

PITCHING STATS GLOSSARY

W--Wins

L--Losses

PCT--Winning percentage

G--Games

GS--Games started

CG--Complete games

SV--Saves

GF--Games finished

IP--Innings pitched

H--Hits

R--Runs

ER--Earned runs

BB--Walks

SO--Strikeouts

ERA--Earned run average

RSAA--Runs saved against average. It's the amount of runs that a pitcher saved vs. what an average pitcher would have allowed. It's the same stat as Total Baseball's Pitching Runs, except (1) we both have different ways of park adjustments and (2) they added a procedure to take into account the amount of decisions (W+L) the pitcher had, while RSAA doesn't have that. Just like RCAA, the stat can produce a negative result

HR--Homeruns

H/9--Hits per 9 IP

BR/9--Baserunners per 9 IP

SO/9--Strikeouts per 9 IP

SO/BB--Strikeouts to walks

SHO--Shutouts

WP--Wild pitches

IBB--Intentional walks

HBP--Hit batters

BFP--Batters faced pitchers

BK--Balks

NW--Neutral wins. It's a projection for how many wins the pitcher would have if he was given average run support, considering the amount of decisions (W+L) he had

NL--Neutral losses. Same as NW, but for losses.

PARK ADJUSTMENTS

The following pitching stats are park adjusted--RSAA, NW and NL. 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.