

HITTING STATS GLOSSARY

HITTING STATS

G--Games

AB--At bats

R--Runs

H--Hits

2B--Doubles

3B--Triples

HR--Homeruns

RBI--Runs batted in

BB--Walks

SO--Strikeouts

SB--Stolen bases

CS--Caught stealing

AVG--Batting average

SLG--Slugging percentage

OBA--On base average

OPS--OBA plus SLG

RC--Runs created. A stat from Bill James that projects how many runs a player created. There are a couple of dozen different formulas throughout history, with the appropriate one being in each case.

RCAA--Runs created above average. This is my own creation. It's the difference between a player's RC total and the total for an average player who used the same amount of his team's outs. A negative RCAA indicates a below average player in this category.

RCAP--Runs created above average at his position. It's just like RCAA, except the comparison is to players at his position. OWP--Offensive winning percentage. It's a Bill James stat that projects what a team's winning percentage would be if each offensive player was cloned to that player and the team had an average pitching staff.

RC/G--Runs created per game. It's a Bill James stat that projects how many runs a team would average per game, if everyone on the team was cloned to that player.

TB--Total bases

EBH--Extra base hits

ISO--Isolated power. Is SLG minus AVG.

SEC--Secondary average. The stat measures those offensive components that are not measured in batting average. The formula is $(TB-H+BB+SB)/AB$

BPA--Bases per plate appearance. The formula is $(TB+BB+HBP+SB-CS-GIDP)/(AB+BB+HBP+SF)$

IBB--Intentional walks

GIDP--Grounded into double plays

SAC--Sacrifices

SF--Sacrifice flies

PA--Plate appearances

PARK ADJUSTMENTS

The following hitting stats are park adjusted--RCAA, RCAP, OWP. The stats are park adjusted since they are an attempt to compare the player's performance to the average player in his environment. The player's environment is not just the league and year in which he played, but also what park he played in. While stadiums affect players' performances, in most cases, the effects are very small and shouldn't change our evaluations of the players. But, extreme parks have big effects on player stats, and those extreme effects are reflected in the calculations for those stats. To show how most park adjustments do not have noticeable effects on the results, I can provide the following figures for the 2000 season. I calculated RCAA & RSAA, both with and without park facts. 80% of all RCAA either remained the same or changed by no more than +/- 2, while the same could be said about 85% of RSAA.