**Year** -- A Star indicates an all-star that season.

**Age** -- Player’s age at midnight of June 30th of that year

**Lg** – **League**

**AL** - American League (1901-present)

**NL** - National League (1876-present)

**W-L%** -- **Win-Loss Percentage**

W / (W + L)

For players, leaders need one decision for every ten team games.

**ERA** -- **9 \* ER / IP**

For recent years, leaders need 1 IP per team game played.

**G** -- **Games Played**

This includes all times that the player appeared on the lineup card. Pitchers in non-DH

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**GS** -- Games Started

**GF** -- Games Finished

**CG** -- Complete Game

**SHO** – Shutouts

No runs allowed and a complete game.

**SV** – Saves

**IP** -- Innings Pitched

**H** -- Hits/Hits Allowed

**R** -- Runs Scored/Allowed

**ER** -- Earned Runs Allowed

**HR** -- Home Runs Hit/Allowed

**BB** -- Bases on Balls/Walks

**IBB** -- **Intentional Bases on Balls**

**SO** -- Strikeouts

**HBP** -- Times Hit by a Pitch.

**BK** -- Balks

**WP** -- Wild Pitches

**BF** -- Batters Faced

**ERA+** -- **ERA+**

100\*[lgERA/ERA]

Adjusted to the player’s ballpark(s).

**FIP** -- **Fielding Independent Pitching**

this stat measures a pitcher's effectiveness at preventing HR, BB, HBP and causing SOs. (13\*HR + 3\*(BB+HBP) - 2\*SO)/IP + Constantlg  
The constant is set so that each season MLB average FIP is the same as the MLB avg ERA

**WHIP** -- **(BB + H)/IP**

For recent years, leaders need 1 IP per team game played

**H9** -- **9 x H / IP**

For recent years, leaders need 1 IP

per team game played

**HR9** -- **9 x HR / IP**

For recent years, leaders need 1 IP per team game played

**BB9** -- **9 x BB / IP**

For recent years, leaders need 1 IP per team game played

**SO9** -- **9 x SO / IP**

For recent years, leaders need 1 IP per team game played

**SO/W** -- **SO/W or SO/BB**

For recent years, pitching leaders need 1 IP per team game played.  
No batting leaders computed.

**Awards** -- Summary of how player did in awards voting that year.

GG - Gold Glove

SS - Silver Slugger

MVP - Most Valuable Player

CYA - Cy Young Award

ROY - Rookie of the Year

**G** -- **Games Played**

This includes all times that the player appeared on the lineup card. Pitchers in non-DH games that appeared on the lineup card but didn't bat will still have a game in this column.

**GS** -- Games Started

**R** -- Runs Scored/Allowed

**RA9** -- **Runs Allowed Per 9 IP**

This is like ERA, but with unearned runs included.

**RA9opp** -- **Opponents’ Runs Scored Per 9 Inn**

The average number of runs scored by this pitcher's opposition, per 9 innings. We use park factors to convert the opponent scoring to a league-average context.For in progress seasons, we consider the teams’ last 365 days. Interleague road games are excluded from the avg, and when the pitcher faces an interleague opp at home, we modify the opponent run scoring by .20 runs per 9inning depending on whether the DH is added or removed from their lineup. We assume a league average pitcher would allow this many runs.

**RA9def** -- **Runs per 9 IP of support from defense**  
This is based on the team’s Total Zone Rating pre-2003 and Baseball Info Solutions Defensive Runs Saved since. Positive values mean the team defense was above average. Negative means it was below average. We take the team’s total balls in play, the balls in play for this pitcher and the team’s total runs saved and split the runs among all of the team’s pitchers.

**RA9role** -- **Runs per 9 IP difference for SP and RP**  
From 1960 on we assess factor for starters and relievers. In that time, relievers have averaged a much lower ERA, and this factor accounts for that difference. Previously, this was part of our replacement level calculation, but it has now been moved into Runs Above Avg.

**PPFp** -- **Park Factor customized for parks the pitcher threw in**  
From 1908 on, we have full gamelogs, so we can say exactly how many innings a pitcher threw in each park. These are 3-year park factors weighted by batters faced in each park. Note the one-game park factor is the team PPF/100 minus 1 times two plus one, since the factors on team pages are for home and road games combined.

**RA9avg** -- **Runs per 9 IP for an avg pitcher**  
Equals PPFp/100\*(oppRA9 - RAdef + RArole)  
This is our best estimate of what an average pitcher would do against these opponents, with this defense and in these parks.

**RAA** -- **Runs better than Avg**  
IP\*(RA9*avg* - RA9)/9, then centered so the league average is always zero.  
It is the number of runs this player is better than an average player. Adjusted for quality of opposition, parks pitched in and quality of team defense and recentered, so the league is zero.

**WAA** -- **Wins Above Avg**  
This is the wins added by this player above that of an average player. We compute the waaW-L% using a PythagenPat conversion and then subtract .500 and multiply by the number of games played.

**gmLI** -- **game-entering Leverage Index**  
Solely for relief appearances, this is the average of each appearances opening leverage index  
weighted by the batters faced in that outing.  
The average pressure the pitcher or batter saw in this game or season.  
1.0 is average pressure, below 1.0 is low pressure and above 1.0 is high pressure.

**WAAadj** -- **Wins Above Avg Adjustment**  
For relief pitchers, we multiply WAA by (1+gmLI)/2. This is done in recognition of the added importance of high leverage. WAA*adj* is the additional value of this leverage adjustment. Also, the manner in which this and the WAA calculations are performed cause the league total WAA to move away from zero, so we also do an operation to recenter the entire league. The recentering forces the league sum to 0 which is as it should be for Wins Above Average. So for the league as a whole, WAA+WAA*adj* will equal zero and WAR = WAA + WAA*adj* + Replacement value

**WAR** -- **Wins Above Replacement for Pitchers**  
A single number that presents the number of wins the player added  
to the team above what a replacement player (think AAA or AAAA) would add. This value includes defensive support and includes additional value for high leverage situations.  
Scale: 8+ MVP Quality, 5+ All-Star Quality, 2+ Starter,  
0-2 Reserve, < 0 Replacement Level  
Developed by Sean Smith of BaseballProjection.com

**RAR** -- **Runs better than Replacement Level**  
It is the number of runs this player is better than a replacement player. Replacement is set for a .294 team winning percentage.  
Developed by Sean Smith of BaseballProjection.com

**waaWL%** -- **Win-Loss% w/ Avg. Team**  
This is the win-loss of an otherwise average team in ONLY the games this player played in.  
For example, for a pitcher this would only consider the games the pitcher threw in and ignoring games they did not play in.

**162WL%** -- **Win-Loss% w/ Avg. Team Season**  
This is the win-loss of an otherwise average team for an entire season giving them credit for only the games this player played in.  
For example, for a pitcher this would be waaW-L%  
in the games the pitcher threw in and a .500 record otherwise.

**Salary** -- These values may not include every bonus the player received in a season.  
They are also often missing values for mid-season callups or players acquired in-season.  
Post-1984 seasons are mostly complete, pre-1985 is mostly incomplete.

**Awards** -- Summary of how player did in awards voting that year.  
GG - Gold Glove  
SS - Silver Slugger  
MVP - Most Valuable Player  
CYA - Cy Young Award  
ROY - Rookie of the Year

**Year** -- A Star indicates an all-star that season.

A Ring indicates the player appeared in WS for winning team.

**Age** -- Player’s age at midnight of June 30th of that year

**Lg** – **League**

**AL** - American League (1901-present)

**NL** - National League (1876-present)

**W** – Wins

**L** – Losses

**W-L%** -- **Win-Loss Percentage**

W / (W + L)

For players, leaders need one decision for every ten team games.

For managers, minimum to qualify for leading is 320 games.

**ERA** -- **9 \* ER / IP**

For recent years, leaders need 1 IP per team game played.

Bold indicates lowest ERA using current stats

Gold means awarded ERA title at end of year.

**G** -- **Games Played**

This includes all times that the player appeared on the lineup card. Pitchers in non-DH

games that appeared on the lineup card but didn't bat will still have a game in this column.

**GS** -- Games Started

**GF** -- Games Finished

**CG** -- Complete Game

**SHO** – Shutouts

No runs allowed and a complete game.

**SV** -- Saves

**IP** -- Innings Pitched

**H** -- Hits/Hits Allowed

**R** -- Runs Scored/Allowed

**ER** -- Earned Runs Allowed

**HR** -- Home Runs Hit/Allowed

**BB** -- Bases on Balls/Walks

**IBB** -- **Intentional Bases on Balls**

First tracked in 1955.

**SO** – Strikeouts

**HBP** -- Times Hit by a Pitch.

**BK** -- Balks

**WP** -- Wild Pitches

**BF** -- Batters Faced

**ERA+** -- **ERA+**

100\*[lgERA/ERA]

Adjusted to the player’s ballpark(s).

**FIP** -- **Fielding Independent Pitching**

this stat measures a pitcher's effectiveness at preventing HR, BB, HBP and causing SO (13\*HR + 3\*(BB+HBP) - 2\*SO)/IP + Constantlg  
The constant is set so that each season MLB average FIP is the same as the MLB avg ERA

**WHIP** -- **(BB + H)/IP**

For recent years, leaders need 1 IP per team game played

**H9** -- **9 x H / IP**

For recent years, leaders need 1 IP per team game played

**HR9** -- **9 x HR / IP**

For recent years, leaders need 1 IP per team game played

**BB9** -- **9 x BB / IP**

For recent years, leaders need 1 IP per team game played

**SO9** -- **9 x SO / IP**

For recent years, leaders need 1 IP per team game played

**SO/W** -- **SO/W or SO/BB**

For recent years, pitching leaders need 1 IP per team game played.  
No batting leaders computed.

**Awards** -- Summary of how player did in awards voting that year.  
GG - Gold Glove  
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**Year** -- A Star indicates an all-star that season.

**Age** -- Player’s age at midnight of June 30th of that year

**Lg** – **League**

**AL** - American League (1901-present)

**NL** - National League (1876-present)

**G** -- **Games Played**  
This includes all times that the player appeared on the lineup card. Pitchers in non-DH games that appeared on the lineup card but didn't bat will still have a game in this column.

**PA** -- **Plate Appearances**  
When available, we use actual plate appearances from play-by-play game accounts  
Otherwise estimated using AB + BB + HBP + SF + SH, which excludes catcher interferences.

**Rbat** -- **Runs Batting**

Number of runs better or worse than average the player was as a hitter.

This is based on a modified version of wRAA.  
See our about section for a full description of how this is calculated.

**Rbaser** -- **Runs from Baserunning**

Number of runs better or worse than average the player was for all baserunning events.

SB, CS, PB, WP, Defensive Indifference.  
Developed by Sean Smith of BaseballProjection.com

**Rdp** -- **Runs Grounded into Double Plays**

Number of runs better or worse than average the player was at avoiding grounding into double plays.

**Rfield** -- **Runs from Fielding**

Number of runs better or worse than average the player was for all fielding.

Fielding of balls in play, turning double plays, outfield arms and catcher defense are all included. We use Baseball Info Solutions Defensive Runs Saved when available  
(note that we do not use BIS catcher framing runs *RszC*) and  
Total Zone Rating from Sean Smith when not.  
Our WAR framework was developed by Sean Smith of BaseballProjection.com

**Rpos** -- **Runs from Positional Scarcity**

Number of runs above or below average due to positional differences.

Positions like C, SS, and 2B get a bonus.

Positions like 1B, DH, LF get a penalty.

Developed by Sean Smith of BaseballProjection.com

**RAA** -- **Runs better than Avg**

It is the number of runs this player is better than a league average player.

**WAA** -- **Wins Above Avg**

This is the wins added by this player above that of an average player. We compute the waaW-L% using a PythagenPat conversion and then subtract .500 and multiply by the number of games played.

**Rrep** -- **Runs from Replacement Level**

Number of runs an average player is better than a replacement player.

Replacement is set for a .294 team winning percentage.

Stronger leagues may get a larger bonus.

**RAR** -- **Runs above Replacement Level**

Total of other columns It is the number of runs this player is better than a replacement player. Replacement is set for a .294 team winning percentage. Developed by Sean Smith of BaseballProjection.com

**WAR** -- **Wins Above Replacement**

A single number that presents the number of wins the player added to the team above what a replacement player (think AAA or AAAA) would add.

Scale for a single-season: 8+ MVP Quality, 5+ All-Star Quality, 2+ Starter, 0-2 Reserve, < 0 Replacement Level

**waaWL%** -- **Win-Loss% w/ Avg. Team**

This is the win-loss of an otherwise average team in ONLY the games this player played in.  
For example, for a pitcher this would only consider the games the pitcher threw in and ignoring games they did not play in.

**162WL%** -- **Win-Loss% w/ Avg. Team Season**

This is the win-loss of an otherwise average team for an entire season giving them credit for only the games this player played in.

For example, for a pitcher this would be waaW-L% in the games the pitcher threw in and a .500 record otherwise.

**oWAR** -- **Offensive Wins Above Replacement (everything but Fielding)**

The same statistic as Wins Above Replacement for Position Players (WAR), but with the fielding value excluded. oWAR + dWAR does not equal WAR. Adding would count positions twice.  
Contains the factor for batting stats, baserunning, a positional adjustment, and the replacement player adjustment.  
Factors developed by Sean Smith of BaseballProjection.com

**dWAR** -- **Defensive Wins Above Replacement for position players**

A defensive measure of wins above replacement, but given only the defensive stats of the player and his position adjustment. For this calculation, we use a replacement level on defense is the league average.

**oRAR** -- **Offensive Runs above Replacement Level**

**oWAR + dWAR DOES NOT EQUAL WAR, pos would be counted 2x**

Total of all columns except for fielding values

Includes batting, baserunning, positional adjustment, and a playing time adjustment for the number of runs an average player is better than a replacement player.

Replacement is set for a .294 team winning percentage.

**Salary** -- These values may not include every bonus the player received in a season.

They are also often missing values for mid-season callups or players acquired in-season. Post-1984 seasons are mostly complete, pre-1985 is mostly incomplete.

**Pos** -- **Position**

**Year** -- A Star indicates an all-star that season.  
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**Age** -- Player’s age at midnight of June 30th of that year

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**GS** -- Games Started

**R** -- Runs Scored/Allowed

**RA9** -- **Runs Allowed Per 9 IP**

This is like ERA, but with unearned runs included.

**RA9opp** -- **Opponents’ Runs Scored Per 9 Inn**

The average number of runs scored by this pitcher's opposition, per 9 innings. We use park factors to convert the opponent scoring to a league-average context.For in progress seasons, we consider the teams’ last 365 days. Interleague road games are excluded from the avg, and when the pitcher faces an interleague opp at home, we modify the opponent run scoring by .20 runs per 9inning depending on whether the DH is added or removed from their lineup. We assume a league average pitcher would allow this many runs.

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Equals PPFp/100\*(oppRA9 - RAdef + RArole)

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**RAA** -- **Runs better than Avg**

IP\*(RA9*avg* - RA9)/9, then centered so the league average is always zero.

It is the number of runs this player is better than an average player. Adjusted for quality of opposition, parks pitched in and quality of team defense and recentered, so the league is zero.

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This is the wins added by this player above that of an average player. We compute the waaW-L% using a PythagenPat conversion and then subtract .500 and multiply by the number of games played.

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Solely for relief appearances, this is the average of each appearances opening leverage index weighted by the batters faced in that outing.  
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For relief pitchers, we multiply WAA by (1+gmLI)/2. This is done in recognition of the added importance of high leverage. WAA*adj* is the additional value of this leverage adjustment. Also, the manner in which this and the WAA calculations are performed cause the league total WAA to move away from zero, so we also do an operation to recenter the entire league. The recentering forces the league sum to 0 which is as it should be for Wins Above Average. So for the league as a whole, WAA+WAA*adj* will equal zero and WAR = WAA + WAA*adj* + Replacement value

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**Awards** -- Summary of how player did in awards voting that year.