

The Stats

Hitters have 4 different stats. Pitchers have 4 different stats. They are opposites of each other.

Batter Stats

Contact - Opposite of Pitcher Movement. As the name implies, more contact means you hit the ball more and whiff less.

“Yeah okay, but what does it do in the game?” - Your hit range goes up and your strikeout range goes down.

Outcomes affected: 1B, K

Eye - Opposite of Pitcher Command. With a better Eye, you are able to determine balls and strikes better, and you swing at better pitches.

What it does: Increases walk range, slightly increases hit range.

Outcomes affected: BB, 1B.

CATCHERS ONLY: The Catcher's Eye will be used to determine steal ranges

Power - Opposite of Pitcher Velocity. With more power, your warning track fly balls turn into monster dongs and chicks start digging you.

What it does: Increases home run range, reduces fly out and pop up out range.

Outcomes affected: HR, FO, PO

Speed - Opposite of Pitcher Awareness. More speed means you can stretch singles into doubles and doubles into triples. You can steal easier and ground out less.

What it does: Moves points from your singles range into the doubles and triples ranges.

Also, decreases groundball range. Increases steal range while on base.

Outcomes affected: 3B, 2B, GO. Also Steals.

Pitcher Stats

Movement - Opposite of Batter Contact. With more movement, hitters won't be able to touch your nasty pitches.

What it does: Increases K range, decreases singles range.

Outcomes affected: K, 1B

Command - Opposite of Batter Eye. With pinpoint command, you throw fewer walks and don't leave balls over the heart of the plate.

What it does: Decreases walk range, slightly decreases hit range.

Outcomes affected: BB, 1B

Velocity - Opposite of Batter Power. Hitters have a hard time catching up to your *f***in' gas*, and get under the ball more.

What it does: Decreases Home Run range and increases Fly Out and Pop Outs

Outcomes affected: HR, FO, PO

Awareness - Opposite of Batter Speed. You are, like, SO aware while pitching that hitters somehow don't get as many double or triples and hit more ground balls. Look, shut up. It doesn't have to make perfect sense.

What it does: Takes points from the double and triple ranges and moves them over to singles. Also, increases groundball range.

Outcomes affected: 3B, 2B, 1B, GO.

"Ok I get the stats, now what?"

Creating Your Stats

You get 12 points to spread over your 4 categories, with a maximum of 5 points and a minimum of 1 point in each. This will determine what type of hitter/pitcher you will be.

Want to be a perfectly balanced hitter? You would be 3 points in each stat, like this:

Eye	Contact	Power	Speed	Total
3	3	3	3	12

Want to hit for extra bases, but don't care about getting on base? You might look something like this:

Eye	Contact	Power	Speed	Total
1	3	4	4	12

Want to be an OBP machine with barely any hope of a dinger? Max out your Eye and Contact for death by singles and walks:

Eye	Contact	Power	Speed	Total
5	5	1	1	12

And of course, for Pitchers, it's exactly the same, except the opposite. A balanced pitcher?

Command	Movement	Velocity	Awareness	Total
3	3	3	3	12

If you want as many strikeouts and as few home runs as possible, max out your Movement and Velocity and here you go. You now throw molten lava. But have no idea where it's going.

Command	Movement	Velocity	Awareness	Total
1	5	5	1	12

Etc etc. As long as your stats are between 1 and 5 and add up to 12, you're good to go.

Pitchers automatically have 0's for all hitting stats. Fielders automatically have 0's for all pitching stats. Sucks to suck.

"Ok, I have my stats picked out, and I know what they mean. How do the ABs work?"

Matchups

The result of your at-bat will be determined by the matchup between the hitter and the pitcher. The outcome ranges will be based on the differences in the stats between the two, as well as handedness.

The batter's stats will be subtracted by the corresponding pitcher's stat. For example,

	Eye	Contact	Power	Speed		HAND
Batter	3	5	3	1	12	R
	Command	Movement	Velocity	Awareness		
Pitcher	3	3	4	2	12	R
	0	2	-1	-1		

- $3 - 3 = 0$. The batter and pitcher are evenly matched in Eye/Command, so neither gets an advantage here.
- $5 - 3 = 2$. The batter has more contact than the pitcher has movement, so the hitter's hit range will go up and he'll be less likely to K. However...
- $3 - 4 = -1$. The pitcher has more velocity than the hitter has power, so the hitter will have less chance to get a HR and a FO will be more likely.
- $1 - 2 = -1$. This also goes in the pitcher's favor. The pitcher has more awareness than the hitter has speed, so the range for 3Bs and 2Bs goes down and GOs become more likely.
- The hitter is the same hand as the pitcher, so he gets no advantage.

So in this matchup, we would expect this hitter to have a pretty good shot of getting a hit, but pretty unlikely to get anything more than a single. And groundouts would be more likely. And if we check the outcome ranges, that's exactly what we get:

	Ranges			
Base Hit	133			
HR	12	0	12	HR
3B	4	13	17	3B
2B	22	18	40	2B
1B	92	41	133	1B
BB	40	134	174	BB
FO	52	175	227	FO
PO	19	228	247	PO
GO	177.932	248	425	GO
K	75	426	500	K

0 - 12 for a HR

13 - 17 for a 3B

18 - 40 for a 2B

41 - 133 for a 1B yadda yadda yadda...

Depending on the differences between the hitter and the pitcher, ranges can be wildly different. To dive in further on how the ranges change, [check out the Calculator](#). But the calculator is changing almost hourly, make sure you have the latest version.

NOTE: Click "File → Make a copy" to be able to edit your own copy and doodle around with the calculator