

Travel Expenses Calculation explanation

When a coach chooses to take a team to a tourney outside of the local area (SA is local; Austin can be local, depending on the location of the tourney) the team is responsible for paying for the coaches travel expenses for that tourney weekend. Below is an explanation on how the club will calculate the expenses and therefore charge the players. Please refer to the New Tourney and Travel Policy Process posted on the Ajax Website [HERE](#).

Per the Parent Player Handbook, travel expenses for coaches at non-local tournaments is defined as (but not limited to) gas, hotel, and meals. For out-of-state tourneys, travel expenses can also include (but are not limited to) flights and car rental. Please see the screen shot below and link to the Handbook on the AJAX website.

TOURNAMENT FEES:

Tournaments attended by your child's team will be at additional cost to the players who attend the tournament.

TRAINER TOURNAMENT TRAVEL EXPENSES:

Individual teams are responsible for trainer travel expenses (hotel, flights, car rental, gas, mileage, etc) incurred for tournaments outside of the local area as defined and approved by the Directors of Coaching. Individual teams are also responsible for daily meal expenses incurred by their team's trainer for out of town tournaments or games that require overnight expenses. For club-wide or multiple team participation in multiple-day tournaments, teams will equally share trainers' expenses.

[CLICK HERE](#)

To determine the per diem for meals, Ajax used General Services Administration (GSA) which notes that \$60 per day is recommended. Ajax will use \$20 per meal based on the length of travel and adding in the possibility of water/snacks for a coach, a tourney will generally be considered 3 full days, so 9-10 emails will be estimated.

You may [CLICK HERE](#) to see the chart used to determine the daily amount.

Hotel costs will be estimated based on \$200 a night. Ajax will use this amount to make sure that the cost is fully covered.

A merchant charge will be charged per player. League Apps charges it each time a credit card or checking account is used to make a payment. It will be included in the overall total per player amount charged.

When calculating the cost per player for this tourney for this team, and only knowing the entry fee exact amount at that time, using the estimates above, adding the merchant fee and rounding to the next \$5, the per player amount came to \$90 per player based on 15 players attending the tourney. It is still unknown if 15 players will attend - could be more, could be less. So we are still unsure if we will collect the estimated total of \$1350 for the team. If we collect more, then the balance will be rolled over to the next tourney. If less than 15 sign up, the club will have to take a loss if the costs are not covered.