

## 2024 Feature Glossary

x/y/z coordinate system:

- Origin (0,0,0) is the tip of home plate
- Positive x-direction is toward the first base dugout
- Positive y-direction is toward second base
- All units of distance are in feet
- All units of speed/velocity are in feet per second

throw\_id:

- Unique identifier for the throw

fielder\_id, thrower\_id, receiver\_id:

- Unique identifier for the fielder, thrower, and intended receiver
- Each player has their own unique id (i.e. fielder 10 and receiver 10 are the same player)

throw\_pos\_x, throw\_velo\_x, etc:

- Ball position/velocity at the moment the throw is released

batter\_pos\_x\_at\_throw, batter\_pos\_y\_at\_throw, batter\_velo\_at\_throw:

- Batter x/y position and speed at the moment the throw is released

throw\_deflected\_by\_receiver:

- Flag for whether the ball was deflected during the throw
- No flag (0) indicates a clean catch

bounce\_pos\_x, bounce\_velo\_x, etc:

- Ball position/velocity immediately after the first bounce
- NA if there was no bounce detected

start\_state, end\_state:

- Base-out state before and after the play
- Ex: 1\_3\_0 = first and third, 0 out
- Ex: \_\_\_\_2 = nobody on, 2 outs