# 2024 Team Admin Packet



# February 8-10, 2024

Coaches/Team Administrators:

Congratulations on your team's acceptance into Utah's 2024 Boys and Girls U13-U19 Coyote Cup! In preparation for this tournament please read through the following packet carefully as it will answer many of your questions and ensure that your team is prepared for check-in. \*All times listed for the tournament (i.e., check-in, game times, etc.) are PACIFIC STANDARD TIME (PST). Please plan accordingly.

## **Roster Freeze**

# February 7th, 2024 at 11:59 PM (MST)

- This mean your roster must be finalized with adding players before this deadline
- The UYSA office is open Monday Friday from 9am -5pm for any assistance

# **COVID-19 Protocols**

Currently there are no protocols. Should this change, UYSA will inform all teams.

# **Mandatory Check -in**

Check-in will be done online. You will not need to check your rosters with us at the tournament. You'll still need to pick the gift for the coach. The location for that can be found below:

The Mesquite Regional Sports and Event Complex 1635 World Champion Way Mesquite, NV 89027

# **Team Managers Video**

We have developed an online video for all managers and coaches to watch when is best for you. Watching the video is not mandatory but was made for your benefit of being informed on some important rules and information about Coyote Cup. Links to the video is below and is about 6 minutes:

### Video:

https://youtu.be/o5GpvlzYMBs

#### **Bracket Release**

Brackets will be released on Friday January 12th, 2024

# **Schedule Requests**

- Schedule requests\* will be accepted until Sunday <u>January 21, 2024 by 5 PM</u>. Send request to <u>catkin@uysa.org</u>. Any requests made after this date will not be considered. If you have schedule needs please make sure to request them prior to the deadline.
- \*Please note that a request is <u>not guaranteed.</u> The tournament has the right to create the schedule that best suits what it needs. We will work to try to accommodate. Several factors go into accommodation and we try our best to grant all on-time requests.

# Schedule Release

# January 25, 2024 by 5 PM MTN

- Schedules released in advance of the tournament are subject to change. You will receive an email once the schedule is ready. Pay attention to field assignments for each day of tournament play. Field assignments may change during the tournament. You will be advised by email and phone/text if changes are made within 24 hours of scheduled play. Please see at end of document for Venue and Address Information.
- All teams must plan to play Thursday February 8th.

## **Team Check -in**

We have moved to an online check-in process. Unlike years past, you do not need to submit a roster. You simply need to edit your roster, as explained below, in your application. You can make changes up until the roster freeze which is February 7, 2024 at 11:59 PM. All rosters will lock at that point, and no changes will be permitted.

#### **GUEST PLAYER FORMS**

You will still need to submit guest player forms to us. A guest player is anyone not from your current team, and not eligible to club pass. You can submit those forms at <a href="https://forms.gle/Y8HnBMLW4WH1UksD7">https://forms.gle/Y8HnBMLW4WH1UksD7</a> and they must be submitted prior to the above roster freeze date.

## **HOTEL BOOKINGS**

Coyote Cup is NOT a stay to play tournament. You may choose your own lodging. We have partner hotels with discounted room rates. You can find those on the Coyote Cup Website .

## ROSTERS

- Each team (coach or admin) must create a tournament roster for Coyote Cup.
  - Each team will be using the Digital Player Cards at game check-in. Please make sure that a
    coach or admin listed on your Affinity roster has a device that can access the Digital Player
    Cards before each game. It is not the referee's responsibility to pull up your Digital Player Cards
    on a capable device. You'll find the link to the digital player cards below. We will show you
    how to use this at check-in if you are unfamiliar.

- https://uysa.affinitysoccer.com/m/pass/index.aspx
- o If adding a Tournament Only Player, you will not need a guest player form for them. They will appear as "loaned" on your roster but all you need for them is to show us their physical player card at check-in.
- IMPORTANT your roster must be created and finalized by Roster Freeze date at 11:59 PM
   MST (February 7, 2024). Tournament Roster Instructions are below.
- Guest Player Forms for Players guesting with your team
  - All guest players must be added to your tournament roster. All guest players are required to fill out the Guest Player Form (which includes signature from their primary coach) and must be presented at check in (by whoever is checking the team in the guest player does not need to be present). Instructions for creating a tournament roster and adding guest players are included in Tournament Roster Instructions (found below). We cannot allow a guest player to participate if the team does not turn in a Guest Player Form for that player at check-in. Guest Player Forms can be found with the following link:
    - https://bit.ly/3IJoZBk

# **Tournament Roster Instructions for Digital Player Cards and Player Roster for Check-in**

Only a coach or admin who is rostered to the team can create a tournament roster.

1. Go to <u>www.utahyouthsoccer.net</u>. Login in under member login which is located on the top right hand of the front page.

You will now be on the "My Account" page.

- 2. Click the "Teams" tab under your family information
- 3. Click on the "Tournament & Schedule Apps" tab
- 4. Find the Team you are editing the roster for
- 5. Click "View Tourn. App." To the right of the "2021 Coyote Cup"
- 6. Click the grey "Player Roster" tab at the top of the page

## To add a Guest Player

- a. click the "Add Player" button
- b. Enter the Player's First and Last Name (and Player ID # if you have it)
- c. Select "Loaned" as "Player Status"
- d. Select the Gender
- e. Enter the Player's "Date of Birth"

## To Deactivate a Player that will not be attending Presidents Cup with your team

- a. To the right of the Player's Name uncheck the "Active" Box to deactivate that player.
- b. To save the changes to your active players click on the "Set Active Players" button at the bottom of the page
- 7. Enter jersey numbers for ALL the players on the roster
  - a. Click on the "Edit Player Team Info" in the bottom right hand corner of the page.
  - b. Enter the "Home" and "Away" jersey number for ALL the players on the roster.
- c. Click the "Save Changes" button in the bottom right hand corner to save the jersey numbers you have entered
- 8. Click the "Player Roster" tab at the top of the page
- 9. Verify that Roster is correct:

Are all of the players traveling with your team on the roster?

Do all of the players have pictures uploaded and are they the correct size?

Have all of the jersey numbers for the players on your roster been entered?

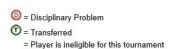
No changes will be allowed to rosters after the roster freeze deadline

## Below is an example of what your Roster should look like:

UYSA Demo - Boys 14 Under (04) 0123-01RB10-0045 - Player Roster

	PLAY	ER ROSTER	STATS		
registered	loaned	transfered	active	inactive	total
11	0	0	11	0	11
	11 players	defined of th	e 18 allo	wed	

Home Jrs#	Away Jrs#	Name	ID#	DOB	Gender	Player Status Transfer D	ate ODP Level	Active?	
1	1	Armstrong, Franklin	88654-976901	7/31/2004	Boy	Registered		•	Assign
2	2	Bird, Schroeder	<b>2</b> 63589-408791	5/1/2004	Boy	Registered		•	Assign
3	3	Bird, Woodstock	\$ 65143-230924	4/1/2004	Boy	Registered		•	Assign
4	4	Brown, Charlie	99475-767329	1/1/2004	Boy	Registered		1	Assign
6	6	Brown, Snoopy	98497-645512	1/1/2004	Boy	Registered		•	Assign
7	7	Carlin, Marcie	98420-878619	5/1/2004	Girl	Registered		•	Assign
8	8	Jetson, Elroy	13365-665702	7/4/2004	Boy	Registered		•	Assign
9	9	Patty, Peppermint	53625-688243	3/1/2004	Girl	Registered		•	Assign
10	10	Schulz, Pig-Pen	77791-472339	6/1/2004	Boy	Registered		•	Assign
11	11	van Pelt, Linus	\$ 59965-590584	2/1/2004	Boy	Registered		•	Assign
12	12	van Pelt, Lucy	36796-562415	2/1/2004	Girl	Registered		•	Assign



## TOURNAMENT RULES AND INFORMATION

Please review the rules! Especially any roster rules. You can find them at https://www.utahyouthsoccer.net/coyote-cup

Some important rules to note:

#### **Roster Limit:**

13U – 19U: Max of 22 but only 18 designated per game

## **Guest Players (strictly enforced):**

- Club pass players do not count as guest players and do not require a guest player form
- 13U 19U: Max 5 players

## **Coaches:**

- Recommended to have assistant coaches for this tournament. We will schedule as best we can to avoid
  coaching conflicts for pool play but we can't make any guarantees, which means a potential of two
  games being at the same time or a second game could be at a different field in the city of Mesquite.
  Finals and consolations will not be adjusted because there is no second coach on the roster. It is your
  responsibility to have the necessary number of coaches.
- Coaches should have an "E" license, we will work with you if you can't find an assistant to coach a game in conflict.

• Please watch your behavior on the sidelines. Any ejection is an automatic (1) game suspension with no appeal.

# **FACILITIES**

- NO DOGS/PETS at the Mesquite Sports and Event complex. This rule will be strictly enforced. The city
  of Mesquite takes it very seriously and expects us to enforce it. Please make accommodations to not
  bring your dog/pet to Mesquite
- No scooters, hoover boards, roller blades, or anything similar
- No hiking on hills
- No smoking
- Make sure you have all your soccer equipment. There is no vendor for soccer gear on site nor does Mesquite have an adequate sports store. Closest is a DICK's Sporting Goods in St. George.

UYSA will provide a team tent at all locations **except** for fields at the Mesquite Sports Complex. You'll want to bring your own benches as well for all locations.

Utah Youth Soccer thanks you for your participation and wishes you and your players' good luck!!

Thank you,

Utah Youth Soccer Association