

WELCOME TO THE **RENEGADES** *Lacrosse* ROMP IN THE SWAMP

GAME RULES

The Main Theme for the Romp in the Swamp is to Celebrate the Spring Lacrosse Season with a Fun Day of Lacrosse

- By attending the Romp, all programs certify that all players and all coaches are current members of US Lacrosse, and that players are properly equipped as per NJLL rules.
- All games are 25 minutes long. All games will start and end on time. The game clock is managed by a central horn.
- There are no time-outs and no overtime/braveheart.
- Substitutions will only be made on the fly, except in the case of penalties.
- Face-off to start the game. After goals, goalie will clear the ball to restart.
- Four goal mercy rule will be used – Free clears after team is down by four goals or more.
- 5th grade and up will have time-serving penalties. Coaches are to keep penalty time.
- 3rd grade is 7v7 and 4th grade is 10v10, will use one pass rule as per NJLL rules.
- 2nd grade is 7v7, will use one pass rule, and will have one licensed official per game. No coaches are permitted on the field during play.
- Unless noted here, NJLL rules are to be followed. NJLL rules can be found at www.njlacrosse.com
- The NJLL and US Lacrosse codes of conduct are followed. Unsportsmanlike behavior by coaches, players, or spectators will not be tolerated.