Predicting Baseball Performance Undergraduates: Malik Scott, Jessica Ho, Jack Lichtenstein & Amber Potter

Overview

This project aims to determine if assessment data collected from baseball players participating in the USA Baseball Prospect Development Pipeline (PDP) predicts future batting performance. Assessment data includes measures of visual skills and physical abilities. These are compared to collegiate game statistics or batting propensity data through hierarchical regression analyses to inform scouts about the likely production of these developmental prospects. The final product is an application that uses an athlete's assessment results to produce performance summary graphs for the individual, compared to other athletes and inferential models for the relationships between assessments and performance.



Data

Assessments used as Predictor Variables:

- Player demographics: age, height, weight, position
- PDP athletic measurements: general athleticism/agility
- RightEye vision assessments: vision and processing

Performance Statistics used as Outcome Variables:

- College NCAA/CCBL game statistics: AVG, OPS, Weighted OBP, Strikeout Rate, Walk Rate
- Trackman pitch-level data: Z-Swing Propensity, O-Swing Propensity, Contact Percent, Average Launch Angle, Average Distance, Average Hit Velocity

Modeling

Fit separate models for each outcome variable described in modeling results table below, separately for college stats and trackman datasets

Hierarchical Linear Regression:

• Used to observe whether adding variables significantly improves a model's ability to predict outcome variables

Modeling Steps

Modeling	Results
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01	
Outcome ~ 1	
Outcome ~ 1 + Demographics	
Outcome ~ 1 + PDP	
Outcome ~ 1 + RE	
Outcome ~ 1 + Demographics + PDP	
Outcome ~ 1 + Demographics + RE	
Outcome ~ 1 + PDP + RE	
Outcome ~ 1 + Demographics + PDP + R	۲E

CollegeStats Outcome Variables		Trackman Outcome Variables			
Outcome Variable	s Results	Outcome Variables	Results		
AVG	NS	Z-Swing	NS		
OPS	Significant Baseline Model	O-Swing	NS		
Weighted OBP	NS	Contact %	NS		
Strikeout Rate	Significant Baseline Model	Average Launch Angle	Significant Baseline Mode		
Walk Rate	NS	Average Distance	Significant Baseline Mode		
		Average Hit Velocity	Significant Baseline Mode		

Best Model for Strikeout Rate Strikeout Rate ~ 1 + Demographics							
Term	Estimate	P.Value	Terms	Estimates	P.Values		
(Intercept)	-0.091	0.588	Position Stats Dh	0.008	0.794		
Position Stats Inf	-0.036	0.007	Position Stats Of	-0.032	0.029		
Position Stats P	-0.040	0.571	Height In	0.004	0.136		
Weight	0.001	0.039	Ncaa	-0.113	0.000		

Regularized Regression:

Ridge and Lasso

- Prevent overfitting by shrinking coefficients to zero
- Results did not show additional significance

Project Leads: Phuc Nguyen, Sicong Liu, Greg Appelbaum, Tim Sell & Marc Richard



Measuring Vision and Athleticism

Overview:

PDP athletic assessments measure players' movement and decision making using proximity sensors. Examples of players performing the 30 yard sprint and the Green Box test are shown below and the full list of tests can be found <u>here</u>¹.

RightEye vision tests are quantitative eye-tracking assessments that measure functional vision skills and include; dynamic visual acuity, smooth pursuit and decision making tasks, among others.

Example PDP Assessments

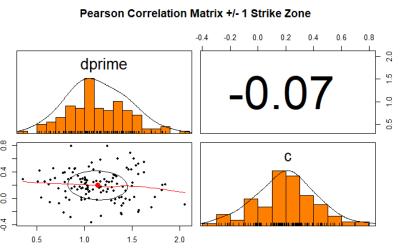
Example RE Assessments



Measuring Batting Performance

Defining a Strike Zone:

- **Signal Detection Theory:** helps differentiate variability d' and c
- Consistent with calls from umpires



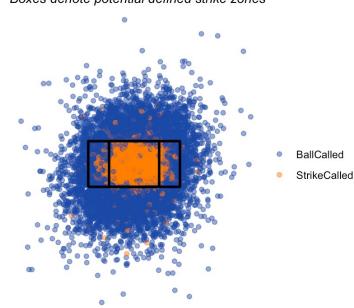
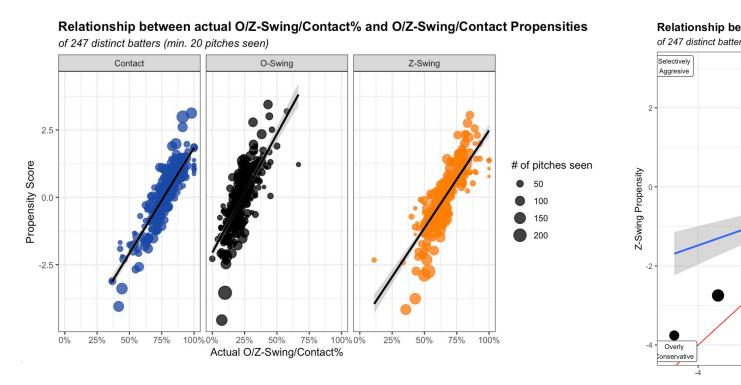


Plate Discipline and Coordination:

- Contact%: Number of pitches on which contact was made / swings
- O-Swing%: Swings at pitches outside zone / pitches outside zone
- Z-Swing%: Swings at pitches inside zone / pitches inside zone



Observations and Discussion

Findings:

While several demographic variables predicted batting performance, none of the assessment variables did

Limitations:

- Limited number of observations, included few pitches faced
- Imputation to account for missing data
- Interesting variables missing without ability to impute
- Disparities between variables according to year

Future Works:

- Repeat with more data
- Cross-sectional and longitudinal analyses

Acknowledgements and References

Special thanks to Drew Pomeroy, Matt Pajak, Jules Johnson, and Russell Hartford from USA Baseball and to RightEye for supplying our data and expert domain knowledge. Thanks to Paul Bendich, Gregory Herschlag, and Ariel Dawn for organizing this program and making this opportunity possible. ¹ If you're viewing this in person, the full link is: <u>https://cloud.3dissue.com/144263/144436/230893/AssessmentDescriptions/index.html?r=21</u> ² If you're viewing this in person, the full link is: <u>https://jacklich10.shinyapps.io/USABaseball/</u>

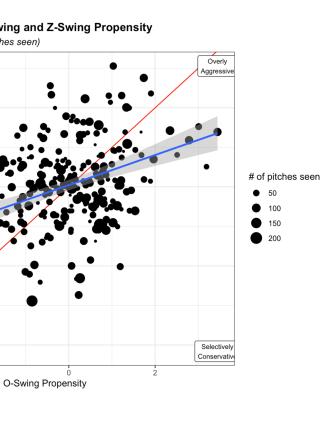


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Distribution of called balls and strikes



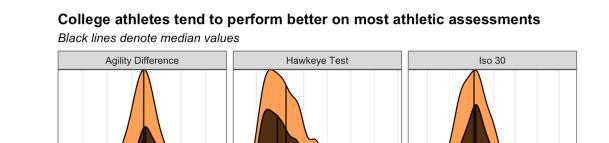
Multiple Imputation:

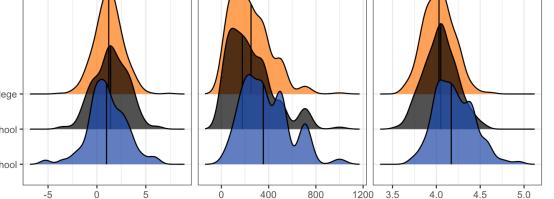
MICE Predictive Mean Matching

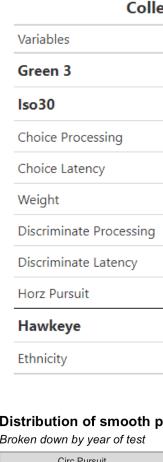
Observations:

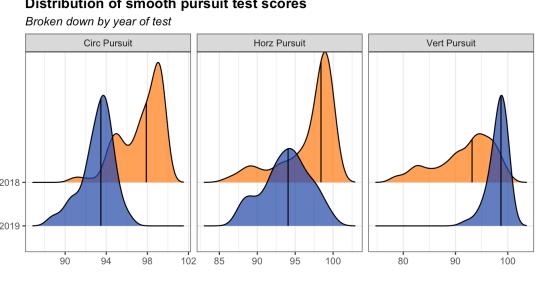
Evaluated data for normalcy, multicollinearity and sensibility. Found good adherence with,

- Differences in PDP scores by age group
- Differences in RightEye scores by year



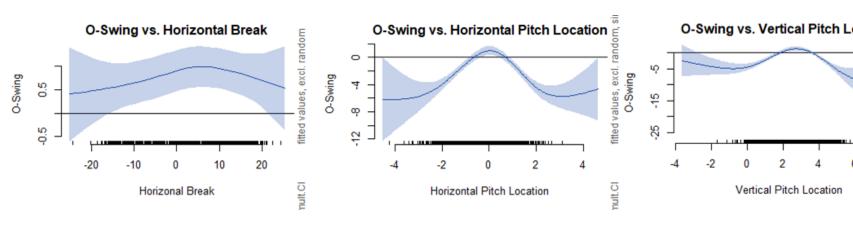






Modeling Plate Discipline:

GAMM Models: models Z-Swing, O-Swing, and Contact percentages • Accounts for varied pitch difficulty and allows for non-linearity



College Performance Statistics:

In addition to the advanced metrics calculated for the trackman data, we are also interested in analyzing game statistics like AVG, OPS, walk and strikeout rates for college players

Compiled Variables form Two Datasets:

- **College Stats**
- 195 players
- Filtered for > 50 AB
- Removed outliers > 3 SDs

Trackman

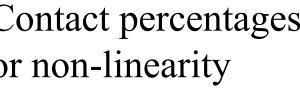
- 98 players

Shiny Application

• App can be found <u>here²</u> and shows individual compared to other athletes, filtered by age, position, player ID, etc.



Percent Missing	More Percent Missing				
Percent Missing	More Variables	wore Percent Wissin			
23.08%	Reaction To Go Sec	22.56%			
22.56%	Green Box	22.56%			
8.72%	Choice Speed	8.72%			
8.72%	Dynamic Visual Acuity	1.03%			
3.08%	Height In	2.05%			
8.21%	Discriminate Speed	8.21%			
8.21%	Circ Pursuit	4.62%			
4.62%	Vert Pursuit	4.62%			
50.26%	lso10	22.05%			
1.54%	Id	0.00%			



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. an	0-Swing -2 0 1 2 3	-20	-10 Ind	0 Uuced V	T 10 /ertical I	T 20 Break	30	40 fitted values, excl. rand

