THEORY OF BASEBALL Fall 2012

P.E. 200

INSTRUCTOR: JIM MECATE

CLASS DAYS & TIMES: T&TH, 1:30-3:30 PM 705 (Hours: M,W = 10-11:30 AM; T,TH = 10-11 AM)

CREDIT UNITS:

OFFICE: PHONE: 355-6341

REQUIRED TEXT:

NONE 2

E-MAIL: jim.mecate@imperial.edu

I. COURSE DESCRIPTION

This course is designed to teach the fundamentals of the game of baseball. Three major areas will be covered: Pitching mechanics and philosophies, offensive/defensive skills, and off/def plays. The class will also cover team play and drills, as well as the rules of the game.

II. COURSE OBJECTIVES

- 1. To understand pitching strategies
- 2. To develop proper pitching mechanics
- 3. To develop proper hitting mechanics

III. Student Learning Outcomes

- 1. Demonstrate appropriate offensive baseball strategy
- 2. Demonstrate appropriate defensive baseball strategy

IV. COURSE OUTLINE	Tue
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lesday Week 19/18 Def. Eval., D-Skills, Pre-game Def. Eval., D-Skills, Pre-game Week 2 9/25 1st & 3rd Def., Relays Week 3 10/2 4-Way Pick, Phaseball Week 4 10/9 Week 5 10/16 Bunt Defense Week 6 10/23 Rundowns Week 710/30 Mulitifly Week 8 11/6 Jumps Week 9 11/13 Pressure Infield

V. MATERIALS NEEDED

- 1. Hitters = Tee and bag of 25 baseballs
- 2. Pitchers = Stretch cord

VI. GRADING

A. The final grade will based on total points accumulated as follows:

1. Participation	= 70 points
2. Final Exam	= <u>30 points</u>
	100 points

B. Grading Scale	100 - 90% = A
-	89 - 80% = B
	79 - 70% = C
	69 - 60% = D
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VII. ATTENDANCE POLICY

1. No more than two absences permitted. A third absence will cause you to be dropped from the class.

2. Three tardies will be equivalent to one absence.

Any student with a documented disability who may need educational accommodations should notify the instructor or the Disabled Student Programs and Services (DSP&S) office as soon as possible:DSP&S, Room 2117, Health Sciences Building (760) 355-6312

4. To develop proper fielding mechanics

5. To understand defensive plays

6. To understand offensive plays

Thursday 9/20 Def. Eval., D-Skills, Pre-game 9/27 Off. Eval., Hit. Mech., Tee Baserunning, 1st & 3rd Offense 10/4 10/11 Circuit Circuit 10/18 Game Situations 10/25 11/1 Game Situations 11/8 Pressure Defense 11/15 Final Exam