

OOTP Advanced Stats Cheat Sheet

HITTERS

Quick reference for reading hitter and pitcher screens fast.

Core hitter stats

Batting RV

Overall offensive run value. Fastest answer to: does this bat help you win?

xwOBA

Best one-number snapshot of total offensive quality. Higher = better overall hitter.

xBA

Expected batting average. Good for spotting luck vs real hit quality.

xSLG

Expected slugging. Great for judging whether the power is real.

BB%

Walk rate. Higher usually means better discipline and OBP.

Contact quality

Avg EV

Average exit velocity. Tells you how consistently a hitter hits the ball hard.

Max EV

Raw power ceiling. Great for identifying true juice in the bat.

Barrel%

Ideal launch angle + exit velo contact. One of the best power indicators.

Hard%

How often contact is hit hard. Strong support stat next to EV and Barrel%.

xBACON

Expected batting average on contact. How productive the contact is for hits.

10-second hitter test

1. Check xwOBA or Batting RV first. If those are strong, the bat plays.
 2. Check xSLG, Barrel%, Avg EV, and xSLGCON. That tells you if the damage is real.
 3. Check BB%, K%, O-Swing%, and Whiff%. That tells you how stable the approach is.
 4. Check Fielding RV and Baserunning RV last. Those decide role fit, not whether the bat is legit.
- Heart-of-order profile: high xwOBA, xSLG, BB%, and positive nitch-value splits

Plate discipline / approach

O-Swing%

Chase rate. Lower is better. This is one of the best discipline stats.

Z-Swing%

How often the hitter offers at strikes. Context stat, not simply high or low.

Swing%

Overall aggressiveness. Low can mean patience; too low can mean passivity.

Whiff%

Swing-and-miss rate. Lower is better for hitters.

Pitch value splits

Fastball RV

How much value the hitter creates against velocity.

Breaking RV

Performance against sliders, curves, sweepers, and other spin.

Offspeed RV

Performance against changeups, splitters, and timing disruptors.

Read together

A hitter who is strong against all three pitch families is much harder to game-plan.

Hitter archetypes

- Patient slugger: high BB%, low O-Swing%, strong xSLG/xwOBA, big contact damage.
- Contact hitter: strong xBA, xBACON, Z-Contact%, and low K%.
- All-or-nothing masher: big xSLG and Barrel%, but shaky contact and high strikeout risk.
- Empty average bat: decent xBA, weak xSLG, little damage on contact.

Percentile guide

90+ elite

75-89 strong

60-74 solid

45-59 average

below 45 weakness

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PITCHERS

Use this page to separate ace traits from back-end or reliever-only traits.

Core pitcher stats

ERA / FIP

ERA shows results. FIP strips more luck out and focuses on pitcher-controlled outcomes.

K%

Strikeout rate. Higher = more bat-missing and more margin for error.

BB%

Walk rate. Lower = better command and fewer free runners.

K-BB%

One of the best quick indicators of pitcher quality. Higher is better.

HR/9 or HR/FB

How much long-ball damage the pitcher allows. Important for fly-ball arms.

Contact allowed

Avg EV allowed

Average exit velocity against. Lower = weaker contact.

Barrel% allowed

How often hitters square him up perfectly. Lower is better.

Hard% allowed

How often hitters hit the ball hard. Lower is better.

xBA allowed

Expected batting average against. Lower = better contact suppression.

Pitch quality / shape

Fastball RV

How effective the heater is. Good velocity alone is not enough; value matters.

Breaking RV

How well sliders, curves, sweepers, and cutters miss bats or limit damage.

Offspeed RV

Effectiveness of changeups, splitters, forkballs, and other timing disruptors.

Whiff%

Swing-and-miss rate. Higher is better for pitchers.

Called strike + chase mix

Great pitchers win in more than one way: whiffs, weak contact, or command.

Command / approach

O-Swing% induced

Chase generated by the pitcher. Higher = hitters expanding the zone.

Z-Contact% allowed

Contact hitters make on strikes. Lower = your stuff still beats the zone.

Contact% allowed

Overall contact rate allowed. Lower means hitters are uncomfortable.

First-pitch strike / zone%

Useful context for command and count leverage.

10-second pitcher test

- 1. Check K-BB%, FIP, or the pitch-value page first. That tells you whether the arm has real skill.
- 2. Check Whiff%, Contact% allowed, and hard-contact or EV allowed. That tells you how hitters are reacting.
- 3. Check pitch values. A starter usually needs at least two real weapons and a usable third option.
- 4. Check role fit. A two-pitch monster may still be a reliever, not a starter.
- Ace signs: strong K-BB%, at least two plus pitch-value bars, and either whiffs or weak contact.

Pitcher role cheat sheet

- Ace: misses bats, limits damage, and holds value across multiple pitch types.
- No. 2 / 3 starter: maybe not elite in one thing, but solid across command, contact suppression, and mix.
- Back-end starter: survives with command, durability, and enough weak contact.
- Setup / closer: elite fastball or breaking-ball value, huge whiff rate, shorter outings.

Best habit when scouting

Never judge a player from one stat. Start with overall value, then check approach, then contact quality, then role fit. Use percentiles to compare quickly across your whole roster.