THE ART OF SEQUENCING

UTILIZING INTER-PITCH DYNAMICS TO ENHANCE PITCH EVALUATION IN MAJOR LEAGUE BASEBALL

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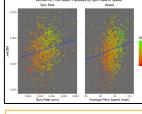
VISUALIZATIONS

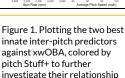
INTRODUCTION & GOALS • Main Goal: Analyze how adding

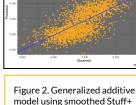
- inter-pitch dynamics (sequencing¹) to existing single-pitch metrics improves pitcher evaluation Motivation: The new Stuff+ metric², which
- captures the success of a pitch based off of its discrete characteristics **METHODS & DATA**

- Stuff+ data from Fangraphs. All other data
- is from Statcast / Baseball Savant. · Created random forests and generalized
- additive models (GAMS) to assess whether utilizing variable interactions resulted in a better model, with and
- without inter-pitch variables to explore their value. In our models, we found that including inter-pitch variables generally improved

prediction of xwOBA







values to predict xwOBA values across all pitch types

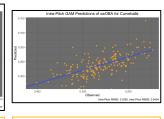


Figure 3. Generalized additive

model using smoothed Stuff+

and multiple inter-pitch values

(i.e. speed differential) to

predict xwOBA values.

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- Our findings indicate that while Stuff+ is effective at predicting xwOBA in a GAM, the inclusion of inter pitch metrics such as speed differentials and movement differentials may add value to our model
- Looking ahead, we are interested in creating a Shiny app to simulate how varying proportions in pitches thrown effects on outcomes (xwOBA, Run Value / 100)

RESULTS & LOOKING AHEAD

¹Roegele, J. (2014, November 24). The Effects of Pitch Sequencing. ²Sarris, E. (2021, June 11). What exactly is Stuff+?

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