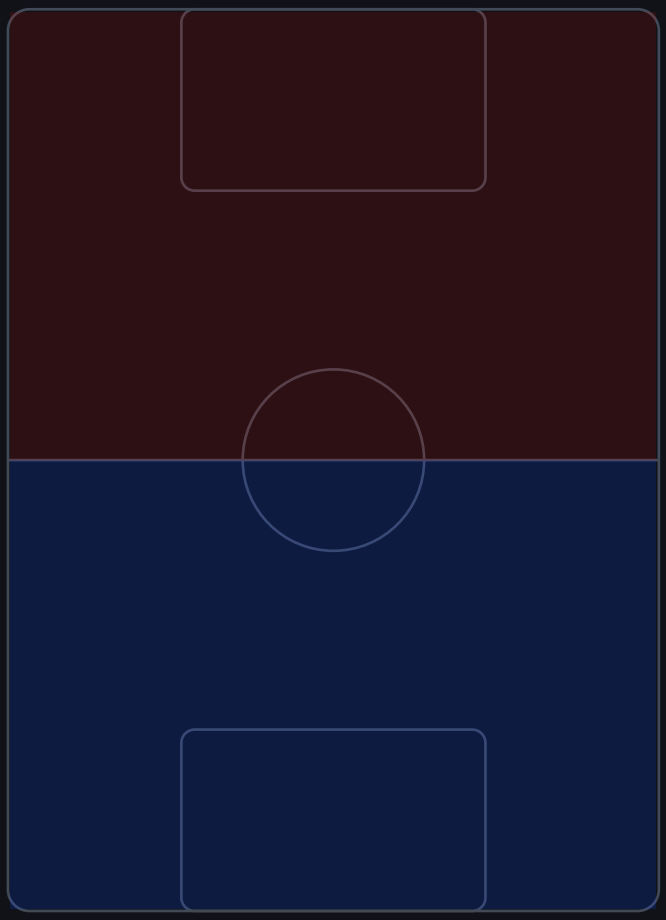
DERBY

EL GOUNA / 6v6 FOOTBALL

REGISTRATION TERMS & CONDITIONS



For team captains and individual players

Season opening: Sunday, 8 November 2026

REVIEW COPY | VERSION 1.2

Match recording is mandatory. Review payment/refund details, recording acknowledgement and contacts before publishing.

YOUR WEEK NEEDS A DERBY.

IMPORTANT INFORMATION

Please read before registering

These terms apply to DERBY El Gouna 6v6 competition registration by team captains and individual players. A team application alone does not guarantee a place. Each player, including any captain who plays, must complete the player registration process and accept the current terms before taking part.

FORMAT	6v6 football | 2 x 25-minute halves
SEASON	10 matchweeks: 9 league rounds + a finals week
VENUE	Energy Courts, El Gouna
TIME	Sundays, scheduled within the 7:00 pm - midnight window
ELIGIBILITY	18 years or older at registration and participation
FILMING	ALL MATCHES ARE RECORDED; highlights may be published

How acceptance works

A participant accepts these terms by ticking the required acceptance box during DERBY registration and submitting the form. DERBY should retain the version, date/time and relevant registration record. A captain accepts team obligations on behalf of the team only to the extent the captain is authorised to do so; each player must accept for themself.

Priority information

All DERBY matches will be filmed. Agreeing to match recording is a requirement for taking part. DERBY will share a viewing link to each match with participating players after processing and may publish goals, saves, Goal of the Week and other highlights. Please read Section 11. Payment and refund details must be set out in a separately accepted Season Fee Schedule; a separate privacy notice must accompany registration.

CONTENTS

01 Parties, scope and definitions
02 Eligibility and player registration
03 Teams, captains and registration status
04 Season, venue and fixtures
05 Fees, deposits and payments
06 Attendance, postponements and forfeits
07 Playing rules and match officials
08 Conduct, discipline and complaints
09 Health, safety and personal property
10 Venue, equipment and access
11 Recording, media and published match content
12 Personal data and privacy
13 Photos, team names and third-party content
14 Results, prizes and published information
15 Changes, interruption and cancellation
16 Liability, disputes and contact
17 Electronic acceptance and acknowledgements

Document control: v1.2 | Prepared 16 October 2026 | Proposed for the inaugural DERBY El Gouna season. Approval required before public use.

01 PARTIES, SCOPE AND DEFINITIONS

1.1 “DERBY”, “we” and “organisers” refer to the organisers of the DERBY football competition. “Player” means an individual participating in a match, including a captain who plays. “Captain” is the person nominated to manage a team’s registration and communications. “Season” refers to the relevant announced DERBY competition.

1.2 These terms govern registration, conduct and participation in the inaugural DERBY El Gouna 6v6 season. The published competition schedule, written official notices, applicable venue safety rules and any accepted Season Fee Schedule provide further practical details. Where terms are materially inconsistent, DERBY must clarify the applicable rule to registered captains before enforcing it.

1.3 Only officially published DERBY channels, the website and direct organiser communications should be relied on for registration, fixtures, payments and rule updates. Social-media promotional posts do not replace these terms or a fee schedule.

02 ELIGIBILITY AND PLAYER REGISTRATION

2.1 Every player must be at least 18 years old on the date of participation. A player must provide accurate registration information, including their name, age/date of birth, a working contact method and their selected team. DERBY may reasonably request proof of age or identity.

2.2 Individual player registration is mandatory before the first match a player takes part in. Captains and substitute players who participate must register individually, not only through a team application. Registration and participation are personal and cannot be transferred to another person.

2.3 Players may only play for a team on whose authorised roster they appear, unless DERBY expressly approves a temporary player or transfer. DERBY may reject duplicate, inaccurate or ineligible registrations, and may require verification or corrections before allowing a player onto the pitch.

2.4 A registered player should notify DERBY of material changes to contact or team details. Information about fitness or medical concerns should not be placed in public team groups; players may confidentially communicate safety concerns to the organisers as appropriate.

03 TEAMS, CAPTAINS AND REGISTRATION STATUS

3.1 Submitting a team application puts the team forward for consideration; it does not guarantee a place. A team becomes confirmed only when DERBY expressly accepts its entry and any required confirmation and payment conditions have been completed.

3.2 Each team must nominate a captain and vice-captain. The captain is responsible for timely communications, maintaining an eligible roster, circulating the rules and fixture updates, coordinating payments and ensuring team members individually register.

3.3 DERBY may set a reasonable final roster deadline and notify captains of it. Changes after that deadline, new substitutes or transfers require organiser approval. Team names and logos must not infringe another person’s rights or contain abusive, discriminatory or unlawful material.

3.4 DERBY retains authority to allocate league places fairly, organise fixtures and refuse or remove entries for material safety, eligibility, payment or conduct breaches, subject to the notice and refund protections

described in these terms and the applicable fee schedule.

04 SEASON, VENUE AND FIXTURES

4.1 The planned inaugural competition is a 6v6 football league at Energy Courts in El Gouna, starting Sunday 8 November 2026, with a ten-week format: nine league rounds and a finals tournament in week ten. The intended recurring playing night is Sunday, with kickoff times allocated within the 7:00 pm to midnight window.

4.2 Each match consists of two 25-minute halves, subject to reasonable referee management of stoppages and applicable matchday scheduling. DERBY supplies a referee, footballs and bibs as part of the announced league operation.

4.3 DERBY publishes official fixtures, venue details and match times before play. Matches may be moved for safety, venue access, weather, operational needs or mutually agreed postponement. A proposed new time becomes official only once DERBY confirms it.

4.4 The number of admitted teams, exact fixtures, standings method and finals seeding will be communicated in the official season format. No illustrative schedule or promotional example is a guaranteed fixture.

05 FEES, DEPOSITS AND PAYMENTS

5.1 Season fees, any deposit, instalment amounts, payment methods, deadlines and the party responsible for paying must be disclosed in an official Season Fee Schedule or written payment offer before money is requested. This document does not establish a specific team price or deposit amount.

5.2 Where a captain is responsible for payment on behalf of a team, the captain must explain the agreed financial arrangement to their players. A payment obligation is governed by the fee schedule or written offer that the relevant payer has accepted.

5.3 Cancellation, withdrawal, postponement and refund rights - including treatment of a deposit or instalments - must be set out clearly in the accepted fee schedule and remain subject to applicable law. DERBY must not treat a fee as non-refundable unless this was properly disclosed and agreed and is lawful.

5.4 If a payment is overdue, DERBY may contact the responsible payer, give a reasonable opportunity to resolve the matter and apply only the suspension, forfeiture or withdrawal consequences clearly disclosed in the accepted fee schedule or official rules, as permitted by law.

06 ATTENDANCE, POSTPONEMENTS AND FORFEITS

6.1 Teams and players should arrive at least 15 minutes before their scheduled kickoff, ready to play. A team that is 15 minutes late after its scheduled kickoff may be recorded as losing 5-0, unless DERBY has approved a change or exceptional circumstances justify a different official decision.

6.2 When a team is short of players, its captain must first ask in the DERBY Main group of the official WhatsApp community for available free agents or substitutes. Any replacement must be eligible, individually registered and approved by DERBY before playing. A player shortage does not itself cancel a fixture.

6.3 If a team still cannot play, its captain must notify DERBY at least 48 hours before kickoff and request a postponement. DERBY will discuss the request with the opposing team and tell the requesting captain what

that team decides. The opposing team has the final say on whether to agree to a postponement.

6.4 If the opponent refuses, the original fixture stands and the requesting team must play as scheduled or face the applicable forfeit rules. Even if the opponent agrees, a new date and venue require DERBY confirmation. Requests made with less than 48 hours' notice may be refused, except for genuine emergencies or venue/safety disruptions.

6.5 Captains must not independently move, cancel or announce a rearranged match. DERBY will coordinate any agreed change, confirm availability and communicate the final arrangement to both teams.

07 PLAYING RULES AND MATCH OFFICIALS

7.1 Slide tackles against an opponent are prohibited. Going to ground to keep the ball in play, block a ball or score may be allowed only if the action is safe and no nearby player is endangered. A goalkeeper may slide inside the penalty area only where the action is safe, as judged by the referee.

7.2 Touchline restarts are kick-ins, and a goal cannot be scored directly from a kick-in. A goal may be scored directly from a corner. There are no standard goal kicks: the goalkeeper restarts play with a throw. A goalkeeper may not handle a deliberate backpass from a teammate; the penalty is an indirect free kick.

7.3 Free kicks are direct unless the referee indicates otherwise; the deliberate backpass handling offence is indirect. A goal cannot be scored directly from kickoff. For 6v6 free kicks, opposing players must retreat the required 6 metres, subject to the referee’s instructions and venue constraints.

7.4 The referee controls play and interprets the rules during the match. The referee’s factual and in-play decisions are final for that match, except that DERBY may correct an administrative recording error or consider serious misconduct through a separate review process.

08 CONDUCT, DISCIPLINE AND COMPLAINTS

8.1 Players and team staff must respect opponents, referees, organisers, venue staff and spectators. Violence, threats, harassment, discrimination, serious abuse and deliberately dangerous play are prohibited.

8.2 A yellow card requires the player to leave the pitch for three minutes, during which their team plays one player short. The referee manages the start and end of the penalty. Additional cautions, dismissals, serious misconduct and repeat offences may lead to further match or season sanctions under DERBY’s notified disciplinary process.

8.3 Serious or violent misconduct may justify immediate removal from the match, suspension or exclusion from the competition. DERBY should consider the circumstances and, where practical, offer an opportunity for the player or captain to explain before a final season-level decision is made.

8.4 Complaints about behaviour, safety, registration or an administrative error should be sent privately to DERBY promptly with relevant details. Abuse of officials or public harassment on social channels is not an acceptable complaint procedure.

09 HEALTH, SAFETY AND PERSONAL PROPERTY

9.1 Football involves physical contact and inherent risks, including falls, collisions, sprains, fractures, heat exposure and other injury. Players participate voluntarily and should assess their own fitness and ability to play safely. A player with a relevant health concern should seek appropriate medical advice before participating.

9.2 Players must comply with reasonable referee and venue safety instructions, use suitable footwear and avoid dangerous accessories or equipment. A player who is injured, unwell, intoxicated or otherwise unsafe to play should not take part; DERBY or the referee may stop that player participating for safety reasons.

9.3 In an emergency, DERBY may contact emergency services, a team contact or a person identified by the player, and may share necessary information for emergency assistance where lawfully permitted. DERBY does not promise that a doctor, ambulance or comprehensive medical cover will be present unless separately confirmed.

9.4 Players remain responsible for ordinary personal belongings brought to the venue. Nothing in this section removes any responsibility that DERBY, the venue or another person cannot lawfully exclude, including liability for their own actionable negligence or misconduct.

10 VENUE, EQUIPMENT AND ACCESS

10.1 All participants must observe the safety, access and facility rules reasonably communicated by Energy Courts and DERBY. Venue management retains authority over physical facilities, permitted equipment and the use of the court.

10.2 Players must use DERBY-provided bibs and match balls in accordance with referee instructions, avoid damaging property and report unsafe pitch conditions promptly. Unauthorised installation of branding, equipment, cameras or physical additions around the pitch is prohibited.

10.3 Spectators and guests attend subject to venue rules and must not disrupt matches, obstruct cameras or enter restricted playing areas. A spectator’s presence does not give teams or players an automatic right to film or publish that spectator’s private information.

11 RECORDING, MEDIA AND PUBLISHED MATCH CONTENT

11.1 MANDATORY MATCH RECORDING - PLEASE READ: DERBY **will film and record every scheduled match** as part of the league experience. Match recording is a standard feature of DERBY and a **condition of participation**. Cameras may include automated football-tracking systems (including XbotGo), other video equipment, phones and photographers. Footage may show a player’s face, appearance, voice, shirt, name, actions, goals, tackles, reactions and interactions. DERBY plans to capture each match in full, although equipment failure, safety issues, venue restrictions or other exceptional interruptions could result in incomplete or unavailable footage.

11.2 Your match video: After each match, DERBY **will send participating players a link to their match recording**, through the team captain and/or official DERBY communication channels, once the recording has been processed and uploaded. A technical issue may delay a link or mean that no usable recording exists for a particular fixture; DERBY will communicate such exceptions. Access may depend on the video platform, and links should not be assumed private merely because they are shared with a team.

11.3 Goals, highlights and weekly awards: DERBY will film matches to create and share football content, including individual goals, saves, match highlights, **Goal of the Week**, Man/Player of the Match, season recaps, finals content, leaderboards, match-day reels and other league storytelling. Players acknowledge that they may appear in those videos and photographs, even when they are not the featured scorer or award recipient.

11.4 Where footage can appear: DERBY may publish or distribute appropriate match material on derby-eg.com, its official Instagram and WhatsApp channels, video platforms (including YouTube if used), league presentations and other DERBY-managed communications. Highlights and promotional posts may be public, may include the player's sporting name or team, and may be saved or reposted by third parties. DERBY cannot guarantee deletion of unauthorised copies saved by others.

11.5 Editing and fair presentation: DERBY may edit, crop, caption, subtitle, compile and republish football footage to showcase league activity without deliberately misrepresenting or humiliating participants. Public footage and graphics will not intentionally include players' private contact details, full birth dates or unnecessary personal registration information.

11.6 Partners and advertising: Routine match videos and highlight posts may carry DERBY logos and event-supporter or sponsor acknowledgements. DERBY will not claim that an individual player personally endorses a sponsor, or use that player's identifiable image in a standalone unrelated commercial advertisement, without any additional permission required by law.

11.7 Required acknowledgement: Every participating player must separately acknowledge the mandatory filming and ordinary DERBY publication uses described above before playing. **If a player does not agree to match recording, they cannot take part in a DERBY fixture that is filmed.** Because all DERBY fixtures are recorded as standard, there is no option to participate while opting out of match filming. Players with questions or concerns must contact DERBY before registration or playing. All recording and publishing remain subject to applicable privacy, image and data-protection rights; any additional consent legally required for specific uses must be obtained.

11.8 Concerns and takedown requests: A participant may contact DERBY to raise concerns about content that reveals private information, creates a safety risk, is abusive or seriously misleading, or otherwise engages applicable legal rights. DERBY will consider appropriate edits, restrictions or removal where legally required or reasonably warranted. This does not guarantee removal of third-party reposts, saved files or screenshots.

11.9 Responsible use: Players and viewers must not use DERBY content for harassment, threats, defamation or exposing another person's private details. Participants' own recordings remain subject to venue, consent and privacy rules. DERBY footage is not a formal VAR system and does not automatically change an on-field referee decision.

12 PERSONAL DATA AND PRIVACY

12.1 DERBY may process registration details including name, age/eligibility, contact details, team membership, payment-status information, participation history, disciplinary records where necessary, agreement records, and photographs or video in which a participant appears. DERBY should collect only what is relevant to league administration and specified purposes.

12.2 The purposes include eligibility checks, team registration, fixtures, results, safety, participant communications, authorised payments, dispute handling, statistics, season history, publication of appropriate football coverage, and lawful recordkeeping. DERBY should provide a separate accessible privacy notice with

the lawful basis, retention approach, contact information and applicable individual rights.

12.3 Player contact details and dates of birth are not to be published on public team lists or shared with sponsors. DERBY may share limited information with service providers where necessary for the service, such as hosting, registration, video processing and communications, subject to appropriate safeguards. Aggregate or anonymised participation statistics may be shared with prospective partners.

12.4 Marketing emails, commercial offers and sponsor outreach based on a player's personal contact data require a separate, freely chosen opt-in where applicable. Refusing optional promotional marketing must not prevent someone from registering for the league. Promotional preferences should be recorded and respected, including withdrawal requests.

12.5 DERBY should retain personal data no longer than reasonably necessary for disclosed purposes and legal obligations, limit staff access, secure the system and provide a way to request access, correction or deletion where legally applicable. Video data may be harder to delete once lawfully published, incorporated into a public match record or shared by others. Rights and exceptions must be explained in the separate privacy notice.

13 PHOTOS, TEAM NAMES AND THIRD-PARTY CONTENT

13.1 Captains confirm that they have authority to submit their team name, crest and other uploaded materials, or have obtained permission from the owner. A team permits DERBY to display its name and approved logo for league entry, fixtures, standings and reasonable season coverage, including historical results.

13.2 Players should avoid uploading copyrighted or third-party photographs without permission. Any music, brand image or footage contributed by a participant remains subject to the rights of its owner; DERBY may remove content that raises legitimate rights or privacy concerns.

14 RESULTS, PRIZES AND PUBLISHED INFORMATION

14.1 DERBY may publish team names, fixture times, match scores, league rankings, disciplinary outcomes relevant to competition administration, and player recognitions such as goals and Man/Player of the Match. DERBY may correct factual or recording errors identified after publication.

14.2 Prizes, medals, trophies, finals qualification and any Ramadan tournament entrance benefit are awarded only on the terms officially confirmed in the season announcement or prize notice. Any additional prizes not formally announced are not guaranteed. External tournaments remain subject to their own eligibility and entry requirements.

15 CHANGES, INTERRUPTION AND CANCELLATION

15.1 DERBY may reasonably adjust fixtures, match times, venues, competition arrangements or safety rules when required by bad weather, court conditions, legal restrictions, loss of venue access, serious misconduct, low participation or other operational disruption. Material changes will be communicated through official channels as soon as reasonably practical.

15.2 DERBY will not apply material retrospective changes unfairly to an already played match or a payment arrangement already accepted, except where necessary for safety, legal compliance or to correct an error. Any

financial remedy for a cancelled or materially reduced season must follow the agreed Season Fee Schedule and applicable law.

15.3 DERBY may suspend or terminate an individual's participation for serious eligibility, safety, misconduct or material agreed payment breaches, subject to fair consideration of the facts and any applicable refund/consumer protections.

16 LIABILITY, DISPUTES AND CONTACT

16.1 Players accept the inherent risks of recreational football and agree to take reasonable care for themselves and others. Neither DERBY nor a participant is released from liability that cannot be lawfully excluded. These terms do not exclude responsibility for fraud, wilful misconduct, actionable negligence, or other non-excludable rights or remedies.

16.2 A player is responsible for injury or property damage caused by their own unlawful or deliberately reckless conduct to the extent established under applicable law. This document does not create an unlimited indemnity in favour of DERBY or the venue.

16.3 Questions, safety reports, withdrawal requests and privacy/media concerns should be raised using the official contact methods published by DERBY on its website and registration confirmation. The organisers should identify a reliable privacy contact before publishing this document.

16.4 These terms are intended to be interpreted consistently with applicable Egyptian law. Disputes not resolved through direct communication may be referred to the competent Egyptian authorities or courts, without waiving mandatory participant or consumer rights.

17 ELECTRONIC ACCEPTANCE AND ACKNOWLEDGEMENTS

17.1 By submitting the online registration form with the required agreement checkbox, a registering player confirms that they have had a reasonable opportunity to read and download this document, are at least 18, provided accurate information, understand the football risks and agree to comply with the competition and venue rules.

17.2 The registration flow must display a **separate, required filming acknowledgement** with clear wording, such as: *'I understand that ALL DERBY matches will be recorded. I agree to appear in match recordings, DERBY highlights, Goal of the Week and other ordinary league content, and I understand DERBY will share a link to my match video after it is processed. I understand this recording policy is a condition of playing.'* Keep any legally required additional permissions distinct.

17.3 The form should offer a separate, optional, unchecked choice for promotional email/WhatsApp updates and sponsor offers. Refusal of this optional marketing choice must not affect eligibility.

17.4 DERBY should maintain reliable records of the accepted document version and timestamp, while protecting personal information and avoiding publication of any participant's signature or private registration fields.

Document control: DERBY-ElGouna-TC-2026 v1.2 | REVIEW COPY - NOT YET APPROVED FOR PUBLIC REGISTRATION.