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# 2026 DIXON LITTLE LEAGUE BASEBALL LOCAL RULES

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Dixon Little League Baseball is affiliated with Little League International, a nonprofit organization based in Williamsport, Pennsylvania. Little League was founded in 1939 by Carl Stotz and has grown to be the largest organized youth sports organization in the world. Little League charters exist in all fifty states as well as more than 80 other countries. The people whose names you see here on this page volunteer their time to assist in the operation of Dixon Little League (established in 1970). These Local Rules were established, reviewed and approved in an effort to create a fun and learning environment for the youth of the City of Dixon. Dixon Little League and its representatives adhere to the Little League Motto – COURAGE, CHARACTER and LOYALTY.



# TABLE OF CONTENTS

|   |    |
|---|----|
| <b>ARTICLE I - GENERAL RULES</b>  | 3  |
| SECTION 1 – CONDUCT   | 3  |
| SECTION 2 – COMPLAINTS  | 4  |
| SECTION 3 – LOCAL RULES   | 4  |
| <b>ARTICLE II - SPECIFIC LEAGUE COMPOSITION</b>   | 4  |
| SECTION 1 – JUNIORS LEAGUE RULES  | 4  |
| SECTION 2 – 50/70 INTERMEDIATE LEAGUE RULES   | 4  |
| SECTION 3 -- MAJORS LEAGUE RULES  | 4  |
| <b>ARTICLE III - GENERAL LEAGUE RULES</b>   | 4  |
| SECTION 1 – PLAYING TIME  | 4  |
| SECTION 2 – RUN RULE  | 5  |
| SECTION 3 – TIME LIMIT  | 5  |
| SECTION 4 – SCOREKEEPING/GAME DAY RESPONSIBILITIES  | 6  |
| SECTION 5 – NUMBER OF PLAYERS   | 6  |
| SECTION 6 – GENERAL LEAGUE RULES  | 6  |
| <b>ARTICLE IV - SPECIFIC AAA, AA, A AND TEE-BALL RULES</b>                                    | 7  |
| SECTION 1 – AAA DIVISION  | 7  |
| SECTION 2 – AA DIVISION   | 7  |
| SECTION 3 – A DIVISION  | 8  |
| SECTION 4 – TEE-BALL DIVISION   | 9  |
| <b>ARTICLE V - SKILLS ASSESSMENT, DRAFT, TEAM<br/>    ASSIGNMENTS &amp; FILLING VACANCIES</b> | 10 |
| SECTION 1 – MANAGER/COACH SELECTION   | 10 |
| SECTION 2 – SKILLS ASSESSMENT   | 10 |
| SECTION 3 – DRAFT   | 10 |
| SECTION 4 – TEAM ASSIGNMENTS  | 11 |
| SECTION 5 – FILLING VACANCIES   | 11 |
| <b>ARTICLE VI - THE SEASON &amp; PLAYOFFS</b>   | 11 |
| SECTION 1 – LENGTH OF SEASON  | 11 |
| SECTION 2 – RAINOUTS, RESCHEDULES, CONTINUATIONS  | 11 |
| SECTION 3 – DIVISION CHAMPIONSHIP   | 12 |
| SECTION 4 – DIVISION CHAMPIONSHIP RULES   | 12 |
| <b>ARTICLE VII – ALL-STAR TEAMS</b>   | 12 |
| SECTION 1 – ALL-STAR PLAYER SELECTION   | 12 |
| SECTION 2 – ALL-STAR MANAGER AND COACHES SELECTION  | 12 |
| SECTION 3 – OTHER “SPECIAL TOURNAMENT” TEAMS  | 13 |

## **ARTICLE I – GENERAL RULES**

### **SECTION 1 – CONDUCT**

- A. Managers, coaches, and umpires are responsible for the safety and behavior of their players on and around the field (including practices).
- B. Prohibited behavior by managers, coaches, umpires, parents or spectators on or around practice or games fields:
  - 1) Use of profane, foul, and/or abusive language.
  - 2) Consumption of alcoholic beverages
  - 3) Being under the influence of alcohol or a controlled substance.

Violators will be asked to leave the area immediately by the Officer of the Day, DLL Board Member, or Umpire in Charge. Managers, coaches, or umpires under the influence of alcohol are subject to immediate expulsion from the league and must have board approval prior to attending any DLL functions. Repeat offenders will be barred indefinitely from any further participation, including as a spectator, in all youth baseball activities.

- C. Equipment abuse, such as throwing helmets, hitting or throwing bats against fences, etc., will not be allowed at any time. After the first offense, the team will receive one warning and all sequential abuse will result in the player being ejected from the game.
- D. Any manager, coach or player or spectator ejected or suspended from a game MUST leave the Little League complex immediately (boundaries as determined by the City if Dixon includes any grounds past all outfield fences from the soccer arena fence to the High School parking lot and from the DLL Parking lot to the rear dirt lots/hills, Juniors Field ejections boundaries will include Skate Park to Softball Snack bar and Juniors parking lot to include complex boundaries to high school parking lot) (LLB Rule 4.07) and not return until notified by his/her division representative. If required by the league, the ejected participant must meet with their Division Rep and the Director of Baseball who shall investigate the incident and present the facts along with his/her recommendations to the Board of Directors or a duly appointed committee of the Board of Directors; and/or review the facts of the incident and, if necessary, recommend any additional punishment.
- E. Any player, manager or coach ejected from the game by an umpire or board member will be subject to discipline as decided by the local league board of directors but in no case shall the discipline be less than one (1) game suspension. The Ejection report must be sent to the District Umpire in Charge (UIC) and League President.

NOTE: Repeated incidents will not be tolerated and are adequate justification for permanent suspension from the league.

## **SECTION 2– COMPLAINTS**

Managers, coaches, and parents should first consult their DIVISION REP prior to taking complaints to the Board of Directors or to individual board members.

## **SECTION 3 – LOCAL RULES**

Dixon Little League Local Rules will remain in effect for the duration of the season. Any local rules that are to be amended must be made by a 2/3 majority vote by its Board of Directors prior to opening day of the season.

# **ARTICLE II – SPECIFIC LEAGUE COMPOSITION**

## **SECTION 1 – JUNIORS LEAGUE RULES**

The Juniors Division will utilize the District 64 Inter-League Baseball & Softball Rules for Juniors Division.

Dixon Little league has approved league age 15-year-olds to participate and Pitch in the Junior division.

## **SECTION 2 – 50/70 INTERMEDIATE LEAGUE RULES**

The 50/70 Intermediate Division will utilize the District 64 Inter-League Baseball & Softball Rules for the 50/70 Intermediate Division.

## **SECTION 3 – MAJORS LEAGUE RULES**

The Majors Division will utilize the District 64 Inter-League Baseball and Softball rules for the Majors Division.

# **ARTICLE III - GENERAL LEAGUE RULES**

## **SECTION 1 – PLAYING TIME**

### All Divisions

Playing time shall be in compliance with LLB regulation IV(I). Players removed by the manager for disciplinary reasons during practices, before, during, or after a game or ejected from a game by an umpire for unsportsmanlike conduct “do” constitute as an exception to this rule.

A. All players must play two full games per season.

B. Every player must play a minimum of six (6) defensive outs or two (2) innings. If mercy rules or game ends due to weather, that player should be in starting line-up of the next game player attends.

C. DLL will play by continuous batting order, LLB Rule 4.04: Teams will bat through the entire roster consecutively during a game. Managers may change the batting order for each game. Late arriving players will be added to the bottom of the roster. The Manager is responsible for notifying the umpire of absences and late arrivals. Each player will be entered and/or re-entered defensively in the game anytime if they meet the requirements of mandatory play (see Little League Regulation IV(i)). If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her at bat comes up in the order without penalty. If the injured, ill, or absent player returns, he/she is merely re-inserted into the original spot in the batting order.

D. Any manager wishing to suspend a player for disciplinary reasons must receive Executive Board approval prior to implementing said suspension.

## **SECTION 2 – RUN RULE**

As allowed by LLB Rule 4.10 (e), DLL will exercise the option to implement the following mercy rules: If after (3) innings, two and one-half inning if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

## **SECTION 3 – TIME LIMIT**

### **A. Majors/AAA/AA Division**

The last inning is defined as the next full inning starting after one (1) hour and 40 minutes from the official start time of the game. Examples: Inning ends at one hour and 39 minutes, then the next inning will be a five-run limit inning. Inning ends at one hour and 40 minutes, and the next inning is declared the last inning of the game.

Note: No new inning may begin after 2 hours regardless of if the inning is declared last inning or not. No new pitch after 2 hours 15 minutes.

B. A Division

Games shall be no more than six (6) innings. Games are limited to one (1) hour and 30 minutes. Score will not be kept.

C. Tee-Ball Division

Games shall be no more than one (1) hour. Score will not be kept.

**SECTION 4 – SCOREKEEPING/GAME DAY RESPONSIBILITIES**

- A. The home team is responsible for providing an official scorekeeper using the GameChanger app, preparing the field prior to the game and pitch counter. The visiting team will also provide a scorekeeper in GameChanger as back up, operate the score board and drag the field after the game.
- B. Official game start time is to be confirmed with the umpire and recorded by the scorekeeper, no exception. If the Home team cannot provide a scorekeeper, the manager must do the scorekeeping and will not be able to coach from the scorekeeper table.
- C. The official scorebook/scorekeeping app and pitch count will be recorded at the scorer's table.
- D. In the Gamechanger app, there will be an Admin listed as Dixon Little League (DLL). This is not to be removed at any time during the season.
- E. Any video device used to video/picture games may not be used to challenge any call by an umpire. If a manager introduces recorded video evidence during a challenge: the umpire will immediately rule against the manager introducing the evidence and the manager will be ejected from the game.

**SECTION 5 – NUMBER OF PLAYERS**

A. Majors/AAA/AA

There should be nine (9) players to start a game and end a game. If a game cannot be played because of the inability of either team to place nine (9) players on the field, the league permits the teams to start a game with eight (8) players and allows the team not to take an out for the ninth (9<sup>th</sup>) player. A game may not be continued with less than eight (8) players on each team.

**SECTION 6 – GENERAL LEAGUE RULES**

DLL will opt out of rule 6.02 and rule 9.01.

## **ARTICLE IV - SPECIFIC AAA, AA, A, AND TEE-BALL RULES**

### **SECTION 1 – AAA Division**

- A. The batting team will be retired when they have accumulated three outs or five runs, whichever comes first, or when all players on the roster have batted one time in a half inning.
- B. Last inning in accordance with LLB Rule 5.07:
  - 1) Last inning is defined as in Article 3, Section 3.
- C. Courtesy runners will be allowed in accordance with rule 3.04 and 7.14. Courtesy runners are allowed only when there are two outs and only for the Pitcher or Catcher of record. A courtesy runner must be the last player put out on the team's batting order.

### **SECTION 2 – AA Division**

- A. Special Rules after 4 Balls:
  - 1) There are no walks. If a pitcher pitches a fourth ball, the batter's manager/coach will pitch to the batter. The catcher and umpire will remain in position behind the plate. The batter's strike count remains with the batter when the manager/coach begins to pitch, and the umpire will continue to call balls and strike for pitches thrown by the coach (see ball/strike count rules below).
  - 2) The coach will position him/herself from in front of the pitching rubber, but the coach's feet must stay within the pitcher's mound circle (measured as a five-foot radius centered on a spot 12" in front of the pitcher's plate; this makes a ten-foot diameter circle). As they pitch their feet should not touch outside of the pitching mound circle. If they do, the pitched ball will be deemed a strike and any advancement and/or hit by the batter should be negated. The coach will throw overhand from a knee or standing position.
  - 3) After 3 strikes (including previous count) or 3 pitches, whichever comes first, the batter is called out if they have not put the ball in play. If the 3rd and any subsequent pitches are fouled off, the batter will continue to receive additional pitches. The batter will not be awarded a base if hit by a manager/coach pitch. If the ball is hit and subsequently hits the manager/coach, the batter will be awarded first base. Other runners will only advance if forced. If a manager/coach

is not comfortable pitching they may request that the opposing manager/coach pitch on their behalf

4) Ball/Strike Count rules (when manager/coach begins to pitch):

- Count is 4-0; Manager/coach has 3 pitches. The umpire continues to call balls and strikes.
- Count is 4-1; Manager/coach has Up to 3 pitches, but the batter has only 2 remaining strikes. The Umpire continues to call balls and strikes.
- Count is 4-2; Manager/Coach has Up to 3 pitches, but the batter has only 1 remaining strike. The Umpire continues to call balls and strikes.

- B. If the ball is overthrown at any base, base runners may advance one base only, at their own risk, even if the second attempt to throw them out is misplayed or overthrown again.
- C. Base stealing is permitted with any number of outs except stealing home, stealing home is only permitted with two (2) outs and kid pitching.
- D. Player pitcher must pitch from the rubber.
- E. Kid pitchers can only pitch for two (2) innings or for six (6) outs per game.

#### **SECTION 4 – A Division**

- A. During the first half of the season, one manager or coach may be on the field for instructional purposes but shall not assist runners or touch a live ball. At least one adult manager or coach must always be in the dugout, in accordance with LLB regulation XIV – Field Decorum. For the second half of the season, coaches must manage the game from their respective dugout. Throughout the season, there must be an adult defensive coach on the field behind the catcher to control missed pitches and keep the game flowing.
- B. Score will not be kept.
- C. An inning consists of the offensive team either batting through their roster or until 3 outs are made by a defensive position player.
- D. There must be a minimum of seven (7) players to start a game and a maximum of nine (9) players on the field and no player shall sit out more than one defensive inning.



- E. Coaches must use personal discretion while pitching or have the option to use league approved equipment. The pitcher must stand to the right or left of the pitching rubber and have at least one foot on the mound. Runners may not advance unless the ball is hit.
- F. Bunting will not be allowed during the entire season. An intentional bunt will be considered a strikeout.
- G. Each batter will receive up to seven pitches to get a hit.
  - 1) There will be no called balls or walks. The batter is not awarded first base for being struck by a pitch.
  - 2) There will be no called strikes or strikeouts.
  - 3) If the batter does not hit the ball in fair play after the 7th pitch, the batter is retired and no out is recorded.
- H. When a ball is put into play by the batter, play shall stop when the ball is thrown to the pitcher whether it is caught or not. If a defensive player attempts to throw to a base and it is overthrown, the runner is allowed to advance one base and then the play is dead.
- I. If the batted ball hits the pitcher, the ball becomes dead, and the batter is awarded first base. Runners advance if forced. If the league-approved coach pitcher intentionally interfered with the play, the batter is out and no runners advance. Incidental contact between the player pitcher and league-approved pitcher shall not be deemed interference.
- J. The “pitcher” on the team in the field does not pitch. He is a fielder only. He must begin each pitch at a distance from the plate even with the pitching rubber to the right or left. For safety reasons, he cannot leave this position until the ball is pitched.
- K. For safety reasons, no infielder may play closer than 60 feet away from the batter.
- L. The infield fly rule will not apply.

## **SECTION 5 – Tee-Ball Division**

- A. All players must hit off the tee to begin the season.
- B. After completing the first half of the scheduled games, managers/coaches may pitch to players. If the batter has not hit after 5 pitches, they must hit off the tee.
- C. Runners may not advance unless the ball is hit and score will not be kept.

- D. An inning consists of the offensive team batting through their roster. Once three outs are made, the bases will be cleared of runners and the offensive team will continue their at bat until all players have batted.
- E. There will be no more than two (2) league approved coaches on the field from the defensive team. These coaches are to be in the outfield only, behind the infielders. There must be an adult in the dugout at all times.
- F. The play shall stop when the ball is thrown to the pitcher whether it is caught or not.
- G. One base on an overthrow and the play is dead.
- H. No player shall sit out more than one defensive inning.
- I. When a team is batting, two league approved coaches and the adult pitcher are permitted on the field. The coaches must always remain in the coaching boxes during play.
- J. The “pitcher” on the team in the field does not pitch. He is a fielder only. For safety reasons, he cannot leave this position until the ball is pitched
- K. For safety reasons, no infielder may play closer than 40 feet away from the batter.

## **ARTICLE V - SKILLS ASSESSMENT, DRAFT, TEAM ASSIGNMENTS & FILLING VACANCIES**

### **SECTION 1 – Manager/Coach Selection**

- A. Managers and coaches will be voted on and approved by the Board of Directors prior to the season.
- B. Volunteers will only be able to manage one team. Coaching an additional team is allowed, but scheduling conflicts may occur. The Board reserves the right to not accommodate scheduling changes.

### **SECTION 2 – Skills Assessment**

Skills assessment will be conducted in accordance with the LLB Operating Manual. All players who will turn the age of 7 or older prior to August 31st of the playing season must attend one of the leagues scheduled skills assessments, and all players must provide required Little League International documents, or the player will not be placed in the draft. A player who does not attend skills assessment

must, in writing, notify the director of baseball explaining why their child did not attend and be approved by the Executive Board prior to participation in the league.

### **SECTION 3 – Draft**

DLL will use Option B draft method for all divisions. DLL's draft shall be in compliance with the Little League Draft Selection System as detailed in the LLB Operating Manual and LLB's common pool draft method procedure.

Draft attendance is by each team Manager and Draft Committee: President, Vice President, Director of Baseball and Division Rep.

If a team does not have a team Manager, then the board will appoint a board member to draft the team.

### **SECTION 4 – Team Assignments**

Division draft order will be as follows: Juniors, Intermediate 50/70, Majors, AAA, AA, A and Tee Ball. Every effort will be made to divide age, talent, and experience equally across each division.

### **SECTION 5 – Filling Vacancies**

- A. Player replacements shall be in accordance with LLB Operating Manual through the Director of Baseball in accordance with LLB rule III.
- B. The manager of a team that loses a player from their roster will have three (3) calendar days from the notification date to contact the Director of Baseball to replace that player. The manager may request a specific player for consideration to the team. Although Director of Baseball will endeavor to follow the request, the final decision shall be at the sole discretion of the Director of Baseball.
- C. No permanent replacement from minor to major division during the last two weeks of the regular season.

## **ARTICLE VI – THE SEASON & PLAYOFFS**

### **SECTION 1 – Length of Season**

The season will be played over approximately 9 weeks.

### **SECTION 2 – Rainouts, Reschedules, Continuations**

Rained out, rescheduled or any unforeseen continuation games shall be rescheduled by the Director of Baseball or approved Dixon Little League Officer.

If you are unable to field a team, you must provide details of why you are unable to field a team, in writing to the DLL President and Director of Baseball.

If a game needs to be rescheduled more than once, additional reschedules are at the discretion of the Director of Baseball.

### **SECTION 3 – Division Championship**

- A. The Juniors and 50/70 Intermediate divisions will follow the District 64 Rules.
- B. All Majors, AAA, and AA teams will play a single elimination tournament for their respective divisions, if a division has three or less teams in its tournament it will be adjusted to a double elimination tournament. All teams will be seeded for the tournament based on their full season standings (first place is first seed and last place will be the lowest seed.) In the event of a tie in the standings the higher seed will be decided by the team with the best head-to-head record, runs against head-to-head, and then runs against overall.

The winner of AAA and higher divisions will represent Dixon Little League in the District 64 Tournament of Champions.

### **SECTION 4 – Division Championship Rules**

Regular season rules shall be followed, including pitching and game time limits. However, no game shall end in a tie, if there is a tie after the declared last inning is completed, another inning will be started unless the inning is after curfew. In the event that a game stays a tie after the first additional inning, the second and greater additional innings will start with the offensive's last player put out from the previous inning starting as a base runner on second.

The Higher seed during the tournament will be the home team. All game duties including scorekeeping on game changer, scoreboard and field responsibilities will be the same as during the season. Home will occupy the first base dugout.

## **ARTICLE VII – ALL-STAR TEAMS**

### **SECTION 1 – All-Star Player Selection**

- A. Approximately four weeks before the end of the season, the league's Director of Baseball shall call separate meetings of all managers in the Juniors, 50/70 Intermediate, Majors and AAA Divisions.
- B. Players will be given an All-Star selection ballot to cast their vote. Players from each respective Division will cast five votes for players from their division for their respective league age tournaments. The top three players will win automatic selection into their respective age tournaments.
- C. Each All-Star tournament manager will select three players for their All-Star team at his/her discretion.
- D. Each division Manager will be given a ballot to select 3-6 players who they believe should be included in the All-star team. These votes are to be used by the All-Star committee when selecting the remaining six to eight players. The All-Star committee shall be made up of the following board members/Managers (Director of Baseball, President, Vice President, division rep and selected All-Star manager) who will be responsible for approving the team to move forward.
- E. If one of the board members on the All-Star committee is also the All-Star Manager, then UIC will fill in as the fifth member of the committee.

## **SECTION 2 – All-Star Manager and Coaches Selection**

The Dixon Little League Board of Directors will decide based upon teams and players to send any combination of Juniors, 50/70, 10-11-12, 9-10-11, 8-9-10 teams to All Stars. Manager interest shall be collected by All Star voting. Eligible Managers must be from the current regular season Managers or Coaches on the roster.

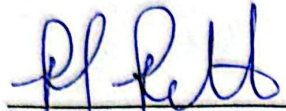
Based on Manager interest, the Board will appoint Manager to age-appropriate teams. All-star Managers will select two coaches at their discretion. All Managers and Coaches are subject to approval by the local league board of directors.

All Star teams are selected in order of District 64 tournament schedule at the time of roster selection.

## **SECTION 3 – Other “Special Tournament” Teams**

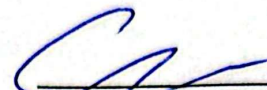
The players, managers and coaches of any other Little League Baseball approved “Special Tournament” teams shall be nominated and selected in the same manner as described in section 1 and 2 above.

The undersigned, being members of the Dixon Little League Executive Board, do unanimously agree and certify the above local rules that have been passed by the 2026 Dixon Little League Board of Directors.

  
\_\_\_\_\_  
Ricky Rodarte  
President


1/20/26

Date

  
\_\_\_\_\_  
Casey Willard  
Vice President

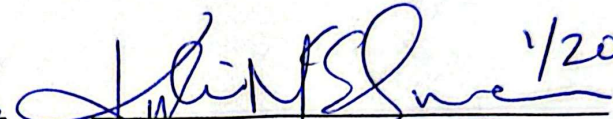
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Date

  
\_\_\_\_\_  
Mike Morreira  
Director of Baseball


01/20/26

Date

  
\_\_\_\_\_  
Kylie McElwain  
Treasurer

1/20/26

Date

  
\_\_\_\_\_  
Kara Morreira  
Secretary

1/20/26

Date