

Accessory Structures

Residential Zones



This is a summary of the rules and regulations for Accessory Structures in Residential Zones and does not address all possible circumstances. For specific questions or details, contact Town Hall (901-867-2620).

Accessory Structures

Residential accessory structures are detached buildings or structures which are subordinate to the primary use (home) and that serve a use that is naturally or normally incidental to a single-family home. Examples include sheds, detached garages, satellite dishes, and pools. Accessory Structures are allowed in any residential zone per Town Guidelines summarized below.

- **No guests:** No accessory structure may be utilized for human occupation.
- **Front Yard:** No accessory structure may be located in the front yard or beyond the front line of the principal building (home).
- **Lot Coverage:** Accessory structures shall not cover more than 30% of the required rear setback (combined total of all permitted structures).
- **Setbacks:** Accessory structures must maintain a setback that is equal to the height of the structure from other structures and from Property Lines.
- **Size:** They shall not exceed 40% of the floor area of the home (max size of 750 square feet).



- **Height:** They shall not exceed a wall height of 10 feet.
- **Design:** they shall be architecturally compatible with a principal building, including similar siding, cornice, and roofing materials. Metal structures are prohibited, except for metal roofing when it matches the principal building.

Other Accessory Structure Regulations to Note

Lots over 1 acre in size – if your lot is 1 acre or more in size, you are exempt from the maximum height and size requirements.

Temporary Structure – temporary structures such as construction dumpsters and PODs have separate regulations and a permit may be obtained at Town Hall.

Pools – swimming pools, both in ground and above ground, have separate setback and lot coverage requirements that can be obtained from Town Hall.

