

Official Rules

For

The Simulated Game

www.thepitchingpad.com

The Simulated Game should be used along with The Pitching Pad during training sessions to help improve overall performance of the player(s). Below are instructions and suggestions for using this game.

Objective: To make it through the determined number of innings without allowing a run to score. The number of innings for a particular game is decided by the players. If there are multiple Players, they can be divided into teams. The team with the lowest number of runs scored wins. In the event of a tie, the team with the lowest number of base runners wins.

There are three levels:

Level One:

1. The Player must strike out three “hitters” before allowing any runs in the inning.
2. If a Player cannot strike the “hitter” out, then the “hitter” is walked and becomes a ghost runner.
3. Once the Player has struck out three “hitters”, the inning is over and any “hitters” that the Player walked are removed from the bases.
4. The Player must throw the ball inside the gray area, the strike zone, for it to be counted as a strike.

Level Two:

1. All of the rules above apply at this level, except for these changes.
2. A strike is determined by hitting a specific color with the pitch (red, blue, green, black). The color is chosen before the pitch is made, either by the pitcher or by an opposing Player.
3. If the pitcher fails to hit the specific color, then it is called a ball.
4. If the Player misses The Pad completely or throws the ball into the dirt, that is considered a wild pitch and any runners on base automatically advance one base.

Level Three:

1. All of the rules above apply at this level, except for these changes.
2. A strike is determined by hitting a specific number with the pitch. The number is chosen before the pitch is made, either by the pitcher or by an opposing Player.