#### PHYED 86.3 Course Outline as of Fall 2003

## **CATALOG INFORMATION**

Dept and Nbr: PHYED 86.3 Title: BASEBALL - ADV.

Full Title: Advanced Baseball Last Reviewed: 8/28/2017

Units		Course Hours per Week	<b>s</b> 1	Nbr of Weeks	<b>Course Hours Total</b>	
Maximum	2.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	4.00	6	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00 Total Student Learning Hours: 70.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 22 - 4 Times in any Comb of Levels

Also Listed As:

Formerly: PE 41.3

#### **Catalog Description:**

A progressive program of advanced techniques and strategies in baseball. Specialized time devoted to videotaping and film analysis for individual development.

## **Prerequisites/Corequisites:**

# **Recommended Preparation:**

#### **Limits on Enrollment:**

#### **Schedule of Classes Information:**

Description: Progressive program of advanced techniques & strategies in baseball. (Grade or

P/NP)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment: Transfer Credit: CSU;UC.

Repeatability: 4 Times in any Comb of Levels

# **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

AS Degree: Area Effective: Inactive: CSU GE: Transfer Area Effective: Inactive:

**IGETC:** Transfer Area Effective: Inactive:

**CSU Transfer:** Transferable Effective: Fall 1981 Inactive: Fall 2023

UC Transfer: Transferable Effective: Fall 1981 Inactive: Fall 2023

#### CID:

## **Certificate/Major Applicable:**

Major Applicable Course

# **COURSE CONTENT**

## **Outcomes and Objectives:**

- I. By the end of the semester the student will have developed advanced fundamental skills in:
  - 1. Fielding
  - 2. Throwing
  - 3. Baserunning
  - 4. Bunting
  - 5. Hitting
  - 6. Understand and perform advanced level team offensive and defensive skills.
  - 7. Be able to analyze the game of baseball and the different philosophies of play.

# **Topics and Scope:**

- I. OFFENSIVE BASEBALL- First 2/3 of semester
  - 1. Hitting techniques and strategies
    - A. moving runner to second base
    - B. moving runner to third base
    - C. scoring runner from third base
  - 2. Bunting techniques and strategy
    - A. moving runner to second base
    - B. moving runner to third base
    - C. scoring runner from third base
  - 3. Slash techniques and strategies
    - A. advancing runners with a slash in a bunting situation
  - 4. Running and sliding techniques and strategies
    - A. tagging bases
    - B. breaks from 1st to 2nd, 2nd to 3rd, 3rd to home
    - C. rounding bases
    - D. situation baserunning
    - E. sliding into bags, away from throw

### II.DEFENSIVE BASEBALL (COVERAGE) First 2/3 of semester

- 1. Positioning techniques and strategies
  - A. right hand and left hand hitters
  - B. infield deep halfway in position
  - C. 1st and 3rd situation position
  - D. alignments
  - E. situation positioning
  - F. bunting situations and plays
  - G. outfield positioning
- 2. Fielding techniques and strategies
  - A. catchers
    - 1) framing
    - 2) stance
    - 3) receiving the ball
    - 4) footwork
    - 5) block ball
  - B. Infield
    - 1) stance
    - 2) preliminary movement
    - 3) fielding position
    - 4) jumps
    - 5) receiving the ball
  - C. Outfield
    - 1) stance
    - 2) preliminary movement
    - 3) jumps
    - 4) receiving the ball
  - D. Pitchers
    - 1) fielding position
    - 2) covering 1st base
    - 3) receiving ball
- 3. Throwing Techniques and Strategies
  - A. Grip and release of ball
- B. Body mechanics and footwork
  - C. All cut-offs
  - D. Differences according to position

## **Assignment:**

#### Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.

Writing 0 - 0%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Problem solving 0 - 0%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances, Performance exams

Skill Demonstrations 20 - 40%

**Exams:** All forms of formal testing, other than skill performance exams.

Multiple choice, True/false, ESSAY

Exams 20 - 40%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

**ATTENDANCE** 

Other Category 40 - 60%

# **Representative Textbooks and Materials:**