# The Art of Swing You are a SLUGGER?

**Group Member** 

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### Calling for perfect metrics to measure a batter's batting ability

- 1. To measure the true batting ability of a player
  - Eliminate the influence of luck
  - Eliminate the influence of the defense ability of the fileders
  - Eliminate the influence of the field
- 2. To determine a player's salary next year



### Major League Baseball | Statcast proposed 6 metrics on May 13

- Bat Speed
- Fast-swing Rate
- Squared-up Rate
- Blast
- Swing Length
- Swords





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01 Bat Speed & Fast Swing Rate

02 Squared-up Rate and the definition of four kinds of batters



Blast & Swing Length









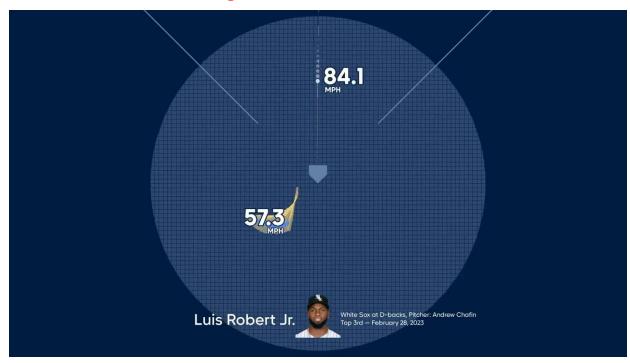
# 01 Bat Speed & Fast Swing Rate



## Bat Speed



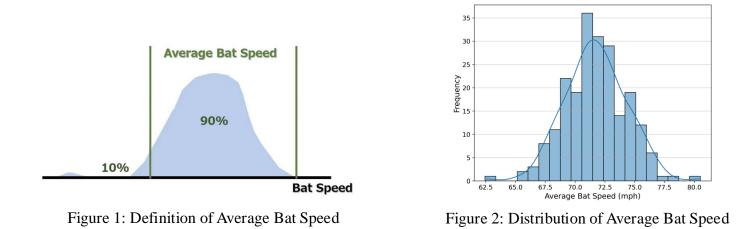
• Definition: How fast the sweet spot moves when contact occurs.



## Average Bat Speed



- Definition: A player's **average bat speed** is the average of his top 90% of swings.
- Visualization:
  - Average bat speeds range from 62 to 80 mph, with a concentration around 71 mph.
  - The distribution follows approximately a normal distribution.



## Fast Swing Rate



- Definition: The percentage of all of one's swings that did reach 75 MPH.
- Why 75mph: The swing speed is where you see per-swing production reach league-average.
- Analysis: From the table, each indicator Fast Swing is much higher than Not a Fast Swing.



	Fast Swing	Not a Fast Swing
BA	0.311	0.219
SLG	0.612	0.374
wOBA	0.392	0.267
hard-hit rate	0.535	0.360
<b>RV/100</b>	0.722	-2.868

Table 1: Fast Swing vs Not a Fast Swing

### Correlation Analysis between Avg Bat Speed and Fast Swing Rate

• Positive correlation, R-squared is 0.879..

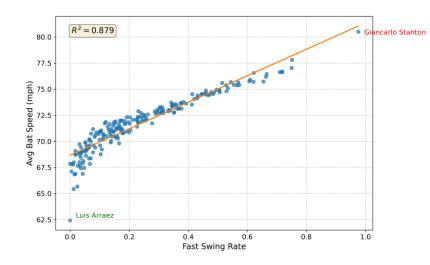


Figure 1: Correlation between Avg Bat Speed and Fast Swing Rate



		ſ	mph	>= 75mph
Rk.	Player	Tearn	Avg. Bat Speed	>= 75mph Fast Swing Rate <sup>[?]</sup>
1	👰 Stanton, Giancarlo	Ŕ	80.6	96.9%
2	🛕 Cruz, Oneil	P	77.7	72.9%
3	Schwarber, Kyle	<b>የ</b>	76.9	72.8%

			mph	>= 75mph
Rk.	Player	Team	Avg. Bat Speed	Fast Swing Rate <sup>[?]</sup>
1	🔮 Arraez, Luis		62.5	0.0%
2	👩 Turner, Justin		65.2	1.0%
3	👮 Schanuel, Nolan	Å.	65.4	2.5%

### Correlation Analysis between Avg Bat Speed and Fast Swing Rate

- Positive correlation, R-squared is 0.879.
- **Giancarlo Stanton** (a power hitter): Average bat speed of 80.6 mph, fast swing rate of 0.972.
- Luis Arraez (lacking in strength, but skilled): Average bat speed of 62.5 mph, fast swing rate of 0.

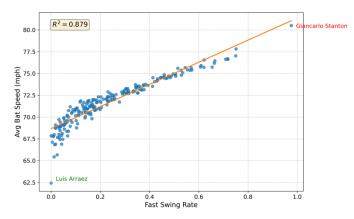


Figure 1: Correlation between Avg Bat Speed and Fast Swing Rate

	Giancarlo Stanton	Luis Arraez
Bat Speed	80.6	62.5
Fast Swing Rate	97.2	0.0
xBA	0.250	0.326
xSLG	0.512	0.409
xwOBA	0.342	0.340

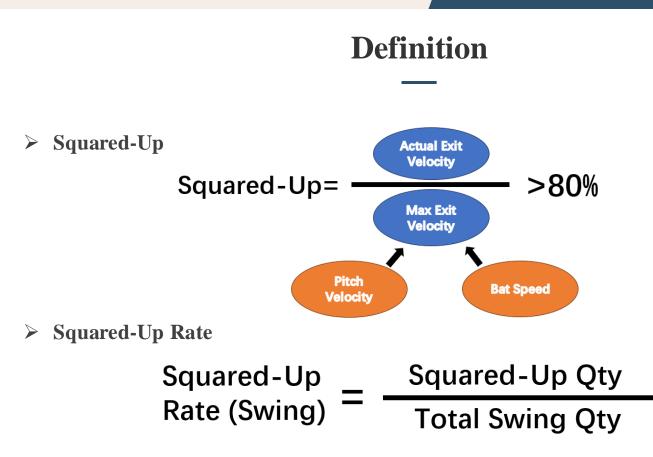
Table 1: Fast Swing vs Not a Fast Swing





## Squared-Up Rate







### Video Cases







#### Trevor Larnach (Squared-Up)

- Pitch speed: 98.8mph
- Swing speed: 75.6mph
- Exit velocity: 110mph
- Theoretical maximum exit velocity: 113.4mph
- Swing speed conversion rate: 97%

#### Ronald Acuna Jr. (Not Squared-Up)

- Pitch speed: 98.4mph
- Swing speed: 78.6mph
- Exit velocity: 90.3mph
- Theoretical maximum exit velocity: 117.4mph
- Swing speed conversion rate: 77%

### **Squared-Up vs. Not Squared-Up**

Based on the data of each ball, the statistics of each indicator of Squared Up and Not Squared Up are calculated

- The various indicators under Squared-Up is much higher than that under Not Squared-Up
- Based on the ANOVA results, Squared Up scored significantly higher than Not Squared Up

	Squared-Up	Not Squared-Up
BA	0.3708	0.1261
SLG	0.6602	0.1430
wOBA	0.4382	0.1197
hard-hit rate	0.5976	0.0133
<b>RV/100</b>	11.1873	-6.6557

Table 1: Squared-up vs Not Squared-up



### **Factor: Pitch Type**

- Pitch type with maximum hard hit rate:
  - 4-Seam Fastball
  - Sinker
- > The faster the pitch, the faster the hit.

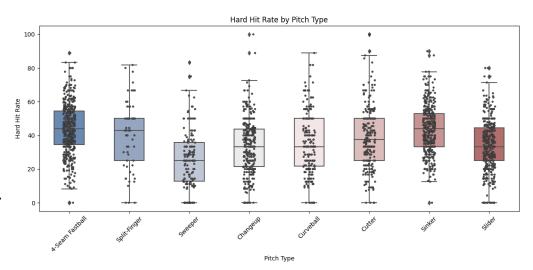


Figure 1: Hard Hit Rate by Pitch Type



### **Batter Case**

Giancarlo Stanton:		Giancarlo Stanton
> Grandario Stanton.	Bat Speed	<u>80.6</u>
High Bat Speed, Low Squared-Up Rate	Fast Swing Rate	97.2
	xBA	0.250
Luis Arraez:	xSLG	0.512
	xwOBA	0.342
Low Bat Speed, High Squared-Up Rate	Squared-Up Rate	<u>0.213</u>

Table 1: Squared-up vs Not Squared-up

Luis Arraez

<u>62.5</u> 0.0

0.326 0.409 0.340 **0.436** 



### Luiz Arraez's Beutiful Hits





### Luiz Arraez (Squared-Up)

- Pitch speed: 88.2mph
- Swing speed: 57.0mph
- Exit velocity: 89.9mph
- Theoretical maximum exit velocity: 90.5mph
- Swing speed conversion rate: 99%

### Luiz Arraez (Squared-Up)

- Swing speed: 55.8mph
- Swing speed conversion rate: 98%



### **Fast-Swing vs. Squared-Up | xBA**

Compared with fast swing rate, Squared-Up has a greater impact on xBA

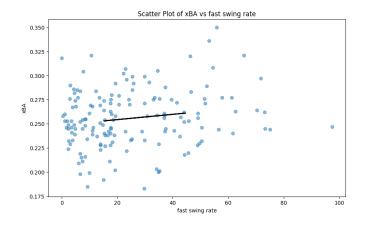


Figure 1: xBA vs Fast Swing Rate

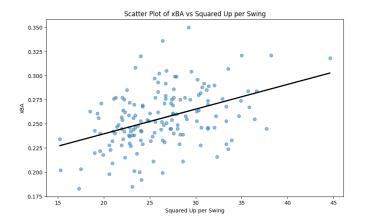


Figure 2: xBA vs Squared-Up per Swing



### **Fast-Swing vs. Squared-Up | xSLG**

Cases are opposite for SLG, Fast Swing Rate has a greater impact on xSLG

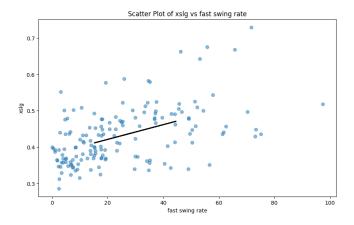


Figure 1: xSLG vs Fast Swing Rate

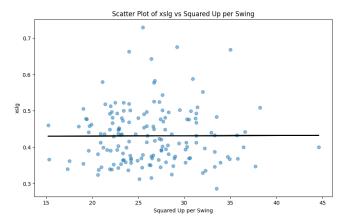


Figure 2: xSLG vs Squared-Up per Swing



### **Fast-Swing vs. Squared-Up | xwOBA**

> There is little difference between the impacts of Fast Swing Rate and Squared-Up Rate.

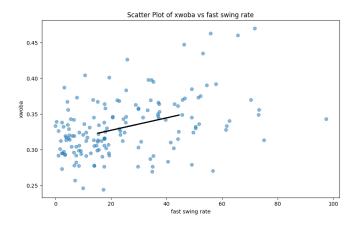


Figure 1: xwOBA vs Fast Swing Rate

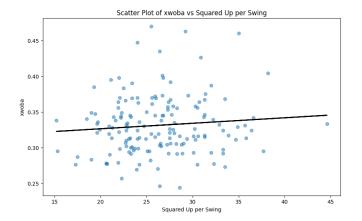


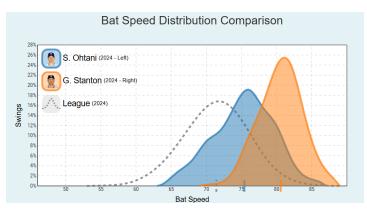
Figure 2: xwOBA vs Squared-Up per Swing



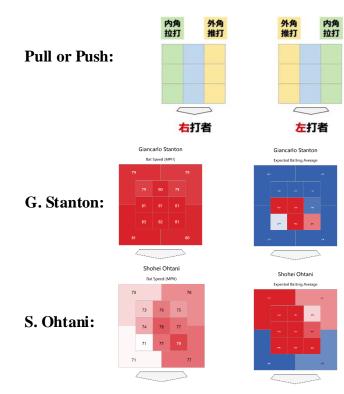
### **Bat Speed**



#### The faster, the better?



- > A good batter will adjust the bat speed to the pitch
  - Stanton: Bat speed is evenly distributed, **low BA**, and outside corner lower than the inside corner.
  - Otani: Adjusted BS(outside corner lower than inside corner), **high BA**(outside corner hits are even higher)



### **Batter Types**

The faster you swing, the harder it is to master the contact point of the bat.



Figure 1: Squared-Up per Swing vs Swing Rate

 Both fast swing rate and squared up rate promote various indicators.



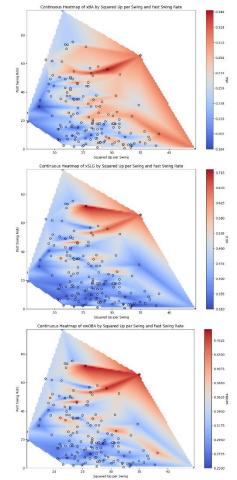


Figure 2: Heat Map of Different Indicators

### **Batter Types**

### Four Types:

**Slugger:**  $\geq$ 

Low Squared-Up Rate& High Fast Swing Rate

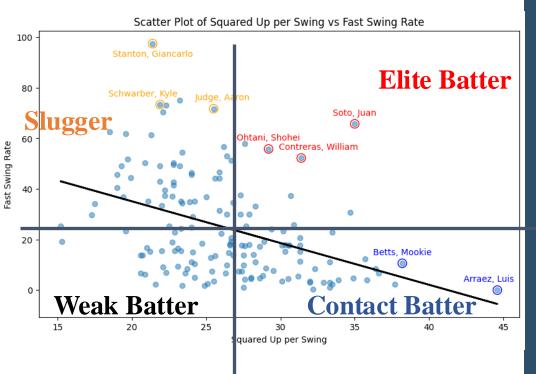
**Contact hitter:**  $\geq$ 

**Elite hitter:**  $\geq$ 

High Squared-Up Rate& Low Fast Swing RateHigh Squared-Up Rate& High Fast Swing RateHigh Squared-Up Rate& High Fast Swing Rate

Weak hitter:  $\geq$ 

Low Squared-Up Rate& Low Fast Swing Rate







# 03

## Blast & Swing Length



## **Definition of Blasts**



An easier understanding:

- Squared-up Rate  $\geq 82\%$
- Bat Speed  $\geq$  82 mph



### **Distribution of Blasts**

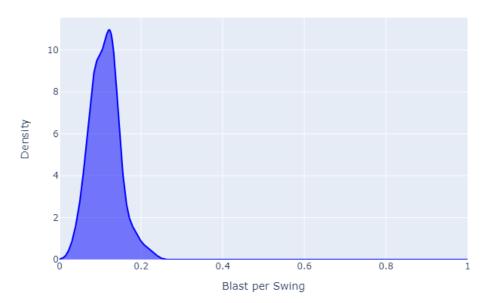
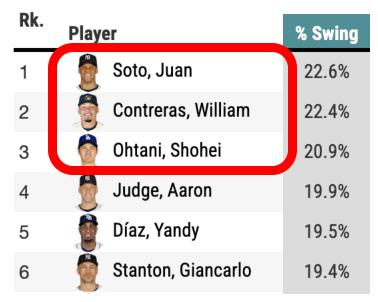
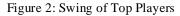


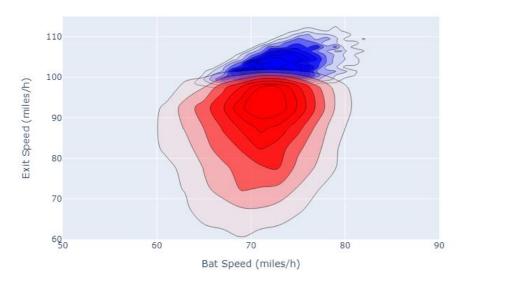
Figure 1: Density of Blasts





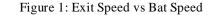


### Comparison between Blasts and Non-Blasts





■ Non-Blasts







# Comparison between Blasts and Non-Blasts





### Shohei Ohtani | Blast - Homerun

- Bat Speed: 82.8mph ٠
- Squared-Up Rate: 93.8% ٠

### Shohei Ohtani | No Blast - Fly ball

- Bat Speed: 80mph
- Squared-Up Rate: 90%

## Comparison between Blasts and Non-Blasts

	Blasts	Non-Blasts
wOBA	0.705	0.177
BA	0.547	0.174
SLG	1.120	0.221
Expected Run Value	31.720	-5.820

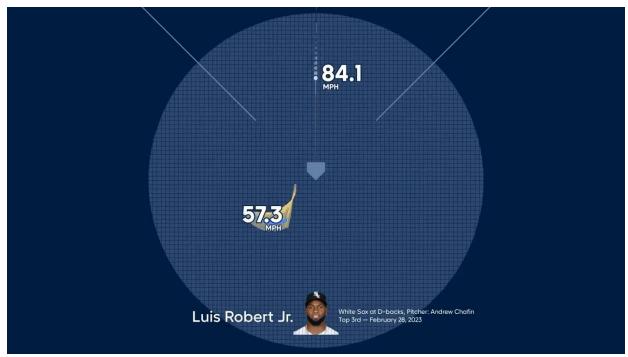
Table 1:Blasts vs Non-Blasts



## Definition of Swing Length



The length that the  $\lceil$ Sweet-Spot $\rfloor$  passed through.



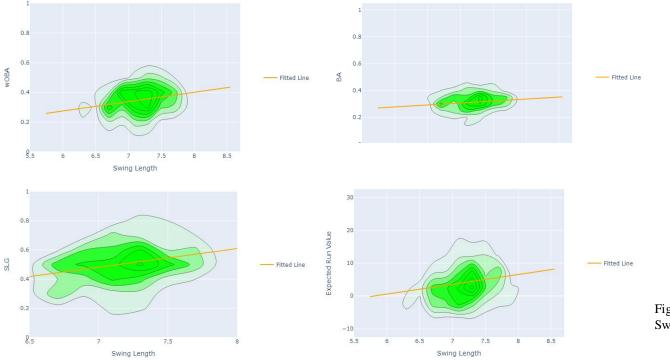
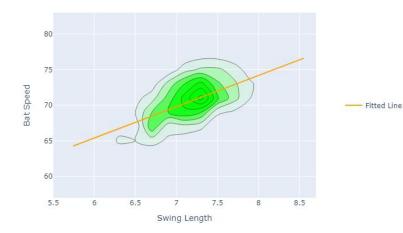


Figure 1: Different Indicators vs Swing Length





Swing Length 8.4 5.9 Bat Speed 80.6 62.5 xBA 0.250 0.326 SLG 0.512 0.409 Hard Hit% 53.4% 21.4% K% 30.8% 5.7%

**Giancarlo Stanton** 

Luis Arraez

Figure 1: Bat Speed vs Swing Length

Table 1: Comparison between Giancarlo Stanton and Luis Arraez







Giancarlo Stanton | Fly Ball

• Swing Length: 9.7 feet

### Luis Arraez | Ground Ball

• Swing Length: 4.4 feet





### An Example of Short Swing Length (Choking Up)



## An Example of Choking Up



角中勝也 Kakunaka Katsuya







## Swords







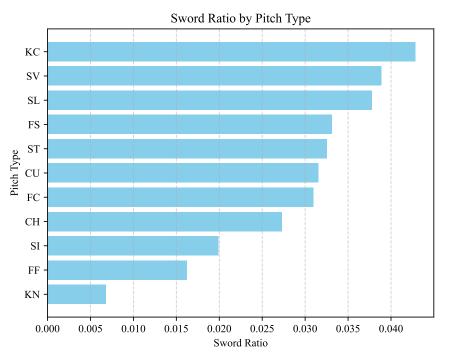
#### **Sword** (a swing-and-miss)

### **Big Swing**



A "sword" refers to a batter's reaction when they swing at a pitch as if wielding a sword, but fail to make contact with the ball. This often occurs when the pitch's movement is unexpectedly dynamic, catching the batter off guard.

### Sword Frequency for Different Pitch Type



Knuckle Curve: This pitch can be very effective because the unique grip and release create a deceptive and difficult-to-hit pitch for the batter.

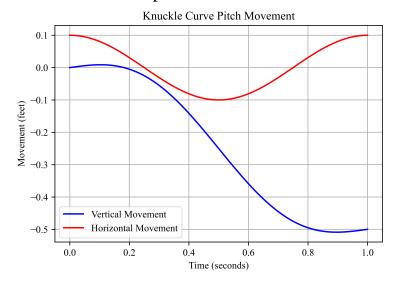


Figure 2: Knuckle Curve Pitch Movement



Figure 1: Sword Ratio vs Pitch Type

# Sword Frequency for Different Pitch Type SUSTech Southern University



Knuckle Curve: This pitch can be very effective because the unique grip and release create a deceptive and difficult-to-hit pitch for the batter.

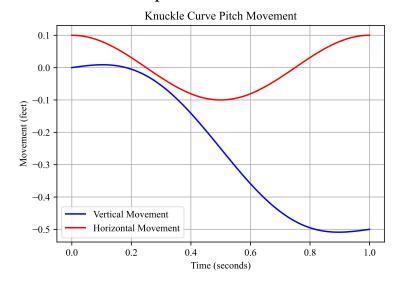
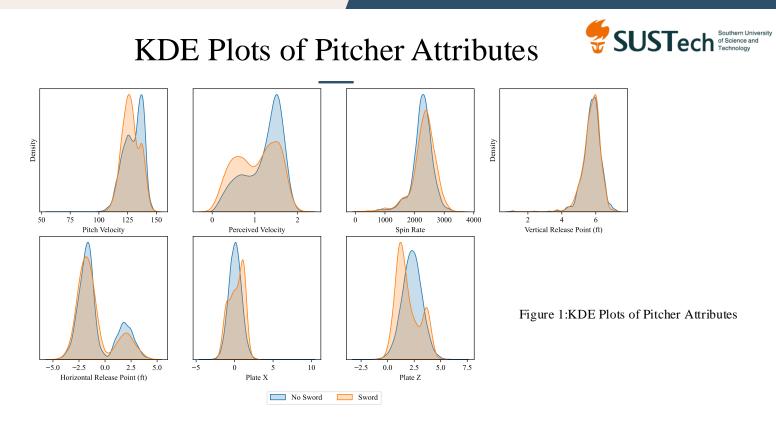


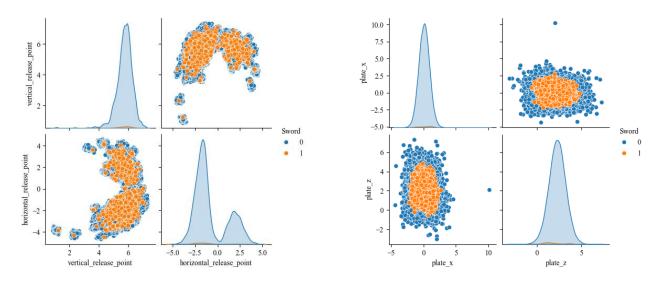
Figure 2: Knuckle Curve Pitch Movement

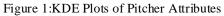


> This shows that making a pitch that leads to a sword usually has a lower velocity and a lower plate point.

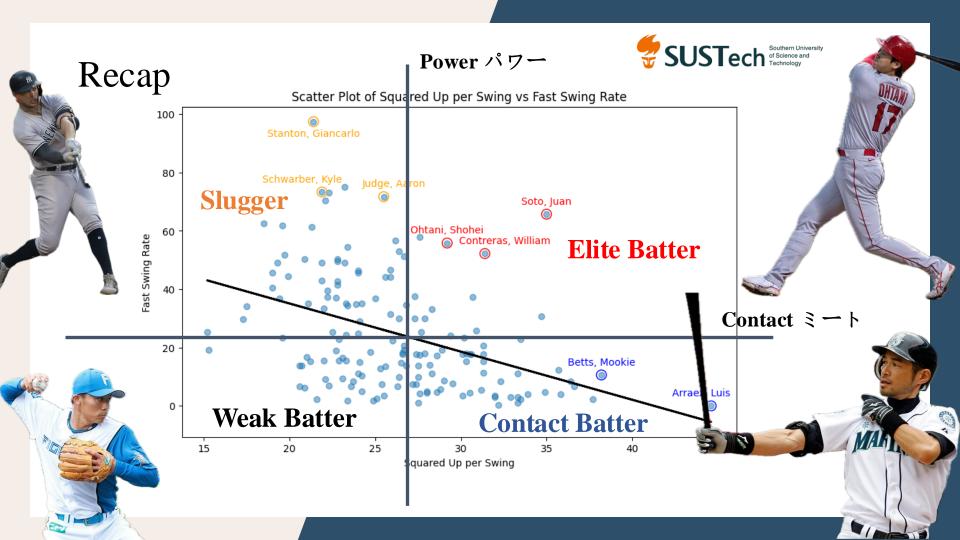


### **KDE** Plots of Pitcher Attributes





The release position of a pitch that results in a "sword" does not significantly differ from that of a common pitch. However, the perceived final position of such pitches tends to be more centered. Inducing a pitch leads to a "sword" requires significant skill.



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# Thanks for Listening

Q & A



