

BATTING STATISTICS

#P/PA	Pitches seen per plate appearance
2B	Doubles
3B	Triples
AB	At-bats
Avg	Batting average <i>H divided by AB</i>
BB	Bases on balls
BB/K	Walks Per Strikeout
BB/PA	Walks Per Plate Appearance
CI	Catcher Interference
CS	Caught stealing
FB	Fly balls hit, excluding home runs
G	Games played
G/F	Ground ball/fly ball ratio <i>GB divided by FB</i>
GIDP	Grounded into double play
H	Hits
HBP	Hit by pitch
HR	Home runs
IBB	Intentional bases on balls
IsoP	Isolated Power <i>(Slugging Percentage - Batting Average)</i>
LOB	Runners left on base
OBP	On-base percentage <i>(H + BB + HBP) divided by (AB + BB + HBP + SF)</i>
OPS	On-base percentage plus slugging percentage. See <i>OBP</i> , above, and <i>Slg</i> , below, for definitions
OW%	Offensive winning percentage. The theoretical winning percentage of a team comprising nine of the same players (e.g. nine Ken Griffey Jrs.). <i>1) Figure runs created per 27 outs [Note: Total outs = (AB - H + C + GIDP + SH + SF)]. 2) Divide by league average runs per game. 3) Square the result. 4) Divide that figure by 1 + itself</i>
Qualified year-to-date	In order to qualify for batting titles in averaged categories (<i>Avg</i> , <i>Slg</i> , <i>OBP</i> , <i>OPS</i> , <i>RC</i> , <i>OW%</i> , <i>#P/PA</i> , <i>G/F</i>), a player must average at least 3.1 plate appearances for every game his team has played. Sorting by qualified year-to-date excludes all players not currently on pace to reach that minimum
R	Runs
RBI	Runs batted in
RC	Runs created <i>[(H + BB + HBP - CS - GIDP) times (Total bases + .26[BB - IBB + HBP] + .52[SH + SF + SB])] divided by (AB + BB + HBP + SH+ SF)</i>
RC27	Runs created per 27 outs (Estimates how many runs per game a team made up of nine of the same player would score)
SB	Stolen bases
SecA	Secondary Average (A way to look at a player's extra bases gained, independent of Batting Average) <i>(TB - H + BB + SB - CS) / AB</i>

SF	Sacrifice flies
SH	Sacrifice hits
Slg	Slugging percentage <i>TB divided by AB</i>
SO	Strikeouts
TB	Total bases <i>Hits + 2B + (3B times 2) + (HR times 3)</i>
TPA	Total plate appearances <i>AB + BB + HBP + SF + SH + times reached on defensive interference</i>
XBH	Extra Base Hits <i>2B + 3B + HR</i>

PITCHING STATISTICS

#P/IP	Pitches thrown per inning
#P/GS	Pitches thrown per start
#Pit	Pitches thrown
2B	Doubles allowed
3B	Triples allowed
AGS	Average Game Score. See <i>Game Score</i> , below
Avg	Batting average allowed
BB	Bases on balls
BIPA	Balls In Play Average. Batting Average Against, not including home runs or strikeouts.
Bk	Balks
BISv	Blown saves. See <i>SvOp</i> , below, for definition of a save situation
CG	Complete games
CS	Runners caught stealing
CW	Cheap Wins. Wins in games started that are not <i>Quality Starts</i> .
Dec	Decision (Win, loss)
DIPS ERA	A pitcher's ERA, independent of the defense behind him. This formula, based on essays by Voros McCracken, assumes that all pitchers have consistent BIPA (<i>See Above</i>), and adjusts accordingly. The DIPS ratios on ESPN use the DIPS 2.0 formula, are not park-adjusted, and do not adjust for knuckleball pitchers.
ER	Earned runs
ERA	Earned-run average <i>(ER times 9) divided by IP</i>
ERC	Component ERA. A pitcher's ERA based on the hits and walks he allowed, rather than actual runs.
ERC%	Ratio of Component ERA to actual ERA
FB	Fly balls hit against
G/F	Ground ball/fly ball ratio against <i>GB divided by FB</i>
GB	Ground balls hit against
GIDP	Grounded into double plays against
GF	Games finished
GS	Games started
GSc	Game Score. Start with 50 points. Add 1 point for each out recorded, (3 points per inning). Add 2 points for each inning completed after the 4th. Add 1 point for each strikeout. Subtract 2 points for each hit allowed. Subtract 4 points for each earned run allowed. Subtract 2 points for each unearned run allowed. Subtract 1 point for each walk.
H	Hits against

Hld	Holds. Earned when a relief pitcher enters a game in a save situation (see <i>SvOp</i> , below, for definition), records at least one out, and leaves the game without having given up the lead
HR	Home runs allowed
IBB	Intentional bases on balls
IP	Innings pitched
IR	Inherited runners. Runners on base when a relief pitcher enters a game
L	Losses
OBP	On-base percentage allowed. See <i>OBP</i> in Batting Statistics, above, for definition of OBP
ORuns	Opponents' runs scored (average, per nine innings pitched) while the pitcher of record.
PFR	<i>Power/Finesse Ratio Strikeouts Plus Walks Divided By Innings Pitched</i>
Qualified year-to-date	In order to qualify for pitching titles in averaged categories (<i>ERA</i> , <i>WPct</i> , <i>#P/IP</i> , <i>RS</i> , <i>ORuns</i> , <i>Slg</i> , <i>OBP</i> , <i>Avrg</i> , <i>CS%</i> , <i>G/F</i>), a player must average at least one inning pitched for every game his team has played. Sorting by qualified year-to-date excludes all players not currently on pace to reach that minimum
QS	Quality starts
R	Runs
RBI	Runs batted in allowed
Rel	Relief decision (Save, blown save, hold)
RS	Run support. Team's runs scored (average, per 9 innings pitched) while the pitcher of record
SB	Stolen bases allowed
SF	Sacrifice flies allowed
SH	Sacrifice hits allowed
ShO	Shutouts
Slg	Slugging percentage allowed. See <i>S/g</i> in Batting Statistics, above, for definition
SO	Strikeouts
Sv	Saves. Earned when a pitcher finishes a game without having given up the lead after entering in a save situation (see <i>SvOp</i> , below, for definition)
SvOp	Save opportunities. When a pitcher 1) enters the game with a lead of three or fewer runs and pitches at least one inning, 2) enters the game with the potential tying run on base, at bat, or on deck, or 3) pitches three or more innings with a lead and is credited with a save by the official scorer
TBF	Total batters faced
TL	Tough Losses. Losses in games started that are <i>Quality Starts</i> .
WHIP	Walks plus hits divided by Innings Pitched
W	Wins
WPct	Winning percentage <i>Wins divided by (Wins + losses)</i>
WP	Wild pitches

FIELDING STATISTICS

A	Assists
CERA	Catcher's earned-run average. Earned-run average of club's pitchers with a particular catcher behind the plate
CS	Runners caught stealing
CS%	Percentage of runners caught stealing
DP	Double plays
E	Errors
FPct	Fielding percentage <i>(PO + A) divided by (PO + A + E)</i>

G	Games played
GS	Games started
Inn	Innings
PB	Passed balls
PCS	Pitchers' caught stealing. Total runners caught stealing when the player who initiates the fielding play is the pitcher
PO	Putouts
POA	Pickoff attempts
Qualified year-to-date	In order to qualify for fielding titles in averaged categories (<i>FPct.</i> , <i>RF</i> , <i>CS%</i> , <i>CERA</i>), a player must meet the following qualifiers: Catchers must play 1/2 of their team's games; Pitchers must average at least one inning pitched for each of their team's games; Position players must play 2/3 of their team's games. Sorting by qualified year-to-date excludes all players not currently on pace to reach that minimum
RF	Range factor (<i>PO + A</i>) divided by 9 innings
SBA	Stolen bases allowed
TC	Total chances
ZR	Zone rating. The percentage of balls fielded by a player in his typical defensive "zone," as measured by STATS, Inc.