

Date: Session 8Lesson start time: 1:00 p.m.Length of practice: 1 hourNumber of students: 12

**Practice objectives:** The athletes will be able to...1.) **Review** the Express priority system on popups. 2.)

Review the Express rundown system 3.) Execute proper technique on slow rollers. 4.) Execute flips from 1st

basement to pitchers covering first base.

**Number of Coaches : 2** Equipment: Baseballs, Agility Ladders and Clemson Hurdles, jump rope

Time	LESSON PLAN		
	Name of Activity	Description	<b>Key Teaching Points</b>
1:00 - 1:10	Warm-up	Rundown warm-up, 3- Ball, ladders and hurdles,	Rundown technique
1:10-1:20	Lead up drills	In pairs, work on lead up drills from previous sessions.	Several, based on drill
1:20-1:27	Catch	Proper catch technique for infielders Options to improve yourself during catch	Emphasize individual work, and eac rep counts!
1:27-1:35	Rundowns	Set up two or three lines for rundowns. Have them running simultaneously with one coach working at each	Same emphasis as rundowns in lesso #7.
1:35-1:45	Slow Rollers/PFP	Divide 1st basement into two groups, one group goes with Slow Roller group, the second goes with PFP group.  Coach #1 - Work slow rollers from 3B/SS/2B, and 1B to 3B.  Coach #2 - Work PFP flips from 1B to P covering 1st.	Coach #1 – Emphasize field on you left foot, throw on your right foot. Throw should be low <sup>3</sup> / <sub>4</sub> angle and the player should anticipate a tail on the ball  Coach #2 – Pitchers should get to the line about 15-20 feet before 1st base then come straight up the line on the inside. 1st basemen should verbalize "flip" then flip using a firm flip with stiff wrist. The 1st basemen should lethe pitcher and try to get the ball to them about 5 feet before the bag.
1:45-2:00	Review popup priority system	Hit popups into "triangle" areas behind 1 <sup>st</sup> and 3 <sup>rd</sup> , and behind 2 <sup>nd</sup> base.	Properly execute Express pop-up verbal system of IF yelling "I got it" and echoing the name of the person who calls it
	Wrap and Review	Review rundown rules, popup priority system and	