

## **STATISTICAL ANALYSIS**

A large amount of information exists in today's baseball world regarding statistical data. The use of statistics can help better understand how to attack hitters as well as areas a pitcher needs to work on. The best part of statistics is their objectivity, eliminating the subjective analysis often associated with evaluating pitchers. The following areas are our focus when evaluating a pitcher's pitching process (the number indicates MLB averages):

- A. Working Ahead in the Count
  - a. First pitch strike (59%)
  - b. One of first two pitches for strikes (85%)
  - c. Two of first three pitches for strikes (60%)
  - d. Percentage of 0-1 counts that become 0-2 counts (47%)
  - e. Percentage of 1-1 counts that become 1-2 counts (53%)
- B. Command
  - a. Overall strike percentage (63%)
  - b. Fastball strike percentage (64%)
  - c. Breaking ball strike percentage (61%)
  - d. Changeup strike percentage (61%)
- C. Dominance
  - a. Percentage of outs that are strikeouts in four or less pitches (11%)
  - b. 1-2-3 innings percentage of completed innings pitched (31%)
  - c. Swing and miss percentage of pitches in the zone (14%)
  - d. Two strike at-bats that become outs (72%)
- D. Efficiency
  - a. Percentage of plate appearances that go to three ball counts (19%)
  - b. First batter of inning out (68%)
  - c. Three or less pitches per plate appearance (47%)
  - d. Four or less pitches per plate appearance (65%)
- E. Battle Tendency
  - a. Percentage of runners who score (36%)
  - b. Percentage of 2-0, 2-1, and three ball counts that end in outs (54%)
- F. Overall Effectiveness
  - a. On-base average vs. pitcher (.338)
  - b. Percentage of batters faced who score (12%)
  - c. Walks + hits per inning pitched – WHIP (1.41)

## **PITCHER'S REPORT CARD**

From this information collected using the Edge data system, we are able to create a pitcher's report card. This report card gives a letter grade and is based on the following categories (the number indicates the B grade level):

- A. Starts Ahead – first pitch strikes (59%)
- B. Has Good Stuff – chase percentage + miss percentage on pitches in the zone (22%)
- C. Keeps Runners Off Base – WHIP (1.54)
- D. Strands Runners – runners left on base (74%)
- E. Command and Dominance – K/BB ratio (2.1/1)
- F. Battles – OBP after falling behind in count (33%)
- G. Efficient – four or fewer pitch outs (72%)
- H. Effective – well hit average (20%)

Note: Has Good Stuff and Effective are both subjective categories based on the view of the data collector. Thus, these two categories are weighed less when determining a pitcher's grade.