



MARBLE FALLS PARKS & RECREATION DEPARTMENT

YOUTH SPORTS CONSTITUTION AND BY-LAWS

ARTICLE I – BY-LAWS

1. The By-Laws set forth shall be strictly adhered to and supersede rules from all other sources in the specific areas with which they are concerned.
2. The Marble Falls Parks and Recreation Department (MFPARD) shall enforce the By-Laws and Constitution.
3. The Marble Falls Parks and Recreation Department shall approve all umpires, scorekeepers, coaches, referees, etc.
4. Any matter not covered in the Constitution and By-Laws shall be left to the discretion of the Marble Falls Parks and Recreation Department.

ARTICLE II – CONSTITUTION

1. The Marble Falls Parks and Recreation Department shall have the power to schedule or reschedule any games necessary to complete the season.
2. The Marble Falls Parks and Recreation Department shall have the power to rule on protested games and suspend players, coaches, or managers for violations of rules, inciting fights, etc.
3. All games are in the hands of the officials, and every player and team is required to respect their authority. Coaches are responsible for the conduct of their assistant coaches, players, parents, and spectators. Unsportsmanlike conduct during the game will not be tolerated. **ANY UNSPORTSMANLIKE CONDUCT BY PLAYERS/PARENTS/SPECTATORS MAY RESULT IN THE EJECTION OF THE PLAYER FROM THE GAME.** Any person ejected from a game for unsportsmanlike conduct may be suspended from league participation. All parents and spectators attending games are subject to the above conduct. Violations of the above rules by a parent may result in the removal of his or her child from the team for the remainder of the season.
4. Protest must be made to the official at the time of the infraction and then filed with the Marble Falls Parks and Recreation Department in writing within 24 hours (Saturday and Sunday excluded). Protests must be accompanied by the \$50 protest fee (nonrefundable fee). The official will notify the opponent's team manager at the time of appeal.

ARTICLE III – LEAGUE PLAY

1. League play for each sport will be decided by MFPARD.
2. For League: winners will be determined by season record: (1) win/loss then (2) head-to-head. For ties between 3 or more teams, a playoff game(s) will be scheduled to determine the league winner, seeds for

tournament will be determined by a draw. MFPARD will schedule the date, time and location for the game(s).

3. A league that consists of more than 10 teams could be split into divisions. If a league is split into divisions teams will be placed in divisions by draw.

There will be **NO GRACE PERIOD ALLOWED**. All games will be played as scheduled. Games may be started early whenever the occasion arises, but both coaches must consent.

5. League games, where standings are kept, will be played until a winner is declared and cannot end in a tie. However, pre-season and non-league games may end in a tie.
6. Players who register after the official deadline will be placed on a waiting list. Players will be placed on teams, if needed. No players will be added after governing body deadlines.
7. The number of players per team will be determined each year based on registration by MFPARD.
8. Management of a team may consist of a minimum of one coach. In league play, you may have two coaches from the team in the designated team area.
9. Coaches will be required to complete a background check and coach's certification program prior to receiving a team.
10. At least one parent or guardian for each player must complete mandatory parent training prior to the beginning of league games. The training will be offered in person and online each season. The certification will be valid for 1 year and for all sports. If a representative does not complete the training for a family by the first week of games, the child will be allowed to play; however, the family will not be allowed to attend. If the training is not completed by the second week of games, the player will be removed from the team roster and no refund will be issued. This training is to assist our efforts to provide a positive environment that instills good sportsmanship in every facet of our youth programs.
11. Eligibility of players is the manager's responsibility. Any violation of eligibility will result in the Marble Falls Parks and Recreation Department declaring the game, in which the ineligible player participated, a forfeit. **THIS ACTION WILL BE AUTOMATIC.**
12. MFPARD will provide uniforms with registration, uniforms could vary with leagues. MFPARD teams are required to wear provided uniforms for play.
13. MFPARD will provide 1st and 2nd place awards for all drafted leagues; non-drafted leagues will receive participation awards. Coaches are responsible for the distribution of these awards to their team.
14. MFPARD games will have a 10:00pm curfew, for games being played during school days. Supervisor will be responsible for stopping the game (after a completed inning if possible) and record stats at that time. If necessary MFPARD will schedule the completion of the game at a later time and date.

ARTICLE IV – REGISTRATION

1. Players must live in Marble Falls or the surrounding area to be eligible to participate in the league. Participation within leagues in another town/area could make you ineligible to participate in MFPARD programs per governing body rules.
2. All players must be officially and legally registered with the Marble Falls Parks and Recreation Department before the official deadline in order to participate in any league.
3. The Marble Falls Parks and Recreation Department will conduct a Coach Look. The purpose of the Coach Look is to provide the coaches an opportunity to view the skills of the players that will be in the draft. The Marble Falls Parks and Recreation Department will set the date and time for the Coach Look.
4. Players returning to the same age division that do not want to return to the same team they played during the previous season, must complete a Hat form stating the reason for not wanting to return to that team at time of their registration. These players will automatically be placed in the hat. These players do not participate in coach look and will not be eligible as an exempt/ protected player for another team. They will be drawn out of the hat to be assigned to a new team. MFPARD will protect them from returning to the same team as last year if the same coach is coaching that team. MFPARD will not protect them from a team name.
5. For leagues consisting of multiple seasons within a calendar year, (IE: youth soccer - spring and fall seasons) returning players will be determined by the season immediately preceding the current season. If a player did not participate in the previous season, but still returning to the same age division, they will not automatically return to the same team. They can attend coach look and participate in the draft process.
6. If due to registration numbers a team is dissolved from the league any players that would have been on the team will be allowed to participate in the draft and will be eligible to be an exempt/protected player for another team.
7. All player drops must be reported to the Marble Falls Parks and Recreation Department. The Marble Falls Parks and Recreation Department will verify dropped players with the parents before their removal from the official roster.
8. No refunds will be given after the registration deadline. Refunds processed prior to the registration deadline, may be subject to a processing fee. Full refunds will be provided if a program is cancelled by the department.
9. Governing body rules for each league determine rules set by MFPARD.

ARTICLE V – DRAFT

1. The Marble Falls Parks and Recreation Department will conduct the draft. Draft order will be determined by reverse order of standings from the previous year. Draft order will alternate each round (i.e., first round 1- 10, second round 10-1, third round 1-10). New programs will determine the draft order by a draw for the first season.
2. All new players to a league will be placed in the player's draft. The player's draft will be conducted according to age. MFPARD will assign age numbers to be distributed equally among each team. After the draft, each coach will be issued a copy of their roster and it is their responsibility to contact all members of their teams.

3. Players returning to the same league will play for the same team they played for the preceding year.
Note: A sibling moving up into the league from a younger division will be automatically be placed on the same team with their sibling if he or she is returning to a team. This will not count as a protected player. These players do not participate in coach look and will not be eligible as an exempt/ protected player for another team.
4. The “Hat” – players will be placed in the hat for the following reasons 1) they are returning in the same age division but requested to not return to their previous team and filled out a “hat” form OR 2) new player in the league or age division and did not attend coach look. These player’s names will be placed in a hat to be drawn at random to be assigned to a team during the course of the draft. A coach may elect to select a number from the hat during any of his or her draft picks.
5. In the event new teams need to be formed, those teams will begin with the number of players that is equal to the number of players on the team that has the fewest players assigned prior to the start of the draft. Beginning players for the new teams will be determined by a draw from all players that are listed in to be placed on a team (including those players in the “HAT”). The age of players drawn to reach the average will be dependent upon the number in each age group in the draft. The new team will be placed as the last place team in the draft order.
6. Each team is entitled to (2) protected players, prior to the draft; however, no team will have more than (2) protected players on their roster at any time. The player’s parent/guardian must sign the protected player card (date deadline will be assigned by MFPARD). Two siblings, the same age moving into the league the same year will count as (2) protected players, if a team does not have (2) spots available neither sibling is eligible to be an exempt/pickup player.
7. Coaches returning to the same age division will automatically receive all eligible returning players for their team. All coaches will sit out the same number of rounds in the draft as the number of players he/she has returning to their team (protected player(s) included). All coaches will follow the same draft rules.
Maximum returning players are set by governing body (ie TAAF).
8. If a coach cannot coach the second year in a league, the replacement coach will have the option of retaining the protected player(s) or returning them to the draft (*no team will have more than (2) protected players on their roster at any time).
9. Coaching positions on teams that do not have a returning coach will be filled by the following:
 - officially listed assistant from last year,
 - parent of child participating on team last year, or
 - assigned by MFPARD (MFPARD has the final decision on coaches).
10. Siblings may play on the same team (**playing ages must meet governing body rules**). Players who permanently live in the same household will also be permitted to play together (must be marked on their registration form). If these players attend coach look they will be drafted as a set. If they do not attend coach look they will be placed in the Hat and draw as a set (drafting/drawing siblings will only count as one draft choice).
11. Players not attending the Coach Look will be placed in a hat and drawn to a team. Any team may choose to draw from the hat instead of picking from the draft selection at any time. Ages will be determined by assigned ages per league/team.
12. All draft rules and procedures are subject to changes from governing bodies.

Article VI – PLAYING FIELD & EQUIPMENT

1. Players, coaches, and spectators on the playing field are prohibited from the use of tobacco products and/or alcohol.
2. Players, coaches, and spectators prohibited from using profanity on or around the playing field.
3. The Marble Falls Parks and Recreation Department reserve the right to preempt all fields.
4. ***In case of inclement weather, it will be the manager's responsibility to contact the Parks and Recreation Department to verify game status. Decisions on game cancellations will be made after 3:00pm for evening games and 6 am for Saturday games. **Check out our online website for schedules, scores, standings at www.MarbleFallsRecreation.com and like and follow us on Facebook @MarbleFallsParksandRecreation*****

ARTICLE VII – TEAM ADVANCEMENT

1. Teams winning their league will be eligible to participate in advance play (in sports that have advance play (ie: basketball, baseball, softball)). The number of teams that are allowed to participate in advance play will be determined by berths that are allotted by governing bodies. Governing associations will set tournament sites/dates/times and rules. **All players participating in advance play will be required to pay an additional fee (set by MFPARD).**
2. MFPARD will set a coach's meeting after league play for the coach or coaches that have qualified to distribute tournament information and determine players. Coaches of teams participating in **advance play** must go through the Recreation office for any and all additions to their team. **No additional players should be contacted until after meeting with MFPARD Staff. All players participating in advance play will be required to pay an additional fee (set by MFPARD).**
3. Team(s) that qualifies for advance play will be allowed to select extra players as per their sports governing body's rules. When more than one team is allowed to advance, the 1st place team in the league will get the first choice for players and the 2nd place team will get the 2nd choice and so on. Any player that refuses to go with the team that selects them first will be ineligible as a pick up player for another team.
4. Teams that advance through Berths provided to MFPARD league teams are required to wear uniforms provided by MFPARD for advance play. Any additional uniforms that are purchased for advance play must be approved by MFPARD.
5. All Star teams are responsible for all of their expenses for advance play. (ie: uniforms, entry fees, equipment, travel, etc). All Star teams are selected by the league winning team's head coach.
6. All advancing teams need to remember you are representing MFPARD and the City of Marble Falls in tournament play. Coach, player and/or spectator are subject to the same rules and consequences at advance play as league play. (Article II – Constitution Rule 3).