

# Mei Nan Bei Rules

*Update history: Adopted from Mei Nan Bei 2007, updated for 2008*

**Rules Committee:** Composed of 1 member from each team. Formal statements would be summarized and sent by Chairman only. This committee would rule and coordinate between teams as well as in games. Chairman would be reselected just before Prize Ceremony on MNB field to serve next year, preferably rotate inside teams.

## 1 Player Qualification:

- 1.1 A player must look like Chinese and speak Chinese.
- 1.2 Players are subject to show IDs when challenged by other teams.
- 1.3 A player is not allowed to play for more than one team.
- 1.4 Guest player: Only 2 guest players can be playing on the field, though no limit on number of guest players in each team. Guest player is defined as: a player from non-southern US region (CA, NY etc.) who never lived or played soccer here locally and is invited by a local team here to just play in MNB. Anyone here locally can play for any local team, which may need coordination between Rules Committee and team-organizers.
- 1.5 Exceptions: Solutions to team member critical shortage should be approved and justified by Rules Committee.
- 1.6 Violating teams will be banned through the tournament.
- 1.7 All games involved will be considered as forfeits of violating team. Further actions may be used.

2 **Liability Waiver:** The organizer does not provide insurance coverage for players and is not responsible for any unfortunate events of injuries during the tournament. All event players need to sign the **Injury Release Form** before participating in the tournament.

## 3 Player Uniforms, Equipment, Safety Protections:

Similar color jerseys with different numbers are required. Should there be a conflict in colors, home team (or closer to host city) is responsible for changing or wearing vests. Every player must wear **shinguards**, and is responsible for his/her own safety protections.

4 **Game Rules:** [FIFA Laws of the Game](#) will apply, with the following exceptions:

### 4.1 Duration of play:

Each 70-min game consists of two 35-min halves, with 10-min break in between.

Each 90-min game consists of two 45-min halves, with 15-min break in between.

Single elimination games on the second day will proceed directly to penalty kick shootout, if tied at regulation.

4.2 **Substitution:** Unlimited substitutions at any stoppage of play except at free kicks.

### 4.3 Failure to show/forfeit game:

There is a 10 minutes grace period from kick-off time. Forfeits may occur if a team does not have at least 7 players on the field. A forfeit game is considered 2:0.

4.4 **Points System:** Win 3, Draw 1, Loss 0.

### 4.5 Discipline and Fines:

Any player red carded for fighting will be ejected from the tournament and the team will be fined \$100 from security deposit. Other red card receiver will be suspended for next game and the team will be fined \$50.

A team will be fined \$100 for forfeiting a game.

4.6 **Inclement Weather:** The committee members have the authority to make appropriate changes.

4.7 **Dispute:** In case that a dispute cannot be resolved by referees, Rules Committee will make a ruling based on the circumstance.

### 4.8 Tie-breaker rules:

- (1) Greater number of points obtained in the group matches between the teams concerned;
- (2) Goal difference resulting from the group matches between the teams concerned;
- (3) Greater number of goals scored in the group matches between the teams concerned;
- (4) Greater total goal difference;                      (5) Greater total goals scored;
- (6) Lowest goals allowed;                                      (7) Lowest red cards total;                      (8) Coin flip.