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savant (/)

Search Player Name or Team



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12/10

No Games Scheduled.



Statcast Search CSV Documentation

This is the documentation for the Statcast Search (/statcast_search) CSV data downloads.

pitch_type

- The type of pitch derived from Statcast.

game_date

- Date of the Game.

release_speed

- Pitch velocities from 2008-16 are via Pitch F/X, and adjusted to roughly out-of-hand release point. All velocities from 2017 and beyond are Statcast, which are reported out-of-hand.

release_pos_x

- Horizontal Release Position of the ball measured in feet from the catcher's perspective.

release_pos_z

- Vertical Release Position of the ball measured in feet from the catcher's perspective.

player_name

- Player's name tied to the event of the search.

batter

- MLB Player Id tied to the play event.

pitcher

- MLB Player Id tied to the play event.

events

- Event of the resulting Plate Appearance.

description

- Description of the resulting pitch.

spin_dir

- * Deprecated field from the old tracking system.

spin_rate_deprecated

- * Deprecated field from the old tracking system. Replaced by release_spin

break_angle_deprecated

- * Deprecated field from the old tracking system.

break_length_deprecated

- * Deprecated field from the old tracking system.

zone

- Zone location of the ball when it crosses the plate from the catcher's perspective.

**des**

- Plate appearance description from game day.

game_type

- Type of Game. E = Exhibition, S = Spring Training, R = Regular Season, F = Wild Card, D = Divisional Series, L = League Championship Series, W = World Series

stand

- Side of the plate batter is standing.

p_throws

- Hand pitcher throws with.

home_team

- Abbreviation of home team.

away_team

- Abbreviation of away team.

type

- Short hand of pitch result. B = ball, S = strike, X = in play.

hit_location

- Position of first fielder to touch the ball.

bb_type

- Batted ball type, ground_ball, line_drive, fly_ball, popup.

balls

- Pre-pitch number of balls in count.

strikes

- Pre-pitch number of strikes in count.

game_year

- Year game took place.

pfx_x

- Horizontal movement in feet from the catcher's perspective.

pfx_z

- Vertical movement in feet from the catcher's perspective.

plate_x

- Horizontal position of the ball when it crosses home plate from the catcher's perspective.

plate_z

- Vertical position of the ball when it crosses home plate from the catcher's perspective.

on_3b

- Pre-pitch MLB Player Id of Runner on 3B.

on_2b

- Pre-pitch MLB Player Id of Runner on 2B.

on_1b

- Pre-pitch MLB Player Id of Runner on 1B.

outs_when_up

- Pre-pitch number of outs.

inning

- Pre-pitch inning number.

inning_topbot

- Pre-pitch top or bottom of inning.

hc_x

- Hit coordinate X of batted ball.

hc_y

- Hit coordinate Y of batted ball.

tfs_deprecated

- * Deprecated field from old tracking system.

tfs_zulu_deprecated

- * Deprecated field from old tracking system.

fielder_2

- Pre-pitch MLB Player Id of Catcher.

umpire

- * Deprecated field from old tracking system.

sv_id

- Non-unique Id of play event per game.

vx0

- The velocity of the pitch, in feet per second, in x-dimension, determined at y=50 feet.

vy0

- The velocity of the pitch, in feet per second, in y-dimension, determined at y=50 feet.

vz0

- The velocity of the pitch, in feet per second, in z-dimension, determined at y=50 feet.

ax

- The acceleration of the pitch, in feet per second per second, in x-dimension, determined at y=50 feet.

ay

- The acceleration of the pitch, in feet per second per second, in y-dimension, determined at y=50 feet.

az

- The acceleration of the pitch, in feet per second per second, in z-dimension, determined at y=50 feet.

sz_top

- Top of the batter's strike zone set by the operator when the ball is halfway to the plate.

sz_bot

- Bottom of the batter's strike zone set by the operator when the ball is halfway to the plate.

hit_distance

- Projected hit distance of the batted ball.

launch_speed

- Exit velocity of the batted ball as tracked by Statcast. For the limited subset of batted balls not tracked directly, estimates are included based on the process described here (<http://tangotiger.com/index.php/site/article/statcast-lab-no-nulls-in-batted-balls-launch-parameters>).

launch_angle

- Launch angle of the batted ball as tracked by Statcast. For the limited subset of batted balls not tracked directly, estimates are included based on the process described here (<http://tangotiger.com/index.php/site/article/statcast-lab-no-nulls-in-batted-balls-launch-parameters>).

effective_speed

- Derived speed based on the the extension of the pitcher's release.

release_spin

- Spin rate of pitch tracked by Statcast.

release_extension

- Release extension of pitch in feet as tracked by Statcast.

game_pk

- Unique Id for Game.

pitcher

- MLB Player Id tied to the play event.

fielder_2

- MLB Player Id for catcher.

fielder_3

- MLB Player Id for 1B.

fielder_4

- MLB Player Id for 2B.

fielder_5

- MLB Player Id for 3B.

fielder_6

- MLB Player Id for SS.

fielder_7

- MLB Player Id for LF.

fielder_8

- MLB Player Id for CF.

fielder_9

- MLB Player Id for RF.

release_pos_y

- Release position of pitch measured in feet from the catcher's perspective.

estimated_ba_using_speedangle

- Estimated Batting Avg based on launch angle and exit velocity.

estimated_woba_using_speedangle

- Estimated wOBA based on launch angle and exit velocity.

woba_value

- wOBA value based on result of play.

woba_denom

- wOBA denominator based on result of play.

babip_value

- BABIP value based on result of play.

iso_value

- ISO value based on result of play.

launch_speed_angle

- Launch speed/angle zone based on launch angle and exit velocity.
 - 1: Weak
 - 2: Topped
 - 3: Under

- 4: Flare/Burner
- 5: Solid Contact
- 6: Barrel

**at_bat_number**

- Plate appearance number of the game.

pitch_number

- Total pitch number of the plate appearance.

pitch_name

- The name of the pitch derived from the Statcast Data.

home_score

- Pre-pitch home score

away_score

- Pre-pitch away score

bat_score

- Pre-pitch bat team score

fld_score

- Pre-pitch field team score

post_home_score

- Post-pitch home score

post_away_score

- Post-pitch away score

post_bat_score

- Post-pitch bat team score

if_fielding_alignment

- Infield fielding alignment at the time of the pitch.

of_fielding_alignment

- Outfield fielding alignment at the time of the pitch.

Statcast Glossary (<http://m.mlb.com/glossary/statcast>)**Exit Velocity (EV)****(<http://m.mlb.com/glossary/statcast/exit-velocity>)**

How fast, in miles per hour, a ball was hit by a batter.

Launch Angle (LA)**(<http://m.mlb.com/glossary/statcast/launch-angle>)**

How high/low, in degrees, a ball was hit by a batter.

Barrels**(<http://m.mlb.com/glossary/statcast/barrel>)**

A batted ball with the perfect combination of exit velocity and launch angle

Hard Hit**(<http://m.mlb.com/glossary/statcast/hard-hit-rate>)**

Statcast defines a 'hard-hit ball' as one hit with an exit velocity of 95 mph or higher.

Sweet Spot**(<http://m.mlb.com/glossary/statcast/sweet-spot>)**

a batted-ball event with a launch angle between eight and 32 degrees.

Batted Ball Event (BBE)**(<http://m.mlb.com/glossary/statcast/batted-ball-event>)**

A Batted Ball Event represents any batted ball that produces a result.

Pitch Velocity**(<http://m.mlb.com/glossary/statcast/velocity>)**

How hard, in miles per hour, a pitch is thrown.

Pitch Movement**(<http://m.mlb.com/glossary/statcast/pitch-movement>)**

The movement of a pitch is defined in inches, both in raw numbers and as a measurement against average.

Active Spin**(<http://m.mlb.com/glossary/statcast/active-spin>)**

Statcast refers to the spin that contributes to movement as Active Spin.

Spin Rate**(<http://m.mlb.com/glossary/statcast/spin-rate>)**

How much spin, in revolutions per minute, a pitch was thrown with.

Extension

(<http://m.mlb.com/glossary/statcast/extension>)

How far off the mound, in feet, a pitcher releases the pitch.

Pop Time

(<http://m.mlb.com/glossary/statcast/pop-time>)

How quickly, in seconds, a catcher can get the ball out of his glove and to the base on a stolen base or pickoff attempt.

Arm Strength

(<http://m.mlb.com/glossary/statcast/arm-strength>)

How hard, in miles per hour, a fielder throws the ball.

Base-to-base Time

How much time, in seconds, it takes a runner to get from one base to another, like Home To First.

Distance Covered

(<http://m.mlb.com/glossary/statcast/distance-covered>)

How far, in feet, a fielder or runner has traveled on a play.

Lead Distance

(<http://m.mlb.com/glossary/statcast/lead-distance>)

How far, in feet, a runner is ranging off the bag at the time of a pitcher's first movement or pitch release.

Jump

(<http://m.mlb.com/glossary/statcast/jump>)

Jump is a Statcast metric that shows which players have the fastest reactions and most direct routes in the outfield.

Outs Above Average (OAA)

(<http://m.mlb.com/glossary/statcast/outs-above-average>)

A range-based metric of skill that shows how many outs a player has saved over his peers.

Catch Probability

(<http://m.mlb.com/glossary/statcast/catch-probability>)

The likelihood, in percent, that an outfielder will be able to make a catch on an individual batted ball.

Expected Batting Average (xBA)

(<http://m.mlb.com/glossary/statcast/expected-batting-average>)

xBA measures the likelihood that a batted ball will become a hit.

Expected Weighted On-base Average (xwOBA)

(<http://m.mlb.com/glossary/statcast/expected-woba>)

xwOBA is formulated using exit velocity, launch angle and, on certain types of

Expected Earned Run Avg (xERA)

(<http://m.mlb.com/glossary/statcast/expected-era>)

xERA is a simple 1:1 translation of xwOBA, converted to the ERA scale

batted balls, Sprint Speed.

Sprint Speed

(<http://m.mlb.com/glossary/statcast/sprint-speed>)

A measurement of a player's top running speed, expressed in "feet per second in a player's fastest one-second window."

Bolt

(<http://m.mlb.com/glossary/statcast/bolt>)

A Bolt is any run where the Sprint Speed (defined as "feet per second in a player's fastest one-second window") of the runner is at least 30 ft/sec.



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