

# The Art of Sequencing:

Utilizing Inter-Pitch Dynamics to Enhance Pitch Evaluation in Major League Baseball

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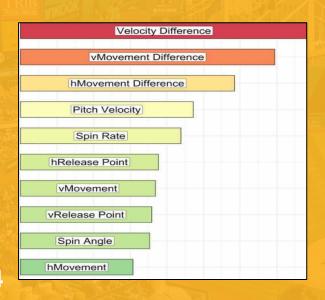
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Team

# Pitches Don't Exist in a Vacuum

- Art vs. Science
- Current Paradigm: Intra-Pitch
  - Stuff+\*
  - trackman, rapsodo, pitch f/x
- Inter-Pitch dynamics
  - tunneling, deception
- Improvement in predicting effectiveness
  - xwOBA, RV/100

#### A Powerful Metric: Stuff+



- Max Bay & Eno Sarris
- Average = 100
- XGBoost Decision Trees
- Components:
  - Δ of Velocity
  - \( \Delta \) of Movement
  - Pitch Velocity Spin

## **Data**

- PyBaseball
- Fangraphs
  - Stuff+
- Statcast
  - Pitch Movement
  - Pitch Arsenal Stats

# Modeling Intra-Pitch & Inter-Pitch

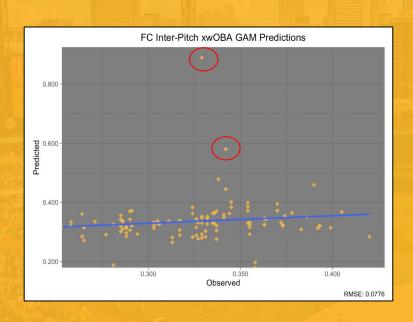
- 1. Intercept-only
- 2. Intra-Pitch
  - a. GAM w/ Stuff+ only
- 3. Inter-Pitch
  - a. GAM w/ Stuff+ & Inter-Pitch
  - b. Random Forest w/ Stuff+ & Inter-Pitch

Final: RMSE Comparisons

# **Modeling Interactions**

Pitch	RMSE Intercept-Only	RMSE GAM Stuff+	RMSE GAM Stuff+ & Inter	RMSE RF Stuff+ & Inter
Changeup	0.0443	0.0421	0.0485	0.0424
Curveball	0.048	0.048	0.0496	0.0476
Cutter	0.0409	0.0389	0.0736***	<mark>0.0407</mark>
4-Seamer	0.052	<mark>0.0465</mark>	0.0494	0.0533
Sinker	0.042	0.0394	0.054	0.0413
Slider	0.0491	0.0532	0.0549	0.0481
Average	0.04605	0.04468	0.055	0.04556

### Where Can We Improve?



- Rates of sequences
   data not used
   FF-SL, FF-CU, CU-SL, SL-FC
- Outlier predictions, highly unrealistic
  - <- Cutters</li>
- Model Selection -GAMs?
- Tuning, Monte Carlo

### Discussion

- Central Idea: Inter-Pitch Dynamics
- Stuff+ is powerful
- Simple inter-pitch model was close
  - -0.00088 RMSE average difference
- Model Selection importance



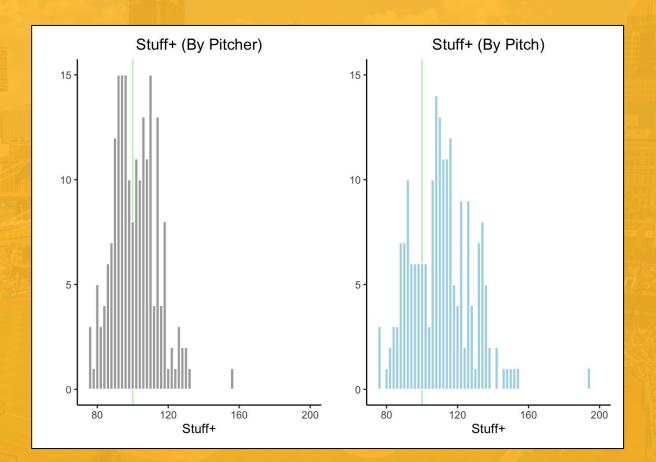
Pitch	Average xwOBA	
Changeup	0.2832	
Curveball	0.2633	
Cutter	0.3235	
4-Seamer	0.3448	
Splitter	0.2406	
Sinker	0.3431	
Slider	0.2649	
All Pitches	0.3100	



LEAGUE AVERAGES 2020 - 2022 (250+ Pitches)

N.S.C.S.C.C.	Pitch	Horizontal	Vertical	Pitch Proportion	Spin Rate	Speed
	4-Seamer	7.45	14.86	0.46	2285.29	93.93
	Sinker	15.00	22.89	0.39	2127.16	93.21
THE PERSON	Cutter	2.88	25.97	0.34	2380.57	88.97
	Splitter	11.71	33.09	0.28	1459.77	86.37
	Slider	6.42	36.28	0.34	2432.44	84.94
	Changeup	14.03	32.27	0.26	1754.87	84.59
	Curveball	9.45	53.35	0.26	2572.18	79.64

# **STUFF+**Fangraphs



#### **Citations**

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- Sammon, W., & Sarris, E. (2023, July 7). *Fall of the slider: Why are hitters feasting on MLB's once-deadly breaking ball?* The Athletic. https://theathletic.com/4671150/2023/07/07/mlb-sliders-hitters-success/
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