SPINBALL

Mini Pitching Machine
Owner's Manual

CAUTIONS

● This machine is not a toy! Use under adult supervision only.

● Machine will throw balls and strikes- batters must stay alert and always wear a helmet.

● Use only regulation sports balls, or balls specifically designed for machine use.

● Use a grounded (3 prong) outlet only. Use a GFCI outlet when machine is operated outdoors. Do not use the machine in wet conditions.

● Do not store the machine with the wheel tread compressed against the ground. Flat spots will develop.

● Machine operator (person feeding balls into machine) should stay behind a protective screen.

FAST, FREE, FRIENDLY HELP

For assistance assembling or using your machine, please view our videos online at www.spinballsports.com, call us at 618-244-4587, or email us at info@spinballsports.com.

ASSEMBLY & SETUP

REMOVE MACHINE FROM BOX Lift the machine out of the box and place it flat on the ground or floor with the control panel facing up. The machine is heavy and we recommend using two or more people.

LEGS Legs are shipped in a separate box. Slide the three legs into the sockets on the tripod base until the spring loaded buttons pop up. See Figure 1. Lift the machine up by pivoting it on the front two feet. Again, this is easier with two or more people.

BALL FEED RAMP The ball feed ramp ships pre-installed. It mounts with two nuts and washers that hold the ramp to the wheel guard. See Figure 2.

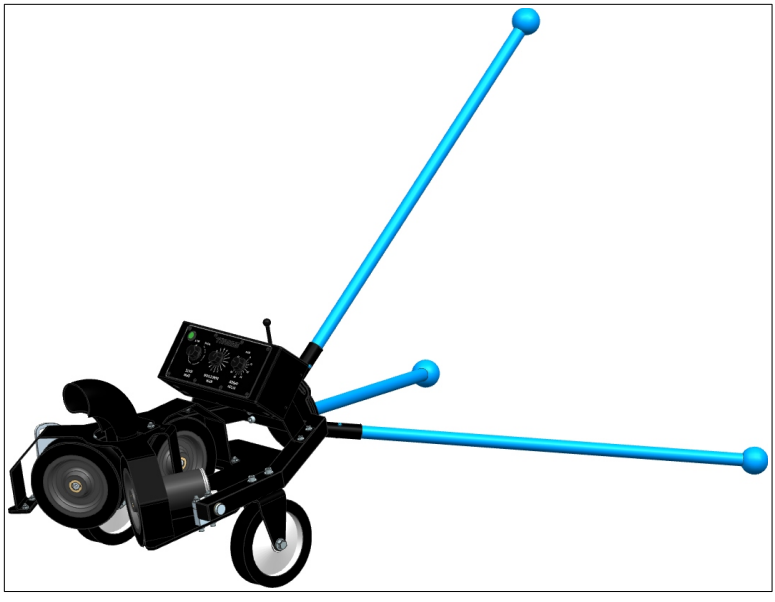

***Figure 1**: Leg installation.*

***Figure 2**: Ball ramp installation*

OPERATION

CONTROL PANEL The Spinny Mini is available with two different control panels. Please see the appropriate section for your machine.

***Figure 3**: Basic control panel*

BASIC CONTROL PANEL PITCH SELECTION With the basic control panel, the three motor speeds are set from 0-10. Use the charts from Figures 4 and 5 to set the motors speeds for a variety of pitches at different speeds. When two sets of numbers are listed, the right hand version of the pitch is listed on top and the left hand version is listed below. For example, a right handed four seam fastball is 8.3 / 9.8 /

Right Hand Left Hand	Overhand Fastball	Four Seam Fastball	Two Seam Fastball	Sinking Fastball
75	7.5 / 10.0 / 7.5	8.3 / 9.8 / 6.9 6.9 / 9.8 / 8.3	9.2 / 9.2 / 6.7 6.7 / 9.2 / 9.2	9.8 / 8.3 / 6.9 6.9 / 8.3 / 9.8
70	7.0 / 9.3 / 7.0	7.8 / 9.1 / 6.4 6.4 / 9.1 / 7.8	8.6 / 8.6 / 6.2 6.2 / 8.6 / 8.6	9.1 / 7.8 / 6.4 6.4 / 7.8 / 9.1
65	6.5 / 8.7 / 6.5	7.2 / 8.5 / 6.0 6.0 / 8.5 / 7.2	7.9 / 7.9 / 5.8 5.8 / 7.9 / 7.9	8.5 / 7.2 / 6.0 6.0 / 7.2 / 8.5
60	6.0 / 8.0 / 6.0	6.7 / 7.8 / 5.5 5.5 / 7.8 / 6.7	7.3 / 7.3 / 5.3 5.3 / 7.3 / 7.3	7.8 / 6.7 / 5.5 5.5 / 6.7 / 7.8
55	5.5 / 7.3 / 5.5	6.1 / 7.2 / 5.1 5.1 / 7.2 / 6.1	6.7 / 6.7 / 4.9 4.9 / 6.7 / 6.7	7.2 / 6.1 / 5.1 6.5 / 5.6 / 4.6
50	5.0 / 6.7 / 5.0	5.6 / 6.5 / 4.6 4.6 / 6.5 / 4.6	6.1 / 6.1 / 4.4 4.4 / 6.1 / 6.1	6.5 / 5.6 / 4.6 4.6 / 5.6 / 6.5
45	4.5 / 6.0 / 4.5	5.0 / 5.9 / 4.1 4.1 / 5.9 / 5.0	5.5 / 5.5 / 4.0 4.0 / 5.5 / 5.5	5.9 / 5.0 / 4.1 4.1 / 5.0 / 5.9
40	4.0 / 5.3 / 4.0	4.4 / 5.2 / 3.7 3.7 / 5.2 / 4.4	4.9 / 4.9 / 3.6 3.6 / 4.9 / 4.9	5.2 / 4.4 / 3.7 3.7 / 4.4 / 5.2

***Figure 4**: Basic control panel pitch selection - fastballs*

6.9 and a left handed four seam is 6.9 / 9.8 / 8.3.

Right Hand Left Hand	12 - 6 Curve	3 / 4 Curve	Slider	Knuckle Ball
75	9.2/6.7/9.2	8.3/6.9/9.8 9.8/6.9/8.3	7.5/7.5/10.0 10.0/7.5/7.5	8.3/8.3/8.3
70	8.6/6.2/8.6	7.8/6.4/9.1 9.1/6.4/7.8	7.0/7.0/9.3 9.3/7.0/7.0	7.8/7.8/7.8
65	7.9/5.8/7.9	7.2/6.0/8.5 8.5/6.0/7.2	6.5/6.5/8.7 8.7/6.5/6.5	7.2/7.2/7.2
60	7.3/5.3/7.3	6.7/5.5/7.8 7.8/5.5/6.7	6.0/6.0/8.0 8.0/6.0/6.0	6.7/6.7/6.7
55	6.7/4.9/6.7	6.1/5.1/7.2 7.2/5.1/6.1	5.5/5.5/7.3 7.3/5.5/5.5	6.1/6.1/6.1
50	6.1/4.4/6.1	5.6/4.6/6.5 6.5/4.6/5.6	5.0/5.0/6.7 6.7/5.0/5.0	5.6/5.6/5.6
45	5.5/4.0/5.5	5.0/4.1/5.9 5.9/4.1/5.0	4.5/4.5/6.0 6.0/4.5/4.5	5.0/5.0/5.0
40	4.9/3.6/4.9	4.4/3.7/5.2 5.2/3.7/4.4	4.0/4.0/5.3 5.3/4.0/4.0	4.4/4.4/4.4

***Figure 5**: Basic control panel pitch selection - breaking balls*

***Figure 6**: Smart control panel*

SMART CONTROL PANEL PITCH SELECTION Pitches are selected by directly setting the pitch speed, spin direction, and spin amount on the control panel. The machine uses these inputs to automatically adjust the individual wheel speeds required to generate the selected pitch speed and ball spin.

PITCH SPEED DIAL Set the knob to the actual speed of the pitch you want to throw. The speed dial is designed to show speeds for real baseballs. Lightweight balls may be thrown slightly faster than shown.

SPIN DIRECTION DIAL Point the knob in the direction you want the ball to spin and curve. Thrown balls curve in the same direction as they spin, and the greater the spin, the greater the amount of curve. By adjusting the direction and amount of spin, you also adjust the direction and amount of curve. See Figure 7 for the spin directions of various pitches.

The ball doesn't curve in exactly the same direction as its spin because gravity always causes the ball to drop. For example, an overhand fastball with pure backspin (spin direction: up) won't actually curve upward, but it will drop less than it would have without spin. A ball with horizontal spin will both curve sideways from the spin and drop from gravity, resulting in a diagonal break.

Pitches with no spin are knuckleballs and move randomly, but usually have some sort of drop. When the machine is set for no spin, the spin direction setting has no effect.

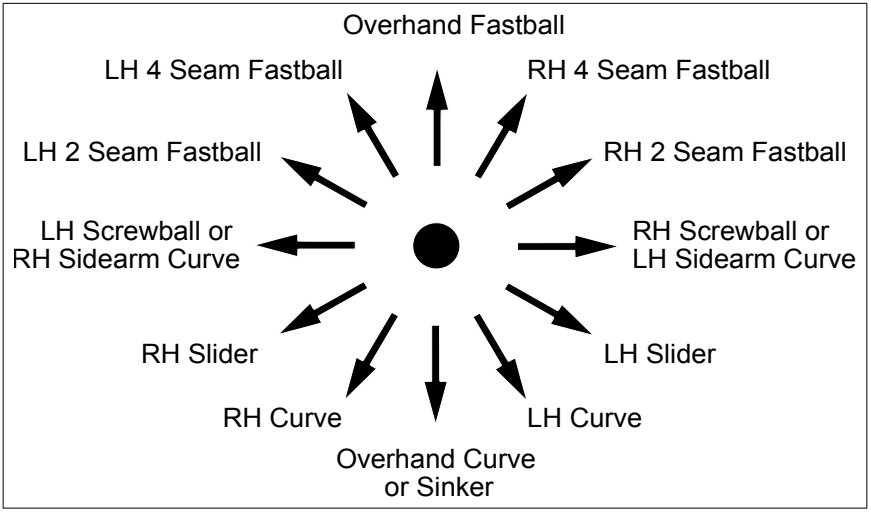

***Figure 7**: Spin direction for various pitches*

SPIN AMOUNT DIAL The more spin a pitch has, the more it breaks or curves. Set the dial to match the amount of break you want on your pitches. Maximum spin setting is around 2000 RPM. Please remember that fastballs have backspin. A pitch with no spin is a knuckleball.

DELAY AFTER ADJUSTMENTS The wheels have no brakes. If you change the pitch setting and one or more wheels has to slow down to reach the new setting, it will take time for the wheel to coast down to the new set speed on its own. The coasting time is usually less than a minute and can be reduced by throwing a few pitches to slow the wheel down.

AIM Pitch aiming is a trial and error process. Whenever you change a pitch parameter (speed, spin direction, or spin amount) you must adjust the machine's aim.

The machine has two pivots to rotate the machine both horizontally and vertically. Each axis also has a locking clamp. To adjust the machine's aim, loosen the clamp, move the machine by hand, then lock the clamp down again. Always stay clear of the wheels when adjusting the aim!

For defensive drills, you may want to pivot the machine around freely by the handle. To do this, simply loosen the horizontal and vertical locking clamps and move the machine as desired.

ACCURACY The primary factor behind pitch accuracy is the consistency of the balls. While you can use many types of balls (real or dimpled, high or low seam, compressible or hard) you can not mix them in one setup and get consistent results. They must be dry and in good condition. Dimpled machine balls will be more accurate than leather baseballs and will also be easier on the wheels. Softer balls tend to be more accurate than harder balls because the wheels grip them better. Lower seams are better than high seams and cause less wear. The more consistent the balls are, the more consistent the pitches will be.

Brand new baseballs tend to be pretty slick. As they are fed through the machine a dozen or so times, the sheen is removed and both accuracy and speed will improve. Unfortunately, this process can also leave a residue on the wheels. This residue is slick and prevents the wheel from grabbing the ball sufficiently. The wheels can be cleaned with by scrubbing with lacquer thinner and a Scotch Brite pad.

Synthetic leather baseballs wear quickly and leave excessive residue, so we strongly recommend against their use. This includes the Wilson A1010S. (Apparently the "S" stands for synthetic.)

Jugs Pearl® baseballs will not give good results in our machines. They are much slicker than standard baseballs which hurts pitch accuracy.

SPEED DISPLAY ACCURACY The speed dial (or chart for the basic control panel) is very close to actual pitch speed, but it is not exact.

There is no economical way to compensate for the different types, weights, and conditions of the variety of balls that might be used. The speed setting is, however, very consistent and repeatable, so that once a machine is set, it will deliver consistent speed and accuracy.

MISCELLANEOUS

MAINTENANCE If stored outdoors, keep the machine covered to protect it from rain. Tarps are available at any local hardware store, but even a large trash bag will work. Do not leave the machine outside during storms. High winds can blow the machine over and damage the wheels and/or motor shafts. This is not normal use, and is therefore not covered by warranty. Residue may be cleaned from the wheel tread with lacquer thinner and a Scotch Brite pad.

WARRANTY If your machine doesn't perform like you expect, please contact Spinball and we will attempt to diagnose the problem for you. If a part fails during the warranty period and you feel confident you can install it yourself, we will send the replacement part for free. If something goes wrong during the first 30 days you have the machine, you can also choose to return it for a refund, subject to a restocking fee. If you need to return the machine for repairs, you will have to pay for shipping. We will repair the machine and return the machine back to you at our expense.

All components of your machine are covered for non-commercial use for five years from the date of purchase. The warranty does not cover cosmetic issues, normal wear, or misuse of the product, including modification of the machine or use of accessories not made by Spinball. For commercial use, the warranty period is one year. Warranties are not transferable.

THANK YOU!

Thank you for buying from Spinball Sports. We hope you will enjoy your new pitching machine for many years to come. If you have any questions or comments please email us at info@spinballsports.com or call us at 618-244-4587. And thanks again!