



P.O.Box 116171
Sheikh Zayed Road
Barsha First
Dubai, United Arab Emirates

YalaSports Presents

12th Dubai Investments Park Corporate Sports Competitions [Feb 2018]

General Rules

1. The Corporate Competition is the LARGEST Multi - Corporate - Sports Event, featuring an Olympic-style in the form of 35 sports tournaments at 5 Sporting Venues. Open to all businesses, organizations and associations, private and public in Dubai. Teams are made up of company's management & staff.
2. Companies may enter more than one team/player for various events. A company is allowed to enter a maximum of 6 players (for single events) and/or 3 teams (for team events) per event. The number of players per team is dependent on the particular sporting event as illustrated on the Entry Form.
3. Companies can compete in more than one event and are encouraged to compete in all of them. Overall winner of the Olympiad will be decided by a points system where companies earn points for the top 6 places in every event. Following is a breakdown of the points system
 - a. 1st place 20 Points Winners Level
 - b. 2nd place 15 points Winners Level
 - c. 3rd place 11 points Winners Level
 - d. 4th Place 8 points Winners Level
 - e. 1st Place 5 points Plate Competitions
 - f. 2nd Place 5 points Plate Competitions
 - g. 3rd Place 5 points Plate Competitions
 - h. 4th Place 5 points Plate Competitions
4. Each single company will earn maximum of 35 points per event per day.
5. All Single, Doubles and Team events will be played in round robin or knockout format with a Plate competition.
6. Each player/team will play at least 2 matches in any one event.
7. Entries received after closing date may be excluded from participating.
8. All participants must make registration fees payment in full as per the invoice upon registration, before starting of the first event. Failing to make payment before will result in the company's entry being discarded.
9. Payment Methods
 - a. Cash
 - b. Cheques - made payable to YalaSports
10. Teams and players must provide their own sportswear and equipment they need to play the sport.



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11. All teams (players & coaches) must check -in at the tournament director's tent, Desk or office no later than 45 minutes prior to the teams or players first game. Teams or players will check-in 20 minutes prior to each game by the director of the tournament who will check player ID, do the coin toss for the referee before the game.
12. You will be asked to present valid company ID if any protest occur from opponent team manager.
13. Smoking is not allowed during all the events.
14. Each team or player shall be ready to play at the scheduled time on the appointed field regardless of any weather conditions. If a player or a team is late by 15 minutes then the match will be conceded to the opposite player or team as a walkover with full points. If both players and teams are not present then the match is called off with no rematch.
15. All players, coaches, and spectators are expected to show good sportsmanship at all times. Failure to do so could lead to disqualification from the event. Coaches are responsible for the conduct of the team and supporters. Coaches, players, or spectators who physically or verbally abuse a referee, other coach, player or spectator, may be cause for themselves and/or their team to be disqualified form the tournament and/or forfeit any awards due them or their team.
16. A player / team may be disqualified for the following reasons.
 - a. Misbehavior on ground
 - b. Use of abusive language
 - c. Misbehavior with officials / opponents
17. As a mutual courtesy, both teams and players are expected to meet immediately after the game at the center to congratulate each other for providing good competition. Before leaving the field following the game the coach or the team captain of the winning team should verify with the referee that the correct score has been entered on the match report and sign the match report when he or she is sure that the game data is correct.
18. It is the coach's and player's responsibility to be aware of all rules, regulations and schedules applying to competition. While tournament officials will make every reasonable effort to have such information readily available to all players as appropriate, the ultimate responsibility rests with the player. The player has no recourse if such information is not volunteered; the responsibility for knowing the situation and/or the rules lies with the player.
19. In case of inclement weather, the Tournament Director will determine if games are to be played. Once the game has started the decision for stopping or canceling the game will be the decision of the Referee and the Tournament Director. If any games are cancelled, it is up to the coaches of the teams to check with the Tournament Director for rescheduling information.
20. While a match is in progress, players are not allowed to ask spectators for assistance in planning or executing shots. If a player asks for and receives such assistance, he loses the game. Any person, except the opponent, who offers any significant assistance to a player, verbal or non-verbal, will be removed from the area.
21. Team captains for team events and individuals for doubles and singles will sign official score sheets. Said signatures will be considered as final approval.
22. **THERE WILL BE NO PROTESTS.** All disputes will be resolved immediately by the site director. Any comments with regard to the organization or conduct of the tournament will be accepted in writing for consideration by the Tournament Director as a review of operations after the conclusion of the tournament. The philosophy of this policy is that all participants should understand that everyone (players, referees, tournament officials, and volunteers) is doing their best and should be credited as such. Tolerance, good will, and the acceptance of others best efforts (no matter how mistaken they may be perceived) are the hallmarks of sportsmanship and are valued at this tournament.



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(1) Indoor Soccer Tournament Rules & Regulations

Format: Round Robin/Knockout

Event: Only Men

1. Games scheduled shall play 15 minutes continuous play. Time may be added at the discretion of the referee.
2. Any player receiving a "red card" from a referee during a game shall not play for the remainder of that game and the following fixture game. Subject to the review by and decision of the Tournament Director, a player issued a red card be may not be allowed to play for the remainder of the tournament. A player issued a second yellow card at the tournament shall automatically not be allowed to play in the next game.
3. In the knockout stage; if a match is tied at the end of regulation play, the penalty kick "shootout" shall be conducted. The coaches shall provide the referee an ordered list of the players on the field. The first round of the shootout shall be the first three listed players from each team alternating shots starting with the team determined by a coin toss by the referee. If yet tied, then the shootout shall continue utilizing the remaining named players with one player from each team shooting in pairs until a score differential exists at the completion of the shots of a pair of shooters. If tied after all named players have shot, then start at the beginning of the ordered list shooting in pairs until a score differential exists at the completion of any pair of shooters.
4. All game schedules are final as published. No changes will be permitted. All spectators will be on one sideline and all players and coaches on the other sideline.
5. A team will be awarded a forfeit if the opposing team is not ready to play at the scheduled game start time.
6. Player Substitutions: Players may be substituted with the consent of the match Referee at the following times:
 - a. Before a throw-in your favor.
 - b. Prior to a goal kick by either team.
 - c. After a goal is scored by either team.
 - d. When the referee approves an injury substitution by one team, the other team may substitute an equal number of players.
 - e. When the Referee stops to caution a player, only that player may be substituted prior to the restart of the game.

(2) Indoor Cricket Tournament Rules & Regulations

Format: Round Robin/Knockout

Event: Men

1. Cricket will be 6 to one side event.
2. Each player has to bring his own abdominal guard.
3. Soft Leather Ball to be used.
4. All other game rules will be explained in details prior the starting of the event on the same day.



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(3) Basketball Tournament Rules & Regulations

Format: Round Robin/Knockout

Event: Men.

1. All games shall be played in accordance with international Laws, except as specifically modified by these rules.
2. All round robin games will consist of one 10 minutes continuous play. Knockout and finals will be two 10 minutes continuous play. The last two minutes will be full stopped time.
3. In the event of a tie, there will be an overtime period of two minutes.
4. Each team will be entitled to receive one time-out per game in the knockout and finals.
5. The player is disqualified after his third foul.
6. Technical fouls will not be shot. An automatic award of two points to the other team and possession of the ball. Any coach, spectator or player who gets ejected from a game by an official will not be allowed back for the remainder of the tournament.

(4) Volleyball Tournament Rules & Regulations

Format: League/Knockout

Event: Ladies & Men

1. All games shall be played in accordance with international Laws, except as specifically modified by these rules.
2. All matches in the round robin phase will be one set of 25 points. All matches in the knockout phase will be best 2/3 format games. All games to 15 points rally scoring, deciding game at 8 points with switching sides. (Points awarded on all serves).
3. Each team is allowed one time-out, each one minute in length per game.
4. Only the team captain may call time out.
5. Team captains may substitute an unlimited number of times.
6. Only the team captain may speak with the referee during the game.
7. Serves may not be blocked or attacked.

(5) Basketball 3ON3 Rules & Regulations

Format: League/Knockout

Events: Teams Men, Teams Ladies

KEEPING SCORE

1. A basket is worth one (1) point. A successful basket behind the two-point arc is worth two (2) points. A player must have both feet behind the line to be considered a made shot to be counted as 2 points.
2. All games will be played up to 16 points or 10minutes.



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3. Upon completion of each game, a representative from the winning team will take the final score sheet to the Score/Bracket Area.

WARM UP TIME

Both teams will have warm-up time prior to the game at their assigned court. Warm-up time is dependent upon the weather and adherence to the tournament game schedule, and may be as little as 3 minutes.

WHO RECEIVES THE BALL FIRST?

At the start of each game, a coin will be tossed to determine which team gets the opening possession.

FOULS

Each team will be given six (5) team fouls before free throw attempts are awarded. Upon the 6th team foul, the bonus will be in effect and the fouled player will shoot free throws. One (1) free throw will be given for shooting fouls inside the 2-point arc, and two (2) free throws for shooting fouls outside the 2-point arc. If a foul is committed during a made shot, the point(s) will count and the fouled player will also shoot a free throw, but only after the bonus is in effect. After each free throw attempt, make-or-miss, the non-shooting team will receive the ball at the back court line.

Technical Fouls

1. A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player.
2. The official decision is final. A technical foul results in one (1) point for the offended team and possession of the ball.

WHO CAN BE ON THE COURT?

Only the assigned players and teams are allowed to occupy the court at any time during a game.

LENGTH OF GAME

1. The first team to reach Sixteen (16) points within Ten (10) minutes of play is declared the winner.
2. The Ten (10) minute clock will be stopped during team time-outs and if the referee, court monitor or official stops play for a player injury or other unusual circumstance.
3. If a score of 16 is not achieved within 10 minutes, and a team has a lead of one or more points, that team is declared the winner. If the teams are tied, overtime will be activated. In overtime, a coin flip will determine which team has the initial possession. The game winner will be the first team to score two (1) point in overtime.

CHANGE OF POSSESSION

The ball is exchanged after every made basket and all free throw attempts.



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BALL OUT-OF-BOUNDS

A ball out of bounds will be taken out from the back court line. **TAKING IT BACK:** On each change of possession, the ball must be taken back behind the back court or "take back" line for the possession to legally begin. This must occur whether or not a shot was attempted. Failure to take it back results in loss of possession and loss of any points scored during the illegal possession. Taking it back means a person's whole body and the ball must be behind the take back line. The two-point arc is the take back line only at the top, not on the sides.

BOUNDARIES

The top, bottom and side of the backboard are all considered in play, however, the back of the backboard and the structure are considered out of bounds.

DUNKING

Dunking is not allowed at any time, including during warm-ups. Dunking will be considered as an unsportsmanlike act and will result in a Technical foul.

TIME OUT

Each team is allowed a single one (1) minute time out per game.

PLAYER SUBSTITUTION

Player substitution is allowed during a time out or any dead-ball situation.

PLAYER INJURY

In case of injury, the referee, court monitor, or official has the discretion to suspend play for the safety of the injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound.

(6) Table Tennis Tournament Rules & Regulations

Format: Knockout

Event: Single Men, Single Ladies, Double Men, Team Men. Mix is allowed

1. All Matches are best of three games.
2. The first side to score 11 points wins the game, unless the score is tied at 10; then, the winner is the first side to score two points more than the opponent.
3. The winner of a match is the first side to win two games. Play is continuous, no time-out or break during the game.



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(7) Badminton Tournament Rules & Regulations

Format: Knockout

Event: Single Men, Single Ladies, Double Men, Team Men. Mix is allowed

1. All Matches are best of three games.
2. The first side to score 11 points wins the game, unless the score is tied at 10 then, the winner is the first side to score two points more than the opponent.
3. The winner of a match is the first side to win two games. Play is continuous, no time-out or break during the game.

(8) Billiard Tournament Rules & Regulations

Format: Knockout

Event: Single Men, Single Ladies

1. Game begins by a toss coin. 1st player to start 1st game will not start 2nd game even if he wins. Starting 3rd game will be decided by coin toss.
2. On fouls 2 shots are given to opponent. No moving of white ball unless if it goes in a hole. If white ball goes in hole; the player must play down the table by the line of the start.
3. Black ball must be played where the players decide and they have to say where they are going to play it before playing. If it goes to another hole or the black & white sunk at the same time then the opponent wins.
4. When only remaining the black ball; three fouls are permitted. The player who makes the forth loses the game to his opponent.
5. Players may use chalk, powder, mechanical bridge(s) and cue(s) of their choice or design. However, tournament officials may restrict a player if he attempts action that is disruptive of the equipment. As examples, a player may: be restrained from using red chalk on green cloth; be advised not to use powder in such an excessive fashion as to unduly affect the balls or table cloth; and be barred from using a cue with a noisemaking device that is clearly disruptive to other competitors.
6. While a match is in progress, practice is not allowed. Taking a shot that is not part of that match is a foul. If in the opinion of the referee a player is impeding the progress of the tournament or game with consistently slow play, the referee can warn the player and then at his discretion impose a time limit up to a maximum of 45 seconds that applies to both players between shots (that is, both players are put on a shot-clock).
7. If a player shoots while play is suspended by the referee, he loses the game. Announcement of the suspension is considered sufficient warning.
8. No time outs are allowed.
9. When a referee is presiding over a match, it is a foul for a player to touch any ball (cue ball or object ball) with the cue, clothing, body, mechanical bridge or chalk, before, during or after a shot. If such an accident occurs, the player should allow the referee to restore the object balls to their correct positions.
10. Each Player will play at least 2 games. Each game will be 2/3 format.



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(9) Swimming Tournament Rules & Regulations

Format: Best Timing

Event: Only Men

1. 2 Competitions: 25 m Freestyle and 3 x 25 m freestyle (Relay).
2. 5 swimmers in each heat, Two (3) players will qualify from every heat.
3. Swimmers will be seeded according to times listed on the official entry form, this procedure applies both to individuals and to relay teams.

(10) Karting Tournament Rules & Regulations

Format: Best Timing

Event: Singles and Team events (Mix is allowed)

1. Each team consists of three drivers.
2. Full coverage helmet with full-face shield that is properly fitted will be given to all participants.
3. No smoking during the races.
4. No alcoholic beverages before and/or during the races. No one who has consumed any alcoholic beverages will be allowed to drive in any races.
5. Anyone who crosses the track without permission may be subject to immediate disqualification.
6. There will be a practice session before the race to determine kart position.
7. THE FLAGMAN'S DECISION IS FINAL.

Green Flag - Start: Course is clear.

Yellow Flag - Caution: Reduce speed immediately and maintain your position.

Red Flag – Stop: Race is halted.

Rolled Black Flag - will serve as a warning for rough or illegal driving. or unsportsmanlike conduct.

Black Flag - driver must leave the track immediately.

Checkered Flag – You have completed the race.

A maximum of 10 karts will run any race.

For the singles event; 6 karts in each heat, 3 karts will qualify from every heat.



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(11) Outdoor Soccer (7 Aside) Tournament Rules & Regulations

Format: League/Knockout

Event: Only Men

1. Games scheduled shall play 15 minutes continuous play. Time may be added at the discretion of the referee.
2. Any player receiving a "red card" from a referee during a game shall be removed from play for the remainder of that game and the following fixture game. Subject to the review by and decision of the Tournament Director, a player issued a red card may not be allowed to play for the remainder of the tournament. A player issued a second yellow card at the tournament shall automatically not be allowed to play in the next game.
3. In the knockout stage; if a match is tied at the end of regulation play, the penalty kick "shootout" shall be conducted. The coaches shall provide the referee an ordered list of the players on the field. The first round of the shootout shall be the first three listed players from each team alternating shots starting with the team determined by a coin toss by the referee. If yet tied, then the shootout shall continue utilizing the remaining named players with one player from each team shooting in pairs until a score differential exists at the completion of the shots of a pair of shooters. If tied after all named players have shot, then start at the beginning of the ordered list shooting in pairs until a score differential exists at the completion of any pair of shooters.
4. All game schedules are final as published. No changes will be permitted. All spectators will be on one sideline and all players and coaches on the other sideline.
5. A team will be awarded a forfeit if the opposing team is not ready to play at the scheduled game start time.
6. There are no OFFSIDES.
7. Player Substitutions: Players may be substituted with the consent of the match Referee at the following times:
8. Before a throw-in your favor.
9. Prior to a goal kick by either team.
10. After a goal is scored by either team.
11. When the referee approves an injury substitution by one team, the other team may substitute an equal number of players.
12. When the Referee stops to caution a player, only that player may be substituted prior to the restart of the game.

(12) Chess Tournament Rules & Regulations

Format: Knockout / Plate Level

Event: Singles Mix

Game Brief; Chess is a board game played by two players. Each player controls an army of 16 pieces. Each player take turns moving one piece each turn. Each piece moves in a unique manner.

1. Non-sudden death; the standard timer is an analog clock 5 Minutes.
2. A move is completed when the clock is hit. There is no touch move concept.
3. Illegal moves, improper starting position of the pieces or an improper board setup must be claimed. After the correction the clocks are not adjusted
4. Announcing check is not required.



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5. ILLEGAL MOVES; if it is discovered that one of either player's was illegal, the position will be reinstated to what it was before the illegal move, and the game shall continue. Clocks will not be reset.
6. CONDUCT OF PLAYERS; Try to keep as quiet as possible on the tournament floor so you do not disturb other players. You may not speak to anyone while your game is in progress unless event organizer is present. If there is a problem of any kind during your game, call organizer immediately.

END