

9-11 Fast-Pitch Teams

Pitching Machine Procedure

The pitching machine and generator will be stored in the fenced area connected to the concession/restroom building. Each of you will be given a key to the fenced area. It is your responsibility to get the machine to your practice field and then return it to the fenced area and lock the gate. Please cover the machine with the provided tarp to prevent it from being exposed to the weather elements.

OPERATING THE PITCHING MACHINE

1. Pitching distance is 35'.
2. Connect the electrical extension cord to the pitching machine from the generator.
3. On the gasoline generator, you will see two buttons on the top right- a black on/off button and a red on/off button.
4. Make sure the black button is on and that the red button is on.
5. Under those two buttons is a gasoline/fuel button on/off- make sure the gasoline button is on.
6. There is a pull-out choke button under the gasoline button- pull the choke button out and pull the crank rope, just as you would to start a lawn mower.
7. Once cranked, then push the choke button back in.
8. Allow the generator to warm up, maybe just a minute.
9. On the top left of pitching machine there is a digital gauge and to the top back of the digital gauge there is an on/off button. Turn this button to on.
10. Dial the digital gauge to 35 mph.
11. Allow the pitching machine to warm up, maybe just a minute.
12. You will need to adjust the pitching machine to your desired height (it should be set correctly, but you may choose to adjust with the T lever handle underneath the machine.
13. Please bring a towel to keep the balls dry. While practicing in wet or dew grass, if the balls are fed into the machine while wet, they will not throw properly.
14. To turn the pitching machine off, turn the on/off button above the digital dial to off, then turn the generator off by turning the red on/off button to off.
15. In the event you have issues with the pitching machine, I will provide the teams with a manual pitching machine for a back-up.