

I-HACK ATTACK™

ELECTRONIC SOFTBALL PITCHING MACHINE



I-HACK ATTACK™ SOFTBALL MACHINE
PATENTS APPLIED FOR

INSTRUCTION MANUAL

OPERATION · SETUP · USE & CARE · SERVICE



SPORTS ATTACK LLC. | 800.717.4251 | www.sportsattack.com

WARRANTY STATEMENT

What is most important to Sports Attack is that your machine meets your expectations and represents our high standards of quality and performance. No matter the circumstances, if this is not the case, we encourage you to call our customer service department at 800.717.4251.

Warranty:

Residential & Institutional

We stand behind the material and workmanship of our machines as well as all wear components (i.e., throwing wheels, controllers, and motors) for a period of two (2) years from the date of original purchase based on the serial number and date codes on the unit.

Commercial

We stand behind the material and workmanship of our machines as well as all wear components (i.e., throwing wheels, controllers, and motors) for a period of one (1) year from the date of original purchase based on the serial number and date codes on the unit.

Requirements of the Warranty

- Warranty wear components such as motors, controllers and wheels may now require a picture or live video when submitting your request.
- The serial number that represents the date of original shipment must be legible on the Product, it cannot be removed or altered in any way.
- All date codes on unit components must be legible, not removed or altered in any way.
- If warranty components have previously been provided by Sports Attack for the unit, video evidence of their use on the machine must be provided when submitting your request.

Not Included in this Warranty:

- Normal wear and tear;
- Cosmetic damage (i.e., minor scratches, surface deformations, or discolorations) including natural fading of colors;
- Damage caused by misuse, abuse, accident or negligence including prolonged exposure to inclement weather;
- Damage caused by fire, flood or any other Act of God;
- Unauthorized modification or alteration of a machine including the use of non-authorized, after market components; and
- Any damage or failure arising after the warranty period.

The Warranty Process

If you encounter any issues during the warranty period, Sports Attack will quickly get your machine back in working order. To submit a warranty request, you must call our customer service department at 800.717.4251. If the warranty repair involves a replacement part, we will make sure you get both the part and easy instructions for replacement at no cost to you.

Returns

Sports Attack manufactures the highest quality sports training equipment in the world. If for any reason you are not satisfied, a machine can be returned within 30 days of receipt, for any reason, for a full refund less a 15% restocking fee. Cost of shipping the unit back to Sports Attack will also be the responsibility of the purchaser. Please note that the refund amount may be reduced by any non-cosmetic damage to the machine.

Please call customer service department at 800.717.4251 for returns.

SHIPPING DAMAGE CLAIMS PROCEDURE

NOTE: For your protection, please note that equipment in this shipment was carefully inspected and packaged by skilled personnel before leaving the factory.

Upon acceptance of this shipment, the transportation company assumes full responsibility for its safe delivery.

(cont. on page 1)

To register the Warranty, please go to our website:
sportsattack.com/warranty

For repairs and service after the Warranty period, please call:

Sports Attack
Customer Service Dept.
Ph 800.717.4251
Fx 775.345.2883

RETURNS

To return an item, please contact our Customer Service Department at 800-717-4251.

A 15% restocking fee will be charged for any items accepted for return. It is the customer's responsibility to handle the repacking and shipment (as well as all associated fees) back to Sports Attack.

No returns will be accepted after 30 days of receiving product.

IF SHIPMENT ARRIVES DAMAGED:

1. **VISIBLE LOSS OR DAMAGE:** Be certain that any visible loss or damage is noted on the freight bill or express receipt, and that the note of loss or damage is signed by the delivery person.
2. **FILE CLAIM FOR DAMAGE IMMEDIATELY:** Regardless of the extent of the damage.
3. **CONCEALED LOSS OR DAMAGE:** If damage is unnoticed until the merchandise is unpacked, notify the transportation company or carrier immediately, and file "CONCEALED DAMAGE" claim with them. This must be done within fifteen (15) days from the date the delivery was made to you. Be sure to retain the container for inspection.

Sports Attack, LLC. cannot assume liability for damage or loss incurred in transit. We will, however, at your request, supply you with the necessary documents to support your claim.

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INTRODUCTION

Thank you for purchasing this Sports Attack, LLC. equipment.

Proper assembly, careful operation and consistent maintenance of this equipment will ensure that it gives you the very best performance and a long, economical service life.

This manual contains the information needed to properly set up the I-Hack Attack Softball Pitching Machine, and to use, care for and maintain the I-Hack Attack in a manner which will ensure its optimum performance.



SAFETY INSTRUCTIONS

ELECTRICAL SAFETY


Use a 115 volt single phase 3-wire (2 wire with ground) grounded power source.

Up to 200 ft. from power source, use a minimum #14/3 grounded 3-wire 15 amp minimum rating extension cord.

Over 200 ft. from power source, consult a licensed electrician for required power cord size.

OPERATING SAFETY

CAUTION: Never reach down near moving throwing wheels for any reason! If it is necessary to reach into the throwing wheels, **ALWAYS:**

1. Shut down software on home screen ()
2. Turn on/off switch "OFF".
3. Unplug I-hack Attack from power source
4. Wait until the throwing wheels have come to a complete stop before reaching hands or fingers anywhere near the throwing wheels.

CAUTION: Carefully check I-Hack Attack for completeness and condition before connecting to electrical power:

1. Throwing wheels must be tight on the motor shafts
2. Wheel guard and ball chute must be tightly fastened to the throwing head.
3. Carefully check the throwing wheels frequently for cleanliness, chips and cracks. Do not use the machine if the throwing wheels are damaged, or if chips or cracks appear in the wheels. (For damage within warranty period, see Warranty Statement, page xi.)

Do not allow anyone to walk in front of the machine if it is connected to electrical power.

WARNING PERSONAL INJURY HAZARD

Carefully read all instructions in this manual, and all labels and warnings on I-Hack Attack before using this machine.

Use machine only under adult supervision. Failure to operate I-Hack Attack as described in this manual can result in severe personal injury or death.

Never loosen the horizontal swivel lock while pitching to a batter. If the lock is not secure, the throwing head could pivot.

A loose swivel lock can allow a pitch to be inside which could hit the batter.

ELECTRICAL SHOCK HAZARD

I-Hack Attack must be connected to a properly grounded electrical receptacle.

Do not operate on wet ground.

CAUTION PERSONAL INJURY HAZARD

Keep hands away from throwing wheels anytime the machine is connected to a power source.

Carefully check I-Hack Attack for completeness and condition before connecting to electrical power.

SAFETY INSTRUCTIONS (cont'd)

BALL SELECTION

Never mix leather balls with synthetic pitching machine balls.

Be careful not to mix new with old balls or balls from different manufacturers.

Balls must be consistent in type and amount of wear to produce repeatability.

Never use wet balls!

BATTING PRACTICE

1. Select pitching on home screen and then desired pitch type
2. Refer to Pitch Locator instructions below screen to set desired pitch location(s)
3. Make any desired spin or speed modifications
4. Throw test pitches to insure pitch is within strike zone. Keep hitter out of batter's box until test pitches are complete

ALWAYS test and adjust the I-Hack Attack before a batter steps up to the plate:

1. Adjust so that I-Hack Attack throws a ball across the plate.
2. Throw test pitches until required velocity and break are reached.
3. Throw several pitches to verify pitch location repeatability.

Batter and pitching machine operator must wear batting helmets.

Only one person at a time should operate the machine.

Always present the ball to the batter before feeding the ball into the machine.

Operator must stand behind a protective screen to prevent injury from balls off the bat. Screen is not included with I-Hack Attack.

FIELDING PRACTICE

1. Select fungo on home screen
2. Flip Upper Pitch Locator to the left
3. Turn Elevation Handle counterclockwise to lowest position
4. Turn Left and Right Inside/Outside Pitch Locators to down position
5. Machine is now ready to pivot to throw to any position on field

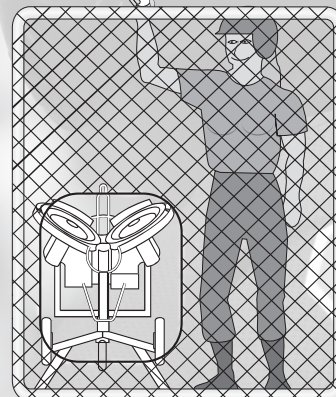
Never reach up chute to push ball into the throwing wheels.

Keep hands and fingers well away from the throwing wheels.

Be careful to keep all persons away from in front of I-Hack Attack.

CAUTION PERSONAL INJURY HAZARD

ALWAYS use a protective screen to protect the operator from the ball off the bat. (Screen not included with I-Hack Attack.)



**SHUT DOWN SOFTWARE,
TURN MACHINE OFF AND UN-
PLUG MACHINE AND ALWAYS**
wait for all three
throwing wheels to come to
a complete stop before
transporting I-Hack Attack,
lifting the throwing head or
performing any repairs.

ADDITIONAL INFORMATION

If you have any questions
regarding the safe operation of
this equipment, please call:

Sports Attack Customer
Service Department
Ph 800.717.4251
Fx 775.345.2883

FEATURES & OPERATING CONTROLS

I-HACK ATTACK Softball PITCHING MACHINE PATENTS APPLIED FOR

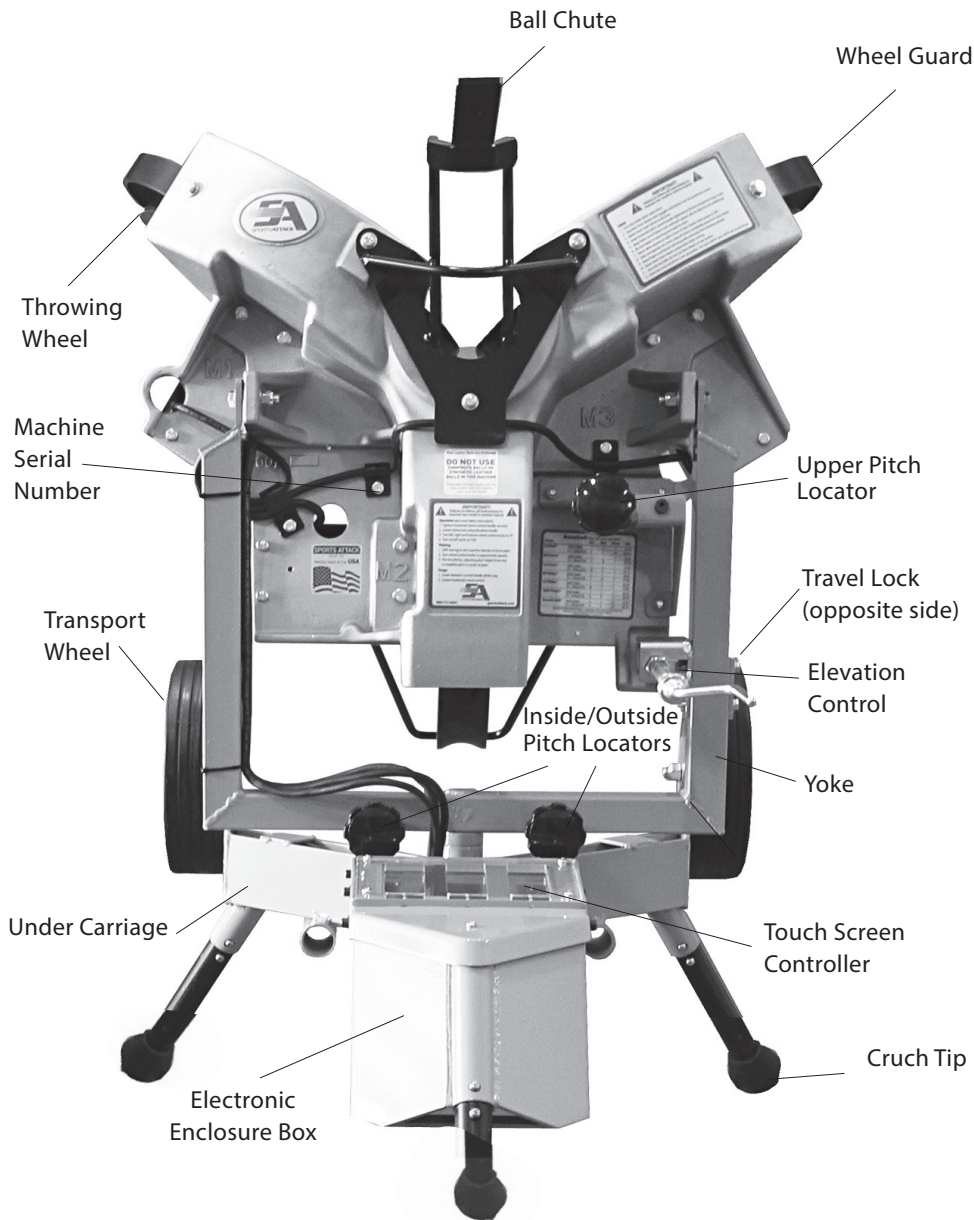


Figure 5

Travel lock must be secure prior to movement.



Figure 1 Position I-Hack Attack



Figure 2 Tip up onto wheel guard; Insert two front legs



Figure 3 Set I-Hack Attack upright



Figure 4 Carefully tilt I-Hack Attack up onto its legs

Features & Operating Controls

SAFETY HINT

Keep your back straight and lift with your legs. Be ready to grab the wheel guard and guide I-Hack Attack into the upright position.

SET-UP & PREPARATION

1. Install the rear leg (**NOTE:** the leg has a push button, which locks the leg into the socket). Roll I-Hack Attack onto the mound approximately four feet in front of the rubber.
2. Be sure the pitch locaters are tightened securely.
3. Using softball carrying handle (transporting) Tilt I-Hack Attack forward until it rests on the throwing wheel guard.
4. Remove rear rolling leg and insert three standard softball operating legs.
5. See Figure 3 on page 4. Walk around to the front of I-Hack Attack and, with your back to home plate, reach down and grasp the wheel guards. Then, lift I-Hack Attack up and over the front legs and set it gently onto the rear leg.
6. Position I-Hack Attack:
 - a. To approximate the release point of a live pitcher, position I-Hack Attack so that the rear leg is just in front of the rubber.
 - b. Then, sight down ball chute. Move the rear leg right or left to adjust machine so that it is pointing directly at home plate.
 - c. Check the pitch locaters to make sure they remain tight.
7. Unlock the frame lock. Turn the handle of the elevation control counter-clockwise until the bar of the frame lock snaps back out of the way.
8. Examine I-Hack Attack for condition and completeness:
 - a. Be sure the pitch locaters are in the desired position (see label below screen).
 - b. Throwing wheels must be tight on the motor shafts. Check that the keyway retaining bolts are tight.
 - c. Wheel guard and ball chute must be securely fastened to the throwing head.
9. Adjust the throwing head:
 - a. Turn the handle of the elevation control clockwise. Raise the throwing head until it will throw near the required height.
 - b. This initial adjustment will come through experience. To start, turn the elevation adjustment 10 turns clockwise.
10. Be certain on/off switch is turned "OFF", then plug I-Hack Attack into an extension cord or other power source. (See generator information at right if applicable.)
11. Turn I-Hack "on"
12. Select desired operation on screen. For operation procedures, select the "I" (Information) button on the top right corner of the screen and then select function. (Example- select "I" and then "modify" for a description of the modify function.)
13. For Pitching:
 - a. Select pitching on home screen and then desired pitch type
 - b. Refer to Pitch Locator instructions below screen to set desired pitch location(s)
 - c. Make any desired spin or speed modifications
 - d. Throw test pitches to insure pitch is within strike zone. Keep hitter out of batter's box until test pitches are complete
13. For Fungo
 - a. Select fungo on home screen
 - b. Flip Upper Pitch Locator to the left
 - c. Turn Elevation Handle counterclockwise to lowest position
 - d. Turn Left and Right Inside/Outside Pitch Locaters to down position
 - e. Machine is now ready to pivot to throw to any position on field

WARNING HAZARD FROM HIGH-SPEED PROJECTILES


Being struck by a pitched ball can cause serious injury or death. Make sure that no one steps in front of I-Hack Attack while it is connected to electric power.

Clear all hitters away from home plate, the batter's box and the backstop area before connecting I-Hack Attack to electric power.

GENERATOR INFORMATION

1. I-Hack Attack requires a generator capable of providing clean electricity with a minimum 1200 watts at 120 volts 60hz.
2. Be sure the on/off switch is "OFF" before plugging I-Hack Attack into the generator.
3. Start the generator and allow it to reach full speed before turning the on/off switch "ON".

IMPORTANT: Generator speed fluctuations can damage the electronic speed control. Maintain adequate fuel in the generator at all times.

4. Shut down software - upper left on home screen ()
5. Turn the on/off switch "OFF" before shutting off the generator and before unplugging I-Hack Attack.

PITCH LOCATORS

Pitch Locators Purpose

Pitch locators adjust to limit change in the movement of the throwing head defining the location of the pitch: inside/outside and high/low or locked for repeatability.

There are three pitch locators and an elevation handle. Two of the pitch locators, left pitch locator (LPL) and right pitch locator (RPL), control the amount of horizontal (inside/outside) pitch location. (See Figure 6)

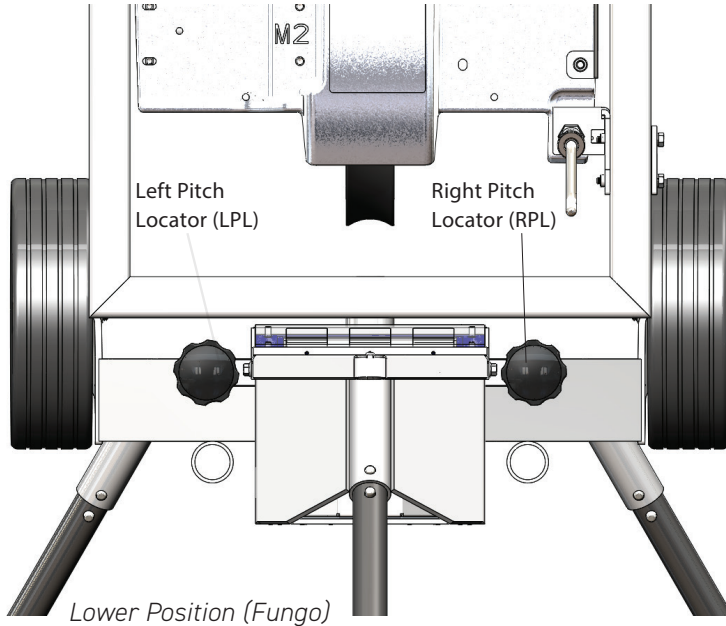


Figure 6

Pitch Locators Functions

Locators in raised position

1. To locate pitch inside and outside for change in the hitters strike zone (See Figure 7)
2. Allow for wider pitches for catcher's blocking drills (See Figure 7)
3. To allow head to be locked in position for pitch location repeatability. (See Figure 7)
4. To allow for balls to be thrown across width of infield or outfield for around balls/fly balls (fungo) for defensive work (See pic above)

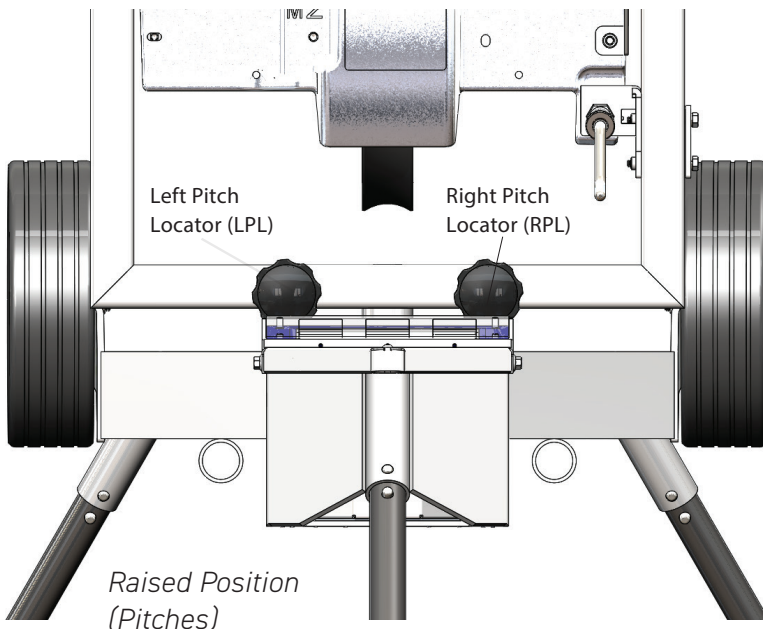


Figure 7

WARNING HAZARD FROM HIGH-SPEED PROJECTILES

Being struck by a pitched ball can cause serious injury or death. Make sure that no one steps in front of I-Hack Attack while it is connected to electric power.

Clear all hitters away from home plate, the batter's box and the backstop area before connecting I-Hack Attack to electric power.

NOTE: As wheel speeds are changed for different velocities and spins, the ball will be pitched to differing locations. Compensate for these changes by turning the elevation control and adjusting pitch location by moving the rear leg.

Figure 3 Always throw a test pitch and present the ball to the hitter prior to feeding.

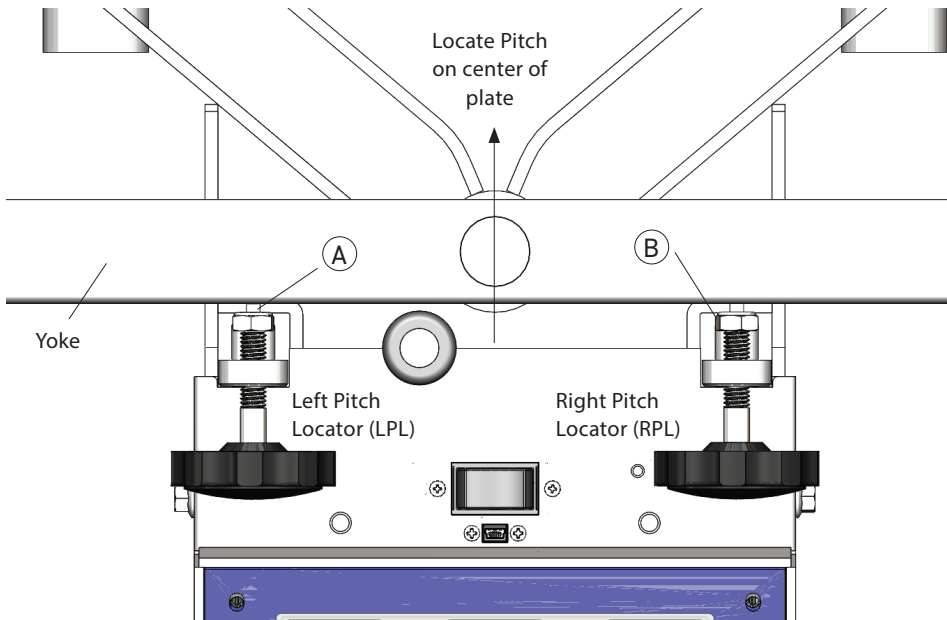


Feeding the ball

IMPORTANT: Hitter should stride the instant he sees the ball release from the feeder's hand at the upper end of the ball chute.

PITCH LOCATORS -cont'd

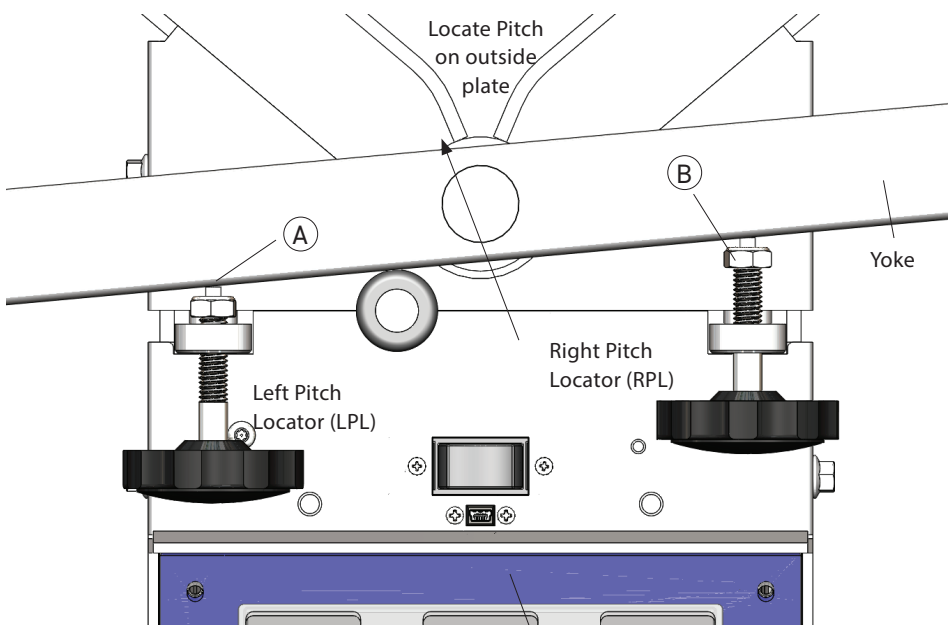
When pitch locators (LPL & RPL) are in locating position (Figure 8) and test pitch is centered on home plate both left (LPL) and right (RPL) pitch locators are firmly up against yoke at (A) and (B) throwing head is locked in position for pitch location repeatability.



Locating Position (Pitches)

Figure 8

When LPL is backed off (loosened) at (A) (Figure 9) and RPL remains at (B) position pitch location will be outside.



Locating Position (Pitches)

Figure 9

Serial number of electronic control box

WARNING HAZARD FROM HIGH-SPEED PROJECTILES

Being struck by a pitched ball can cause serious injury or death. Make sure that no one steps in front of I-Hack Attack while it is connected to electric power.

Clear all hitters away from home plate, the batter's box and the backstop area before connecting I-Hack Attack to electric power.

NOTE: As wheel speeds are changed for different velocities and spins, the ball will be pitched to differing locations. Compensate for these changes by turning the elevation control and adjusting pitch location by moving the rear leg.

Figure 3 Always throw a test pitch and present the ball to the hitter prior to feeding.

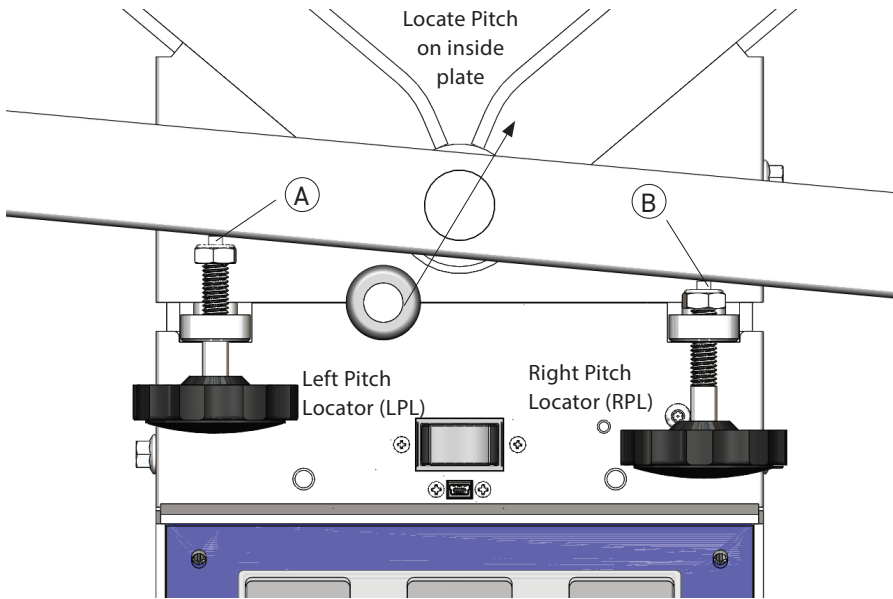


Feeding the ball

IMPORTANT: Hitter should stride the instant he sees the ball release from the feeder's hand at the upper end of the ball chute.

PITCH LOCATORS -cont'd

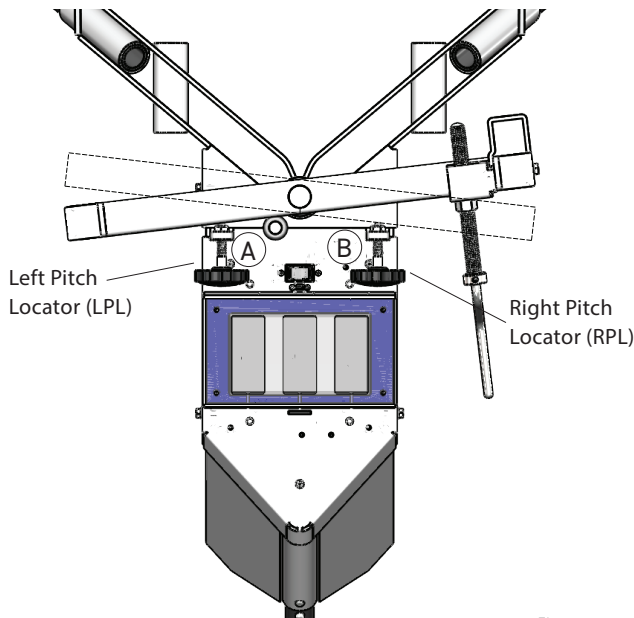
When RPL is backed off (loosened) at (B) and LPL remains at (A) (Figure 10) pitch position will be inside.



Locating Position (Pitches)

Figure 10

When both pitch locators (LPL and RPL) are backed off (loosened) (Figure 11) (A) (B), pitch location can now be moved either inside or outside between pitches.



Locating Position (Pitches)

Figure 11

WARNING HAZARD FROM HIGH-SPEED PROJECTILES

Being struck by a pitched ball can cause serious injury or death. Make sure that no one steps in front of I-Hack Attack while it is connected to electric power.

Clear all hitters away from home plate, the batter's box and the backstop area before connecting I-Hack Attack to electric power.

NOTE: As wheel speeds are changed for different velocities and spins, the ball will be pitched to differing locations. Compensate for these changes by turning the elevation control and adjusting pitch location by moving the rear leg.

Figure 3 Always throw a test pitch and present the ball to the hitter prior to feeding.



Feeding the ball

IMPORTANT: Hitter should stride the instant he sees the ball release from the feeder's hand at the upper end of the ball chute.

PITCH LOCATORS -cont'd

When pitch locators are in lowered position (Figure 12) throwing head is now free to pivot horizontally throwing across width of field for fungo work (ground balls, fly balls and pop-ups).

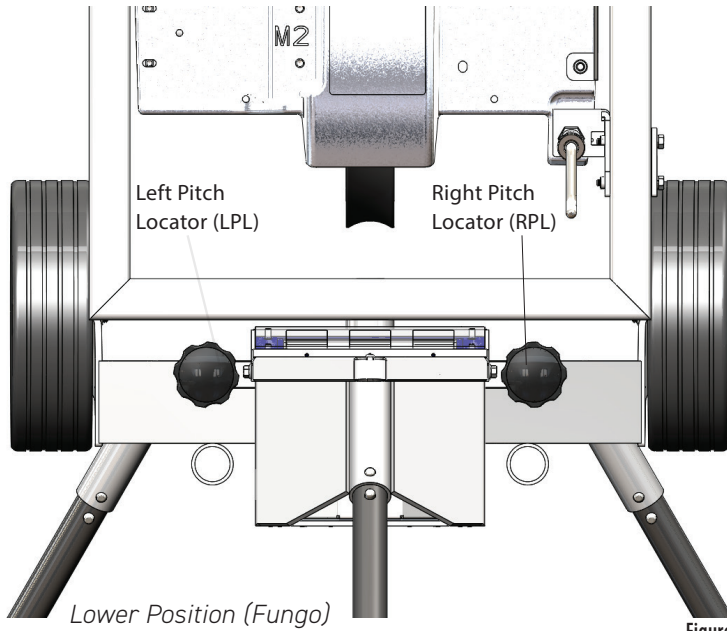


Figure 12

Similar to with upper pitch locator (UPL) in vertical pitch limit position (Figure 13) and elevation handle you can establish desired high and low pitch locations to which you can move instantly. UPL establishes desired height and elevation handle establishes low point within strike zone.

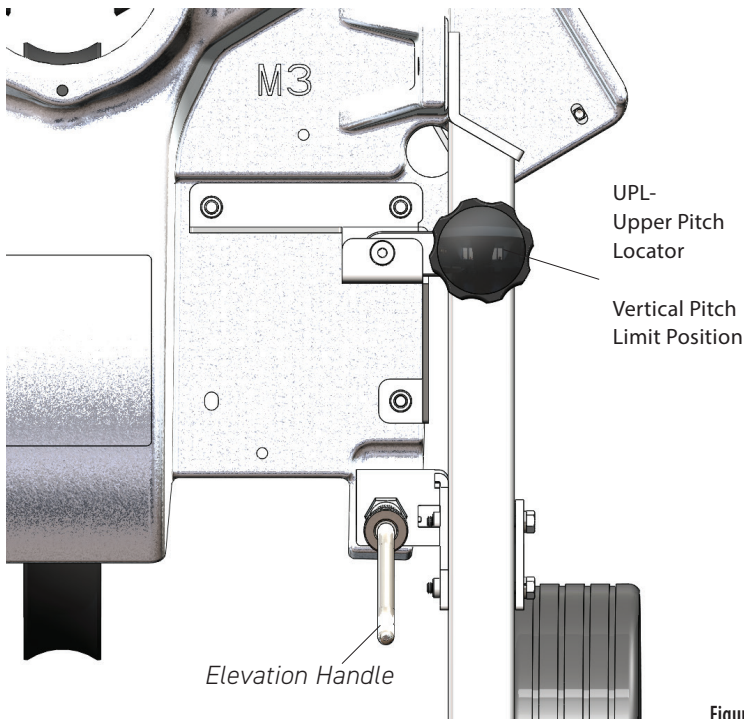


Figure 13

WARNING HAZARD FROM HIGH-SPEED PROJECTILES

Being struck by a pitched ball can cause serious injury or death. Make sure that no one steps in front of I-Hack Attack while it is connected to electric power.

Clear all hitters away from home plate, the batter's box and the backstop area before connecting I-Hack Attack to electric power.

NOTE: As wheel speeds are changed for different velocities and spins, the ball will be pitched to differing locations. Compensate for these changes by turning the elevation control and adjusting pitch location by moving the rear leg.

Figure 3 Always throw a test pitch and present the ball to the hitter prior to feeding.



Feeding the ball

IMPORTANT: Hitter should stride the instant he sees the ball release from the feeder's hand at the upper end of the ball chute.

PITCH LOCATORS -cont'd

When UPL is flipped over (Figure 14) to free vertical position, throwing head can be tilted back for infield for fly balls, time drivers, infield pop-ups and catcher's pop-ups;

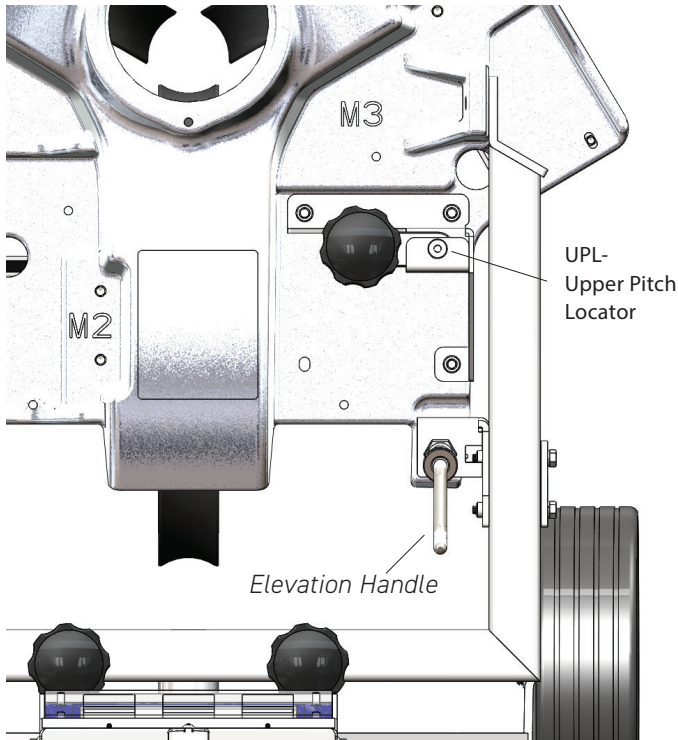


Figure 14

When both LPL and RPL are in lower position (Figure 15) and UPL (Figure 14) is in the free position (Figure 14) throwing head is free to pivot instantly in any direction to throw ground balls and fly balls to any spot on the field (fungo).

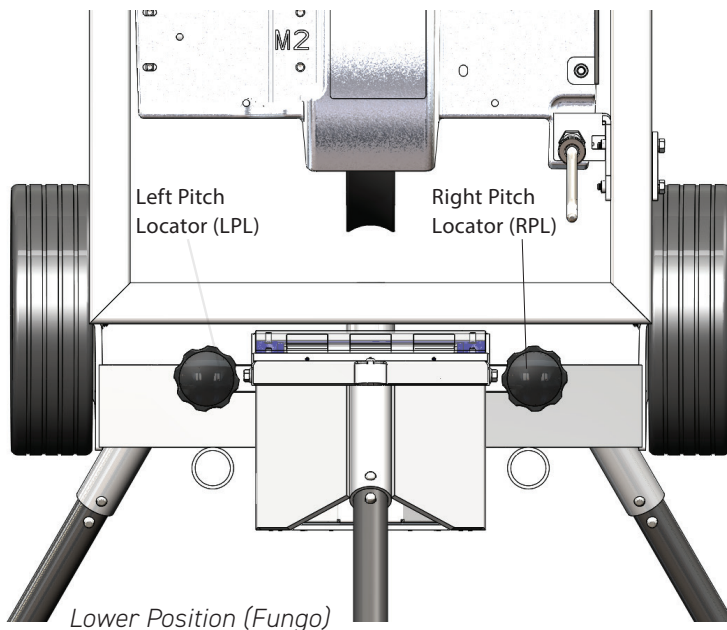


Figure 15

While complicated to describe, actual use will quickly make pitch locators effective and easy to use. These locators are exclusive to the I-Hack!

WARNING HAZARD FROM HIGH-SPEED PROJECTILES

Being struck by a pitched ball can cause serious injury or death. Make sure that no one steps in front of I-Hack Attack while it is connected to electric power.

Clear all hitters away from home plate, the batter's box and the backstop area before connecting I-Hack Attack to electric power.

NOTE: As wheel speeds are changed for different velocities and spins, the ball will be pitched to differing locations. Compensate for these changes by turning the elevation control and adjusting pitch location by moving the rear leg.

Figure 3 Always throw a test pitch and present the ball to the hitter prior to feeding.




Feeding the ball

IMPORTANT: Hitter should stride the instant he sees the ball release from the feeder's hand at the upper end of the ball chute.

SHUTTING DOWN

TURNING I-HACK ATTACK "OFF"

1. Shut down software using button on upper left corner of the home screen ()
2. Turn the on/off switch "OFF".
3. Unplug I-Hack Attack from the power source.

PUTTING I-HACK ATTACK AWAY

1. Be absolutely sure that the throwing wheels have completely stopped turning.
2. See Figure 7 at right:
 - a. Back off right and left pitch locators. Turn both locators down into lower position as shown in Fig 15, page 10.
 - b. Turn the elevation control counter-clockwise until the throwing head is all the way down against the elevation control nut.
 - c. Push and hold the frame lock all the way in.
 - d. Turn the elevation control clockwise until the throwing head is held tightly against the frame lock. Tighten just enough to secure the throwing head. It is not necessary to over tighten.
3. Using the rear leg as a handle, tip I-Hack Attack up and over onto the wheel guard. Then replace with rolling transporting leg.
4. Remove both front legs and store by inserting in the leg storage sockets.
5. See Figure 8 at right:

Using the rear rolling transporting leg as a handle, tip I-Hack Attack back until machine can be comfortably rolled on the travel wheels. I-Hack Attack can now be rolled and maneuvered off of the field.



Storing Legs in Travel Socket

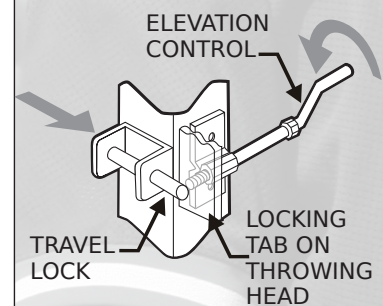


Figure 7 Secure the Travel Lock

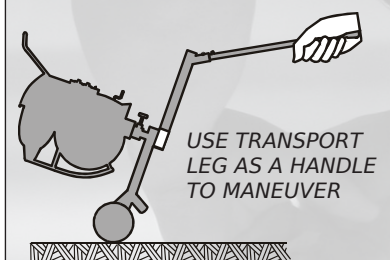


Figure 8 Maneuvering

CARE, CLEANING & MAINTENANCE

LUBRICATION (once per season, or as required):

1. Elevation Control

- a. Apply fresh grease.
- b. Reinstall, making sure that the tension spring is around the threads.

2. Frame Lock

Apply a small amount of grease where the pin passes through the fitting. Make sure the travel lock operates freely.

3. Pitch locaters (left, right, upper)

Pitch locaters are lubricated using WD-40 and may require more frequent lubrication. Simply apply WD-40 onto the treads of the knob shaft (top bolt by know). Also spray WD-40 on the lower bolt by machine yoke and move pitch locator up and down to work into all areas.


THROWING WHEEL MOTORS

Motors are sealed and require no lubrication.

Check bolts for tightness once a season. Tighten bolts securely, but do not over-tighten.

CLEANING THE THROWING WHEELS

The throwing wheels must be kept clean to maintain accuracy. Clean the wheels periodically to control the build-up.

1. Shut down software using button on upper left corner of the home screen ()
2. Turn the on/off switch "OFF", allow wheel to come to a complete stop.
3. Unplug I-Hack Attack from the power source.
4. Dampen a rag with soap and water. Turn the throwing wheel by hand and scrub the wheel until the build-up is removed. For very heavy build-up, a synthetic scouring pad, such as a Scotch-Brite® scouring pad, or medium sandpaper may be used sparingly. Methyl Ethyl Ketone (M.E.K.) may be required to help loosen the build-up of dirt or ball residue.

EXAMINE THE MACHINE

Examine I-Hack Attack for condition and completeness before every use:

1. Throwing wheels must have no chips or cracks.
2. Throwing wheels must be tight on the motor shafts. Check that the keyway retaining bolts are tight.
3. Wheel guard and ball chute must be securely fastened to the throwing head.

CAUTION PERSONAL INJURY HAZARD

Never attempt to clean the throwing wheels while they are turning. Rags or implements caught in spinning wheels can cause serious injury.

Unplug the machine before cleaning the wheels or performing any service.

CHEMICAL HAZARD

Methyl Ethyl Ketone (M.E.K)

Read and follow the directions and safety instructions on the M.E.K container.

FIRE HAZARD

Methyl Ethyl Ketone (M.E.K)

M.E.K. is flammable. Do not use M.E.K. around a fire or flame. Do not use M.E.K. near a running generator or other source of ignition.