



ZOOKA Game Operating Procedures



Game settings

A Diamond set at 60', Pitchers Plate at 46'. The Zooka is set 6 feet in front of the Pitchers Plate at 40' and a little to the third base side. The measurement is from the rear of homeplate to the rear of the middle leg of the machine. Two of the three legs face homeplate, with the third pointing back to second base. The pitcher remains on the 1st base side of the machine, with the Umpire positioned on the 3rd base side or behind the machine.

Pitch Speed

For Rookie Ball Division 1 = 40-43 MPH. This is approx 60 per cent of machine power. Remember to achieve a pitch at the right speed the machine power setting is the one you need to set first.

Balls

For Rookie Ball Division 1 are K500.

The Game

The Umpire Calls "Play" the Pitcher takes a step forward to place the match ball in the mouth of the Zooka, he then steps back to his plate. The ball passes the electronic eye, Zooka activates and starts to operate "5 seconds", after three synchronized beeps. The bright LED flashes, which allows the batter to get their timing and then it pitches a strike.

Machines

The Home team is to provide the Zooka machine. Please ensure the machines are recharged after each use.

Rain

Machines are not to be used in the rain. If teams still play, owing to light intermittent rain, then T-Ball will be played according to T-Ball rules.

Inoperable Machines

In the event of a machine being inoperable T-Ball will be played, according to T-Ball rules. Results will be lodged.

Warm-up prior to game

It is recommended each team is to have 10 minutes hitting practice prior to the game commencing. This will start with the away team first, then ending with the home team, who will remain on the diamond to field first. This of course relies on the Zooka being setup and ready to go 20 minutes prior to game time.



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Be sure to familiarise yourselves with the error messages. If the machine will not operate, check for battery charge. Another common problem is the cup has moved down the barrel, lodging across the sensors and stopping the machine. Make sure the machine is off and get someone with a small arm to push the cup back down the barrel as far as it will go. Restart the machine.

Rules

Remember the “time rule” for T-Ball still applies and check out the rule summary for other changes.

Machine location

It is important and only fair to all the players, that you spend a little time and locate the machine correctly and adjust the speed and height. You do not need to adjust the height for different batters, as every pitch is a strike unless determined otherwise by the umpire. Check the procedures in game settings for location of machine, pitcher and umpire.

Fouls

Fouls are counted as strikes until the batter has 2 strikes. Subsequent fouls are only counted as fouls (not strikes). If the player swings and misses at the next pitch, then strike 3 the batter is out. If the batter swings and again fouls the ball, a foul is called but the count remains at 2 strikes. If a batted BALL is caught in foul territory the batter is out and all runners must tag up their base.

Foul tips

A ball which is hit and goes directly to the catcher is a foul tip and is a strike and if caught and the 3 strike, the batter is out. Runners can steal on foul tips. NB it is not a foul tip if the ball is dropped by the catcher, but this then becomes a foul and if the count is less than 2 strikes, it becomes a strike.

Bunting

Yes batters can bunt. If the batter bunts foul with the count already on 2 strikes, then the batter is automatically out.

Dropped 3rd Strike

If the catcher drops the 3 strike (air swing) the batter is out. The game is now a mixture of T-ball and Baseball. Spend a little time to read the rules. Remember the T-ball “time rule” applies once the ball has been hit into the field of play and is fair. Stealing is also allowed.

The local MWJBL rules can be viewed at

www.manlywarringah.baseball.com.au