## Pricing for AYSO United Salt Lake Teams

## 2020-2021 Season (with uniform)

\$65.00 AYSO National – Insurance/Support \$120.00 UYSA gaming league fee \* \$215.00 Uniforms (3 kits – 3 years) \*\* \$45.00 UYSA Referee fees (estimated) \*\*\* \$80.00 Local Budget (fields/equipment/etc.)

Total: \$525.00/yr - "high estimate"

## 2<sup>nd</sup> Year – 2021-2022 (no uniform)

\$65.00 AYSO National \$160.00 UYSA gaming league fee \* \$00.00 Uniforms \*\* \$75.00 UYSA Referee Fees \*\*\*

\$80.00 Administration (fields/equipment/etc.)

Total: \$380.00/yr - "high estimate"

\* The UYSA Gaming League Fee is set by UYSA (not AYSO). This fee has gone up \$40 over last few years because UYSA has started a "legacy field fund" to purchase fields for future generations. However! Due to Covid-19, the \$40 Field Legacy fee is going to be waived for the 2020-2021 season. For players who only play a fall or spring season (High School Ages) the UYSA gaming league fee will be about \$55 less than shown. Exact fees vary slightly by age division as well (younger division are less). Exact amounts are shown during registration and payment. Current UYSA fees can be found here:

## http://www.utahyouthsoccer.net/about/how to sign up/

- \*\* The Uniforms only need to be purchased every 2 years, so the second year in the program could be less money than the first year. This may change if the AYSO National Office changes uniform vendors and/or styles.
- \*\*\* Referee fees can range from \$35-\$70 depending on the age division. Exact amounts are shown during registration and payment. For 2020-2021, ref fees are lower because of carryover from spring 2020.

Estimate fees DO NOT include tournaments and winter indoor season fees. Tournaments and indoor seasons will be determined by the individual coaches. Local tournaments are usually \$35-\$50 per player and indoor seasons are between \$50 and \$80.

A four-month payment plan is available for registration fees during registration. Uniform, indoor, and tournament fees will be collected separately when required.



