

# Montville Baseball Softball Association

## BASEBALL RULES

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# **MBSA**

## ***LET'S KEEP IT FUN FOR THE KIDS!***

### **SPORTSMANLIKE CONDUCT**

Only supportive type noise from team members is permitted. No derogatory remarks or harassment of opposing players, coaches and umpires is permitted. Continued violation of this rule could result in a forfeiture. Spectators must also conform to this rule and it is up to the managers, coaches and umpires to ensure compliance.

Any rule disputes must be discussed in a proper fashion by opposing managers and umpires away from fans and players. An umpire should not have to discuss their calls with spectators. Umpires are not to be challenged on any judgment call.

Any use of foul and/or abusive language by anyone on or off the field will result in immediate ejection from the game and playing field. The matter will be reported to the Board of Directors with possible penalty of suspension or expulsion from the League.

***MANAGERS AND COACHES MUST SET PROPER EXAMPLE FOR ALL PLAYERS BY MAINTAINING COMPOSURE AT ALL TIMES REGARDLESS OF THE CIRCUMSTANCES.***

**NOTE: MANAGERS AND INTERIM MANAGERS MUST FAMILIARIZE THEMSELVES WITH ALL PLAYING RULES.**

**ALL MANAGERS AND COACHES MUST BE N.Y.S.C.A. CERTIFIED.**

# MANAGERS RESPONSIBILITIES

## MONTVILLE BASEBALL LEAGUE

- (1) Responsible for the health, safety and conduct of your team at any scheduled event.
- (2) Check that the playing field is in good condition. Rakes & shovels are available in the storeroom for minor repairs.
- (3) Make sure that each team member leaves field properly escorted.
  - (a) Home team managers are responsible for securing the scoreboard control box.
  - (b) Circuit breaker box key, located in 5<sup>TH</sup> Base, shall only be handled by manager and must be returned.
  - (c) For night games, home team manager is responsible for turning off field lights. For safety, leave one set of flood lights on until crowd clears. Remember to secure 5<sup>TH</sup> Base.
- (2) To act as an interface between your team and their parents to the rest of the league. This is to be done at games and open league meeting. (Bi-Monthly)
- (3) Be the primary participant at team draft in order to select your team.
- (4) To provide leadership, training, and game control for members of your team.
  - (a) To make sure that pre-season practices are held (not before announced date)
  - (b) To follow the in-season schedule.
  - (c) To schedule practices during the season.
- (5) Obtain, disperse & collect team playing equipment and uniforms. Turn in any broken equipment for replacement.
- (6) Home team manager is responsible for the junior umpires equipment and its return to the storeroom. You should have your team clean up the dugout area after each game and practice.
- (7) You are responsible for distributed fees collected and returned.
- (8) Team pictures are to be distributed and fees collected and returned.

- (9) You will be expected to participate in an occasional special situation as league needs arrive. (Preseason Field Preparations and 4<sup>th</sup> of July Parking)
- (10) All managers and interim managers must have an understanding of all league rules and regulations.
- (11) Report any injury to the league president immediately and file accident report.
- (12) You are to convey to your team members an attitude of good sportsmanship.

**ABOVE ALL THE LEAGUE WANTS YOUR HELP,  
UNDERSTANDING & PATIENCE - THESE ARE MONTVILLE'S  
CHILDREN AND THEY ARE COUNTING ON US TO MAKE THIS  
LEAGUE A SUCCESS!!!**

## **LEAGUE COORDINATOR'S RESPONSIBILITIES**

- (1) Collect and tabulate game reports from team managers weekly.
- (2) Post league standings weekly at 5<sup>th</sup> Base.
- (3) Coordinate and monitor the use of all call up players (SEE: SECTION VI: CALLING UP PLAYERS)
- (4) Organize an INTRA-DIVISION All Star game at the end of the season where participating players are voted to represent their team by the other team members.
- (5) Organize the All Star & Traveling teams try-out and selection of players and managers. (SEE: SECTION VII - ALL STAR & TRAVELING TEAMS)
- (6) Distribute & monitor all fund raising efforts & assignments for division managers.

# LOWER LEAGUE RULES

THE ATTACHED LIST ALL BAMBINO RULES AND AMPLIFICATIONS  
OF THE OFFICIAL BAMBINO RULE BOOK...

## RULE REFERENCE:

**(M) INDICATES - 11-12 YR. OLD LEAGUE (Majors)**

**(A) INDICATES - 10-11 YR. OLD LEAGUE (Minors)**

**(B) INDICATES - 9 YR. OLD LEAGUE**

**(C) INDICATES - 7- 8 YR. OLD LEAGUES**

## SECTION I - GENERAL RULES (1)

- M-A-B-C** 1) Home team must take dugout along first base line, visiting team along third base side.
- M-A-B-C** 2) Only a manager, coach and/or uniform players are permitted in coaching boxes.
- M-A-B-C** 3) Only one manager and two coaches are permitted in bench area
- M-A-B-C** 4) Adult managers and coaches are not permitted to use any form of tobacco in the dugout or playing field.
- M-A-B-C** 5) Steel spikes may not be worn.
- M-A-B-C** 6) Any disciplinary action taken against a player must be reported to the umpire and opposing manager prior to the start of a game. The reason for this action must be made known to both managers, umpire and league director. Swearing by any player, manager or coach shall be reported to the Board of Directors.
- M-A-B-C** 7) All umpire decisions are final. Any arguing with an umpire will result in the manager, coaches and/or players being asked to leave the game and playing area. (This also applies to spectators).

In the event a manager is expelled, he or she will be assessed an additional one game suspension (no appeal) and his conduct will be reviewed by the Board of Directors. A second expulsion will result in a three game suspension (no appeal) and reviewed by the Board with more severe penalties possible.

- M-A-B-C** 8) The home team manager is responsible for ensuring that the official game reporting sheet is completed (including obtaining the signatures of team managers and turning it in at fifth base on completion of the game). The information from each reporting sheet will be available to all managers and members of the Board of Directors to ensure compliance with pitching rules of the league. League coordinators are responsible for compiling these records.

- M-A-B-C** 9a) No convenience schedule changes will be allowed unless authorized prior to the beginning of the season by the Board of Directors.
- 9b) All postponed games must be rescheduled by the home team manager within 48 hours and the game must be made up with-in two weeks. If the above rule is not followed, the Board of Directors will inform both teams when the game will be played. This rule will be enforced.
- 9c) Postponed games take precedence over convenience reschedules.
- M-A-B-C** 10) All post season playoff games shall be played under the regular season rules.
- M-A-B-C** 11) All players not playing in the game must be seated on the bench and not engaged in foolish play. No food is allowed in the bench area.
- M-A-B-C** 12) No manager or coach shall go on the playing field during a game without permission of an umpire. No manager or coach is allowed outside the dugout or bench area. No manager, coach, or player is permitted to lean on the batting cage or to be behind the batting cage during a game.
- M-A-B-C** 13a) To start a game, a team must have at least eight players. Having less than eight players may result in automatic forfeiture. **Note:** If a team is playing with eight players and a player from that team is ejected, it will be an automatic forfeiture.
- 13b) In order to start a game, at least eight players must be fielded. If the game starts with eight players on either team, the first late arrival must bat in the 9<sup>th</sup> batting position. When a team plays with eight players, the position of the 9<sup>th</sup> batter is an out.
- 13c) A team unable to field 8 players within 15 minutes after the scheduled starting time will forfeit the game

- M-A-B-C** 14a) All teams are subject to free substitution every game.
- 14b) All players attending a game must be put in a numerical batting order that will be followed throughout the game.
- 14c) All players must play three defensive innings per game.
- Exception:** A player becomes ill or is injured.
- 14d) No game penalty shall be assessed as a result of a player not playing three full innings, due to an abbreviated game; including the home team not playing the bottom of the 6<sup>th</sup> inning, provided the player has been inserted in time to play three full innings. If a player does not play 3 full innings, they shall start the next game.
- M-A-B-C** 15) All game protests will be in writing and forwarded to the Board of Directors for review. **NOTE:** There will be no protests on judgment calls.
- M-A-B-C** 16) No new inning shall start more than 1:45 after the scheduled start time. The next game will start no later than 15 minutes after the completion of the preceding game.
- M-A-B-C** 17) A regulation game shall consist of 6 innings or four innings. If the game is called or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in four complete innings.
- M-A-B-C** 18) If a game fails to reach the regulation minimum limit of 3 ½ - 4 innings played, it is not a regulation game and must be replayed as a new game. (all records are abolished).
- M-A-B-C** 19) **Tie game:** In case of a “Tie Game”, the results are entered into league records as a “Tie Game” and are so indicated in league standings. Ties will only be replayed if they alter standings at the end of season. **NOTE:** A Tie Game must reach the regulation limit of 3 ½ - 4 innings. Extra innings are allowed as long as the extra innings are started no later than 1:45 after the scheduled start time.
- M-A-B** 20) All Playoff Games must be played 6 full innings. If a Playoff Game is postponed, the game will continue from that point to reach 6 full innings. All pitching records on a continued game will count as the same game.

## SECTION II - GENERAL RULES (2)

- C** 1a) Stealing is not permitted.
- 1b) No pick-offs are permitted.
- C** 2) Bunting is not permitted.
- B-C** 3) Play stops when the pitcher has the ball in the infield.
- Note:** Runners advancing while the pitcher is receiving the ball will get the advanced base.
- B-C** 4) One base advancement on an overthrow (all runners).
- Note:** There will be no advancement on an overthrow from the catcher to the pitcher.
- M-A** 5) Play stops when the pitcher is on the pitcher's rubber with the ball. The position of the catcher is unimportant. A base runner must, in the judgment of the umpire, have begun his base advancement prior to the pitcher coming in contact with the pitcher's rubber. Time shall not be granted by an umpire in an attempt to stop play by the defense.
- A & B** 6) (A) Stealing is permitted to 2<sup>nd</sup> and 3<sup>rd</sup> base only. (B) Stealing is permitted to 3<sup>rd</sup> base only. No advance on an overthrow. There will be no stealing of home.
- A-B-C** 7) An inning shall constitute 3 outs or 9 batters whichever comes first. When the 9<sup>th</sup> batter is coming to bat, it must be announced. Play terminates by the following:
- a) A base on balls note: If bases are loaded
  - b) Catcher's interference the run will count
  - c) On a hit ball, play terminates on a single out
  - d) If not an out, rule #3 or #5 in Section III applies.

e) Does not apply in 6th inning

- M-A-B-C** 8) If, in the judgment of the umpire, a batter recklessly throws the bat after hitting the ball, the batter and his/her manager shall be warned on the first offense and shall be called out on the second offense. No runner shall advance if the batter is called out.
- M-A-B-C** 9) If, in the judgment of an umpire, a player throws any piece of equipment in a derogatory manner, the player shall be ejected from the game. No warning is necessary.
- M-A-B-C** 10) A maximum of two offensive conferences per inning are permitted. (An offensive conference is the meeting with a batter or runner by any of his coaches).
- M-A-B-C** 11) No offensive player may interfere, obstruct or confuse a fielder attempting to make a play. Batter or runner is automatically out.
- M-A-B-C** 12) An infield fly is a fair ball which, in the judgment of the umpire, can be caught by an infielder with ordinary effort when first and second base are occupied or bases are loaded with less than two outs. Umpire declares batter automatically out and runners advance at their own risk. Umpire must call infield fly for it to occur.
- M-A** 13) Any thrown baseball rolling under a fence between first and home or third and home is considered a two base error. The runners get two bases from the base last possessed.
- M-A-B** 14) Any batter who steps on home plate while hitting the ball or steps completely out of the batter's box with foot on ground is automatically out if contact is made with the ball. If a batter is called out, the ball is dead and runners cannot advance. This applies to a full swing or bunting.
- M-A-B-C** 15) No run is scored if the third out of an inning is made as a result of a forced out at any base.

## SECTION III – PITCHING

- M-A-B-C** 1) Any league player may only pitch 6 innings per calendar week (regardless of age).
- M-A-B-C** 2) Monday through Sunday is a calendar week.
- M** 3a) No players may pitch more than four (4) innings per game.
- A-B-C** 3b) No players may pitch more than three (3) innings per game.
- M-A-B-C** 4) If a pitcher delivers one (1) pitch in an inning, he shall be charged for one (1) inning pitched.
- M-A-B-C** 5) A pitcher must have two (2) days rest between all pitching assignments in which the pitcher pitches in more than two (2) innings.

### Examples of Pitching Assignments:

- M** (a) Pitcher pitches four (4) innings on Monday may pitch two (2) innings on Thursday.
- M-A-B-C** (b) Pitcher pitches three (3) innings on Monday may pitch three (3) innings on Thursday.
- M** (c) Pitcher pitches two (2) innings on Wednesday may pitch four (4) innings on Thursday.
- M-A-B-C** (d) Pitcher pitches two (2) innings on Wednesday may pitch three (3) innings on Thursday (and one (1) inning on Sunday).

**Note:** *If a game is called before it has become a regulation game and the umpire declares it “no game”, the pitching eligibility is the same as it was prior to the beginning of the “no game” situation.*

- M-A-B-C** 6) A pitcher who has been removed from the pitchers position may not reenter as a pitcher in that game.
- M-A-B-C** 7) There shall be no balks, but in the event the pitcher delivers an illegal pitch (Quick Pitch) it shall be called a ball.

**M-A-B-C**

8a) The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher.

8b) Any defensive conference with any player is considered a trip to the mound.

**M-A-B-C**

9a) All pitching infractions must be brought to the attention of the Board of Directors, at which time forfeiture of the game will be declared unless extenuating circumstances are cited which, declare Board consideration.

9b) **WARNING:** Ignorance of this rule by a manager/or coach shall not be considered. Managers/or coaches shall confer before all games to determine pitching eligibility and requirements.

9c) **NOTE:** League coordinators shall keep pitching statistics.

**M-A-B-C**

10) While wearing a mask for protection, an adult or player may warm up a pitcher before and during the game.

## SECTION IV - BASE RUNNING

**M-A-B-C** 1) A Home Run (automatic over fence) is four bases. No appeal for a missed base. This includes any runners on base.

### 2) **Special Base Running Rule and Interpretations:**

When a pitcher is in contact with the pitcher's rubber and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached the batter. The violation of one runner shall affect all other runners.

- a) When a base runner leaves the base before the pitched ball reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.
- b) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.
- c) When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and batter reaches first safely, each runner shall advance to the base and beyond the one occupied at the start of the play except the runner who occupied third base, which runner shall be removed from base without a run being scored.

**Note: Exception, if at the conclusion of the play, there is an open base, paragraphs (a) and (b) will apply.**

d) Listed below are interpretations of the above rule:

(In all of the following examples, it is assumed the batter-runner stays at the base last acquired safely.)

1) Tom, the Runner on **first base**, leaves early and Bill the Batter reaches safely: **Ruling: Tom advances to second base.**

2) Tom, the Runner on **second base**, leaves early and Bill, the Batter reaches **first base** safely: **Ruling: Tom returns to second base.**

3) Tom, the Runner on **third base**, leaves early and Bill, the Batter reaches **first base** safely: **Ruling: Tom returns to third base.**

4) Tom, the Runner on **first base**, leaves early and Bill, the Batter **doubles**: **Ruling: Tom goes to third base.**

5) Tom, the Runner on **second base**, leaves early and Bill, the Batter **doubles**: **Ruling: Tom returns to third base.**

6) Tom, the Runner on **third base**, leaves early and Bill, the Batter **doubles**: **Ruling: Tom returns to third base.**

7) The bases are **loaded** and Bill the Batter **triples**: **Ruling: All runners score even if any or all of the runners left early.**

8) Tom is on **first base** and Bill is on **second base**, either Tom or Bill leaves early and Joe reaches first base safely:

**Ruling: Tom and Bill move to second and third respectively.**

9) Tom is on **first base** and Bill is on **third base**, either Tom or Bill leaves early and Joe hits a double: **Ruling: Tom advances to third and Bill scores.**

10) Tom is on **first base** and Bill is on **third base**, either Tom or Bill leaves early and Joe reaches first base:

**Ruling: Tom advances to second and Bill stays on third base.**

11) Tom is on **first base** and Bill is on **third base**, either Tom or Bill leaves early and Joe doubles:

**Ruling: Tom advances to third and Bill scores.**

12) Tom is on **second base** and Bill is on **third base**, either Tom or Bill leaves early and Joe reaches first base:

**Ruling: Tom and Bill remain at second and third respectively.**

13) Tom is on **second base** and Bill is on **third base**, either Tom or Bill leaves early and Joe doubles: **Ruling: Tom advances to third and Bill scores.**

14) The bases are loaded and Joe, the Batter doubles. Any of the runners leave early: **Ruling: Runner on first base goes to third and the other two runners score.**

15) The bases are **loaded** and Joe, the Batter reaches **first base** on a **bunted ball** or an **infield hit**. Any of the three runners leave early, except the runner on third base, all the other runners advance on base:

**Ruling: The runner advancing from third is removed, no runs score and no out is charged. If on this play an out at any base is made, the runner originally on third base returns to that base.**

16) The bases are **loaded** and Joe, the Batter is **walked** or hit by a pitch. Any of the runners leave too soon:

**Ruling: Each runner advances one base, with the runner on third scoring.**

## SECTION V – Special 7- 8 YR OLD LEAGUE RULES

The 7-8 Year Old League is an *instructional* league. It is where attitudes are formed, so be extra careful of your emotions during a game. Everyone should work together for the benefit of the children.

1. Distance from the front of the pitching plate to the back edge of home plate shall be 36 feet.
2. Bases will be 60 feet apart.
3. No bunting.
4. No stealing.
5. No leading (no pick-off plays); runner must not leave base until ball is hit off tee or pitched ball passes batter.
6. Sliding is permitted
7. Umpire must be behind the pitcher unless he/she has protective equipment.
8. Catcher must stand against backstop when the tee is in use (in full equipment for safety).
9. Only one base allowed on each overthrow. Play stops and the ball is dead. No advance allowed on an overthrow from the catcher to the pitcher.
10. In the course of play, if the ball is thrown back to the pitcher, runners are only entitled to the next base. Do not take advantage of this rule. If the runner just reached a base and is only a few steps toward the next base, the runner should not advance if the ball is in the pitcher's possession. Remember, a runner is proceeding at his own risk.
11. For the first half of the season, the offensive coach will pitch to his own batters. A maximum of 7 pitches will be allowed per batter. If the batter does not hit the ball or strikeout, the "tee" is then used. No strikeouts when the "tee" is used. All batters shall be initially pitched to before using the "tee". For the second half of the season, all batters shall be pitched to by players under normal game conditions and rules (See LL Rule Book and MBL Rules).
12. All team members shall play the field. Extra fielders must be on the outfield grass. The infield must remain intact.

13. All team members shall be in the batting lineup. The batting order must be adhered to.

14. An inning shall constitute 3 outs or 9 batters, whichever ever occurs first. When the 9<sup>th</sup> batter is up, the offensive manager has the option before the first pitch is thrown of accepting the walk (this is not an automatic walk-the batter must be pitched to) or the batter may stay up at bat until a pitch is hit for a base hit or put out; or the batter strikes out. This option also applies to a hit batter or catcher interference. Ninth batter shall be announced and play terminates when a single out is made or a defensive player steps on home plate while in possession of the ball. If a team plays with less than 9, it is still entitled to 9 batters per inning.

If a play is made and ball goes out of bounds, runners may advance one base from the last base that they possessed and play terminates. No run scores on a force out since the ninth batter situation is the same as the offensive team having two outs.

15. When the tee is hit by the bat and knocked over, the ball is dead. **Note:** When, in the judgment of the umpire, the ball is hit squarely (bat swing must not be hindered by the tee) and the tee tips over, the ball shall be alive and will be called fair.

16. Batter must not recklessly throw the bat. After one warning, the batter will be called out.

17. Defensive teams may have two instructional coaches on the playing field. They should position themselves on the edge of the outfield grass and the outfield. If this causes confusion, managers may agree to keep coaches off of the playing field

18. Infield fly rule shall be waived.

19. Adult must move the batting tee away from home plate after the ball is hit and a play at home is possible.

20. A team should have at least 8 players to start a game unless both managers agree otherwise.

21. If possible, there should be no forfeits.

22. The strike zone should be anything "hittable".

## **SECTION VI - CALLING UP PLAYERS**

1. Only teams with 9 or fewer players may call up additional players from the league directly below their league
2. League Coordinators will establish and coordinate the use of the players called up from their league.
3. Each team manager shall submit two players from their team eligible to be called up to the next league to be placed on the Call-Up Roster.
4. Called up players will be used on a rotating basis. No player will play a second call up game until all the players on the Call-Up Roster have been given the opportunity to play up once.
5. Only 11 year old players on Minor League teams will be used to be called up to the Major League.
6. Called up players must bat last in the lineup.
7. Called up players must only play in the outfield. They may not pitch or play the infield.
8. Called up players must play three innings in the field but may not play more innings in the field than any regular member of the team.

## **SECTION VII - ALL-STAR & TRAVELING TEAMS**

### **A. PLAYER SELECTION – ALL STAR & TRAVELING TEAMS**

The following procedures will be for all levels within the MBSA baseball programs. This includes the 8's, 9's, 10's, 11's, 12's, 13's and 14's.

#### **SELECTING ALL STAR & TRAVELING TEAMS**

1. Tryout dates are established and clearly posted and communicated to all children in the program at those particular levels.
2. Once the tryouts have been completed the committee will then meet. The first eleven players chosen by each representative will receive one full point. The next eleven players chosen will receive a half point. The points will then be totaled. The top eleven players with the highest point total will make up the first traveling team. The next eleven players will make up the second traveling team.

The selection committee can determine if they wish to keep 12 players on a roster. At this time the above procedure will reflect 12 players. They can also determine if alternates will be kept or not.

3. *No child* will be allowed to tryout at a level above the one that they participated in during the regular in-town season. Playing above a child's age group must be determined prior to the start of the regular season by the Director of Baseball and Upper League & Lower League Coordinators at the pre-season clinics.

### **B. MANAGER SELECTION – ALL STAR & TRAVELING TEAMS**

1. All eligible managers must first indicate a desire to manage a traveling team.
2. Managers will then be selected as follows:

Once the All Star & Traveling teams have been selected the coaches committee that chose the team will meet. At that time anyone qualified and certified can request to manage the team. If only one individual comes

forward to coach the team then he/she will be granted the job to manage the team. If more than one individual wishes to manage the team and no agreement can be worked out amongst the candidates then:

- (a) The coaches and/or selection committee members at that level will meet to vote and select the manager from the list of candidates. The vote selection will be final and determine the manager.
- (b) If there is a tie or for whatever reason the manager cannot be determined the decision will then be made with each MBSA Executive Board Member casting the final votes. (President, Sponsorship Director, Presidential Liaison, Treasurer, Director of Baseball, and Director of Softball)

## SECTION VIII - BATTING CAGE SAFETY PROCEDURES

1. Do not allow children to operate the pitching machine
2. Batting helmets must be worn at all times.
3. Have the batter stand well clear while at least one ball is thrown when the machine is first setup at the beginning of the practice or after any change: SPEED, CURVE, OR TRAJECTORY, to make sure the ball is thrown at the target desired.
4. **Very Important:** By far the most important point is that before you place the ball in the feeding chute, you look up at the hitter and make absolutely sure the hitter is watching you, ready to receive the pitch. It is extremely important that you make sure the immediate area in front of the machine and all the way to your target is clear, before you feed the machine.
5. Hold the ball high in the air where the batter can see the ball, then bring the ball down to the chute simulating the action of a pitcher so that the batter can time the ball correctly. The whole feeding operation should be smooth without interruption.
6. Only allow 1 person inside the cage when batting practice is in process.
7. Close the batting cage door/gate while batting practice is in process.
8. Spectators are not to have their finger entwined in the screening while batting practice is in process.
9. Use the "Jugs" dimple style balls whenever possible.
10. Remove any balls from circulation that become damaged or out of round. This could effect the balls trajectory.
11. If you are unsure of how to operate the batting machine, contact any Board Member and they will be more than happy to assist you.

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