

Have you considered starting up a JUGS® Pitching Machine League™ in your community?

Here's why you should:



OFFICIAL Pitching Machine League™ RULES

"For youngsters just starting out in the game, nothing is better than repetition of fundamental skills. By using Jugs Pitching Machines, young baseball players get to hone their swings because pitches arrive in virtually the same location each time. That makes the challenge of hitting a little easier and a lot more fun."

A handwritten signature in blue ink, appearing to read "Cary J."



Need info on Ripken Baseball Camps?

Call 1-800-486-0850

or log onto ripkenbaseball.com

JKP Sports, Inc.

19333 S.W. 118th Ave. • Tualatin, OR 97062

Toll Free Number: 1-800-547-6843 • Fax: 503-691-1100

visit us online at www.jugssports.com



Hit the ball, have fun!™

The 4 goals of a JUGS Pitching Machine League™ Program are:

1. To create enthusiasm and fun
2. To increase the number of players participating in the game
3. To increase offensive opportunities
4. To increase defensive opportunities

Jugsy's Helpful Hint #1 The best time to teach the fundamentals of the game to your players is during practice. Once the game starts, let your players play. Keep your instructions to a minimum. Remember, JUGS League Games should be played in one hour or less.



Official League Rules

1. Level **A** is for 5 and 6 year olds. Level **B** is for 7 and 8 year olds. Level **C** is for 9 and 10 year olds.
2. Player roster: 12 kids per team preferably (14 to 16 players maximum).
3. In levels **A & B**, all players should be placed in the batting order. No inning is over until the last player has taken his turn at bat. (This is a continuous batting order, and remains the same for the entire game.)

Option to this rule:

- a. First half of schedule, entire roster bats each inning.
- b. Second half of schedule, 3 outs or 5 runs each inning.

In level **C**, teams get 3 outs or 5 runs each inning for the entire schedule.

4. In levels **A** and **B**, use four outfielders and four infielders. In level **C**, fielders assume standard baseball positions.
5. In all levels, the catcher takes his normal position.
6. There should be a 10-foot diameter circle chalked around your JUGS machine. This area is called the "free hit zone." Any batted ball that lands in this area is dead, and the hitter is awarded first base. Any batted ball that comes in contact with the machine or adult operator is dead. The hitter is awarded first base. All base runners advance one base. Players are not allowed to field the ball in this area. A player is placed on the outside of this 10-foot circle and assumes the defensive position of a pitcher—one foot must be touching or placed on the edge of the circle.

Players do not feed the machine.

A Protective Pitcher's Screen must be used in front of your JUGS Pitching Machine.

Any batted ball that hits the protective screen is dead. The hitter is awarded first base. All base runners advance one base.



WARNING Do not let players on or around the JUGS machine during operation. Players should never enter the "free hit zone" around the machine. An adult feeding the machine should always be ready to restrict the entry of players into the "free hit zone," especially in the event of an infield fly ball or pop-up. The protective screen is to be used at all times. You must read all instructions and warnings before operating any JUGS machine.

7. No one player should sit on the bench for more than one inning. All players should sit on the bench for one inning (if the number of players warrant it).

Jugsy's Helpful Hint #2 It is a good idea to rotate the players to a different position every inning.



8. Free substitution is allowed for the team in the field.
9. Games are seven innings. There are no extra-inning games in levels **A** and **B**, so tie games are possible. In Level **C**, tie games can go into extra innings.
10. Each batter gets a maximum of five pitches to put the ball in play. The batter is out after the fifth pitch. (If the fifth pitch is a foul ball, the batter is out.)

Jugsy's Helpful Hint #3 For younger-age players (level **A**), after 5 pitches use a hitting tee.



11. Stealing is not allowed in level **A** and **B**.
12. Stealing is permitted in level **C**. Runners may leave their base once the ball touches the catcher's glove or body.
13. There is no "infield fly" rule for levels **A** and **B**.
14. The "infield fly" rule is in effect for level **C**.
15. There are no base-on-balls.
16. Only one umpire is necessary. The umpire is responsible for operating the JUGS machine and umpiring the bases. No balls or strikes are called.
17. All other standard rules of baseball apply.

JUGS Recommended Pitching Machine Speed Settings for League Games

1st half of schedule:

- Level **A**: 31 mph at 35 feet.
- Level **B**: 34 mph at 40 feet.
- Level **C**: 40 mph at 46 feet.

Important Note: If your JUGS Machine is placed at the proper distance from home plate there should be no visible arch to the pitched ball.

Jugsy's Helpful Hint #4 Move the JUGS Machine closer to home plate and slow it down for less skilled teams.



2nd half of schedule:

- Level **A**: 34 mph at 35 feet.
- Level **B**: 38 mph at 40 feet.
- Level **C**: 43 mph at 46 feet.

Important Note: If you own an older JUGS Machine that doesn't have a Digital Speed Readout or Dial-A-Speed™, refer to Speed Charts below.

Level A, set dial to	Level B, set dial to	Level C, set dial to
39 to get 31 mph @ 35 ft. 45 to get 34 mph @ 35 ft.	45 to get 34 mph @ 40 ft. 55 to get 38 mph @ 40 ft.	60 to get 40 mph @ 46 ft. 68 to get 43 mph @ 46 ft.

If you have any questions regarding these dial settings please contact us toll free at: 1-800-547-6843, or call collect: 1-503-692-1635.



The JUGS Softie® Ball is the Official Ball for JUGS® Pitching Machine League™ games.