

GATEWAY REGENSBURG 2023

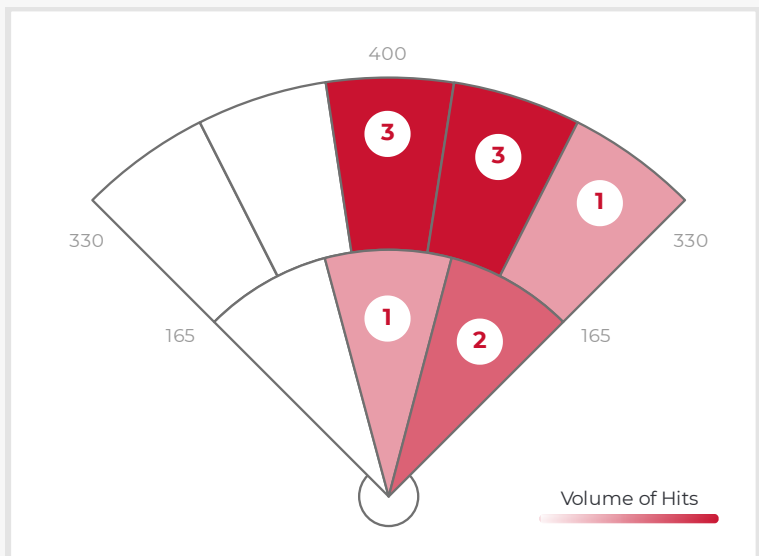
Edoardo CORNELLI #8

DATA

	AVG	MAX	HARD HIT AVG
E. VELOCITY	88.8	92.7	88.8
L. ANGLE	17.7	37.8	17.7
DIRECTION	19.5°R	50.9°R	19.5°R
DISTANCE	236	360	236
SPIN RATE	2091	3487	2091

BATTING AVG.	.364
XWOBA	.682
SLUGGING	1.000
HARD HIT %	100.0%
BOMBS %	36.4%
ROPES %	36.4%

RAPSCORE



ZONE BREAKDOWN

Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	6/10	18	88	2499	223
MIDDLE	4/10	14	92	1155	241
OPPO	0/10	-	-	-	-

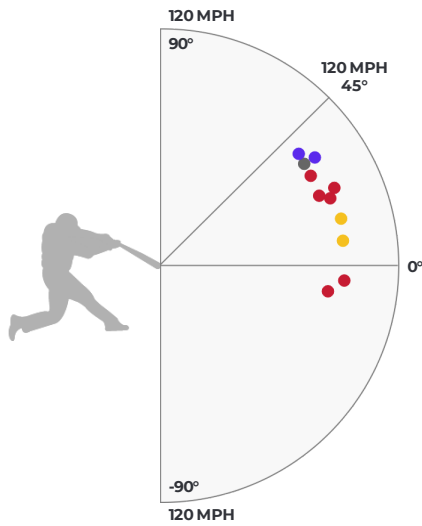
HIT OUTCOME

Single	Double	Triple	Homerun	Field Out	Foul Ball
18.2%	0%	0%	18.2%	54.5%	9.1%

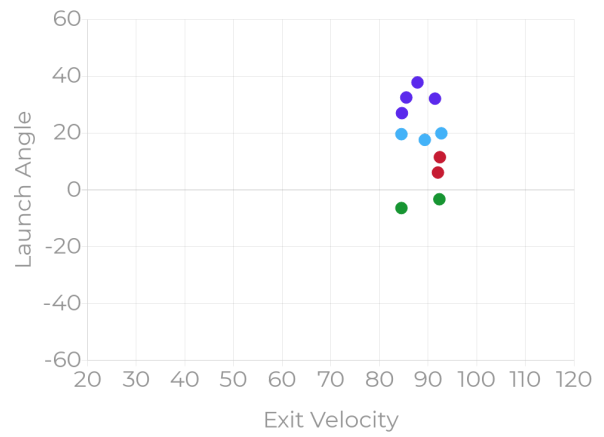
HIT CLASSIFICATION

Dribbler	Ground Ball	Low Line Drive	High Line Drive	Fly Ball	Pop Up
18.2%	0%	18.2%	27.3%	36.4%	0%

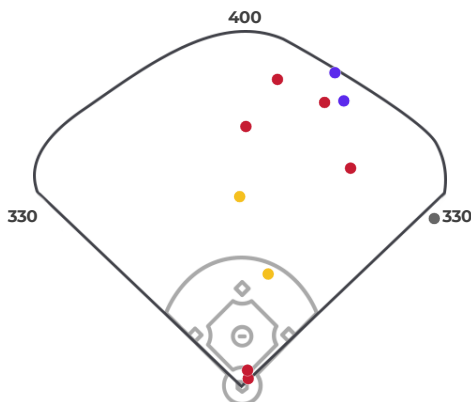
HIT OUTCOME VS LA & EV



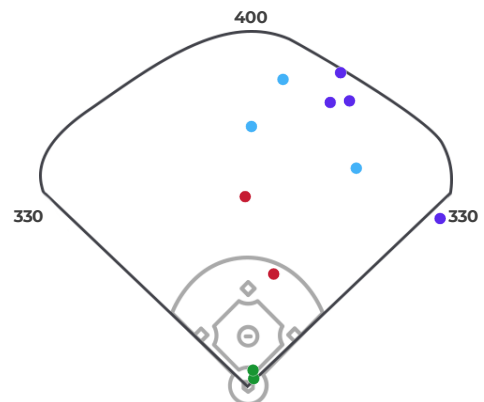
HIT CLASSIFICATIONS VS LA & EV



HIT OUTCOME



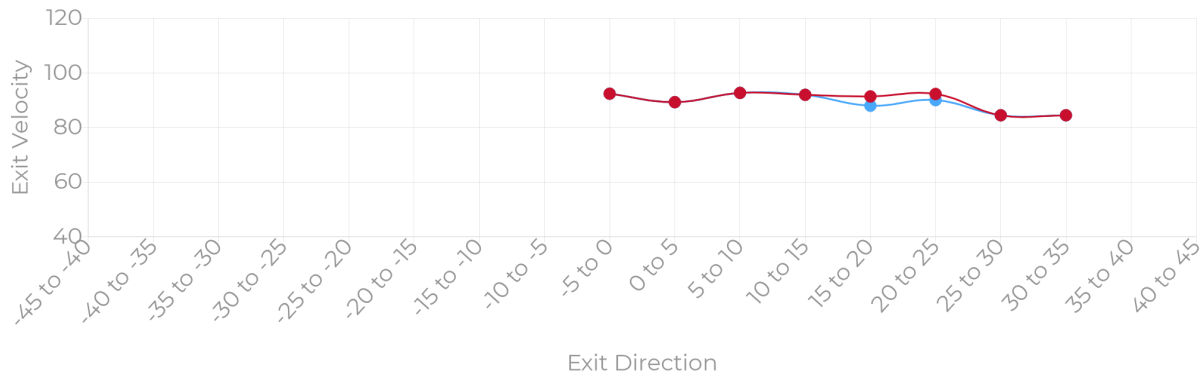
HIT CLASSIFICATION



● MAX ● AVG

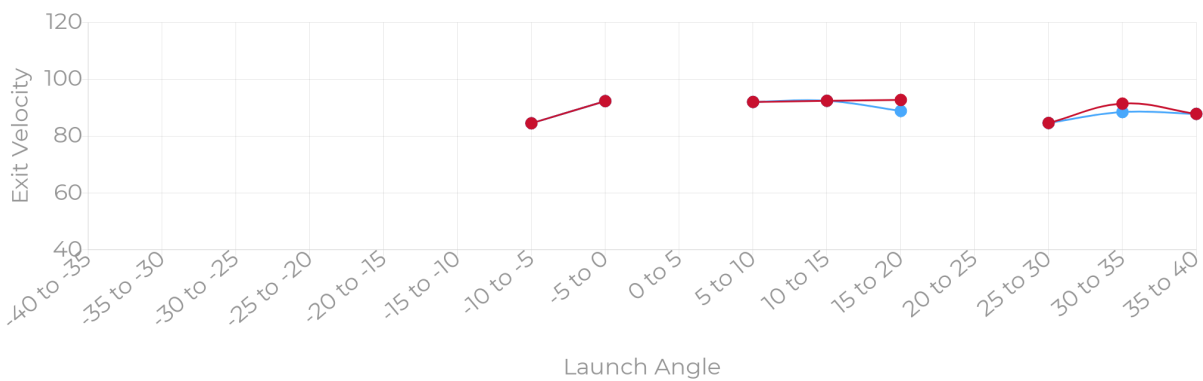
MAX EV, AVG EV BY EXIT DIRECTION

Exit velocities are shown for all balls in play within the listed exit direction ranges.



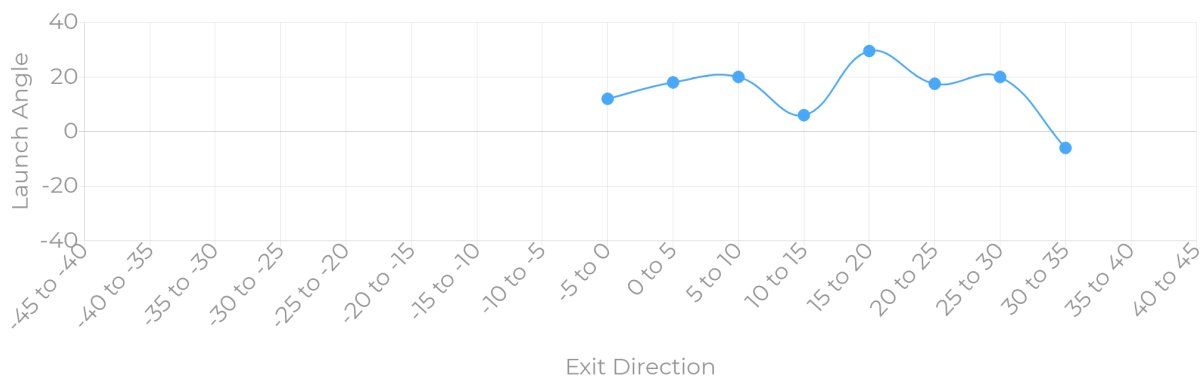
MAX EV, AVG EV BY LAUNCH ANGLE

Exit velocities are shown for all balls in play within the listed launch angle ranges.



LAUNCH ANGLE BY EXIT DIRECTION

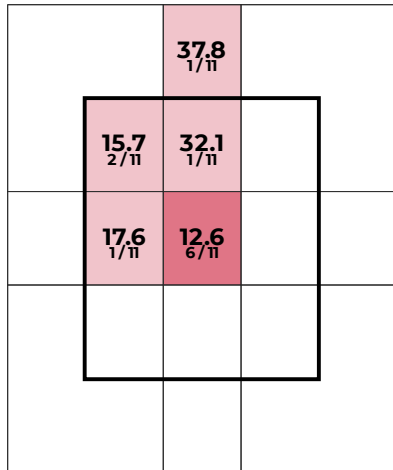
Average launch angles are shown for all balls in play within the listed exit direction ranges.



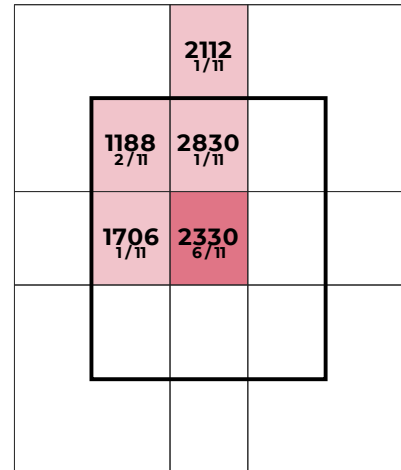
STRIKE ZONE BREAKDOWN

LAUNCH ANGLE

SPIN RATE

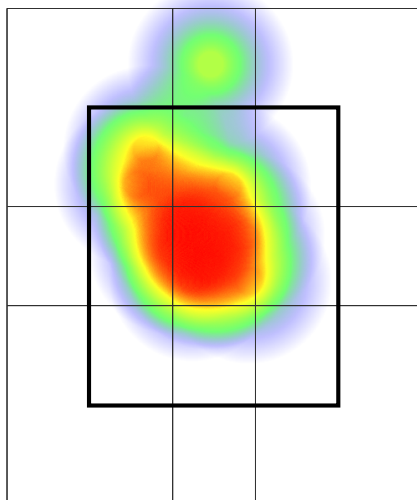


		Avg EV	Avg LA
HORIZONTAL	INNER THIRD	90.9	16.6
	MIDDLE THIRD	89.3	22.3
	OUTER THIRD	0	0
VERTICAL	UPPER THIRD	92.0	23.9
	MIDDLE THIRD	88.3	15.1
	LOWER THIRD	0	0

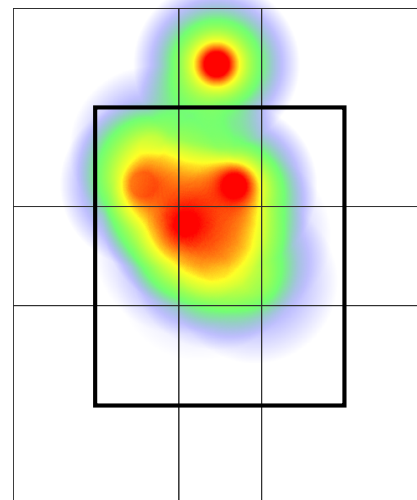


EXIT VELOCITY

XWOBA



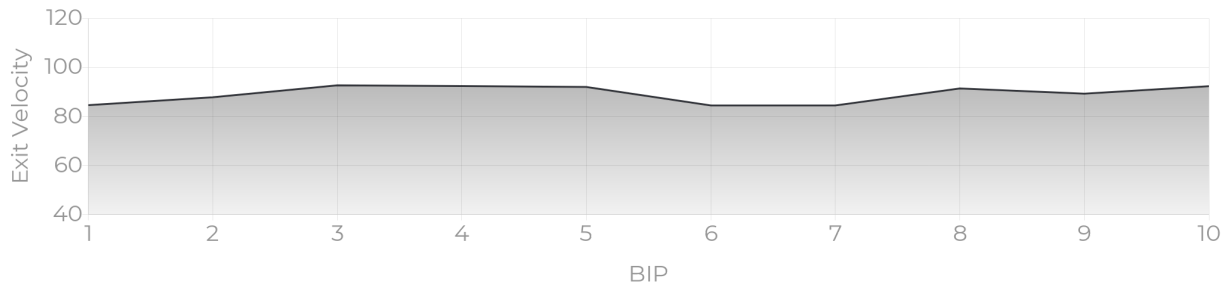
Catcher's POV



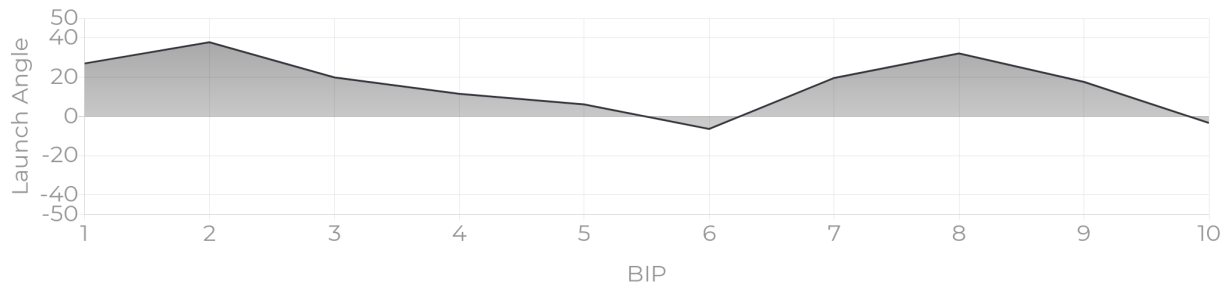
Catcher's POV

PROGRESS REPORTS

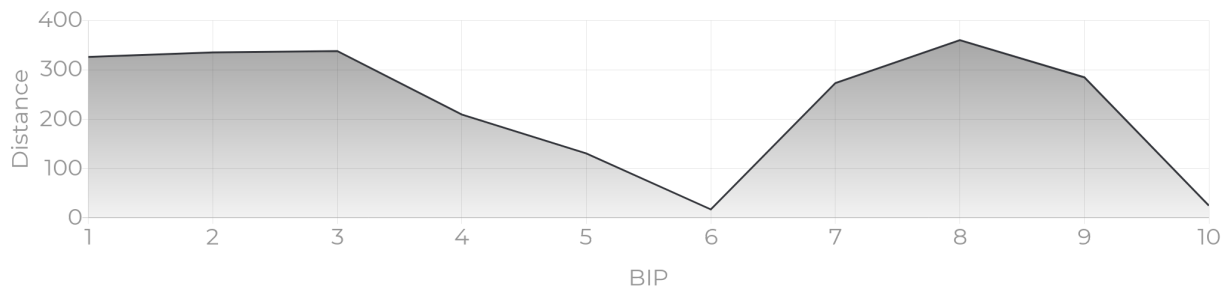
EV TRACKER



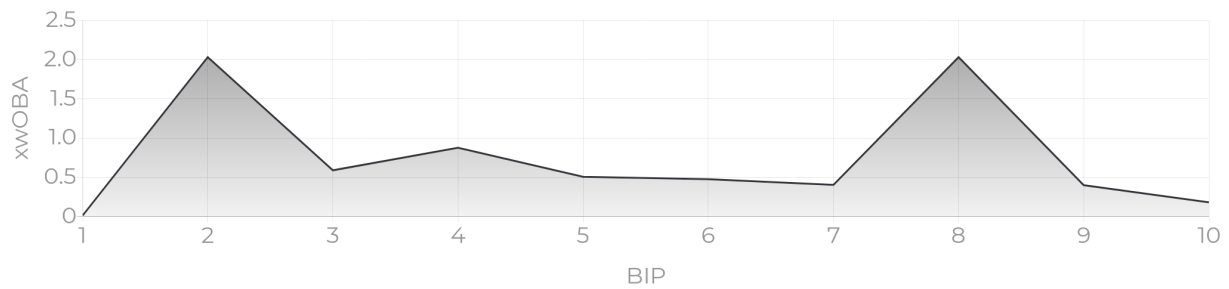
LA TRACKER



DISTANCE TRACKER



XWOBA TRACKER



XWOBA

Expected Weighted On Base Average is a term commonly used inside of the MLB taking Launch Angle and Exit Velocity to determine the Expected OBA and often compared to the Actual OBA. This provides a tool for Rapsodo to provide an instant analysis off of each BBE (Batted Ball Event). In the same way that each batted ball is assigned a Hit Classification, every batted ball has been given a single, double, triple and home run probability based on the results of comparable batted balls from MLB data — in terms of similar exit velocity and launch angle.

BIP (BALL IN PLAY)

Any ball hit within a range of -45 to 45 degree Exit Direction.

HARD HIT %

Any ball hit within 12.5% of a player's Max Exit Velo.

ROPES

Any Hard Hit Ball (within 12.5% of a player's Max Exit Velo) and hit between 10 and 20 degree Launch Angle.

BOMBS

Any Hard Hit Ball (within 12.5% of a player's Max Exit Velo) and Hit with a 20+ Launch Angle.

HIT CLASSIFICATION

- Dribbler:** A batted ball event with less than a 0 degree launch angle
- Ground Ball:** A batted ball event with a launch angle between 0 and 6 degrees
- Low Line Drive:** A batted ball event with a launch angle between 6 and 15 degrees
- High Line Drive:** A batted ball event with a launch angle between 15 and 24 degrees
- Fly Ball:** A batted ball event with a launch angle between 24 and 50 degrees
- Pop Up:** A batted ball event with a launch angle greater than 50 degrees