

# Tea Parks & Recreation

## Second Grade Machine Pitch League

### Division Snapshot

- Each team will have a head coach and up to two assistant coaches
  - Coaches are encouraged to be on the field for both offense and defense
  - These fields have 60' bases
- Metal spikes are not allowed
- Scores will be kept but standings will not be kept

### Division Rules - American Legion Baseball rules will be followed, with the following exceptions:

- Games are five innings
  - No new inning may begin after one hour and fifteen minutes
    - The time-limit will begin when the first pitch is thrown
  - If a game is called prior to three complete innings due to weather, the game will be suspended
    - The time-limit will reset when play is resumed
  - **Each inning will be three outs or five runs**
- A minimum of eight players is required to start a game. When batting, the ninth position will be an out
  - If a team has fewer than eight players, the last batter(s) of the opposing team will play outfield to allow for a full defense
- Eight players must play defense each inning
  - **Catchers will be utilized**
  - Each player must play at least three defensive innings per game
    - A player may not play the same position for more than two innings consecutively
  - There may be no more than five infielders at one time (P, 1B, 2B, 3B, and SS)
    - 4 players may play outfield to total 10 defensive players.
      - Outfielders must at least six feet from the edge of the infield
    - A defensive player shall stand next to the pitcher
  - If a coach or the machine is hit by a batted or thrown ball, the ball shall remain live
- All pitching is done by the offensive team
  - Coaches must use the pitching machine that is provided (See below for photo)
    - Each player is allowed five pitches to put the ball in play.
      - Each player is allowed three swinging strikes
      - If on the fifth pitch, the ball is hit foul, the at-bat will continue
    - There are strikeouts
    - There are no walks
  - Players will bat in the same order for the entire game
  - Each player will bat a minimum of two times per game
    - At the end of five innings, the players who haven't hit twice will hit
  - The following are not allowed:
    - Bunting
    - Stealing
  - There is no infield fly rule
  - USA and USSSA bats are allowed
    - There will be no weight, length, or diameter restrictions
- Base running rules are as follows:
  - When the ball goes into the outfield and is returned to the infield, the ball must be controlled by an infielder to stop baserunners from advancing
    - The "half-way" rule will be in place to determine which base a runner stops at
  - Only one base is allowed on an overthrow
  - Players may not leave the base until the ball is hit
  - Runners may only advance on batted balls
  - Baserunners are encouraged to slide at second, third and home if there is a play being made

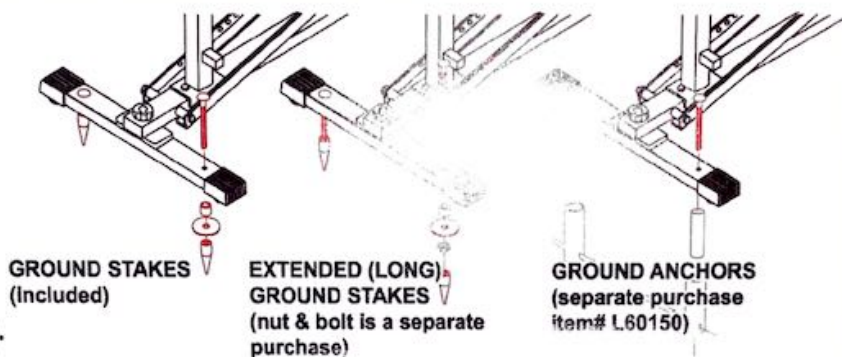


Models: L60111 & L60222

# SETUP

## AIM YOUR PITCHING MACHINE AND ANCHOR SECURELY.

GROUND STAKES are included to secure the pitching machine on most surfaces. However if using on loose soil or the machine is jumping you may need to obtain longer bolts and add a nut to make an EXTENDED STAKE (shown).



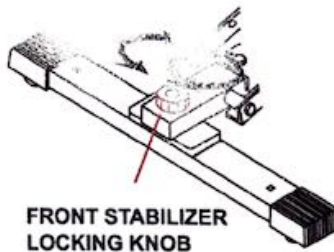
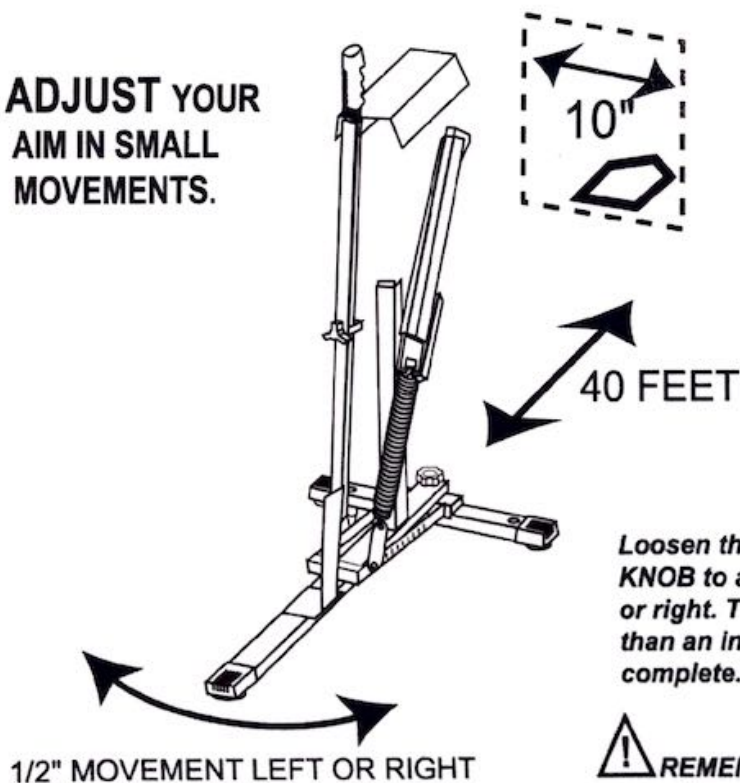
GROUND STAKES (Included)

EXTENDED (LONG) GROUND STAKES (nut & bolt is a separate purchase)

GROUND ANCHORS (separate purchase item# L60150)

Removable GROUND ANCHORS can be purchased for secure permanent locations.

## ADJUST YOUR AIM IN SMALL MOVEMENTS.



FRONT STABILIZER LOCKING KNOB

Loosen the FRONT STABILIZER LOCKING KNOB to angle the pitching machine left or right. Turn the pitching machine less than an inch at a time. Re-tighten when complete.

**!** REMEMBER that turning the pitching machine 1/2" will move the pitch 10" at a distance of 40 feet.

**!** **WARNING:** Never operate the machine if parts are missing or broken. For adult operation only.

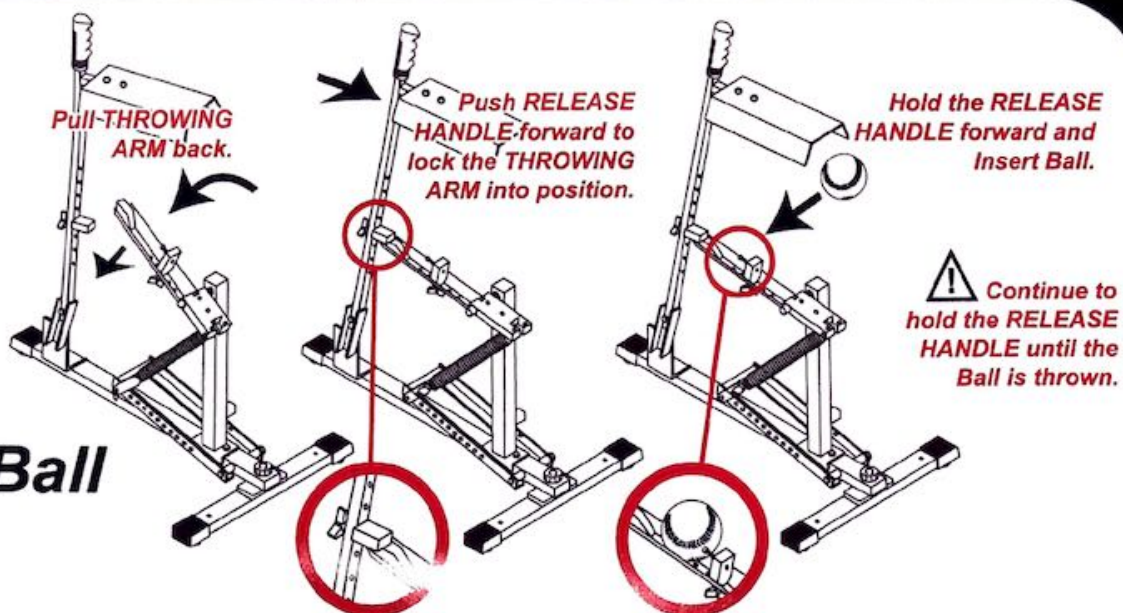


# ULTIMATE PITCHING MACHINE USER'S GUIDE

# THROWING as easy as 1..2..3..

# 1

## Load the Ball



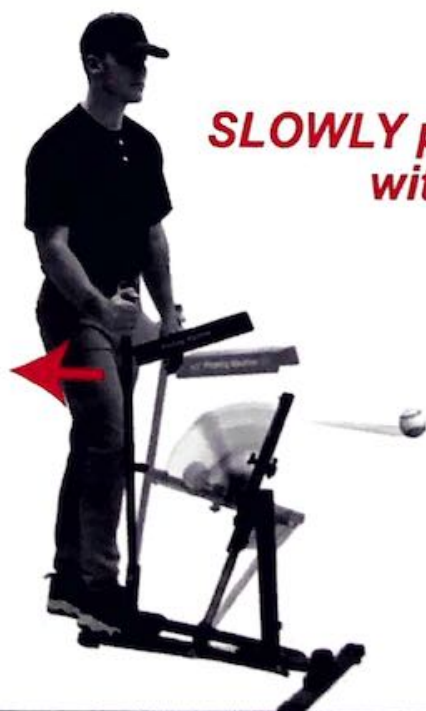
# 2

## Step on the POWER PEDAL



# 3

## Release the Pitch



**SLOWLY** pull the RELEASE HANDLE with a smooth motion for the most accurate pitches.

**⚠ WARNING:**

Never load or pitch the ball if a person is standing near the machine or in the path of any moving parts of the machine.

# Frequently Asked Questions

How do I move a pitch up and down in the strike zone?

Turning the screw on the MICRO ADJUSTMENT will raise and lower the pitch.



How do I raise or lower a pitch that is out of the strike zone?

Reposition the micro adjustment and/or the release block.

(Start with settings listed on the Speed Chart)



MICRO ADJUST



RELEASE BLOCK

How do I throw a fly ball?

Start with settings shown on the right and adjust as desired.



MICRO ADJUST



RELEASE BLOCK



POWER PEDAL

5

FLY BALL 11/12\*

How do I throw a ground ball?

Start with settings shown on the right and adjust as desired.



MICRO ADJUST



RELEASE BLOCK



POWER PEDAL

1

GROUND BALL 11/12\*

\* 12 on 160222 only

How do I extend the life of my SPRING?

Never store your machine with the THROWING ARM pulled back and locked into position. We recommend that you replace your SPRING at the beginning of each season to ensure consistent throwing.



Where can I buy replacement SPRINGS?

You can find replacement SPRINGS at many fine sporting goods outlets, or you may order SPRINGS and other parts online at: [www.gamemasterathletic.com/shop.htm](http://www.gamemasterathletic.com/shop.htm)



Where can I find other Louisville Slugger® licensed brand training equipment or accessories?

Look for other items at fine sporting goods outlets or for a list of local retailers email us at [info@gamemasterathletic.com](mailto:info@gamemasterathletic.com)

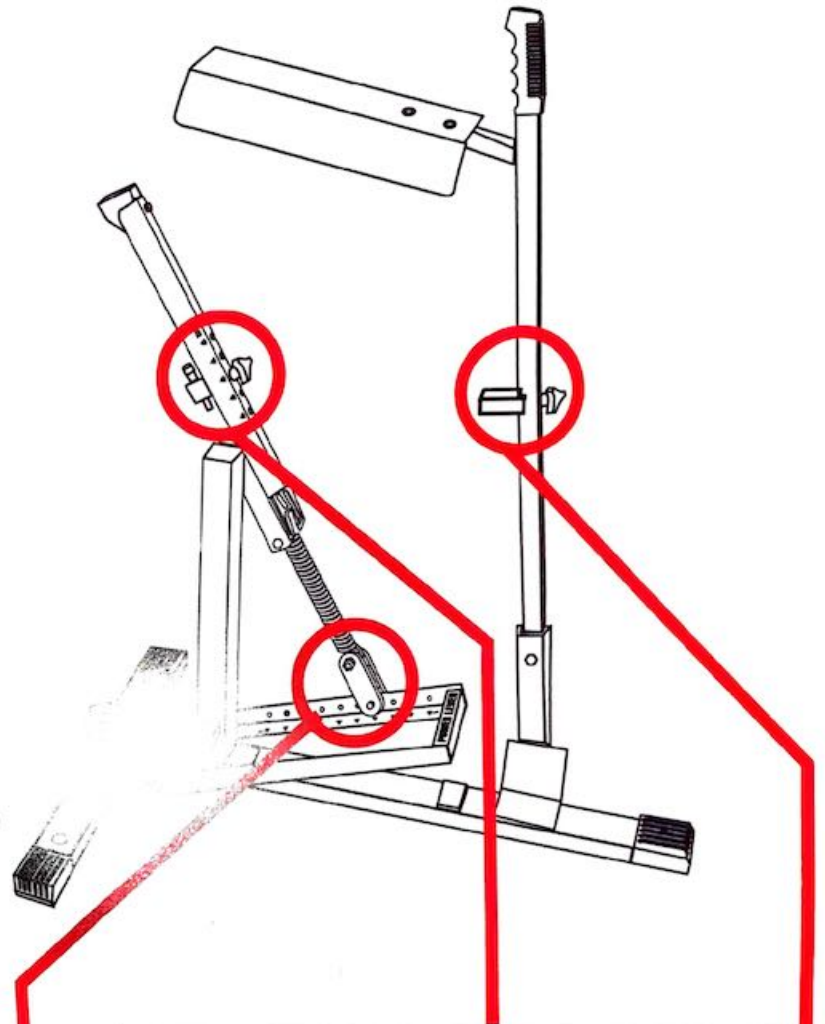


Manufactured by: **GAME MASTER** [www.gamemasterathletic.com](http://www.gamemasterathletic.com)

# QUICK speed adjustments

**SPEED** is controlled by the **SPRING** setting on the **POWER PEDAL** and by the use of the **HEIGHT** adjustments on the **MICRO ADJUSTMENT** and the **RELEASE BLOCK**.

The Chart on the lower right shows basic speed settings for baseball and softball pitches. You will need to test your settings for various types of balls.



To set the **POWER PEDAL**: Remove the **PULL PIN**, position the spring over the desired hole location and reinsert the **PULL PIN**

**POWER PEDAL**      **PULL PIN**

**NEVER** adjust the **POWER PEDAL** when the **THROWING ARM** is pulled back and locked into position.



To set the **MICRO ADJUST** and **RELEASE BLOCK**: Remove knob and move to desired hole location. Replace and re-tighten knob.



**RELEASE BLOCK**



\*12 on L60222 only

**SEE SPEED CHARTS ON YOUR MACHINE FOR SETTINGS FOR TYPE OF BALL AND SPEED DESIRED**