

THIS IS...

SANFORD **SPORTS**™

Athletes are driven by passion, enthusiasm and dedication – and so are we.

Whatever your sport, age or skill level, we have the programs, services and resources you need to stay healthy, develop your skills and pursue excellence.

Sanford Sports is uniquely positioned to strengthen local communities through our integration with Sanford Health, the largest rural health system in the U.S. We are proud to have locations in three states and more than 1 million athlete contacts a year.

SANFORD SPORTS ACADEMY

Our comprehensive sports performance programs are built to help players develop their skills, improve their confidence and love their sport. We have Sanford Sports Academy offerings for baseball, basketball, football, golf, hockey, volleyball and softball.

We're committed to helping athletes enhance every part of their game, but our programs also teach them about teamwork, healthy living and leadership. We believe the lessons learned in training and competition will endure far beyond the final buzzer.

SANFORD SPORTS PERFORMANCE

Working with our experienced, certified strength and conditioning coaches, sports physical therapists and certified athletic trainers can help any player push their limits and shatter their goals.

Our team matches athletes with research-backed services that pinpoint how they can improve. Players learn how to adjust their nutrition, overcome their mental barriers and optimize their form. Sanford Sports Performance also helps athletes get back in action as quickly and safely as possible after a concussion or other injury.

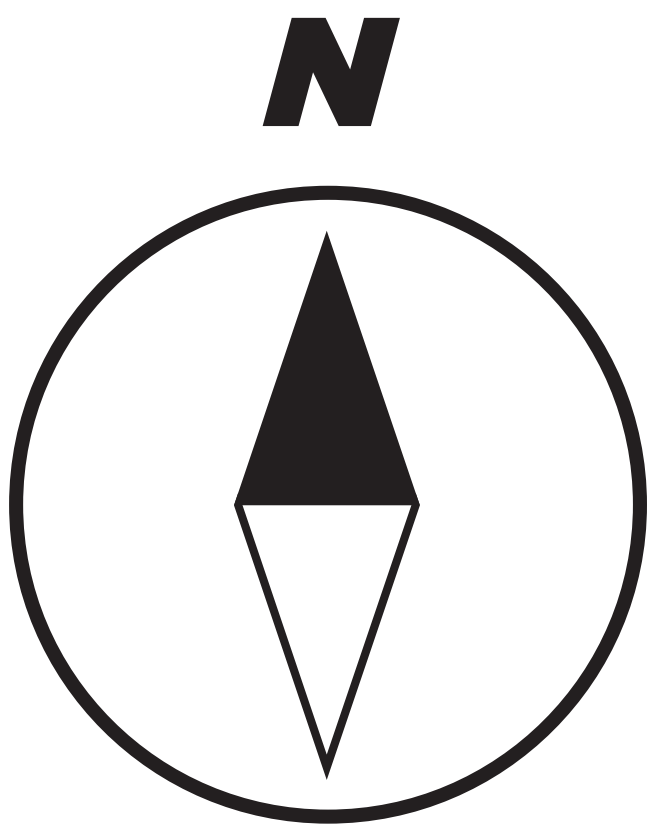
SANFORD SPORTS COMPLEX

Welcome to our 500-acre campus full of athletic opportunities in Sioux Falls, South Dakota.

In 2012, the Sanford Sports Complex opened to reaffirm and strengthen Sanford Health's commitment to sports performance in the region. Now, the Complex hosts more than 2.4 million visitors annually, giving athletes and fans opportunities to train, compete and cheer on their favorite teams. And more expansions are always in development.

Whether you're here for training, competition or fun, we're your destination for everything athletic.





SANFORD SPORTS COMPLEX MAP KEY

- 1 Scheels IcePlex hockey and figure skating
- 2 Power & Grace gymnastics
- 3 Huether Family Match Pointe tennis
- 4 Sanford Pentagon
- 5 Hockey Headquarters store
- 6 Fairfield Inn & Suites
- 7 Sanford Health clinic/
Summit League headquarters

- 8 Blue Rock Bar & Grill
- 9 Sanford Fieldhouse
- 10 Comfort Inn & Suites
- 11 Rugby field
- 12 South Dakota Junior Football fields
- 13 Great Shots golf and entertainment
- 14 Sanford Diamonds baseball
and softball fields

- 15 Sanford Crossing multi-purpose fields
- 16 Dakota State University Applied Research Lab
- 17 Sanford Health Virtual Care Center
- 18 Atlas
- 19 Mills Fleet Farm
- 20 Scooter's Coffee
- S YOU ARE HERE

SOCCER AT THE CROSSING

The Sanford Crossing is a state-of-the-art facility that's a hub for soccer training and competition.

Players from across the region get ready for the soccer season with our advanced training camps and age-specific clinics through Dakota Alliance Soccer Club (DASC). Additionally, Sanford Sports Performance has programming to help players with their strength, mobility, coordination and more.

The Crossing hosts a series of soccer tournaments each year. Sanford Health certified athletic trainers provide coverage at all tournaments.

Soccer Tournament Policies

LAWS OF PLAY

- Play will be governed by the FIFA laws of the game, except where amended by US Youth Soccer Association (USYS) rules of play, South Dakota State Soccer Association rules of play and/or DASC tournament rules. These rules may be modified before the beginning of tournament play.
- The final tournament rules will be published in the tournament program.
- **A player may only play for one team during a tournament.** Any ineligible player will cause their team to forfeit.

There shall be no recruiting of players from other teams, clubs or sanctioning bodies by any coaches, players, parents, club officials or staff of a different team or club at any DASC event. If someone attempts to recruit players, the offending person or organization may be banned from future DASC events for a set period as determined by the tournament committee.

UPDATED LAWS OF PLAY

- At a goal kick and a free kick for the defending team in their own penalty area, the ball is in play when it is touched. It can be played before it leaves the penalty area.
- For defensive walls, attacking team players must be at least one yard away from the defensive wall.
- On dropped balls, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch. All other players must be at least 4.5 yards away. The team that wins the coin toss at the start of a match can choose to take the kickoff or which goal to attack.

HOME TEAM

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. **The team listed first in all rounds is the home team.** Teams use the side of the field with team benches and spectators use the opposite side of the field.

EQUIPMENT AND UNIFORMS

- Teams must have uniforms of the same color and must be distinguishable from the opponent and should have individual and different numbers on the back of each jersey.
- Goalkeeper must wear a different color, preferably not black.
- **If team colors conflict, the home team is responsible for changing colors.**
- All player equipment is subject to referee approval.
- **All players must wear shin guards and the referee has the right to request that players put on properly sized shin guards.**

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Only the tournament director(s) may reschedule games or alter the competitive format because of inclement weather or another just cause. Games shall be considered complete if one half is done and play is stopped by the field representative or referee, commissioner of referees or the tournament director(s). When necessitated by playing conditions or another just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

TIEBREAKERS

After bracket play, if two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed:

1. Head-to-head: Not used if more than two teams are involved in the tie breaker.
2. Goal difference: Maximum difference of four goals. **Example: A game score of 7-1 would be scored 5-1.**
3. Goals against: Four maximum
4. Goals for: Four maximum
5. Most shutouts
6. Penalty kicks: Used when the two teams are tied.

If three teams are involved in a tie breaker to progress one or two teams, then head-to-head is not used at all. Placement will be based on tiebreakers No. 2-6 in that order.

In the event that three teams have identical records (goals allowed and goals scored): The tournament director (or someone appointed by the tournament director) will conduct a drawing of team names. The first team drawn will receive the bye. The next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the winner. The bye team will be the home team.

TIE BREAKING PROCEDURE FOR SEMI FINAL AND CHAMPIONSHIP GAMES FOR U11-U19

- If the game is tied at the end of regulation time, there will be two 10-minute periods of extra time with the golden goal rule in effect.
- **The golden goal rule:** If a team scores a goal during either extra time period, the game is immediately over and the scoring team wins.
- Prior to extra time, the referee tosses a coin, and the team whose captain wins the toss will select which end to defend for the first period of extra time. After the first period of extra time, the teams will change ends.
- **If the game is still tied after extra time, there will be a penalty shoot-out.**

SHOOT-OUTS

Penalty kicks used in semi-final and final matches will be run in accordance with the FIFA laws of the game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will have the option take the first or second kick. **Both teams take five kicks. Kicks are taken alternately by the teams. The goalkeeper must have one foot on the line.**

If before both teams have taken five kicks, one has scored more goals than the other could score, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored one goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. **If the player is under suspension, they may not participate.**

RED CARDS

The player(s) receiving the red card and the coach must report to tournament headquarters following the game. The player will be suspended for a minimum of one game. The suspension may be increased depending on the severity of the incident. **If a red card is received in the final match by a player of a DASC tournament, the player will have to serve suspension.**



REFEREE ABUSE

Referee abuse will not be tolerated during the tournament. Referee abuse by a player, coach or fan will be reported to their home state association within 48 hours of the end of games. The player, coach or fan will be removed from the Sanford Crossing and will not be allowed to return.

REFUND

Refunds will be determined by the tournament staff.

PROTESTS

There will be **no protests**. Decisions by referees may not be appealed. All disputes will be resolved immediately by the site director. These decisions are final.

CROSSING BUILDING POLICIES

- No outside food or drink. Refillable water bottles and coffees are permitted.
- **All tobacco products are prohibited, including e-cigarettes and vapes.**
- **No outside alcohol is allowed.**
- All game balls will be provided. Teams are allowed to bring in their own warm-up balls.
- No metal spikes allowed. Players must have molded cleats or turf shoes.
- **All video recordings, video streaming and photography must be done in a respectful manner without obstructing the view of others.** Streaming devices are not allowed to hang on the backstop netting. The Sanford Crossing offers a livestream through MuscoVision.
- **Rules for photography and use of recording devices differ with each event and are determined in the sole discretion of Sanford Sports Complex event staff.**
- Lost children will be escorted by staff to the main concessions building located in the center of the Crossing complex.
- Lost and found will be kept at the concessions building in the center of the Crossing complex.
- Animals are permitted at the Crossing. **They must be leashed and cleaned up after.**
- Strollers, bags and stadium chairs are permitted.
- The Sanford Health media relations team provides public relations services to working members of the media. Journalists should always work with a member of the media relations team to coordinate interviews, photos or video by calling the 24-hour media line at (605) 366-2432.
- Those seeking to take photographs or videos for commercial purposes must seek written approval from the Sanford Sports Complex staff at least three business days in advance. To request commercial access, call the event director at (605) 312-7900.
- For additional camera and recording device policies concerning a specific event, please contact event management at (605) 312-7900.

HEAT POLICY

When the heat index is in the extreme danger category (red), games and warmups will be suspended. Activities will only resume when it is safe and appropriate to do so.

STREAMING RESOURCES

All fields at the Sanford Crossing have built-in livestream cameras connected to MuscoVision. Find out more details at sanfordsports.com.

Code of Conduct

The Sanford Crossing will strive to provide a competitive, safe and quality atmosphere for players, coaches, officials and fans. **It is expected that everyone will follow the rules of the game, respect the referees and opposing teams and maintain good sportsmanship.** Anyone causing a disturbance to the game or spectators may be asked to leave the field at the discretion of the event supervisor. We enforce a zero-tolerance policy.

Respect the Refs

Referees ensure every game is played safely and by the rules. Without officials, games simply could not happen. Please always treat these professionals with respect and good sportsmanship.

LACROSSE AT THE CROSSING

The Sanford Crossing is a state-of-the-art facility that's a hub for lacrosse training and competition.

Players from across the region get ready for the lacrosse season at the advanced training camps and age-specific clinics we host with Sioux Falls Lacrosse. Additionally, Sanford Sports Performance has programming to help players get stronger, increase their mobility, enhance their coordination and more.

The Crossing also hosts a series of lacrosse tournaments each year. Sanford Health certified athletic trainers provide coverage at all tournaments.

Lacrosse Code of Conduct

Lacrosse is a fun, fast and exciting game with a rich cultural heritage. **We expect all participants (including players, coaches, officials, parents and spectators) to conduct themselves in a manner that honors the game and respects others.**

The essential elements in this code of conduct are honesty and integrity. The following must be adhered to:

- **The safety and welfare of players is most important.**
- Players should always demonstrate positive behaviors and respect toward teammates, opponents, coaches, officials, parents and spectators.
- **Coaches should always demonstrate positive behaviors and reinforcement toward players, parents, officials and spectators.** Coaches should encourage players to demonstrate respect for teammates, opponents, officials and spectators.
- Officials are professionals and are therefore expected to conduct themselves as such and in a manner that demonstrates total impartiality, courtesy and fairness to all parties.
- Grievances or misunderstandings between coaches, officials or any other parties should be communicated through the proper channels and procedures, never on or about the field of play in view of players or spectators.
- Spectators must never openly or maliciously criticize, badger, harass or threaten an official, coach, player or opponent.
- **Anyone violating these codes of conduct will be given a first warning. Repeat offenders may be asked to leave the field.**



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SPORTS

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**CHANGING
THE WAY
YOU PLAY**