

14TH DUBAI INVESTMENTS PARK

Corporate Sports Competitions

[Feb 2021]



YALA SPORTS
CONNECTING CORPORATE

RULES & REGULATIONS

THE PATRON



APPROVED BY



ORGANIZER



SPONSORS



DUBAI INVESTMENTS PARK

14TH CORPORATE SPORTS

12TH MARCH 2021

19

MAR

OUTDOOR SOCCER

FRIDAY | 8:30 AM

19

MAR

INDOOR VOLLEYBALL

FRIDAY | 8:30 AM

26

MAR

BASKETBALL

FRIDAY | 8:30 AM

26

MAR

CARROM

FRIDAY | 8:30 AM

02

APR

BADMINTON

FRIDAY | 8:30 AM

02

APR

TABLE TENNIS

FRIDAY | 8:30 AM

09

APR

INDOOR SOCCER

FRIDAY | 8:30 AM

09

APR

TENNIS

FRIDAY | 8:30 AM

09

APR

CHESS

FRIDAY | 2:00 PM

REGISTER ONLINE: www.yalasports.com

EMAIL: register@yalasports.com | PHONE: 050-7459093

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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.
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.

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GENERAL RULES

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: Cash or Cheques - made payable to YalaSports
10. Teams and players must provide their own sportswear and equipment they need to play the sport.
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. (Misbehavior on ground or Use of abusive language or Misbehavior with officials / opponents).

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GENERAL RULES

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.

1. INDOOR SOCCER RULES

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 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.

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3. BASKETBALL RULES

Format: League/Knockout

Event: Men/Ladies

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 15 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.

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4. VOLLEYBALL RULES

Format: Round Robin/Knockout

Event: Only 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.

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5. TABLE TENNIS RULES

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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6. BADMINTON RULES

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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10. OUTDOOR SOCCERS RULES

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 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 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. A team will be awarded a forfeit if the opposing team is not ready to play at the scheduled game start time.
5. There are no OFFSIDES. When the referee approves an injury substitution by one team, the other team may substitute an equal number of players. When the Referee stops to caution a player, only that player may be substituted prior to the restart of the game.
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.

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11. CHESS RULES

Format: Knockout / Plate Level

Event: Singles Mix

1. **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.
2. **Non-sudden death;** the standard timer is an analog clock 5 Minutes.
3. **A move is completed** when the clock is hit. There is no touch move concept.
4. **Illegal moves, improper starting position of the pieces or an improper board setup must be claimed.** After the correction the clocks are not adjusted
5. **Announcing check is not required.**
6. **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.
7. **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.

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14. TENNIS RULES

Format: Knockout

Events: Single Men, Doubles Men or Mix can be allowed

1. Each tournament match is played as best of four games for 1 set. A player who first wins three games wins.
2. The Tie-Break shall be played when the score reaches two games all in of the match. Game and set is won by the player who first wins 4 points (each point in tie-break is counted as 1), however, a margin of at least 2 points has to be achieved. Tie-break needs to be continued for as long as the margin is achieved. Possible results in tie-break 4:0, 4:1, 4:2, 5:3, 6:4, 7:5, 8:6, 9:7, 10:8 etc.) Each player will be severing two points.

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15. CARROM RULES

Format: Knockout

Event: Mix Event

1. The event will be played in knockout format till finals. A game consists best of two boards out of 3..
2. Lucky shots are permitted. Time limit for making a stroke by a player will be 10 seconds. Shooting styles are very personal - whichever 'grip' works for you is fine as long as you 'flick' the striker and don't push it. Generally, it's best to orient your body in order to see the line of your aim while shooting comfortably; you may not move or leave your chair.
3. The first player to pot a Carrom piece will carry on potting the same color for the duration of the game. If the player pots a carrom piece he/she play again, having replaced the carrom striker between his/her baseline. This continues until he/she fails to pot one of his/her pieces and then it is the opponents turn.
4. For forward shots, you can use your index finger, middle finger, or even the 'scissors' shot. Luck shots count and all combinations are permitted. The queen may be 'pocketed' at any point after the first piece has been pocketed, but before the last carrom piece is pocketed.
5. If a piece jumps off the board, it is placed on the center spot. If pieces land on end or are overlapping, they are left that way. If you sink your opponent's piece, you lose your turn. If you sink their last piece, you lose the board.
6. At the last piece, if the queen piece is pocketed the player must then pocket one of his/ her own carrom pieces straight after. If the player fails to pocket, then the queen must be replaced in the center of the carrom board.
7. If while shooting for the queen you also sink one of your pieces, the queen is automatically covered, no matter which went first.

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More Information

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