

2nd Annual Jesse Polan Memorial Tournament Rules 2026

| | 9U | 10U | 12U |
|--|--|-----|-----|
| Governing Rules | <u>Little League Rule Book 2025</u> Unless noted below: | | |
| Minimum # of Players | All games must begin and end with eight (8) defensive players regardless of reason for absent players. A team must play with a minimum of eight (8) defensive players to complete the game. If the number of defensive players available is less than eight (8), the game will be recorded as a forfeit regardless of the score of the game at the time of the absence of the player. | | |
| Chatter | Any behavior which is deemed by an umpire or tournament official to be intentionally distracting to a pitcher, batter, or fielder may result in one warning. Subsequent incidents may result in the manager being ejected and the team forfeiting the game. | | |
| Abusive Language | Unsportsmanlike conduct or any use of inappropriate language by a coach, player, or parent toward another team, official, tournament director, or UIC will not be tolerated and will be asked to leave the park. | | |
| Player Safety | Throwing bats, helmets, gloves, or any other equipment in a dangerous or unsportsmanlike manner is strictly prohibited. Umpires have full discretion to determine if thrown equipment poses a safety risk or violates sportsmanship standards. First offense: Warning Second offense or severe first offense: Automatic out (if applicable) or ejection. | | |
| Maximum # of Innings | 6 innings | | |
| Complete Game | 4 innings (3-1/2 innings if home team is winning) Or determined by time limit. If a game is called due to weather prior to the time limit and the required innings for a complete game. | | |
| Game Time Limit | Pool Play, Bracket Play, and Consolation Games 1hr and 30 minutes No New Inning A new inning can not begin after the time limit. A new inning begins immediately after the third out of the previous inning. During weather delays, the clock is suspended until play restarts. | | |
| | Pool Play and Consolation Games 1hr and 45 minutes Drop Dead At which game will be stopped and score will revert back to the last fully completed inning, unless the home team is up to bat and are ahead in the score or have tied the score. Intentionally delaying the game will be considered unsportsmanlike conduct and result in a forfeit. Umpires and UIC have full discretion to determine whether a game was intentionally delayed. | | |
| | There is no time limit in the championship | | |
| Mercy Rule | 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings | | |
| Maximum Runs/Inning | Unlimited | | |
| Tie games | Ties are allowed in Pool Play. | | |
| | Ties are not allowed in bracket play, if drop dead time limit occurs while there is tie extra innings will begin with the last recorded out runner on 2nd in Bracket Play. | | |
| Pitching: | Once the pitcher is removed from the mound, s/he may not return to pitch | | |
| | A pitcher may pitch a maximum consecutive outs per game: | | |
| | 6 consecutive Outs | | |
| Mound Visits | Upon the coach's second trip to the mound in one inning or third trip to the mound for the same pitcher in one game, the pitcher must be removed from the mound | | |
| Kid Pitch/ Coach Pitch | FULL Kid Pitch, All innings | | |
| Balk Warnings | There are no balks. All balks are warnings and the play resets. | | |
| Little League Pitcher-Catcher Rules | The Little League pitcher to catcher rules are not in effect | | |
| Hit Batter Limitation | For all games a maximum of 3 hit batters/pitcher/game can occur. The pitcher is removed from the pitching position immediately after the 3rd hit batter. Players may remain in game unless determined to be intentional per umpire discretion. | | |

| | 9U | 10U | 12U |
|---|--|---|------------|
| Governing Rules | Little League Rule Book 2025: Unless noted below | | |
| Walks/Intentional Walks | Walks are allowed One un-pitched intentional walk will be allowed per game. Pitches thrown for additional intentional walks. | | |
| Stealing/Lead Offs | For 9u and 10u Base runners may not lead off or leave a base until a pitched ball has reached the batter. One warning per team is given if a runner leaves a base early, on the second warning the runner is out. | | |
| Base Running: | When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. Stealing home – A team can steal home once per inning. After the first time, they may advance only on a batted ball, bases loaded walk or if the defense makes a play on that runner. No dropped third strike advancement. | Unlimited Stealing & Lead-offs. Players may advance on dropped third strike. | |
| Sliding | Little League Rules for Sliding Rule 7.08(3): Runners <u>cannot</u> slide headfirst into a base, they <u>can</u> when coming back to a base. This is an automatic out. Runners are NOT required to slide, but are encouraged to do so. Any intentional or reckless contact by a player, including but not limited to malicious slides or collisions, will result in immediate ejection, at the umpire's discretion. | | |
| Roster/Player: | Once the tournament starts and the final roster has been submitted, teams cannot add players to their roster (maximum roster size is 15 players) Free substitutions / Continuous batting roster | | |
| Minimum / Maximum # of Hitters in Line-up | All Uniformed Players Hit, Continuous batting order | | |
| Minimum Defensive | No requirements for defensive innings played. | | |
| Absent Without Injury or Illness | If a player is a hitter in the batting order, this position will be declared an 'out' should this player become absent during the game for a reason other than injury or illness. Another player may replace the absent player defensively but may not hit in the absent player's position in the line-up. | | |
| Absent with Injury or Illness | If a player is removed from a game due to injury or illness, his/her position in the batting order will be skipped and will not be considered an out. The injured or ill player may not re-enter the game once their position in the batting order is skipped. | | |
| Equipment: | Coaches are responsible to check their own/players equipment | | |
| Bat Restrictions: | Bats must comply with USSSA rules or USA rules. Both are accepted as well as wood bats. Bats will not be checked prior to the game. If a coach has a question about a bat, he may request umpire to check that particular bat. If the request for a bat check becomes too extreme and a mockery to the game, all bats from both teams will be checked. The time limit will continue to run during the bat check. | | |
| Courtesy Runner for Pitcher and/or Catcher | At any time, a courtesy runner for the catcher or pitcher of record may be used. It must be the player who made the last recorded out. | | |
| Pitching Distance | 9u and 10u is 46' 0" 12u is 50' | | |
| Base Distance | 9u and 10 u is 60' 0". 12u is 70' | | |
| | If the field dimensions are found to be incorrect after play has started, corrections to the field should be made at the end of the current inning. | | |
| Drop 3rd Strike Rule Applies? | No. On a dropped 3rd strike, the batter is out and the ball is live. | | Yes 12u |
| Infield Fly Rule Applies? | Yes | | |

Miscellaneous Rules ALL DIVISIONS:

- ALL OTHER RULES WILL FOLLOW THE LITTLE LEAGUE RULE BOOK
- TOURNAMENT DIRECTOR WILL SETTLE ANY DISPUTES
- Tournament will supply the baseballs
- Home Team will be assigned to the 3rd base Dugout.
- Scores will be collected on score sheets by umpires and turned into UIC or Tournament Director.
- If a team must forfeit prior to the start of the game, it will be counted as a loss. The opposing team will be granted a run per each inning scheduled. (I.E: 6 runs).
- If a team forfeits during a game, it will be counted as a loss. The minimum amount of runs scored by the opposing team is 6 runs.
- MAX runs allowed for tournament score on mercies is 10 Runs (I.E. Score is 18-3, tmnt will use 13-3 for tally)
- PLEASE have your team ready to play 30 minutes prior to scheduled time. Games may start early, if a team is not ready with at least 8 players 10 minutes after game time (including up to 30 minutes early) the game will be forfeit.
- Safety base/double first base rules are in effect. (If applicable)
- All teams are encouraged to warm-up as much as possible before game time; however, no practice may be taken on the infield prior to the game.
- Baseballs are provided by the tournament. WE expect teams to assist in returning foul balls to umpires. When 2-3 balls are hit foul, teams may want to throw a ball in to save time and pace of game.
- Playing surface is as it remains at the tournament fields. No seeds, no gum, no metal cleats.

Tie Breaker for Pool Play

- 1) Best Record
- 2) Head to Head - (If three or more teams are tied this will be skipped)
- 3) Runs Allowed
- 4) Run Differential
- 5) Total Runs Scored