



The Ultimate Pitching Machine

Guide



Purpose:

- 1.0 Document and illustrate the Tigard Little League Machine Settings
- 1.1 Show how to load the ball
- 1.2 Releasing the pitch
- 1.3 Show how to make minor adjustments
- 1.4 Proper placement of the machine behind the pitcher's mound

1.0 Machine Settings

The intent of the league is to ensure all the machines are set and operated the same way so that each Single A team practices and plays games with the same settings (speed, height, loft). This keeps it fair for all teams and helps the players to develop. It also helps to speed up the games while the machine is being used.

Each machine is marked with the proper settings as illustrated in the photos below.

Setting "4" on pitching arm



Setting "5" on Speed



Setting "3" on height (machine arm)



Setting "4" on the pitching arm height



1.2 Loading the ball

The attached video shows how to load the ball. Pull the pitching arm down from the vertical position shown above to the horizontal position. The best trick is to load the ball on the machine so the top of the ball is up and you can read "McGregor" on the top of the ball as you stand behind the machine. *Note in the video how the operator adjusts the ball so the top of the ball is up.*



[Click to watch video](#)

1.3 Releasing the pitch

Step on the foot pedal to stretch the spring. Pull back evenly on the release handle to release the ball.j

[Click to watch video](#)

1.4 Making minor adjustments

The video link below shows how to adjust the screw on the pitching arm to slightly move the pitch up or down. Movement of this screw one way or another is enough to adjust the pitch into the strike zone.

[Click to watch video](#)

1.5 Machine Placement

The machine should be placed prior to the game starting. Place the machine in back of the pitching mound so that the kid pitchers will not hit it when they are pitching. The goal is to set the machine at the start of the game and then leave it. If a pitcher throws four balls, then the machine is ready for use and the game does not have to be slowed down to reset and adjust the machine every batter.