

**MARYVILLE-ALCOA-BLOUNT COUNTY
PARKS AND RECREATION COMMISSION
RULES AND BY-LAWS – TACKLE FOOTBALL
SECTION I – THE LEAGUE**

**NOTE: ALL PRACTICES AND GAMES MUST BE CONDUCTED IN COMPLIANCE WITH THE LEAGUES 2020 COVID-19
PROTOCOL.**

- A. Grasshopper Age Limits - The age limits are 7-years-old through 8-years-old. A child must have reached his or her 7th birthday before December 31st and will not be 9-years-old before August 1st. A player who is league age 8-years-old will have the option of playing either Grasshopper or Pee Wee football. Once a child has played in one (1) game as a Pee Wee, the child cannot return to a Grasshopper program.
- B. Pee Wee Age Limits - The age limits are 8-years-old through 10-years-old. A child must have reached his or her 8th birthday before August 1st and will not be 11-years-old before August 1st. A player who is league age 10-years-old will have the option of playing either Pee Wee or Midget football. Once a child has played in one (1) game as a Midget, the child cannot return to a Pee Wee program. A player who is 8-years-old will have the option of playing either Grasshopper or Pee Wee football. Once a child has played in one (1) game as a Pee Wee, the child cannot return to a Grasshopper program.
- C. Midget Age Limits - The age limits are 10-years-old through 12-years-old. A child must have reached his or her 10th birthday before August 1st and will not be 13-years-old before August 1st. A player who is league age 10-years-old will have the option of playing either Pee Wee or Midget football. Once a child has played in one (1) game as a Midget, the child cannot return to a Pee Wee program.
- D. Weight Limit Restrictions – For the entire season, for any player who weighs over 105 pounds in the Grasshoppers, any player who weighs over 125 pounds in the Pee Wees or over 150 pounds in the Midgets, the player shall have stripes (that contrast with the helmet) placed on the player's helmet, and the player must "line up" tackle-to-tackle on the line of scrimmage (see Section II Rule B & Rule L for further rules regarding Striped Helmet Players).
- E. Roster Limit - A total of 35 players will be allowed on the roster with a minimum of 15 players on the roster when the official roster is submitted to the Parks and Recreation before the paperwork deadline." No more than 35 players can practice at any time. "Cutting" of players is not allowed. Teams shall never accept more than 35 players. Any coach guilty of violating this rule will draw a three-week (3) suspension from practice and games. Coaches should refer "extra" players to teams that do not have a full roster.
- F. Changing Teams - When a player signs a contract for a Grasshopper team or when a player signs a contract for a Pee Wee and Midget organization (an organization consists of both the Pee Wee and Midget teams), that player must play for the Grasshopper team or for that Pee Wee and Midget organization for the player's entire Grasshopper or Pee Wee and Midget football league career (whichever applies), unless the player meets one (1) of the four (4) following conditions:
1. In the event the child moves to a new organization's geographic area and prior to signing a new contract with such player's original organization, the child may stay with the original organization or sign with the new organization. The request for a team change must occur after the move and prior to signing a new contract during the first sign-up period after the move.
 2. In the event the child changes schools and the new school is in a different organization's geographic area and prior to signing a new contract with such player's original organization, the child may stay with the original organization or sign with the new organization. The request for a team change must occur after the change of schools and prior to signing a new contract during the first sign-up period after the change.
 3. If prior to the child's first Midget season and prior to signing a new contract for that season, the coach of the original organization and the coach of the new organization the child is wishing to change to both agree to let the child change to the new organization. The original organization has the power to deny a release. Note: If the child is a 10-year-old and is released to go to a new Midget team, then the child must continue with the new Midget team or return to the original Pee Wee team.
 4. In the event that the Head Coach signs a written release of the player.

If a child changes organizations under any condition other than one of the four (4) listed above, the child cannot participate for a period of one (1) calendar year.

Any change by a player to a new program for any reason must be approved by the Rules Committee. A form for a transfer and/or a release for any condition (#1 - #4 above) may be obtained from the administrative offices of the Parks and Recreation Commission. In addition, under condition #3 or #4, this form must be signed by the custody parent, Head Coach of the original organization and the Head Coach or the new organization.

Exception: If a new team is formed, players who live in the general area will have the option of changing to the new team during the first year. This change must be approved by the Rules Committee. After the first year, players will not be allowed to change to the new team.

- G. Player Certification - All players must have a new contract signed by the player's parent(s) or guardian(s) each year. It is each Head Coach's responsibility to obtain all the necessary registration forms and documents from each player before each player's first practice. The required forms each year include a signed contract (and release if applicable), a birth certificate, a signed insurance waiver, a signed concussion form as required by the Tennessee Law, and a signed Sudden Cardiac Arrest form as required by Tennessee Law. No player may practice without all of the above. All documentation and forms (described herein) must be turned into the Parks and Recreation Commission no later than three (3) days before the Jamboree or first league game by any team. All the above will only be accepted at the Parks and Recreation Commission's office.
- H. Roster Restriction - Any player who is on a league roster and on any middle school roster (at any time) shall be deemed ineligible unless subsequently approved by the Rules Committee prior to participating in a game. Once a parent of a player signs a contract with a league team, such player may not play, practice or be on any roster of another tackle football team, whether that such tackle football team is in the league or outside the league until after the conclusion of the Super Bowl. Any player whose parent has signed a contract with a league team and the player plays with, practices with, or is listed on the roster of any other tackle football team before the conclusion of the Super Bowl, such player shall be deemed ineligible unless reinstated by the Rules Committee.

- I. New Teams - New teams may be added to the league in the following manner: 1) A written request must be submitted to the Parks and Recreation Commission listing coaches, team name, potential roster members, and an area from which players will come. 2) The request will be reviewed by the Rules Committee who will make a recommendation to the league. At that time, a vote will be taken by the head coaches. If there is a majority of votes in favor, the team will be allowed to enter.
- J. New Players - If a team loses a player and/or wishes to add a new player, the coach may replace or add the player by submitting the player's name, a signed contract and release, a birth certificate, a signed insurance form, a signed concussion form as required by the Tennessee Law, and a signed Sudden Cardiac Arrest form as required by Tennessee Law to the Parks and Recreation Commission for verification. Players added to the roster after the regular season starts must sit out seven (7) days from the date of signing (including the signing day) before the player plays in a game. The player may play on the 7th day. No player may be added to a roster after the third Monday following the first regular game played by any team unless approved by the Rules Committee. An administrative fee of \$20 will be charged by the Parks & Recreation Commission on each occurrence of a player or players being added to the roster after such third Monday.
- K. Disbanding A Team - If a team disbands for any reason, the equipment and funds on hand will be turned over to the Midget or Pee Wee Football League. These are not the property of the coach.
- L. Calendar - The season calendar shall be set by the Rules Committee each year. The Rules Committee may make changes as necessary.
- M. Spring Practice - Dates for spring football practice will be set at a meeting at the end of the season. Spring practice may consist of up to ten (10) days with one (1) being a scrimmage practice game. However, each team must have practiced six (6) times before a practice scrimmage game with another team may be played. Each practice is limited to one and a half (1½) hours. Three (3) team meetings are permitted before the first spring practice to hand out equipment and take care of paperwork.
- N. Pre-Season Practice:
- Pre-season practice dates shall be defined each season by the Rules Committee. Teams cannot meet as a group with coaches or parents earlier than the date approved by the Rules Committee for any type of practice, work-outs, conditioning, learning plays, etc. The only exceptions will be registration, a fund-raising project or to hand out equipment. The season will officially be concluded after the Annual Super Bowl.
 - Three (3) team meetings are permitted before the first pre-season practice to hand out equipment and take care of paper work.
 - The Rules Committee shall set the practice restrictions and regulations each season:
Regulation 1 – During the four pre-season weeks prior to the Jamboree or first league game by any team, each team may conduct a total of sixteen (16) days of practice with only one practice session per day. There's no limit to the number of practices in a calendar week, but the total number of permitted practices prior to the Jamboree or first league game by any team, is limited to sixteen (16). No Sunday practices are permitted. The first two pre-season practices must be held without any pads (helmets are permitted). Any scrimmage or pre-season game shall count as one the sixteen (16) practice sessions. Each practice session shall have a two-hour (2) time limit for Pee Wees and Midgets and a one and one-half hours (1½) time limit for the Grasshoppers.
Regulation 2 –After the first four weeks, all practices sessions (one per day) in all divisions will be limited to three (3) days per week with a one- and one-half hours (1½) time limit. Note – Bye weeks may include four (4) practice sessions. (Note – per "week" means game week, not calendar week)
- Practice restrictions for all practices:
- Full speed contact will not be allowed for two-thirds of each practice. Full speed drills that involve head-on blocking and tackling that begins with players lined up more than three yards apart, as well as head-to-head contact are forbidden.
 - Practice time starts at the time the players are told to be there.
 - All practice and game sites must be approved by the Rules Committee and the Parks and Recreation Commission.
 - Any practice site change must be approved by the Rules Committee and the Parks and Recreation Commission.
 - No practice is allowed on Sunday.
- O. Scrimmage Games – SUSPENDED FOR 2020. Each team is allowed up to three (3) pre-season scrimmage games during the fall season and one (1) scrimmage practice game during spring practice.
- P. Schedules - Jamboree, Super Bowl and league games will be scheduled by the Parks and Recreation Commission. Night games will be played when possible.
- Q. B Games - Teams are permitted to have B games to be schedule by the head coaches. These games are intended for those who receive little playing time during regular games. B games may be scheduled anytime between opening day of fall practice and the Monday (or Tuesday) after the Super Bowl. B games will not count toward one (1) of the team's weekly practice sessions. Weight limits, as described herein, shall be enforced by coaches during B-Games.
- R. Outside of League Games – **FOR 2020 there shall be a two (2) game limit and a team cannot play an outside of league game until the team has played at least one league game.** All teams may play games with opponents outside the league (including B type games). The weight limits described herein must be followed. Exception: An outside game may be played with lower weight limits. All non-league games must be approved (prior to playing) by a representative of the Parks and Recreation Commission. Note – League liability and insurance covers only league approved activities.
- S. Admission Prices - All admission prices shall be set by the Rules Committee annually and shall be the same for all games sites (children 8-years-old and under admitted free for Pee Wee and Midget games; children 6-years-old and under admitted free for Grasshopper games).
- T. Game Officials: Each game official must be certified by the TSSAA. In addition, each official must be in good standing with and active in the Blount County TSSAA association. The game officials' pay per game shall be established by the Rules Committee and the home team shall pay the game officials for regular season games. For playoff games, each playoff team shall pay ½ of each game official's pay per game. For the Jamboree and the Super Bowl, the Parks and Recreation Commission shall pay the game officials.

- U. Gate Receipts - For regular season games, all gate receipts shall be split evenly among all teams participating at that site. The host team retains concession profits except at the Everett game site where the Parks & Recreation retains the concession profits. For Jamboree games, all gate receipts at ALL SITES shall be split evenly among all teams in all divisions.
- V. Incident Weather - In the event of rain or bad weather, it is each team's responsibility to call the Parks and Recreation Commission office at 983-9244 to find out if games have been postponed. However, no decision will be made before 4:30 p.m. on the day of the game, so please do not call until after that time. In the event bad weather develops after 5:00 p.m., the decision will be made at the field by the Field Supervisor and/or school officials in charge of the field.
- W. Playoffs - For all leagues, there shall be American and National divisions proceeding in playoffs to separate Super Bowls. There shall be four teams in the National division with the rest of the teams in American division. Note: The Midget team from a program does not have to be in the same division as the Pee Wee team from the same program. After the completion of the current year regular season, the top four finishing teams shall be placed in the National division with the remaining teams placed in the American division. The teams in both divisions shall be seeded in the playoffs by the Parks and Recreation Commission. In any division with an odd number of teams, there shall be an extra playoff game between the two bottom seeded teams in that division. In each division National division, the first seeded team shall play the fourth seeded team and the second seeded team shall play the third seeded team. Winners of each playoff game in each division will then play each other in the Super Bowl Championship. If any team is played twice during the regular season, only the second of the two games shall be used in determining the seed positions. Tie breakers for tied seeded positions are as follows: 1) Head-to-head, 2) Pre-season random draw by coaches.
- X. Finance Policy & Procedures - All teams and organizations shall adhere to the Finance Policy and Procedures adopted by the league and administered by the Rules Committee.

SECTION II - GAMES

- A. Field Supervisor - A Field Supervisor shall be appointed by the host team's organization to oversee the field, weigh-ins, and the games. The home team shall provide the clock operator.
- B. Weigh-ins: Team weigh-ins will be held every week at the field where the league games are played approximately 30 minutes prior to each game. A Parks & Recreation administrator shall conduct "initial season weigh-in" for each team prior to the Jamboree or first league game by any team. Grasshopper players who weigh less than 90 pounds, Pee Wee players who weigh less than 110 pounds and Midget players who weigh less than 135 pounds will not have to go through the weigh-in procedure before each game. Any player who has a striped helmet (orange colored stripes unless helmets are orange) will not have to weigh, but the player must report (with jersey) to the weigh in area and the player's helmet must be checked by the Field Supervisor. (Grasshopper players who weigh less than 90 pounds, Pee Wee players who weigh less than 110 pounds and Midget players who weigh less than 135 pounds at the "initial season weigh-in" need not be weighed each game) Players will be weighed in pants, knee pads, hip pads, thigh pads, socks, jersey and underwear. Once the game begins, a player, who must be weighed or checked for a striped helmet, cannot be weighed in or checked. All players, who must be weighed or checked, must be weighed in or checked before the game starts to be eligible to play in that game. If a player weighs over 105 pounds for the Grasshoppers, 125 for the Pee Wees or over 150 for the Midgets, such player shall have contrasting stripes placed on the helmet and the player must "line up" tackle to tackle on the line of scrimmage (see Section II - Rule L). The stripes shall appear from front to rear and ear hole to ear hole over the entire helmet in order to be clearly visible to the referees during the game. These "striped" players cannot be punters or play on either the kick-off team or kick received team. In addition, a striped player cannot advance the ball at any time. The play shall be blown immediately dead when possession of the ball (fumble, interception, etc.) is secured by a "striped" player. (See Section II Rule L) *Note: If a player exceeds the weight limit for non-striped players and was weighed while wearing more than the minimum required attire and equipment, then the player shall be allowed to remove excess attire or equipment and weigh again as long as the player does not leave the general weighing area. Note: When there are multiple games at Everett Park, weigh-ins for the second game will be held at half-time of the first game.*

WEIGH-IN PROCEDURE

1. From the initial weigh-ins, all Grasshopper players who weigh at least 90 pounds, all Pee Wee players who weigh at least 110 pounds, and all Midget players who weigh at least 135 pounds shall report to the weigh in area during their respective weigh ins. Players who have striped helmets do not have to weigh, but the Field Supervisor must check their helmets for stripes and mark the game roster that such players' helmets were checked.
 2. Coaches exchange line-ups.
 3. Home team weighs in first and coaches may observe weigh-ins.
 4. All players who reported must be weighed or checked by the Field Supervisor.
 5. Players will only be weighed one (1) time each night.
 6. No challenge spot weigh-ins on a player at any time.
 7. Scales will be provided by the Parks and Recreation Commission and are considered official.
 8. If a player exceeds the weight limit for non-striped players, then the Field Supervisor shall: 1) check the scales for proper adjustment; 2) check the player for excess equipment or attire; 3) permit the player to remove excess equipment or attire; and 4) weigh the player again as long as the player does not leave the general weighing area.
- C. TSSAA Rules - High School TSSAA playing rules shall be in effect, with the exception of time for quarters, jersey numbers and any other exception as made in the League Rules.
 - D. Uniform Jerseys: The home team determines the color of its game jerseys and the visiting team shall wear jerseys (or pinnies) that contrast with the home team. The responsibility for coordinating contrasting jerseys (or pinnies) is assigned to the visiting team. (It is suggested that the visiting team's Head Coach contact the home team's Head Coach to coordinate jersey color).
 - E. Cleats - Metal-tip cleats are not permitted. (Grasshoppers don't permit any screw on cleats)
 - F. Game Balls - Teams must furnish their own game ball. Grasshopper team must use an official pee wee size ball. Pee Wee teams must use either an official junior or pee wee size ball. Midget team must use an official junior size ball. The Home team will furnish line crew on the home team's sideline.

- G. Field Size & Penalties Assessment - The field length shall be 80 yards for Grasshoppers and 100 yards for Pee Wees and Midgets. First down yardage shall be 8 yards for Grasshoppers and 10 yards for Pee Wees and Midgets. Normal penalties shall be 4 yards and 8 yards for Grasshoppers. Pee Wees and Midgets penalty yardage is governed by normal TSSAA rules.
- H. Point(s) After Touchdown - Grasshoppers: If a team runs an extra point try after a score, such team will be awarded one (1) point. If a team passes (forward as defined by the TSSAA rulebook) for an extra point try, such team will be awarded (2) points. Pee Wees and Midgets: If a team kicks an extra point try after a score, such team will be awarded two (2) points. If a team scores the extra point try by a run or pass, such team will be awarded one (1) point.
- I. Punts - In all divisions, a team has the option of advancing the ball (Grasshoppers 20 yards, Pee Wees and Midgets 25 yards) instead of punting. A team can still choose to punt if it wishes. The advancement is an option. When advancing the ball in this situation, the ball cannot advance inside the opposing team's 20-yard line. After a safety, the advancement is NOT an option. After a safety, 1) for Peees and Midgets, the kicking team must either kick-off from a tee or punt the ensuing free kick from the 20-yard-line; 2) for Grasshoppers, the ball is placed at midfield.
- J. Time Outs - Each team is allowed three (3) time-outs per half. Anyone in the game may call time.
- K. Game Clock – Pee Wee/Midget: Games shall be played with eight (8) minute quarters with the clock stopping according to TSSAA rules during the entire game. The play clock shall be 35 seconds (rather than the TSSAA 25 seconds) and referees are encouraged to have strict enforcement of the play clock. Halftime shall consist of eight (8) minutes running clock with an allowance for homecoming activities when necessary. Grasshopper: Games shall be played with ten (10) minute quarters with the clock stopping according to TSSAA rules during the last two (2) minutes of each half. The play clock shall be 35 seconds (rather than the TSSAA 25 seconds) and referees will be encouraged to have strict enforcement of the play clock. Half-time shall consist of eight (8) minutes running on the clock with an allowance for homecoming activities when necessary. The clock shall stop on scores, during extra points, time-outs, injuries, marked off punts and penalties. At the beginning of any quarter, after a touchdown or after any timeout, the clock shall start or restart on the kickoff or next snap. Note: If the clock is running after a play, when according to TSSAA rules, it should have normally stopped, and the clock is approaching the 2:00 mark in the either half, then the clock shall stop at the 2:00 mark until such time that it would normally start again according to TSSAA rules. For example: An incomplete pass or out-of-bounds play occurs at 2:15 left in the half. While the teams are in the huddle for the next play, the running clock reaches the 2:00 mark. Therefore, the clock shall stop at 2:00.
- L. Striped Helmet Players - If a player who has a stripe on the helmet plays a position other than between tackle to tackle, there will be a five-yard (5) penalty. Tackle to tackle is defined as follows: Offense – the player cannot be lined up at an end or back. Defense – the player must be aligned in a three or four point stance between the offensive tackles' outside shoulders. The striped player cannot be a defensive end. *If the offensive formation is unbalanced or is spread out (such as an Emory & Henry or a swinging gate), the "striped" player may line up anywhere on the line of scrimmage as long as the player is in a three or four point stance.* In addition, a "striped" player cannot advance the ball at any time. The play shall be blown immediately dead when possession of the ball (fumble, interception, etc.) is secured by a "striped" player.
- M. Defensive Alignments for Grasshoppers (only) - The defensive alignment shall be 6-2-2-1, 5-3-2-1 or 7-1-2-1. On each defense, all front interior players except the defensive ends must play from a three or four point stance. All linebackers shall be at least 3 yards from the line of scrimmage and the defensive backs shall be at least 5 yards from the line of scrimmage. There shall be not forward movement toward the line of scrimmage prior to the snap of the ball. After the ball is snapped, all defensive alignment regulations herein are removed. All defensive alignment regulations are removed inside the defense's 5-yard line. Violation of this rule is an illegal procedure penalty (4-yard penalty) on the defense.
- N. Coach on the Field for Grasshoppers (only) – **During the 1st two games of the season (including the Jamboree): Both teams have the option for one coach to coach from the field behind all players on the coach's team. After the first two games of the season (including the Jamboree): During the 2nd half of the game, if the point differential is 17 points or greater, both teams have the option for one coach to coach from the field from behind all players on the coach's team. (The coach may call plays in the huddle)**

SECTION III - COACHES

- A. Coach Eligibility – All new head coaches and all assistant coaches (new or returning) must first be voted on and approved each year by the Rules Committee before they will be allowed to coach for the current season (including spring practices). Personal information, as required by the Parks & Recreation or Rules Committee, must be supplied by each new head coach or assistant coach and background checks may be performed as deemed necessary by Parks & Recreation officials. All head coaches must complete USA Football Level I tackle certification and have their certification up to date. In addition, 50% of all coaches for each team are required to complete the USA Football Level I certification. All new head coaches must attend a rules training meeting with a representative from Parks & Recreation. A USA Football certified coach must be present and on each team's sidelines during all games.
- B. Each coach (including all assistant coaches) shall be required to fulfill all requirements under both the Tennessee Sports Concussion Law and the Tennessee Sudden Cardiac Arrest Prevention Act before coaching at any practice or game.
- C. Coach Number Limit - There is limit of eight (8) coaches as to the number of coaches a team may have on the sideline during a game. Each coach on the sideline during a game must have his or her name on that official team roster as an eligible coach for that team (See Rule III A). A coaches' list must be submitted to the Rules Committee before practice begins. ***In addition, two (2) Sideline Administrators (background checks must be submitted) are permitted on the sideline during the game to facilitate COVIE-19 Protocol compliance regarding social distancing and the hydration of players.***
- D. Equipment - All equipment must be approved by the coach at least two (2) days before the first game and helmets must meet current TSSAA safety standards.
- E. Roster Checks – Head coaches have the privilege of checking the eligibility of any player at anytime. (Only head coaches have this privilege, not parents.)
- F. Recruiting - A coach may not contact a player regarding the coach's respective program. The only way a coach can talk to a player is if the parent contacts the coach or attends the coach's program sign-ups.
- G. Ejection - If a player, coach or manager is ejected from a game, the individual will automatically draw an additional one game suspension. The individual is also placed on probation for the remainder of the season, and if ejected again, the individual must be

reinstated by the Parks and Recreation Commission and the Rules Committee. The second suspension will draw a minimum of a four game suspension. Additional penalties may be assessed by the Rules Committee.

- H. **Ineligible Player** - If a coach uses an ineligible player, the team shall forfeit all games until the coach does whatever is necessary to see that the player is eligible. A non-certified player shall be deemed ineligible. A certified player shall be a player of proper age who has 1) a signed contract and release, 2) a copy of the player's birth certificate, 3) a signed insurance form, 4) a signed concussion form as required by Tennessee Law, and 5) a Sudden Cardiac Arrest form as required by Tennessee Law all on file in the Parks and Recreation Commission office.
- I. **Improper Aged Player** - Any coach who plays a player who is too old shall draw a minimum one-year (1) suspension on the first offense. During this time, the coach will not be allowed to participate in practice sessions, games or any other function related to this program. A second violation of this rule will draw a permanent suspension from the league. The head coach will be held responsible in all situations.
- J. **Financial Responsibility** - It is the responsibility of each head coach to adhere to the Finance Policy and Procedures adopted by the league. Each head coach shall make sure that all bills incurred by the team are paid in full each year. Each coach should be prepared to show receipts and bank statements upon request.
- K. **Financial Statement** - **Each team is required to file a financial statement with the Parks and Recreation Commission at the end of the season as of December 31st along with copies of all bank statements for the calendar year ended December 31st of the current season. After satisfactory statement and bank statement copies are filed, a check representing a team's gate receipts will be issued by the Finance Committee.**
- L. **Player Enticement** - Coaches are forbidden from offering any physical incentive to entice a player to play on a team. Awards are allowed only for merit on the playing field.
- M. **Forfeiting Games** - If a team does not show up and play a scheduled game (unless the game is rescheduled with the approval of the Parks & Recreation or the Rules Committee), the head coach shall be removed from the league and such team that fails to show up and play a scheduled game will reimburse the opposing team a sum of \$250 from its annual gate receipts. If a game in progress is stopped by a team or coach, the Rules Committee may, at its discretion, impose the penalty described herein.
- N. **Complaints** - All complaints must be submitted in writing to the Parks and Recreation Commission, the Rules Committee and to the person or persons the complaint is regarding.
- O. **Rule Violations** - The head coach will be held responsible for any violations concerning weigh-ins, practice sessions or any other rule violations. The Rules Committee shall decide any penalties or sanctions not defined in the TSSAA rules or within the league rules.
- P. **Misconduct** - Any person found guilty of gross or willful misconduct at any activity sponsored by the Parks and Recreation Commission will be barred from all future activities sponsored by the Commission; provided, however, such person shall be entitled to a hearing on the charges before the Commission.

SECTION IV - RULES COMMITTEE

- A. **Purpose** - The Rules Committee will provide guidance to the league and rule on all protests and/or rule interpretations. All possible rule changes to be presented to the Rules Committee must be submitted to the Parks and Recreation Commission by a date set by the Parks and Recreation prior to winter and summer coaches' meeting. The Rules Committee must approve all rule changes, additions and/or deletions prior to being voted on by all head coaches.
- B. **Membership** - **The voting members of the committee shall consist of ten (10) head coaches and one (1) at large member. The coaches on the committee shall be comprised of three (3) Grasshopper head coaches and seven (7) Pee Wee and Midget head coaches. (Note: No member can represent a position of a Grasshopper head coach and a Pee Wee and Midget coach at the same time on the Rules Committee) Except for the one (1) at large member, each committee member must be a current head coach. The at large member shall not be a coach. In addition, there shall be a non-voting member, who is chairman, assigned by and from the Parks and Recreation Commission. Each Pee Wee and Midget head coach on the committee must have a minimum of four (4) years' experience as a Grasshopper, Pee Wee and/or Midget coach with one of those years' experience as a head coach. Each Grasshopper head coach on the committee must have a minimum of two (2) years' experience as a Grasshopper, Pee Wee and/or Midget coach with one of those years' as a head coach. The Pee Wee and Midget coach representatives shall be elected by a plurality of all coaches in the Midget and Pee Wee Leagues for a three-year (3) term. The Grasshopper coach representative shall be elected by the plurality of all coaches in the Grasshopper league for a three-year (3) term. The at large member shall be appointed for a three-year (3) term by the Rules Committee and may be removed or replaced by a majority vote of all Rules Committee members.**
- C. **Quorum** - Five (5) out of the seven (7) Pee Wee and Midget coaches must be present to hold a vote on any action relating to the Pee Wee and Midget teams or league. Two (2) out of the three (3) Grasshopper coaches must be present to hold a vote on any action relating to Grasshopper teams or league. If any action is approved by majority of the Pee Wee and Midget members but is not approved the majority of the Grasshopper members, such action will only apply to the Pee Wee and Midget teams or league. Likewise, if any action is approved by majority of the Grasshopper members but is not approved the majority of the Pee Wee and Midgets members, such action will only apply to the Grasshopper teams or league. Members shall not designate a proxy to vote. **The at large member may vote on any issue.**
- D. **Rule Changes** - The Rules Committee has the right to submit rule changes, additions, and deletions. All such changes must be approved by the majority of head coaches during a subsequent Coaches Meeting. During such Coaches Meeting, Pee Wee and Midget head coaches shall only vote on actions relating Pee Wee and Midget teams or league. Grasshopper head coaches shall only vote on actions relating Grasshopper teams or league. If any action is approved by majority of the Pee Wee and Midget coaches but is not approved the majority of the Grasshopper coaches, such action will only apply to the Pee Wee and Midget teams or league. Likewise, if any action is approved by majority of the Grasshopper coaches but is not approved the majority of the Pee Wee and Midgets coaches, such action will only apply to the Grasshopper teams or league. A head coach may designate a proxy to vote in the head coach's absence.
- E. **Attendance** - Members of the Rules Committee must make every effort to attend called meetings. Three (3) absences will indicate a lack of interest and the member may be replaced.

- F. Vacancy - If any Rules Committee member resigns from or is removed from the committee or; any coach member is no longer a head coach or; any member is no longer a member for any reason; the remaining committee members may appoint, by a majority vote of the remaining members, a replacement to serve until the next regular meeting of coaches. At the coaches' next regular meeting, a new member may be duly elected to serve the remaining term of the replaced regular member. *If no head coach is eligible under Rule A above, the remaining Rules Committee members may appoint any head coach to any unfilled position on the Rules Committee until such time that any head coach becomes eligible under Rule A.*

RULES COMMITTEE MEMBERS

Joey Winders (2020), Maryville Southerners; Jimmy Parsley (2020), Fairview Midgets,
Larry Hodge () Maryville Rebs; Royce Holloman (2021), Heritage Midgets
Rick Maples (2022), Maryville Bears; Ben Wheeler (), Heritage Pee Wees
Maryville Lil Reb: Shawn Carter (2022), Maryville Titans; Matt Cunningham (2021), Alcoa Grasshoppers
Don Sentell (2022) At Large