

# GATEWAY REGENSBURG 2023 Nadav MACHLIN #50

# DATA

	AVG	MAX	HARD HIT AVG
E. VELOCITY	81.3	91.6	85.1
L. ANGLE	14.3	38.2	14.3
DIRECTION	5.6°R	33.4°R	5.2°R
DISTANCE	188	342	201
SPIN RATE	1441	3379	1410

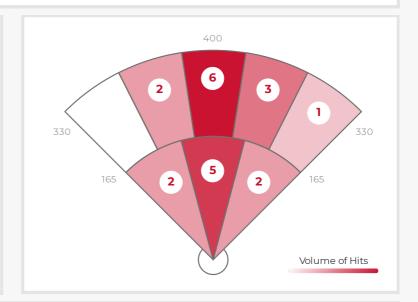
BATTING AVG.	.476
XWOBA	.455
SLUGGING	.476
HARD HIT %	76.2%
BOMBS %	19.0%
ROPES %	28.6%

# **RAPSCORE**



PRO

R65



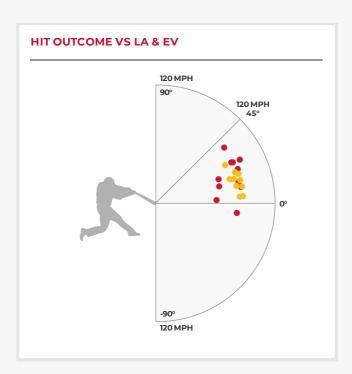
# **ZONE BREAKDOWN**

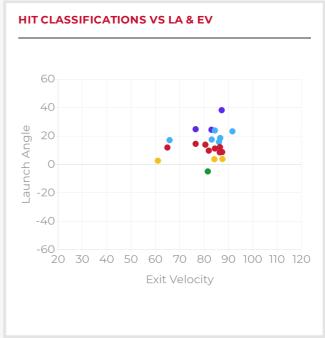
Zone	Volume of Hits	AVG LA	AVG EV	AVG RPM	AVG Distance
PULL	5/21	20	82	2094	227
MIDDLE	13/21	14	82	1056	193
OPP0	3/21	6	78	1539	103

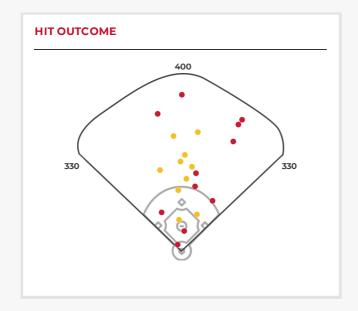


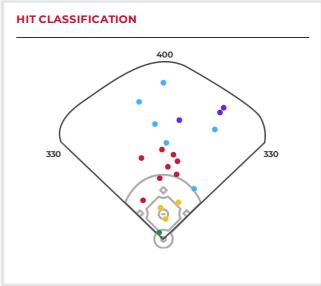
IIT OUT	СОМЕ				
	Double	Triple	Homerun	Field Out	Foul Ball
47.6%	0%	0%	0%	52.4%	0%

Dribbler	Ground Ball	Low Line Drive	High Line Drive	Fly Ball	Pop Up
4.8%	14.3%	38.1%	28.6%	14.3%	0%



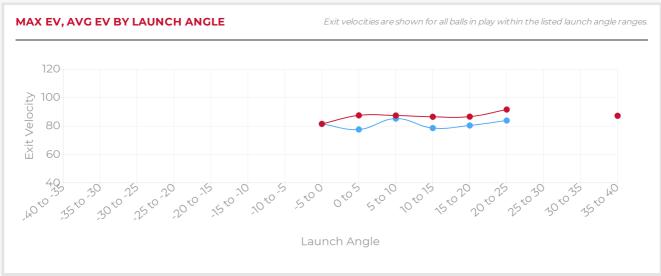


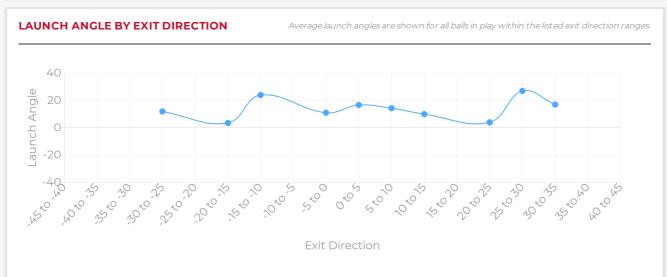




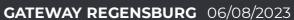








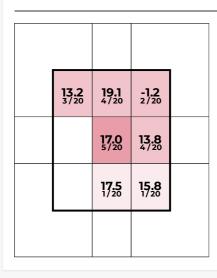




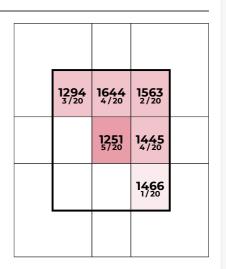


# **STRIKE ZONE BREAKDOWN**

# LAUNCH ANGLE SPIN RATE



		Avg EV	Avg LA
HORIZONTAL	INNER THIRD	79.7	9.5
	MIDDLE THIRD	84.8	17.9
	OUTER THIRD	77.9	13.2
VERTICAL	UPPER THIRD	78.4	10.4
	MIDDLE THIRD	83.4	15.4
	LOWER THIRD	84.6	16.6

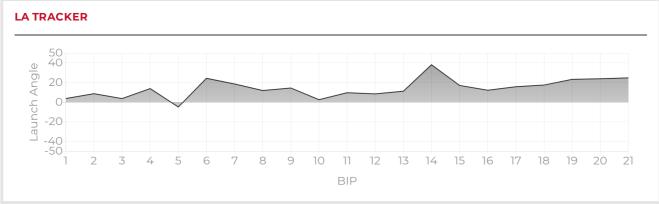


# EXIT VELOCITY XWOBA Gatcher's POV Catcher's POV XWOBA

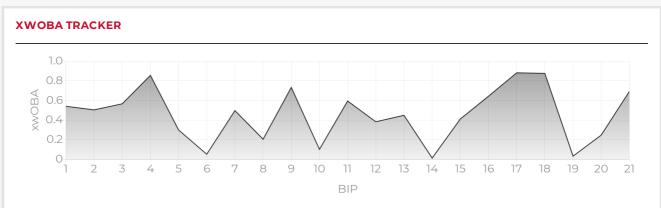


# **PROGRESS REPORTS**











# **HITTING REPORT**

GATEWAY REGENSBURG 06/08/2023

## **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 players Max Exit Velo) and Hit with a 20+ Launch Angle.

# **HIT CLASSIFICATION**

**Dribbler:** A batted ball event with less than a O degree launch angle

 $\textbf{Ground Ball:} \ \textbf{A} \ \textbf{batted ball event with a launch angle between O} \ \textbf{and 6} \ \textbf{degrees}$ 

**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