



**MISSISSAUGA MAJORS
TYKE & PEE WEE
OFFICIAL PLAYING RULE
2022**

ARTICLE 1.00 - PLAYING YEAR

SERIES	PLAYER'S AGES	PLAYING YEAR			
		2022 DOB	2023 DOB	2024 DOB	2025 DOB*
Tyke	10 - 11	11 - 12	12 - 13	13 - 14	14 - 15
Pee Wee	12 - 13	09 - 10	10 - 11	11 - 12	12 - 13

* DOB - Date of Birth

ARTICLE 2.00 - TEAM REGULATIONS

2.01 Team Rosters

- a) The number of registered players on a team roster shall be a minimum of eight (8) and a maximum of fifteen (15).

2.02 Substitution from Lower Series Teams

Players from a lower series team may compete in a higher series for the same area association as outlined hereafter with the prior consent of the coach or manager of the lower series team provided that the coach or manager of the higher team cannot field a team of at least eight (8) players. When more than eight (8) players are present at the game, including called-up players, a called-up player may not take a defensive position prior to the third inning, unless a regular player is disqualified by some action or injury. Players called up are not allowed to pitch and shall be designated as Player Called-Up (PCU) on the batting order.

2.03 Team Conduct

Continued, prolonged or chronic harassment of officials/opposing team members, or conduct considered detrimental to the best interests of the Majors Baseball Association by a team, player, coach or manager before, during or after a game, shall subject the offender(s) to forfeiture of the game and further penalty as deemed necessary by the Majors Executive.

ARTICLE 3.00 - TEAM MANAGER AND COACH REGULATIONS

3.01 Team managers and/or coaches are responsible for the action and conduct of their team players and spectators before, during and after games and shall comply with the provisions of the league playing rules of the Majors to foster and promote the purposes and objectives of the Majors.

3.02 Team managers and/or coaches shall be responsible for the completion and signing of notification of protests together with the Plate Umpire.

3.03 A team manager/coach or official may be censured, suspended or expelled from the Majors by the Rules Discipline and Protest Committee and/or the Majors Executive, if, in the opinion of the aforementioned, his actions, omissions or conduct is prejudicial to the Majors, or any team, player or game official within the jurisdiction of the Majors.

3.04 The team managers/coaches of both teams must report game score, ejections, protests and PCU (player called-up) to the Majors Convenor within 24 hours of the scheduled game start.

When reporting an ejection, the team manager/coach of any team whose player, coach or manager was ejected shall provide the following information to the Convenor within 24 hours of the scheduled game

start: name of the offender, name of the team, the division of play (i.e. Tyke A, Pee Wee A, etc.), the nature of the offence, the name of the umpire who made the ejection and the date of the offence.

PENALTY: One (1) game suspension.

3.05 The team manager and/or coach of each team shall have the umpire(s) print their names on the scorebook at the plate before the start of the game.

3.06 Team managers and/or coaches are responsible for:

- a) Appointing scorekeepers for each game who shall keep track of the outs, runs scored, all pitchers and pitching changes. The home team is the official scorekeeper.
- b) Providing the players and coaches first and last names, jersey numbers and PCU's (if applicable) when filling out the batting order.
- c) Bat boys being a registered player of the team or coach/manager of the team.

ARTICLE 4.00 - COMPETITION REGULATIONS

4.01 Unless specified within the Majors league rules, playing rules for all scheduled games within the Majors shall be the "Official Rules of Baseball".

4.02 Uniforms:

All team personnel, players, managers, coaches and assistant must be in complete baseball uniform.

NOTE: Complete baseball uniform shall consist of:

- corresponding tops or jerseys (with proper numbers),
- corresponding (similar) baseball caps,
- baseball pants (no shorts)
- corresponding stirrup or baseball socks
- no open toed shoes

All players must wear a protective cup.

4.03 Helmets:

The batter shall wear the same double ear-flapped protective helmet while on deck, at bat or running the bases. The helmet may not be removed until the batter is retired or scores a run or at the completion of a half-inning. Should the batter/runner remove the helmet while advancing or returning to a base, he shall be declared out. Batting helmets must be secured with the chin strap in its proper place (under the chin) while the player is on deck, at bat and while running the bases.

4.04 Catchers Equipment:

The catcher shall wear a protective helmet, a protective cup and an approved throat protector attached to all masks excluding goalie type masks, in addition to his normal equipment while at his defensive position.

4.05 Bases:

It shall be the responsibility of the home team (as designated in the schedule) to ensure that bases and pitching rubber are on hand and positioned correctly at least five (5) minutes before scheduled starting time. If the bases and pitching rubber are not on hand after fifteen (15) minutes after the scheduled starting time, the game shall be forfeit by the home team and awarded to the visiting team provided the visiting team has eight (8) qualified players present at the game.

4.06 Game Balls:

It shall be the responsibility of the home team to provide one new game ball and one good used ball of the design and size specified by the Majors. The home team shall also supply good used balls as necessary.

4.07 Batting Order:

- a) Both teams shall exchange batting orders, consisting of a roster of eligible players and coaches present, prior to the start of the game.
- b) Scorebooks shall include the players and coaches full name and jersey numbers. Any player called up from a lower series must be designated on the scorebook as "player called up" or "PCU".
- c) Appointed scorekeepers are to check for properly completed batting orders. The game does not commence until the batting orders are done properly.
- d) Eligible players arriving late may be added to the roster up to the time of completion of the fourth (4th) inning. The manager and/or coaches arriving late shall also be added to the scorebooks. The opposing team shall be advised of all late arrivals immediately.

4.08 Forfeits:

A team which does not have eight (8) eligible players present within fifteen (15) minutes after the scheduled starting time of the game shall default, and forfeit the game. The forfeit is to be recorded as 6-0 or 7-0 depending upon the number of innings scheduled to be played. If both teams are in a position to forfeit, then both teams shall be charged with a loss. No points awarded. The official time shall be determined by the home plate umpire.

If the game is forfeited due to lack of players, then the teams may choose to use the scheduled time to play an exhibition game. They are entitled to play a minimum of three (3) innings or one and one half (1 1/2) hours. The assigned umpires are to officiate at the game.

4.09 Home team manager and/or coach's responsibilities Re: Weather Conditions

- a) If the home team manager and/or coach consider a game cannot be played due to weather conditions making the field unplayable then he must advise the visiting team's coach and/or manager at least one (1) hour prior to the scheduled starting time. Failure to advise the visiting team's coach in advance of the game shall mean that both teams are expected to appear at the ball park prepared to play.
- b) Up to the scheduled starting time of the game, the home team manager and/or coach has the responsibility to determine if weather conditions prohibit playing the game. Normal procedures follow after the scheduled start times.
- c) The home team shall forfeit the game if no qualified umpire(s) arrive within the fifteen (15) minute grace period.
- d) The manager(s) and/or coaches from both teams shall check the time to determine the start of the grace period. Any team which does not have eight (8) players present after the grace period shall forfeit the game regardless of the weather conditions.
- e) If the game is cancelled then the home team manager and/or coach shall inform the Majors umpire/diamond scheduler as soon as possible.

- f) The home team manager and/or coach shall be responsible for rescheduling any cancelled home games, including securing a diamond through the Majors umpire/diamond scheduler. The selection of a time and date for the rescheduled game shall be determined in consultation with the visiting team manager and/or coach in order to avoid scheduling conflicts. The game may be rescheduled for any date prior to the end of the season, but the determination of that date must be settled, and the Convenor must be advised as to where and when the rescheduled game is to be played, within fourteen (14) days of the date of the cancelled game.

4.10 Player Injuries

Any player leaving the field due to an injury must remain out of the game for at least a complete defensive inning, before re-entering the game in a defensive position. If a player is unable to take his next turn at bat, after having been removed from the field due to an injury, he shall be removed from the line-up and removed from further play in the game (this is not an out nor is it considered batting out of turn). A batter taking his turn at bat may not have a pinch runner unless injured in a play during this turn as a batter/runner. A pinch runner will be the last recorded out (No pinch runner for catchers unless injured).

4.11 Umpires:

- a) If the home team cannot provide a minimum of one (1) qualified (for the current year) Umpire within fifteen (15) minutes after the scheduled starting time, the game shall be forfeited to the visiting team.
- b) Umpires shall only be scheduled to officiate at games up to one level below his playing age. (I.e. a Bantam age player may only umpire up to and including the Peewee division.)
- c) Umpires are not to umpire games where they are related to a player or to any of the coaching staff. PENALTY: The games is defaulted
- d) Umpires shall be properly dressed in a blue shirt, grey pants and a navy hat or other hat as issued by their home association. PENALTY: Suspension results until the umpire complies.
- e) BOTH umpires must sign and print their names on BOTH scorebooks at the start of the game.

4.12 Curfew or Darkness:

- a) No new inning to start after 1 hour and 45 minutes from the scheduled start time.
- b) Lighted Diamond
The curfew for all lighted diamonds shall be 11:00 pm sharp. No new inning may begin after 10:15 pm. The plate umpire shall call the game at 10:30 pm regardless of the game situation. If play ends in the middle of an inning, then the score shall revert back to the last completed inning (unless the home team is winning or tied and it is the bottom of the inning).
- c) Curfew-Lighted Diamonds, Double Header 1st Game
The curfew for the first game of a double header shall be 8:15 pm. No new inning may begin after 8:00 pm. The plate umpire shall call the game at 8:15 pm regardless of the game situation. If play ends in the middle of an inning, score shall revert back to the last completed inning (unless the home team is winning or tied and it is the bottom of the inning). The scheduled game at 8:30 pm is to start by 8:45 pm.
- d) Any game ended by curfew or darkness is deemed to be a complete game, regardless of the number of innings played.

4.13 Rescheduling of Games:

Any team wishing to re-schedule games (e.g. in order to attend tournaments) may play their games prior to the scheduled date of the game (with the agreement of the opposing manager and/or coach) and the Convenor. The home team manager and/or coach must arrange for umpires for the re-scheduled game.

4.14 Smoking

Smoking is not permitted before or during the game while in either the dugout area or on the field.

ARTICLE 5.00 - SCORING AND STANDINGS

- 5.01 a) Standings for league play shall be maintained on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.
Note: If a season game has not been played by 24 hours prior to the first scheduled play-off game, then it shall be classified as a double forfeit and no points will be awarded.
- b) In the event of a tie in the standings which does not affect a team's qualifying for the final play-off position. The play-off position shall be decided by awarding the higher position to:
1. The team with the best won-lost record over the season between the two teams.
 2. If still tied, the team with the highest total runs scored in the games between the two teams.
 3. If still tied - by the toss of a coin, with the winner taking the higher playoff position.
 4. If 3 or more teams are tied, the following shall determine their placing:
 - i. Team with the most wins
 - ii. Team with the most runs scored
 - iii. Draw the teams from a hat

ARTICLE 6.00 PLAY OFF COMPETITION

- 6.01 a) The Mississauga Majors Executive shall determine annually the number of teams to enter the Championship play-offs for each division.
- b) The Mississauga Majors Executive shall also determine the location of all play-off games.
- 6.02 a) A player must have played in a minimum of 1/3 of the regular season games to qualify for participation in the play-offs
- b) A game shall be considered a mercy and complete if a differential of ten (10) runs or more exists after five (5) full innings (or after 4½ innings, if the home team is ahead), OR at least two (2) hours have expired from the starting time. The plate umpire shall terminate the game at that point and the score shall be recorded as such.
- c) Any play-off game which cannot be completed due to weather conditions, lack of light or eventual curfew shall be suspended and continued from the exact point of suspension as scheduled by the Convenor.

- 6.03 a) Each player and coach on the finalist team (the team which loses the Championship Series) shall receive a finalist award.
- b) Each player and coach on the play-off Championship team shall receive a championship award.

ARTICLE 7.00 - DISCIPLINE

7.01 A Discipline:

- a) In the case of a player or coach being ejected from a game, the following discipline shall apply:

Immediately leave the vicinity of the ball park plus automatic one (1) game suspension to be served for the next league game played by his team. Any person who has been suspended shall not be permitted to attend any game(s) from the team which he has been suspended.

Any coach or player wishing to appeal the "automatic" suspension shall do so in writing to the Vice President-Baseball no later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after the happening of the event by registered mail, hand delivery, fax or e-mail.

The Vice President-Baseball after compiling the facts, shall decide whether or not the appeal merits a special meeting of the R D & P Committee. If he believes there are not sufficient grounds to merit such a meeting he shall decline the appeal. The Vice-President Baseball does have the authority to approve any such appeal.

These suspensions may be delayed by the VP Baseball provided an appeal has been filed by the suspended parties and the VP Baseball has agreed to hear the appeal. Written confirmation of the delay in the suspension pending a hearing must be obtained by the suspended parties, otherwise the suspensions must be served.

In such cases the Umpire shall submit a full report to the R D & P Committee and if the Committee deems further action necessary it may so act.

- b) The R D & P Committee has the authority to suspend any player, coach, manager or team official for a maximum of five (5) games (the total of five games shall include the automatic suspension). Any suspension of up to five (5) games may be appealed, in writing, by registered mail or hand delivered within seven (7) days to the Chair, R D & P Committee. The R D & P Committee shall submit any recommendation for further suspension to the Majors Executive.
- c) The Majors Executive shall review the R D & P Committee's recommendation for further suspension and may accept it as submitted, add to it, or reduce it.
- d) Any additional suspension invoked by the Majors Executive or R D & P is subject to appeal in writing, by registered mail or hand delivered within seven (7) days, to the President.
- e) In receipt of a written appeal, the President shall invite the suspended party(s) to attend the next Majors Executive meeting where the Executive shall review the appeal. The Secretary shall notify the appellant of the Executive's decision in writing within seven (7) days of the meeting.

B Ejections (Umpire Submit Report)

Umpires must ensure that any ejected player, coach, manager or team official is advised at the time of the ejection and record it on the game sheet of both teams. (Failure to record it on the game sheet does not nullify the ejection.) In the case of a player being ejected, the coach or manager of that team shall also be verbally advised of the ejection at the time it happens. At the conclusion of the game, the umpire is responsible for informing the Majors Umpire-In-Chief of the ejection(s).

7.02 Protests:

- a) A team wishing to protest a game based on an alleged misinterpretation of the rules must fulfill the following:
- Shall request "time" be called.
 - Shall register such protest at the time of the incident.
 - Shall inform the plate umpire of the intended protest.
 - The plate umpire shall record & sign the protest on both teams' score sheet.
 - Both teams shall have a coach/manager also sign the score sheets.

PENALTY-for a coach refusing to sign the score sheets is the forfeit of the game to the team that signs the score sheets.

A protest, meeting all of the above requirements may then be filed per clauses b, c & d, with the VP-Baseball for a decision.

- b) The team protesting shall file the protest in writing signed by the team manager or coach with the VP-Baseball. Copies shall be sent to the Majors Umpire-in-Chief and the manager or coach of the team protested against, not later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after the event by registered mail, fax, e-mail or hand-delivery.
- c) A deposit of \$50.00 cash or cheque payable to the Majors, shall accompany all protests. This will be refunded if the protest is upheld and may, in the absolute discretion of the Majors Executive, be refunded or retained if the protest is denied.
- d) The manager or coach of the team protested against may at his option, file a written reply by registered mail, fax, e-mail or hand-delivery to the VP-Baseball no later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after receipt of the copy of the protest by registered mail, fax, e-mail or hand-delivery.

7.03 Complaints:

A person wishing to register a complaint due to the actions of any representative, umpire, player, coach or manager shall submit such complaint in writing to the applicable Convenor not later than 48 hours (exclusive of Saturdays, Sundays and statutory holidays) after the event by registered mail, fax, e-mail or hand delivery.

The Convenor shall then advise the person(s) against whom the complaint has been made and invite the person(s) to respond in writing within 48 hours (exclusive of Saturdays, Sundays and statutory holidays) after notification of the complaint. After reviewing the complaint and response, if any, the Convenor may either mediate a solution between the parties, determine that the complaint is not warranted and dismiss the matter, or refer the matter to the VP-Baseball or Executive for appropriate action. The Convenor will forward a report on the action taken to the VP Baseball for record purposes.

ARTICLE 8.00 - PITCHING RESTRICTIONS

8.01 TYKE & PEE WEE

A pitcher is permitted to pitch a maximum of three (3) consecutive innings to consecutive batters. (Including extra innings)

- 8.02 a) Once a pitcher has pitched he will not be allowed to return to pitching again in that game (includes extra innings).
b) One pitch constitutes an inning.

PENALTY: any infraction involving the above rules shall result in game forfeiture by the offending team as well as the Coach being ejected with an automatic 1 game suspension.

NOTE: THE OFFICIAL SCOREKEEPER FOR EACH GAME SHALL TRACK ALL PITCHERS AND PITCHING CHANGES.

ARTICLE 9.00 - 'HL' DIVISION – TYKE & PEE WEE

9.01 The following rules apply to all 'A' divisions indicated above except as otherwise noted.

9.02 a) Playing Field Distances:

The distance from the back point of home plate to the front of the pitcher's rubber shall be:

TYKE = forty-four (44) feet

PEE WEE = fifty (50) feet

The outside distance between bases shall be:

TYKE = sixty-five (65) feet.

PEEWEE = seventy-five (75) feet

b) Length of Game:

No new inning to start after 1 hour and 45 minutes from the scheduled start time.

Tyke

The game shall be six (6) innings. In case of a tie - extra innings will be played if light/curfew permits.

Pee Wee

The game shall be seven (7) innings. In case of a tie - extra innings will be played if light/curfew permits.

c) Batting Order:

All eligible players present at the game shall be listed on the team's batting order as desired by the coach or manager and bat in that order.

d) Substitution:

- 1) Time permitting, each player present at the game must play a minimum two (2) innings of the first four (4) innings, unless injured. (PENALTY - Two (2) games suspension for the offending coach)

- 2) Substitution is allowed only at the end of an inning except in the case of an injury or pitching change.

e) Pitchers:

Number of trips to the pitcher in the Tyke divisions shall be unlimited. The plate umpire will decide if a team is intentionally delaying the game. ALL other divisions shall be limited to two trips as per the Rules of Baseball. Any person warming up a pitcher at any level shall wear a protective face mask while catching.

f) Baseball Shoes:

Use of baseball shoes equipped with metal spikes or metal cleats are prohibited in Tyke, Peewee. (Use of baseball shoes equipped with metal spikes or metal cleats is permitted at Bantam, Midget and Junior)

9.03 Mercy Rule

A game will be considered complete if a differential of ten (10) runs or more exists after five (5) full innings (or after 4½ innings if the home team is ahead),

9.04 Tyke Special Playing Rules

- a) The game shall be six (6) innings. In case of a tie - extra innings will be played if light permits.
- b) In each of the first four (4) innings, the offensive team's time at bat shall end when it has scored five (5) runs or if three (3) outs have been made.
In all subsequent innings including extra innings, there is no limit on runs scored and the offensive team's time at bat ends when three (3) outs have been made.
- c) The batter shall be declared out after the third (3rd) strike regardless of whether the third (3rd) strike is caught or dropped.
- d) There will be no 'steal' of home plate by a third base runner on a pitch to the plate or on a return throw to the pitcher.
- e) No lead off. Base runner(s) shall not leave a base until the pitched ball leaves the pitcher's hand. Penalty: - Runner is out and the ball is dead immediately when the runner leaves the base.

9.05 Pee Wee Special Playing Rules

- a) The game shall be seven (7) innings. In case of a tie - extra innings will be played if light permits.
- b) In each of the first five (5) innings, the offensive team's time at bat shall end when it has scored five (5) runs or if three (3) outs have been made.
In all subsequent innings including extra innings, there is no limit on runs scored and the offensive team's time at bat ends when three (3) outs have been made

9.06 Ground Rules/Park Locations/Curfews/Games Called in Progress - Due to Weather

The Official Ground Rules for the Majors have been established for all diamonds being used by the Majors for league and play-off games.