



v3.05222018

Ute Conference Important Dates – 2018

June 5 – New Officials Training (Get It Right Software) 6:00pm

June 7 – Social Media Training 6:00pm

June 20, 21 Data Input Meeting 6:00pm

July 9 - Executive Board Meeting 6:00pm

July 14 – On Field Coaches-Referee Mandatory Training 9:00am (Scouts Gremlins)

July 16 – Presidents Meeting 6:00pm

July 21 – Practice may begin (No Pads)

July 25 - Contact Practice may begin

July 28 – On Field Officials Training 9:00am Murray High School Football Field

July 30 - Executive Board Meeting 6:00pm

August 2 – Mandatory Officials Clinic 6:00pm Ute Conference Office

August 3 – Team Count Due 5:00pm

August 4 – On Field Coaches-Referee Mandatory Training 9:00am (Scouts Gremlins)

August 6 – Presidents Meeting / Secretaries 6:00pm (Go Over Weigh In Procedures with Presidents)

August 7 District Coaches Meeting 6:00 (District 1 – 13 No practice)

August 8 District Coaches Meeting 6:00 (District 14 – 27 No practice)

August 9 District Coaches Meeting 6:00 (District 28 – 34 No practice)

August 10 – 17 Official Weigh In Week

August 11 – Mandatory Officials Clinic 9:00am Ute Conference Office

August 14 – Mandatory Officials Clinic 6:00pm Ute Conference Office

August 18 – Preseason Games

August 25 – Week 1 Games

August 27 - Executive Board Meeting 6:00pm

August 28 - Final Weigh Ins – No X, Y or Z's

September 1 – Week 2 Games

September 4 – Presidents Meeting 6:00pm

September 8 – Week 3 Games

September 15 – Week 4 Games

September 22 – Week 5 Games

September 24 – Executive Board Meeting 6:00pm

September 29 – Week 6 Games

October 1 – Presidents Meeting 6:00pm

October 6 – Week 7 Games

October 13 – Week 8 Games

October 20 – Week 9 Games

October 22 - Executive Board Meeting 6:00pm

October 23– Tie Breaker Games (Cyprus Magna Park)

October 24– Mandatory Playoff Coaches Meeting 6:00 and 7:30pm

October 27 – Playoff Games

October 29 - Presidents Meeting 6:00pm

November 3 – Championship Games

November 12 - Championship Trophy Pickup

Subject to Change