



8th Annual Jambalaya Cup
February 20-22, 2026
Hosted by Ascension Flight Soccer Club

Tournament Rules:

1. Team Rosters

- One player cannot play for 2 teams within the same tournament.
- Teams in the age groups of 11U & 12U are limited to a roster of 18 players.
- Teams in the age groups of 13U+ are limited to a roster of 22 players. • A team representative is responsible for obtaining a copy of the changes/procedures at the information desk.
- A maximum of three guest players will be allowed on any one team. Louisiana teams follow LSA policy manual section 305-1 for club pass and guest players.
- If a player plays for more than one (1) team within the tournament, the player will not be allowed to play the remainder of the tournament & both teams involved will receive an automatic 3-0 loss for all games that player participated in.

2. Team Check-in

- All teams must check-in online by emailing all documents to; tournaments@ascensionflight.org, teams can find the required documents on the check-in page.

3. Rosters, Player, Manager/Coaches Pass & Medical Release Forms

- Each player and Coach must have a USYSA ID pass for the current year, containing the date of birth. No player or coach may enter the sideline area without a pass. All passes will be checked during the team check-in process and an approved roster will be sent to the coach/manager. Coaches must have in their possession during each game, a medical release for each player.

4. Home Team

- Home team is the first team listed on the game schedule, or top team in a bracket tree. In case of a uniform color conflict, the team in the incorrect color is responsible for changing to an alternate color jersey. Visiting team will wear the “the dark color” uniform, and the home team will wear “the light color”. Game balls shall be furnished by the home team, who shall present a primary and alternate game ball, acceptable to the referee prior to the start of the game to prevent lost time due to lengthy ball retrieval.

5. Grace Periods

- There are no grace periods. Any team that is not ready to play at the scheduled time is subject to (referees discretion) forfeit of that game. Teams should be at the game field 15 minutes before the scheduled game time and ready for check in with the referee.

6. Players Equipment

All players **MUST** wear shin guards. Socks must be worn over the shin guards. All players must have a light and dark jersey at each game with legible non-duplicate numbers on the back. No hard casts allowed.

7. Length of Games, Overtime, Water Breaks, Weather & Ball

Age Groups	Ball Size	Bracket Play	Final	Half Time	Format
13U – 19U	#5	2 x 30 min	2 x 30 min	5 min	11v11
11U & 12U	#4	2 x 25 min	2 x 25 min	5 min	9v9

- No overtime periods. Tie scores will stand in Bracket games. Quarter, Semi & Final games ending in a tie will be decided by FIFA kicks from the penalty mark.
- A decision to conduct water breaks during the match will be the decision of the tournament officials. The referee will **NOT** stop the game clock during the water break period. A two-minute maximum period may be allowed. Players may not leave or enter the field of play during the water break period. No substitutions are allowed at the water breaks.
- In case of inclement weather, the Tournament Director will determine if a game is to be played. Once the game has started the decision to continue play rests with the referee. If the referee suspends the game due to weather conditions, the tournament committee will decide when the game is restarted. A second stoppage of the game will result in automatic termination. Terminated games shall be considered completed if one half of the game has elapsed at which time the score at the stoppage of play shall be the final score. If a game is terminated before one half has been played, the game will be replayed in its entirety, if scheduling permits and/or at the tournament director's discretion. Check the tournament website for weather and other tournament related information updates

8. Substitutions

- Substitutions will be in accordance with LSA Policy 310 #10.

9. Conduct of Coaches, Players and Spectators

- The teams and coaches will occupy one side of the field. The spectators must occupy the opposite side directly across from their team. Coaches are responsible for controlling the actions of their players, spectators and team officials. The referee is authorized to terminate a game if a player or coach becomes unruly or physically menacing and to suspend play for the removal of an unruly or menacing spectator.
- If a team leaves the field of play before the referee ends the game, that game and all remaining games shall be forfeited by that team. If a coach feels that conditions present an unnecessary danger to the safety of the team, he should request that the Tournament Referee observe the game and render a final decision.

10. Misconduct

- An ejected player or coach is ineligible for the next scheduled game. **ABUSE OF OFFICIALS WILL NOT BE TOLERATED.** Violations may result in forfeiture of

the game and/or expulsion from the tournament. In addition, all matters involving referee assault or abuse will be referred to the Louisiana Soccer Association (state association).

- Any coach, or team official who has been ejected must leave the field area immediately, or the game will be forfeited. Anyone sent-off shall leave the playing area under the supervision of a field marshal and have no further contact with the team during the remainder of the game. Players will be released to their guardians at the tournament tent. The referee will confiscate the player pass of any player sent-off and will turn it over along with a Report of Misconduct to the Tournament Director. These reports will be forwarded to the appropriate state association.
- A team shall forfeit a game if its conduct causes a game to be prematurely terminated. Penalties resulting from conduct occurring before a game is forfeited shall be enforced. If a coach is sent off during a match which results in the team having to forfeit the game, the team will be disqualified from the tournament and all games played will be removed from the standings.
 - Sanctions for red cards will be issued in accordance with LSA Policy 214.3

11.10-Point Scoring System

- 9U & 10U Teams will not have standings or finals and score lines will not be tracked
 - **Bracket Games:** 6 points for a win; 3 points for a tie; and 0 points for a loss. 1 point will be awarded for every goal with a maximum of 3 goals scored. Additionally, 1 point will be awarded for a team shutout win or tie (example: 3-0 win = 6 points for win, 3 points for goals scored with a maximum of 3 and 1 point for a shutout = 10 points total).
- **Forfeited Bracket Games:** the non-forfeiting team shall receive: 6 points for a win; 3 goals for; and 0 goals against. The forfeiting team shall be accorded: 0 points for the loss; 0 goals for; and 3 goals against.
- The winning team shall be responsible for turning in the game score card to the referee tent after completion of the game.

12.Bracket Standings

- 9U & 10U Teams will not have standings or finals and score lines will not be tracked
- If, at the conclusion of bracket play, two or more teams are tied in the number of points awarded, the final standings for bracket play will be decided in the following non-repeating order:

- a. Winner of head to head competition during round robin competition. This applies for advancement overall from all brackets only if all involved teams have played one another (this criterion is not used if more than two teams are tied).
- b. Highest total goal difference for all games ("goals for" minus "goals against")
- c. Fewest goals allowed, total for all games, no maximum per game.
- d. FIFA kicks from penalty mark.
- e. Coin toss.

13.Brackets and Advancement

I. 3 Team Brackets

- a. 2 group games on Saturday, ties in bracket stand, #1 placed team advances to final with teams placed in #2 & #3 playing in a semi-final on Sunday.

II. 4 Team Brackets

- a. 3 group games throughout the weekend playing each team once with team placed in #1 crowned as champions & team placed in #2 as finalists.

III. 5 Team Brackets

- a. 2 group games on Saturday, ties in bracket stand, team placed in #1 advances to final with teams placed #2 & #3 playing a semi-final and teams placed #4 & #5 playing consolation on Sunday.

IV. 6 Team Brackets

- a. 2 group games on Saturday, ties in bracket stand, #1 placed team from each bracket advances to final with teams placed in #2 & #3 from each bracket playing in a consolation round on Sunday.

V. 7 Team Brackets

- a. 2 group games on Saturday, ties in bracket stand, #1 placed team advances to finals with teams placed in #2 & #3 playing in a semi-final and teams placed in #4, #5, #6 & #7 playing consolation on Sunday.

VI. 8 Team Brackets

- a. 3 in group bracket games, ties in bracket stand, with teams placed in #1 from Group A & Group B advancing to the final.

VII. 10 Team Brackets

- a. 2 groups with each team playing 3 games and of that, 5 games being cross-bracket. Teams placed in #1 from Group A & Group B advance to the final.

14.Protests

- No protests shall be allowed based on the decisions made by the referee during

play. Protests will be allowed only if the “Laws of the Game” have been misinterpreted by the referee, or if a team uses an ineligible player. In order for the Tournament Committee to uphold a protest concerning the application of the “Laws of the Game”, it must determine that the error affected the outcome of the game. To file a protest, the head coach must submit in writing the nature of the violation to the Tournament Director, within one-hour of the end of the game being protested, along with \$100 in cash, certified check, or money order. Upon receiving a properly lodged protest, the Tournament Committee shall notify the opposing team of the protest and request a response and shall obtain a copy of the game report from the involved referee. If the protest is upheld, the appeal fee will be returned, and corrective action as determined by the Tournament Committee will be taken.

- Decisions reached by the Tournament Committee are final and cannot be appealed.

15. Matters Not Provided For:

- Any situation or questions on rules of competition not covered herein will be governed by USYSA and LSA Administrative Rules Book. Any matter not provided for in the tournament rules or USYSA or LSA rules shall be determined by the Tournament Director, whose decision is final.

16. EXTERNAL CONDITIONS, WEATHER, ETC.

- In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. It may not be rescheduled, and no refunds will be issued.

USYSA Mandate:

- Players 12U and below are **NOT** allowed to intentionally head the ball.