

Paper

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Motivation: Catcher framing is the art of making a pitch look better than it really is. This is a skill a catcher can have to convince the umpire to call a pitch that would otherwise be called a strike a ball. If a pitch is for all intents and purposes a ball, then the batter likely will not swing at it. Then if the catcher can make it appear like a strike to the umpire, the umpire will call it a strike and bring the batter one step closer to an out. This is an obvious advantage, since the more strike outs take place, the less of opportunity the opposing team has to score runs while at-bat.

Our idea to measure this phenomenon is to use statistical machine learning methods in order to predict whether a given pitch is a strike. Given the nature of baseball, there will be pitches that are likely strikes and likely balls. If a catcher can convince the umpire to call a likely ball a strike, then that catcher is a good catcher and gets credited for that pitch. On the other hand, if the umpire calls what should have been a strike a ball, then the catcher did not do a good job and is penalized for the pitch. We sought to find out which catchers are best at pitch framing by predicting how likely the pitches thrown are to be strikes, and then seeing how well the catchers can turn them into strikes.