



## 2011 KNOX METRO YOUTH FOOTBALL BY-LAWS

**NOTICE: Regular Team fees deadline August 1st, 2011. Late fees of \$25 per team deadline August 4<sup>th</sup>, 2011. Teams will not be allowed in the league after August 5<sup>th</sup>, 2011. Schedules will be available no later than August 17<sup>th</sup> 2011.**

### **SECTION I: 2011 YOUTH FOOTBALL CALENDAR**

June 20th	Commissioner/Coaches Meeting
July 16th	NFF Coaches Clinic @ Neyland-Thompson Sports Complex
July 18th	Begin Practice (Shorts And Helmets)
July 25 <sup>th</sup>	Begin Practice (Pads)
August 1st	Regular Fees Due/Teams Committed
August 4th	Late Fees Due/Teams Committed (No new teams added after this date)
August 5 <sup>th</sup>	NO Teams allowed after this date.
August 6 <sup>th</sup> & 7 <sup>th</sup>	Rocky Top Kick-Off (Various Sites)
August 22nd	League Begins @ John Tarleton & Schumpert Park
September 3 <sup>rd</sup>	No new players will be signed after this date
August 27th	Senior Midget League Begins
November TBA	Playoffs Begin @ John Tarleton & Schumpert Park (TBD)
November TBA	Rocky Top Classic

### **SECTION II: TEAM PERSONNEL:**

- A. Teams may carry up to thirty-seven (37) players on rosters and all players are eligible to play in any one game. Teams are required to have a **minimum of 15 players** per team by or on August 1, 2011. New commissions must have at least three teams in the league to be recognized by the board. **Organizations must have at least three teams to continue in the program.** Their community board of directors must approve all organized teams. The arbitration board will approve individual team applicants prior to being scheduled in the league.
- B. It is recommended that all players' play at least four plays each game. In the Jr. Hopper division, all players up to twenty-two (22) will play in the game either on offense or defense. All coaches should make every effort to involve each participant in learning and enjoying the game of football!
- C. All coaches, players and spectators must abide by the Knox County Sports Code of Conduct, available at the Knox County Parks and Recreation website [www.knoxcounty.org/parks](http://www.knoxcounty.org/parks).
- D. Due to budgetary cuts the secondary health insurance coverage for participants has been eliminated. We encourage all participants to have some form of Health Insurance and we strongly recommend that each Association have liability insurance for their coaches.

**SECTION III: FEES:**

**Knoxville City Residents**

Age groups 7-14	\$17.00
Senior Midgets	\$22.00
Flag participants	\$10.00
Cheerleading participants	\$5.00

**Knox County Residents**

Age groups 7-14	\$34.00
Senior Midgets	\$37.00
Flag participants	\$10.00
Cheerleading participants	\$5.00

**Out of Knox County Residents**

Age groups 7-14	\$68.00
Senior Midgets	\$74.00
Flag participants	\$20.00
Cheerleading participants	\$10.00

**Regular Team fees deadline August 1st, 2011. This is the date to declare number of teams and any requests for divisional placement. Late fees of \$25 per team deadline August 4<sup>th</sup>, 2011. Teams will not be allowed in the league after August 5th, 2011.**

**SECTION V: SIGNING AND RELEASING PLAYERS:**

- A. Contracts and rosters must be turned by **August 19th, 2011 or the week before the first regular season game on Monday, August 22nd, 2011.** Contracts must be completely filled out: telephone numbers, school attended, etc. Coaches please fill out your name, phone number and email address – we need to contact you.
- B. Players may be added until **September 3rd, 2011. No new players will be signed after that date!**
- C. Before a player can transfer from one team to another, his release from the team for which he has been playing must be in writing and turned into the Knox County Parks and Recreation office before he plays. No transfers allowed after **August 5<sup>th</sup>, 2011.**
- D. Final number of teams in each age division must be turned in by **August 5th, 2011. No teams will be accepted after this date.** All fees must be paid by **August 5th, 2011** at 2447 Sutherland Avenue (Knox County Parks and Recreation Administration). **Commissioners** can pick up league and jamboree schedules the week of **August 18<sup>th</sup>, 2011.** Fees for players added after **August 5<sup>th</sup>** must be paid by **September 3rd, 2011.**

**SECTION VI-A: AGES AND WEIGHTS:**

**\*Note: all children who are excessively overweight or underweight for their age should consult a physician before activity in football. No minimum weight required.**

**Senior Midgets:** 13 & 14 years and under on or before August 1, 2011. If a child is still in the 8<sup>th</sup> grade and turns 14 prior to the cut-off date he or she is still eligible to participate. (High school is to be interpreted to mean grades 9 thru 12).

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**Weight unlimited** no high school student or middle school organized participant shall be allowed to play in the senior midget division. Point system same as high school. Senior midget teams will receive a roster from each team in the league at the beginning of the season. Full rush is allowed on punts and standard high school kicking rules apply.

**Junior Midget division:** 12 years and under on or before August 1, 2011. **Weight unlimited tackle/tackle.** 141 pounds maximum for backs/ends. Point system same as high school. Full rush is allowed on punts and standard high school kicking rules apply.

**Pee Wee division:** 11 years and under on or before August 1, 2011. **Weight unlimited tackle/tackle.** 132 pounds maximum for backs/ends. Points after touchdown: kick for 2 points & rush/pass 1 point. There will be NO rush on kicks. Defensive players can jump up & down, but NO rushing. Kicking team in these two divisions may not fake a kick or advance the ball past the line of scrimmage. Kicking team **cannot release downfield until the kick of the ball.** Center is protected while his head is down. There is an unlimited weight for players that may punt or placekick.

**Minor Pee Wee division:** 10 years and under on or before August 1, 2011. **Weight unlimited tackle/tackle.** 120 pounds maximum for backs/ends. Points after touchdown: kick for 2 points: rush/pass for 1 point. There will be NO rush on kicks in. Defensive players can jump up & down, but NO rushing. Kicking team in these two divisions may not fake a kick or advance the ball past the line of scrimmage. Kicking team **cannot release downfield until the kick of the ball.** Center is protected while his head is down. There is an unlimited weight for players that may punt or placekick.

**Grasscutter division:** 9 years and under on or before August 1, 2011. **Weight unlimited tackle/tackle.** 110 pounds maximum for backs/ends. Points after touchdown: 2 points if successful, rush/pass only.

**Grasshopper division:** 8 years and under on or before August 1, 2011. **Weight unlimited tackle/tackle.** 100 pounds maximum for backs/ends. Points after touchdown: 2 points if successful, rush/pass only.

**Jr. Hopper division:** Must be seven years old on or before August 1, 2011. **Weight unlimited tackle/tackle.** 95 pounds max. backs / ends. Points after touchdown: 2 points if successful, rush/pass only. No six year olds may participate. One Jr. Hopper coach may coach on the field until Labor Day.

#### **Additional Jr. Hopper, Grasshopper, and Grasscutter Rules**

- A. No kick-off or punting, ball will be placed on the 35-yard line. On punts, the ball will be moved twenty (20) yards but will never be moved any closer than the defensive teams' ten (10) yard line.
- B. **No fewer than a 4-man line and no more than a 7-man line on defense.** Your interior people must be in a three (3) or four (4) point stance. Your linebackers must be two (2) yards back from the downed people: your halfbacks must be four (4) yards back of the down people: your safety must be six (6) yards back of the down people. There may not be any forward movement toward the line of scrimmage by the up people before the ball is snapped. **No Blitzing.** After ball is snapped all regulations

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are removed. If these regulations are not followed on any play, there will be an illegal procedure penalty on defense, which is a four (4) yard penalty.

- C. There is no regulation on defense from the 5-yard line to goal line
- D. Yardage for first (1st) down for Grasshoppers and Grasscutters is eight (8) yards. Penalties will be four (4) yards and eight (8) yards.

#### **Additional unlimited weight requirements**

- A. Players must maintain a visible stripe on their helmet so that they can be identified. This stripe must remain on the helmet until an official weigh-in determines otherwise. **This includes bowl games.**
- B. Players with a striped helmet cannot advance the ball at anytime.
- C. Players cannot play the middle/outside linebacker position or any defensive back position, only from tackle to tackle.
- D. Striped helmet players participating on kick-off team can not go more than ten (10) yards downfield, and striped helmet players participating on kick-off return team must be within ten (10) yards of the all at kick-off.
- E. Defensive players must be in a three or four point stance.
- F. Offensive players can be upright on the line of scrimmage...Does not have to be in a 3-point stance.**

#### **SECTION IV-B: WEIGH-INS:**

- A. The first official weigh-in will be the night of the first ball game. Additional weigh-ins will be held throughout the season every week at the fields on which the league games are played. Players will be allowed to weigh-in their socks, jerseys, and football pants with pads. They must wear their jerseys because of numbers and must wear the same jersey number all year. Please line players up for weigh-in with numbers running in consecutive order from the lowest to the highest. **If a participant is late for their teams weigh in, a coach must accompany him or her in order to be weighed in before play. All players must have their helmet with them at every weigh-in.**
- B. Each participant must meet the initial weight before being allowed to play. No special weigh-ins during the week. Teams must report to weigh-in at least thirty (30) minutes before game time but not more than sixty (60) minutes prior to game time in order to reduce the total number of cars at the complex at any one time.
- C. There will be one weigh-in only per night per child.

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### **SECTION V: LEAGUE DIVISION:**

- A. There will be at least two (2) leagues in each age division.
- B. It is recommended to have fifteen (15) players that make the weight at the first weigh-in. If not, the team will forfeit that game. Suggested deadline to make weight for any given team is the first night.

### **SECTION VI: BOWL GAMES:**

- A. Coaches should not exceed six bowl games without the permission of their commissioner and the parents on that individual team.
- B. Bowl games are defined as: where officials are used, admission is charged or donation is taken up. If either of these occurs, then you have a bowl game instead of a scrimmage.
- C. Unlimited weight players must maintain green stripes on their helmets if applied from the last regular season game.

### **SECTION VII: EQUIPMENT:**

- A. The Knox County Parks and Recreation Department will furnish game balls. Senior Midgets have the choice of using the high school regulation ball or the Rawlings R5-Y. Rawlings R5-Y ball is used in the Jr. Midgets. Rawlings R5-JR ball is used in the Pee Wees and Minor Pee Wees. Rawlings R5-PW ball is used for the Grasscutters, Grasshoppers, and Jr. Hopper games.
- B. All organizations are expected to have equipment checked & refurbished as needed.
- C. All participants are required to wear a protective cup.

### **SECTION VIII: PRACTICE SESSIONS:**

- A. No team may start practicing in pads before **July 25<sup>th</sup>, 2011**. Teams may start shorts and helmets on **July 18<sup>th</sup>, 2011**. If your team begins practice in pads before July 25<sup>th</sup> with organized practices they will be ineligible for playoffs (other than camps, conditioning or sign-ups) and will be placed in the XFL division. Teams may practice daily before the season opens but after the season begins the practice sessions will be limited to three (3) times per week plus playing one game. There is a two (2) hour limit on practice. A bowl game will count as one of the practice sessions
- B. Pre-season, scrimmages & jamborees will be played between **August 1<sup>st</sup>, 2011** and **August 20<sup>th</sup>, 2011**. Each team may play a maximum of sixteen (16) minutes a game in this jamboree. Areas can charge for a jamboree.

### **SECTION IX: GAME PROCEDURES:**

- A. Official high school rules will be in effect with the exception of, no overtime in any division except for playoffs, game timing, time outs, and lengths of quarters and rules listed in these By-Laws.

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8-Minute Quarters: Jr. Hoppers, Grasshoppers, Grasscutters, Minor Pee Wees, and Pee Wees.

10-Minute Quarters: Jr. Midgets

8-minute Quarters: Senior Midgets with high school timing rules.

- B. The clock will be stopped for all divisions as described here with exception of Senior Midgets:
1. On called timeouts, three (3) to a half for each team, on touchdowns or scores.
  2. On the last two (2) minutes of the second quarter and last two (2) minutes of the fourth quarter the clock will operate on regulation high school timing rules.
- C. A grace period of fifteen (15) minutes will be allowed, for the first game only, if a team does not have eleven (11) players present at the official starting time. No game shall be started or proceed with less than eleven (11) players.
- D. Only the head coach and four (4) assistant coaches are to occupy the player's bench on the field. **One Jr. Hopper coach may coach on the field until Labor Day.** Home team listed second on the schedule and will take the sideline opposite the aluminum bleachers. Officials will conduct a coin toss prior to each game to see who receives ball first.
- E. There shall be an eight (8) minute intermission at half time. Home team cheerleaders have the first four minutes of each half; visitors will have the second four minutes.
- F. Unlimited substitution shall be in effect at all times.
- G. An injured player must be removed from the game for at least one (1) play before continuing to play.
- H. If trainers are onsite they are in charge of all injury situations. Coaches are not to interfere with their work. If the trainers say a player should not continue, that is final.
- I. **Slaughter rule:** in the fourth quarter, when a team has a twenty-four (24) point lead and gains possession of the ball, the game will be called unless the trailing team coach chooses to continue and notifies the game referee at the time the rule is in affect.

### **SECTION X: DIVISION PLAYOFFS:**

The top four (4) teams in all age divisions will advance to the league playoffs. #1 seed vs. #4 seed and #2 seed vs. #3 seed. Standings will be based on league record and head-to-head competition. If two teams are tied for a seeded position and did not play each other, then a coin toss will determine the position of seeding between those two teams. Trophies will be given to the league winners and league runner-ups.

### **SECTION XI: FOR INCLEMENT WEATHER:**

Call the Game Line 215.4263 or follow us on Twitter at knoxcountyparks.