



Utah High School Activities Association

199 East 7200 South
Midvale, UT 84047
P: 801-566-0681
F: 801-566-0633
uhsaa.org

UHSAA Endowment Games Policy & Procedures

1. Endowment games must be approved at least **30 days prior** to the game being requested. Failure to do so may result in contest limitations violations.
2. No school time may be missed to be involved in an endowment game. This includes travel time for all participants and support groups.
3. Participation in the endowment games is for the varsity level only. The game will not count toward the contest limitation.
4. Host schools will be granted hosting costs* from the gross receipts according to the chart below. A host school will retain their hosting costs from the gross receipts. After subtracting the hosting costs from the gross receipts, 50% of the remaining revenue shall be forwarded to the UHSAA Endowment Fund. If gross receipts are less than the hosting costs, the UHSAA will **NOT** reimburse schools to make up the difference. Administrators from the two schools should settle, **in advance**, issues of financing which may occur in excess of the hosting costs.

	Football	Girls' Basketball	Boys' Basketball
1A	\$600	\$275	\$350
2A	\$700	\$275	\$350
3A	\$800	\$300	\$400
3AA	\$900		
4A	\$1100	\$325	\$450
5A	\$1200	\$325	\$450

*Hosting costs do not include officials' travel costs and game fees. These costs are the responsibility of the home school. Travel costs are the responsibility of the visiting school.

5. Basketball (boys and/or girls) games may be scheduled any time within the designated season except on moratorium days. Football games may only be scheduled on Friday or Saturday the week prior to the first official game (see UHSAA calendar for official dates).
6. Schools are encouraged to combine boys' & girls' basketball games on the same night to save transportation costs; however, they cannot compromise procedure #2 from above. When both boys and girls play the same night, same site, the gymnasium must be cleared between games and a separate ticket purchased for each game.
7. Student ID's and Region passes are not valid for admission to this game. Only UHSAA passes may be used!
8. The game should be run as though it were a state tournament game except that schools will use their own tickets and ticketing procedure and regular season (per host school or host school region) prices may be charged. Cheerleaders may be admitted free of charge. All others must pay the admission price. In the event the host school or the host school's region has established that no admission charge will be assessed for that sport, ticket prices will be the same as established for other sports for which admission is charged at that school or region. Advance purchase tickets may be sold per region and school policy, but tickets must be the same price as those sold at the gate.

Utah High School Activities Association

199 East 7200 South, Midvale, Utah 84047
 Phone: (801) 566-0681 Fax: (801) 566-0633



Endowment Game Financial Form

Host School _____ Visiting School _____

Game Site _____ Date of Game _____

Football Boys' Basketball Girls' Basketball

Ticket Prices:

Adult _____ Student _____

Senior _____ Other (list) _____

Endowment Game Financial Form Worksheet

A.	Total Gross Gate Receipts	\$
B.	Hosting Costs* (not to exceed maximum allowed, listed below)	\$
C.	Total to be divided with the UHSAA subtract line B from line A: (if line B is greater than or equal to line A enter \$0.00. The UHSAA will <u>not</u> make up the difference)	\$
D.	Total to be remitted to the UHSAA divide line C by 2	\$

*Hosting costs do not include officials' travel costs and game fees. These costs are the responsibility of the home school. Team travel costs are the responsibility of the visiting school.

Maximum Allowed Costs for Hosting

	Football	Girls' Basketball	Boys' Basketball
1A	\$600	\$275	\$350
2A	\$700	\$275	\$350
3A	\$800	\$300	\$400
3AA	\$900		
4A	\$1,100	\$325	\$450
5A	\$1,200	\$325	\$450

This form must be returned to the UHSAA whether or not any money is remitted.