METRIC DEFINITIONS

Exit Velocity

How fast a ball is traveling immediately after making contact with the bat, measured in miles per hour (MPH).

Launch Angle

Represents the angle (+/- 0-90 degrees) that a ball travels when leaving the bat after contact. A negative angle represents a ball below the horizontal plane, while positive angles represent a ball above the horizontal plane.

Launch Direction

The direction (plotted on a baseball diamond) the ball travels after making contact. With 0 degrees representing a ball hit to straight-center, a fair ball is measured between -45 to 45 degrees. Opposite-field hits represent a positive degree, respective to the hitter being left or right-handed.

Spin Rate

The rate at which the ball spins during flight after contact, measured in rotations per minute (RPM).

Spin Axis

The tilt or angle of the baseball from the contact point, measured in degrees, created by the Magnus Effect. The Magnus Effect is created by the air pressure surrounding the spinning baseball on its path from the bat.

BIP (Balls in Play)

Any ball hit within a range of -45 to 45 degree launch direction (fair balls).

Hard Hit

Any ball within 10% of a player's max exit velocity.

Rope

Any hard hit ball and hit between a 10 and 20 degree launch angle.

Bomb

Any hard hit ball and hit with a 20+ degree launch angle.

Hit Classifications

Dribbler: A batted ball event with less than a 0 degree launch angle
Ground Ball: A batted ball event with a launch angle between 0 and 6 degrees
Low Line Drive: A batted ball event with a launch angle between 6 and 15 degrees
High Line Drive: A batted ball event with a launch angle between 15 and 24 degrees
Fly Ball: A batted ball event with a launch angle between 24 and 50 degrees
Pop Up: A batted ball event with a launch angle greater than 50 degrees