestic Competitive e.g. Champ, Nat 1, Shute Shield
- Training & Playing 3–4 or more times a week

12. International Social – Men

- Open to 2025 International Social Cup and Plate Quarter Finalists
- This competition is intended for male social teams or social players who have current or recent previous experience of participating in lower level domestic, community level / amateur rugby.
- This section is not suitable for individuals who play regular competitive rugby or are registered competitive players. Team managers will be required to certify that team members comply with 'social' status as specified.
- **Teams from the following Nations; England, Scotland, Wales, Ireland, Italy, France, Argentina, Australia, New Zealand, South Africa, Japan, Fiji, Samoa, should comprise no individuals playing in the top 4 levels of their domestic competition including professional club academy players.**
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes total.

Guidelines on the Appropriate Standard of Play

- Playing or recently played community level / amateur rugby
- Training and playing no more than 3 times a week
- No professional club academy players (current or in last 2 years)
- No ex-professionals retired within last 3 years

13. International "Super" Social – Men

- Players who receive financial or other reward for participating in rugby are strictly ineligible from participating in this Tournament
- This section is not suitable for individuals who play regular competitive rugby or are registered competitive players. Team managers will be required to certify that team members comply with 'social' status as specified.
- **This Tournament is strictly for players who have not played regular competitive rugby.**
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes total.

Guidelines on the Appropriate Standard of Play

- Open to fit and healthy sports participants
- Should be able to cope with physical rigours / contact elements of Rugby
- Must have understanding and ability to implement the Laws of the Game including Front Row Play.

14. International Social – WOMEN

- This competition is intended for female social teams or social players who have current or recent previous experience of participating in domestic, community level / amateur rugby.

- This section is not suitable for individuals who play regular competitive rugby or are registered competitive players or those who receive financial or other forms of remuneration or benefit from playing rugby.
- Team managers will be required to certify that team members comply with 'social' status as specified.
- Youth Players: 17-year-olds (at the time of competition) wishing to play for adult teams must provide written parental/guardian permission to the Tournament Management with accreditation information. Those aged 16 years or younger may not play for adult teams.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes total.

Guidelines on the Appropriate Standard of Play

- Playing or recently played community level / amateur rugby
- Training and playing no more than 3 times a week
- No professional club / academy players (current or in last 2 years)
- No ex-professionals retired within last 3 years

15. International Vets

- Teams in this section comprise male players from any sport or leisure activity who are 35yrs or older on 27th November 2026.
- Teams in this section are mostly made up of players who exercise regularly and like to compete weekly in some form of sporting activity
- Teams in this section may compete in other similar events as Vets sides or contain players who regularly compete for non-Vets Teams but meet the Age Criteria outlined above.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 15 Player & 2 Management passes i.e. 17 passes in total.

Guidelines on Appropriate Standard of Play

- Open to players who have played international, professional or semi-professional Rugby Union or Rugby League

14. International Vets Social

- Teams in this section comprise male players from any sport or leisure activity who are 35yrs or older on 27th November 2026.
- Teams in this section comprise groups of friends who are physically able but are in Dubai to enjoy the social side as much as the on-field activity.
- **No current or ex professional players permitted**
- Players do not play together regularly as a vets side and come together infrequently to participate, with the accent on having fun.
- Accreditation: Teams receive – 15 Player & 2 Management passes i.e. 17 passes in total.
- Note this section is not exclusive to rugby teams or players.

Guidelines on Appropriate Standard of Play

- Open to players who have participated in community / amateur rugby or contact sports
- Should be able to cope with physical rigours / contact side of Rugby
- Must have understanding and ability to implement the Laws of the Game including Front Row Play

15. International Under 19 Boys

- Players must be 19yrs or under on 31st December 2026 **noting that.....**
- 17-year-olds (at the time of competition) playing in Under 19s' tournament sections must have written parental/guardian consent, submitted with accreditation documentation, to do so.
- Teams wishing to include a player who is 16 years old or younger (in Under 19's Tournament sections) **must** obtain written parental/guardian consent, plus permission from their home Union who must also inform the Tournament.
- 15 years old is the absolute minimum age that a boy can participate in this Tournament and there will be no exceptions.
- Note this section is not exclusive to rugby teams or players.
- Accreditation: Teams receive – 12 Player & 3 Management passes i.e. 15 passes in total

16. UAE Nationals Development

- By invitation only.
- Male Tournament
- Accreditation: Teams receive – 12 Player & 2 Management passes i.e. 14 passes in total.

RULES FOR PLAYERS UNDER 18 – NO EXCEPTIONS

17-year-olds (at the time of competition) playing in Under 19s' tournament sections must have written parental/guardian consent, submitted with accreditation documentation, to do so.

Teams wishing to include a player who is 16 years old or younger (in Under 19's Tournament sections) must obtain written parental/guardian consent, plus permission from their home Union who must also inform 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	Resident's Visa	Passport Sized Photo	Passport Copy Proof of Age/Residency
Gulf Men's League	✓	✓	✓
Gulf Men's Open	✓	✓	✓
Gulf Men's Social	✓	✓	✓
Gulf Vets	✓	✓	✓
Gulf U19 Boys	✓	✓	✓
Gulf U19 Girls	✓	✓	✓
Gulf Women	✓	✓	✓
International Invitation Men		✓	✓
International Invitation Women		✓	✓
International Open Men		✓	✓
International Open Women		✓	✓
International Social Men & Women		✓	✓
International Vets & Vets Social		✓	✓
International Super Social Men		✓	✓
International U19 Boys		✓	✓
UAE Nationals Development		✓	

Section 8: Accreditation

- 8.1 All participating players and registered team management must be accredited by the date specified in the accreditation specific correspondence.
- 8.2 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 & management registered in adherence with the section eligibility criteria and Tournament Rules
 - to ensure accredited players and management 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
- 8.3 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.
- 8.4 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(s) concerned being removed from the venue and from the competition. It will also result in a ban from future competitions.
- 8.5 Accreditation will only be issued to registered team players and management when squad sheets are submitted.
- 8.6 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.
- 8.7 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.
- 8.8 Late arrivals joining the team will only have accreditation issued once the submitted squad sheet has been signed.
- 8.9 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.
- 8.10 Anyone found within the venue without either accreditation or an entry wristband will be removed.
- 8.11 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.
- 8.12 Any abuse of the accreditation system will be dealt with seriously with all benefits immediately removed.

Section 9: Payment 'Terms & Conditions' and Refunds

- 9.1 The Teams Entry works as follows
- Teams may make a submission to enter a Tournament on or after 2nd March 2026 via the Emirates Dubai 7s website.
 - Tournament Organisers will review all submissions and communicate to each Team no later than 25th April 2026 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 2026.

- 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 1st May 2026, Teams can confirm their place in the 2026 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 into 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.

9.2 Tournament Fees (VAT inclusive) & Terms are as follows:

	Sections	Tournament Fee
	Rugby	AED
1	Gulf Men's League	7,125
2	Gulf Men's Open	7,125
3	Gulf Men's Social	7,125
4	Gulf Vets	8,550
5	Gulf Women	7,125
6	Gulf U19 Boys	6,650
7	Gulf U19 Girls	6,650
8	International Invitation Men	8,250
9	International Invitation Women	8,250
10	International Open Men	8,250
11	International Open Women	8,250
12	International Social Men	8,250
13	International Super Social Men	8,250
14	International Social Women	8,250
15	International Vets	9,350
16	International Vets Social	9,350
17	International U19 Boys	8,250

9.3 On or prior to September 11th, 2026, Teams will receive a full refund ONLY if travel restrictions preclude you from being able to enter the UAE to play, even if the event goes ahead.

- 9.3.1 From September 11th, 2026, onwards, rather than a refund in respect of the above issue only, the Entry Fees paid, will be attributed to the 2027 event with a place guaranteed in the agreed Tournament Section
- 9.3.2 Teams will receive a Full Refund in the event that the 2026 Emirates Dubai 7s is cancelled.
- 9.3.3 No other Refunds will be issued

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

Section 10: Social Media

- 10.1 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 11: Conduct

- 11.1 General Behaviour (on and/or off the pitch) – participants, associated team management and supporters are expected to behave in a manner that is in consonance with the laws of the game as well as 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.
- 11.2 Pitch/Court Invasion – participants and associated team management 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 management 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.
- 11.3 Abuse – Abuse of match officials, including sideline officials and volunteer pitch marshals, will not be tolerated. Any reports of such will result in a disciplinary hearing from which a suspension or expulsion of an individual or Team may result. Individuals/Teams found guilty may not receive and invitation to participate in future years.
- 11.4 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 12: Data Protection

- 12.1 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>

- 12.2 Team managers are responsible for informing team members of any personal information that is shared with the tournament organisers and the Participant Privacy Policy.
- 12.3 By signing the official tournament invitation and the squad sheet the team manager, team officials and players accept the terms itemised above.
- 12.4 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 13: Sponsorship/Commercial Activity

13.1 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.

13.2 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.

APPENDIX 1 - WORLD RUGBY SANCTIONS FOR FOUL PLAY

Note: Any act of foul play where the person committing the act of foul play makes contact with an opponent’s head and/or neck, and that contact with the head and/or neck warrants a red card, shall result in at least a mid-range sanction. (5)

Note: Where a Player receives a mid-range or top end sanction, a Disciplinary Committee/Judicial Officer/Appeal Committee/Appeal Officer may, at its discretion, agree that one week of the sanction may be replaced by a “Coaching Intervention” that complies with the World Rugby Coaching Intervention Programme. (6)

9.11 Players must not do anything that is reckless or dangerous to others including leading with the elbow or forearm, or jumping into, or over, a tackler.

Low-end:	Mid-range:	Top-end:	Max:
2 weeks/matches	6 weeks/matches	10+ weeks/matches	52 weeks/matches

9.12 A player must not physically abuse anyone. Physical abuse includes, but is not limited to:

Biting	Low-end: 12 weeks/matches	Mid-range: 18 weeks/matches	Top-end: 24+ weeks/matches	Max: 208 weeks/matches
Intentional Contact with Eye(s) (7)	Low-end: 12 weeks/matches	Mid-range: 18 weeks/matches	Top-end: 24+ weeks/matches	Max: 208 weeks/matches
Reckless Contact with Eye(s) (8)	Low-end: 6 weeks/matches	Mid-range: 12 weeks/matches	Top-end: 18+ weeks/matches	Max: 208 weeks/matches
Contact with Eye Area (9)	Low-end: 4 weeks/matches	Mid-range: 8 weeks/matches	Top-end: 12+ weeks/matches	Max: 52 weeks/matches
Punching or striking with hand, arm, elbow or shoulder	Low-end: 2 weeks/matches	Mid-range: 6 weeks/matches	Top-end: 10+ weeks/matches	Max: 52 weeks/matches
Striking with head (10)	Low-end: 6 weeks/matches	Mid-range: 10 weeks/matches	Top-end: 16+ weeks/matches	Max: 104 weeks/matches
Striking with knee	Low-end: 4 weeks/matches	Mid-range: 8 weeks/matches	Top-end: 12+ weeks/matches	Max: 52 weeks/matches
Stamping or Trampling	Low-end: 2 weeks/matches	Mid-range: 6 weeks/matches	Top-end: 12+ weeks/matches	Max: 52 weeks/matches
Tripping	Low-end: 2 weeks/matches	Mid-range: 4 weeks/matches	Top-end: 8+ weeks/matches	Max: 52 weeks/matches
Kicking	Low-end: 4 weeks/matches	Mid-range: 8 weeks/matches	Top-end: 12+ weeks/matches	Max: 52 weeks/matches

9.12 A player must not verbally abuse anyone. Verbal abuse includes, but is not limited to, abuse based on: religion, colour, national or ethnic origin, sexual orientation.

Low-end:	Mid-range:	Top-end:	Max:
6 weeks/matches	12 weeks/matches	18+ weeks/matches	52 weeks/matches

9.13 A player must not tackle an opponent early, late or dangerously. Dangerous tackling includes, but is not limited to, tackling or attempting to tackle an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders.

Low-end:	Mid-range:	Top-end:	Max:
2 weeks/matches	6 weeks/matches	10+ weeks/matches	52 weeks/matches

9.14 A player must not tackle an opponent who is not in possession of the ball.

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 6 weeks/matches 10+ weeks/matches 52 weeks/matches

9.15 Except in a scrum, ruck or maul, a player who is not in possession of the ball must not hold, push, charge or obstruct an opponent not in possession of the ball.

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 4 weeks/matches 6+ weeks/matches 52 weeks/matches

9.16 A player must not charge or knock down an opponent carrying the ball without attempting to grasp that player.

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 6 weeks/matches 10+ weeks/matches 52 weeks/matches

9.17 A player must not tackle, charge, pull, push or grasp an opponent whose feet are off the ground.

Low-end: Mid-range: Top-end: Max:
4 weeks/matches 8 weeks/matches 12+ weeks/matches 52 weeks/matches

9.18 A player must not lift an opponent off the ground and drop or drive that player so that their head and/or upper body make contact with the ground.

Low-end: Mid-range: Top-end: Max:
6 matches/matches 10 weeks/matches 14+ weeks/matches 52 weeks/matches

9.19 Dangerous play in a scrum.

- a. The front row of a scrum must not form at a distance from its opponents and rush against them.**
- b. A front-row player must not pull an opponent.**
- c. A front-row player must not intentionally lift an opponent off their feet or force the opponent upwards out of the scrum.**
- d. A front-row player must not intentionally collapse a scrum.**

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 4 weeks/matches 8+ weeks/matches 52 weeks/matches

9.20 Dangerous play in a ruck or maul.

- a. A player must not charge into a ruck or maul. Charging includes any contact made without binding onto another player in the ruck or maul.**

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 6 weeks/matches 10+ weeks/matches 52 weeks/matches

- b. A player must not make contact with an opponent above the line of the shoulders.**
- c. A player must not intentionally collapse a ruck or a maul.**

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 4 weeks/matches 8+ weeks/matches 52 weeks/matches

- d. A player may remove the jackler from the tackle area by pushing/driving them backwards (including by grabbing the knee/leg), but must not roll, pull or twist an opponent.**

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 6 weeks/matches 10+ weeks/matches 52 weeks/matches

- e. A player must not drop their weight onto an opponent or target the lower limbs.**

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 6 weeks/matches 10+ weeks/matches 52 weeks/matches

9.25 A player must not intentionally charge or obstruct an opponent who has just kicked the ball.

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 6 weeks/matches 10+ weeks/matches 52 weeks/matches

9.27 A player must not do anything that is against the spirit of good sportsmanship including but not limited to:

Hair pulling or grabbing	Low-end:	Mid-range:	Top-end:	Max:
	2 weeks/matches	4 weeks/matches	6+ weeks/matches	52 weeks/matches
Spitting at anyone	Low-end:	Mid-range:	Top-end:	Max:
	4 weeks/matches	8 weeks/matches	12+ weeks/matches	52 weeks/matches
Grabbing, twisting or squeezing the genitals (and/or breasts in the case of female players)	Low-end:	Mid-range:	Top-end:	Max:
	12 weeks/matches	18 weeks/matches	24+ weeks/matches	208 weeks/matches
Other	Low-end:	Mid-range:	Top-end:	Max:
	4 weeks/matches	8 weeks/matches	12+ weeks/matches	52 weeks/matches

9.28 A player must not disrespect the authority of a Match Official.

Low-end: Mid-range: Top-end: Max:
2 weeks/matches 4 weeks/matches 6+ weeks/matches 52 weeks/matches

9.28 A player must not verbally abuse a Match Official. Verbal abuse includes, but is not limited to, abuse based on: religion, colour, national or ethnic origin, sexual orientation.

Low-end: Mid-range: Top-end: Max:
6 weeks/matches 12 weeks/matches 18+ weeks/matches 52 weeks/matches

9.28 A player must not make physical contact with Match Officials.

Low-end: Mid-range: Top-end: Max:
6 weeks/matches 12 weeks/matches 18+ weeks/matches 52 weeks/matches

9.28 A player must not use threatening actions or words towards Match Officials.

Low-end: Mid-range: Top-end: Max:
12 weeks/matches 24 weeks/matches 48+ weeks/matches 260 weeks/matches

9.28 A player must not physically abuse Match Officials.

Low-end: Mid-range: Top-end: Max:
24 weeks/matches 48 weeks/matches 96+ weeks/matches Life

In respect of offences not referred to in Appendix 1 above, appropriate sanctions may be imposed at the discretion of the relevant Judicial Officer, Disciplinary Committee, Appeal Officer and/or Appeal Committee (as the case may be).

Notwithstanding the Sanctions in Appendix 1 and/or the provisions of Regulation 17.17 TO 17.21 in cases where the player’s actions constitute mid-range or top end offending for any type of offence which had the potential to result and, in fact, did result in serious/gross consequences to the health of the victim, the Judicial Officers and/or Disciplinary Committees may impose any period of suspension including a suspension for life.