

Team Codes

CAL -> Cal Lutheran
CAT -> Caltech
CHA -> Chapman
CMS -> Claremont-Mudd-Scripps
LAV -> La Verne
OCC -> Occidental
POM -> Pomona-Pitzer
RED -> Redlands
WHI -> Whittier
NCF -> Non-Conference

GAME ID

Three letter team code of home team + year + month + day + doubleheader marker
Year -> yyyy
Month -> mm
Day -> dd
Doubleheader marker -> 0 if single game, 1 if first game of doubleheader, 2 if second game of doubleheader

Example

Chapman plays the first game of a doubleheader on March 1st, 2016
CHA201603011

VISITING ID

Three letter team code of away team

INNING

Single digit number

BATTING TEAM

1 if home time. 0 if visiting team

OUTS

BALLS

STRIKES

PITCH SEQUENCE

We will not be able to get this but for reference

+ -> following pickoff throw by catcher
* -> pitch was blocked by the catcher
. -> play not involving the batter
1 -> pickoff throw to first
2 -> pickoff throw to second
3 -> pickoff throw to third
> -> indicates a runner going on the pitch
B -> ball

C -> called strike
F -> foul
H -> hit batter
I -> Intentional ball
L -> Foul Ball
M -> missed bunt attempt
N -> No pitch
O -> foul tip on bunt
P -> pitchout
Q -> swinging on pitchout
R -> foul ball on pitchout
S -> swinging strike
T -> foul tip
U -> unknown or missed pitch
V -> called ball because pitcher went to his mouth
X -> ball put into play by batter
Y -> ball put in play on pitchout

VISITOR SCORE

HOME SCORE

BATTER

ID in the players database

BATTER HAND

Only do for conference players

Try to scrape from old roster data but might be hard to get. Probably not super important to see splits because almost everyone pitches right handed

PITCHER

ID in the players database

PITCHER HAND

Only do for conference players

Try to scrape from old roster data but might be hard to get. Probably not super important to see splits because almost everyone pitches right handed

CATCHER

FIRST BASEMEN

SECOND BASEMEN

THIRD BASEMEN

SHORT STOP

LEFT FIELD

CENTER FIELD

RIGHT FIELD

FIRST RUNNER
SECOND RUNNER
THIRD RUNNER

EVENT TEXT

We probably won't need this. Will probably be able to just use event type combined with batted ball type

Complete description of the play using the format described for the event files. It can get pretty complicated and probably isn't worth our time

<https://www.retrosheet.org/eventfile.htm>

LEADOFF FLAG
PINCHIT FLAG

DEFENSIVE POSITION

The defensive position currently being played by this batter

10 for DH

11 for PH

LINEUP POSITION

Position in batting order

EVENT TYPE

- 0 -> unknown event
- 1 -> No event
- 2 -> Generic out
- 3 -> strikeout
- 4 -> stolen base
- 5 -> defensive indifference
- 6 -> caught stealing
- 7 -> pickoff error
- 8 -> pickoff
- 9 -> wild pitch
- 10 -> passed ball
- 11 -> balk
- 12 -> other advance
- 13 -> foul error
- 14 -> walk
- 15 -> intentional walk
- 16 -> hit by pitch
- 17 -> interference
- 18 -> error
- 19 -> fielder's choice
- 20 -> single
- 21 -> double

22 -> triple
23 -> home run
24 -> missing play

BATTER EVENT FLAG

T = yes

F = no

Whether the event terminated the batters appearance

AB FLAG

T=YES

F=NO

Whether the batter was charged with at-bat

HIT VALUE

0 -> no hit

1 -> single

2 -> double

3 -> triple

4 -> home run

SH FLAG

T = yes

F = No

Whether the event was a sacrifice hit

SF FLAG

T = yes

F = no

Whether the event was a sacrifice fly

OUTS ON PLAY

DOUBLE PLAY FLAG

TRIPLE PLAY FLAG

RBI ON PLAY

WILD PITCH FLAG

FIELDED BY

BATTED BALL TYPE

F -> fly ball

L -> line drive

P -> pop up

G -> ground ball

BUNT FLAG

Descriptor for whether or not play was a bunt

FOUL FLAG

Descriptor for whether or not ball was played in foul ground

HIT LOCATION

See This link

<https://www.retrosheet.org/location.htm>

We will need to reduce the number of locations since we don't have as many

NUM ERRORS

1ST ERROR PLAYER

1ST ERROR TYPE

Throw or drop

2ND ERROR PLAYER

2ND ERROR TYPE

3RD ERROR PLAYER

3RD ERROR TYPE

BATTER DEST

0 -> out

1 -> first

2 -> second

3 -> third

4 -> home

RUNNER ON 1ST DEST

RUNNER ON 2ND DEST

RUNNER ON 3RD DEST

PLAY ON BATTER

We probably don't need these four

T/F depending on if a play was made on the batter

PLAY ON RUNNER ON 1ST

PLAY ON RUNNER ON 2ND

PLAY ON RUNNER ON 3RD

SB FOR RUNNER ON 1ST FLAG

SB FOR RUNNER ON 2ND FLAG

SB FOR RUNNER ON 3RD FLAG

CS FOR RUNNER ON 1ST FLAG

CS FOR RUNNER ON 2ND FLAG

CS FOR RUNNER ON 3RD FLAG

PO FOR RUNNER ON 1ST FLAG

PO FOR RUNNER ON 2ND FLAG
PO FOR RUNNER ON 3RD FLAG

RESPONSIBLE PITCHER FOR RUNNER ON 1ST
RESPONSIBLE PITCHER FOR RUNNER ON 2ND
RESPONSIBLE PITCHER FOR RUNNER ON 3RD

NEW GAME FLAG
END GAME FLAG

PINCH RUNNER ON 1ST
PINCH RUNNER ON 2ND
PINCH RUNNER ON 3RD
RUNNER REMOVED FOR PINCH-RUNNER ON 1ST
RUNNER REMOVED FOR PINCH-RUNNER ON 2ND
RUNNER REMOVED FOR PINCH RUNNER ON 3RD

BATTER REMOVED FOR PINCH HITTER
POSITION OF BATTER REMOVED FOR PINCH HITTER

FIELDER WITH FIRST PUTOUT (0 IF NONE)
FIELDER WITH SECOND PUTOUT (0 IF NONE)
FIELDER WITH THIRD PUTOUT (0 IF NONE)
FIELDER WITH FIRST ASSIST (0 IF NONE)
FIELDER WITH SECOND ASSIST (0 IF NONE)
FIELDER WITH THIRD ASSIST (0 IF NONE)
FIELDER WITH FOURTH ASSIST (0 IF NONE)
FIELDER WITH FIFTH ASSIST (0 IF NONE)

EVENT NUM
Auto increment an index for this event