

# HOW TO REGISTER AS A DISTRICT/AA TEAM – 2020-2021

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It is your responsibility to meet **ALL** the following requirements before the deadline so your team can be activated and sent in for scheduling.

- ✓ A Head Coach must be registered in the Affinity system and be on the team roster
- ✓ Every admin on the roster must have current Concussion & SafeSport certificates in their profile.
- ✓ The minimum number of players (based on age group) must be registered and on the roster
- ✓ Each player must have a birth certificate uploaded in the system (ONLY THE REGISTRAR CAN UPLOAD)

**2021 Fall deadline: July 9th**

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**REGISTRATION LINK** – All players and admin will go to the [AA Registration page](#) on the NUCS website.

**COACHES AND TEAM MANAGERS** – Register using the **Admin Assignment Codes** for the team.

[LINKS for the following can be found on the Registration page of the NUCS website.](#)

- **Affinity Login:** Once registered as Admin you must log in to Affinity to have access to your team page and to keep track of players who are registering. You will also see which players have the required pictures and birth certificates.
- Admin must upload a recent photo. Upload it when you register or email it to the Registrar.
- **Concussion Course & SafeSport Course:** ALL ADMIN MUST COMPLETE BOTH EACH YEAR. **You MUST upload NEW (completed this year) copies of your certificates** to your profile or email them to the Registrar to be uploaded. Remember to save the certificates to your computer at the completion of the courses.
- **Coach Licensing Info:** UYSA has updated their licensing structure, please visit their website for more info. All licensing is done through UYSA. *District/AA coaches are not required to have a license through UYSA.*
- **UYSA Resource Center:** Forms, “How Tos”, Policies, etc.
- **Team Manager FAQs:** Info on Club Passing, Entering Scores, Reschedules, etc.

**PLAYERS** – Register using the **Player Assignment Code** for the team.

- All players use the same Player Assignment Code
- Players must have a birth certificate & current photo (headshot) in their profile (see below)
- It is the Admins’ responsibility to be sure each player is the correct age to play on the team. PLEASE double check birth years before offering a spot on your team.
- Players can be added to the roster anytime until the max has been reached, they will use the same procedure and info listed above (including spring only players).

**BIRTH CERTIFICATES** – ALL players must have a government issued ID (usually a birth certificate or passport) uploaded in their profile or they will not show up on the roster and will not be allowed to participate in games.

- The NUCS Registrar is the only person who can upload Birth Certificates
- If a player does not have a BC in the system they must email it to [registration@northutahcountysoccer.com](mailto:registration@northutahcountysoccer.com)
- The BC must be a full size PDF or JPEG file that is not blurry, fuzzy, dark, shadowed, or cropped/cut off in order to meet the UYSA requirements (the wallet sized birth certificate cards will not be accepted)
- Players must register and be on the roster before emailing the Birth Certificate to upload.

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**PHOTOS** – ALL admin and players must upload a new picture when they register or they will not show up on the roster and will not be allowed to participate in games.

- Use the Affinity system to crop the picture to the correct size/dimensions
- Photos that do not meet the UYSA requirements will automatically be deleted and a correct picture must be uploaded by the Admin or parent.

**UNIFORMS** – Players should have “home” and “away” uniforms. Uniforms are chosen by the coach (who orders them) and the players pay the coach directly. NUCS gets a large quantity discount through Score Sports ([scoresports.com](http://scoresports.com)) and Prottime Sports ([protimesports.com](http://protimesports.com)), and both companies will give NUCS coaches a discount if you ask for it

**GAMES & SCHEDULES** – Games will be played through the State Gaming League. UYSA will create schedules after Alignment, and a link to the schedules will be available on our website as soon as they’ve been posted (on the Schedules tab).

**HOME FIELD** – Will be assigned to you by the Competition Director and is based on where your players live

**REGISTERING ADDITIONAL PLAYERS** – Players can register to the team until the roster is full. Once a team has been activated players who register will show up at the bottom of the team page in the Unassigned New Members section. Notify the Registrar that they are there so they can be moved up to the roster (if they have a BC in their profile)

**TOURNAMENTS** – Are optional and independent of NUCS/UCSC. A list can be found on the Utah Youth Soccer Association (UYSA) website: [www.utahyouthsoccer.net/sanctioned-tournaments](http://www.utahyouthsoccer.net/sanctioned-tournaments)

**TEAM INFO** – For Fall 2021 – Spring 2022

Age	Year born	Play	Min roster size	Max roster size	Game length (halves)	Ball size
U9	2013	7v7	9	13	25 min	4
U10	2012	7v7	9	13	25 min	4
U11	2011	9v9	11	15	30 min	4
U12	2010	9v9	11	15	30 min	4
U13	2009	11v11	13	18	35 min	5
U14	2008	11v11	13	18	35 min	5
U15	2007	11v11	13	18	40 min	5
U16	2006	11v11	13	18	40 min	5

**Registration for AA is \$160.** A registration late fee of \$5 will be charged starting August 1<sup>st</sup>.

- Be sure your most **current contact information** is in your Affinity profile, update it if necessary through the [Affinity Login](#) on the registration page.
- **Be familiar with the Registration page and FAQs page.** Most questions can be answered on [our website](#) so please become familiar with it. If something on the website is not clear let us know so we can update it. Click or hover over the page names to see more options.