RATING POSITION PLAYERS (HITTERS) charts are estimates, averages vary year-by-year.

WAR	ABILITY
0-1	Bench Player
1-2	Role Player
2-3	Solid Starter
3-4	Above Average
4-5	Allstar
5-6	Superstar

WAR (Wins Above Replacement) – a player's value (by wins) over a minor leaguer who would take his place in the event of an injury. Example: If a player got injured and their team had to replace them with a freely available minor leaguer or a AAAA player from their bench, how much value would the team be losing?

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wOBA	RATING
.300	Poor
.310	Below Average
.320	Average
.340	Above Average
.370	Great
.400	Excellent

wOBA (Weighted On-Base Average) – Combines all the different aspects of hitting into one metric, weighting each of them in proportion to their actual run value. While batting average, on-base percentage, and slugging percentage fall short in accuracy and scope, wOBA measures and captures offensive value more accurately and comprehensively.

BABIP	BATTER
.260	Bad
.300	Average
.350	Excellent

BABIP (Batting Average on Balls In Play) – measures how often a ball in play goes for a hit. A ball is "in play" when the plate appearance ends in something other than a strikeout, walk, hit batter, catcher's interference, sacrifice bunt, or home run.

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wRC	wRC+	RATING
50	75	Poor
60	80	Below Avg
65	100	Average
75	115	Above Avg
90	140	Great
105	160	Excellent

wRC+ (Weighted Runs Created Plus) – The most comprehensive rate statistic used to measure hitting performance because it takes into account the varying weights of each offensive action (like wOBA) and then adjusts them for the park and league context in which they took place. wRC+ tells how well a player create runs.

OPS	RATING	OPS+
0.600	Poor	75
0.670	Below Avg	85
0.710	Average	100
0.800	Above Avg	110
0.900	Great	125
1.000	Excellent	150

OPS (On-Base Plus Slugging) – is the sum of a player's on-base percentage and their slugging percentage. It captures a player's ability to get on base and their ability to hit for extra bases.

OPS+ (On-Base Plus Slugging Plus) – adjusts for small variables that might affect OPS scores (e.g. park effects) and puts the statistic on an easy-to-understand scale of 100 (average).

OBP	RATING
.300	Poor
.310	Below Average
.320	Average
.340	Above Average
.370	Great
.390	Excellent

OBP (On-Base Percentage) – measures the most important thing a batter can do at the plate: not make an out. Since a team only gets 27 outs per game, making outs at a high rate isn't a good thing – that is, if a team wants to win. Players with high on-base percentages avoid making outs and reach base at a high rate, prolonging games and giving their team more opportunities to score

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SLG (Slugging Percentage) – a .450 slugging percentage is pretty good and a .550 slugging percentage is outstanding. The average SLG over the past six seasons (2015 to 2020) is .418

RATING PITCHERS charts are estimates, averages vary year-by-year.

BABIP	PITCHER
lower than .300 is good	
.300	Average
more than .300 is poor	

BABIP (Batting Average on Balls In Play) – measures how often a ball in play goes for a hit. A ball is "in play" when the plate appearance ends in something other than a strikeout, walk, hit batter, catcher's interference, sacrifice bunt, or home run.

FIP	RATING (2020)
5.80	Awful
4.80	Poor
3.80	Average
3.30	Above Average
2.80	Great
2.00	Excellent

FIP (Fielding Independent Pitching) – FIP is similar to ERA, but it focuses solely on the events a pitcher has the most control over – strikeouts, unintentional walks, hit-by-pitches and home runs. It entirely removes results on balls hit into the field of play. For example: If a pitcher has surrendered a high average on balls in play, his FIP will likely be lower than his ERA. Balls in play are not part of the FIP equation because a pitcher is believed to have limited control over their outcome.

WAR	STARTER
2	League Average
WAR	**RELIEVER**
0-1	Average
1+	Superb

WAR (Wins Above Replacement) – a player's value (by wins) over a minor leaguer who would take his place in the event of an injury. Example: If a player got injured and their team had to replace them with a freely available minor leaguer or a AAAA player from their bench, how much value would the team be losing?

WHIP	RATING
1.50	Poor
1.40	Below Avg
1.30	Average
1.20	Above Average
1.10	Great
1.00	Excellent

WHIP (Walks plus Hits per Innings Pitched) – is essentially a measurement of how many base runners a pitcher allows per inning. Given that preventing base runners is the fundamental role of pitchers, a rate statistic designed to tell you how many they allow definitely points you in the right direction.

ERA+	RATING
90	Below Avg
100	Average
110	Above Average
120	Great

ERA+ (Earned Run Average Plus) – based on 100, ERA+ adjusts a pitcher's earned run average (ERA) according to the pitcher's ballpark (in case the ballpark favors batters or pitchers) and the ERA of the pitcher's league. This is a better statistic to use than just ERA.

K%-BB%	STARTER (2020)
8.5%	Bad
15.9%	Average
26.8%	Elite
K%-BB%	**RELIEVER (2020)**
5.8%	Bad
16.1%	Average
27.9%	Elite

K%-BB% (Strikeout Percentage minus Walk Percentage) – Pitchers with high K%-BB% rates are usually the best in the league, because they strike out batters at a high rate, and walk them at a low rate.

K/9 (Strikeouts per 9 innings) – Avg number of strikeouts per 9 innings (8 Avg). **BB/9** (Walks per 9 innings) – Avg number of walks per 9 innings (2.8 Avg). **HR/9** (Home Runs per 9 innings) – Avg number of home runs allowed per 9 innings (over 2 is bad).

WPA	RATING
-1.0	Poor
0.0	Below Avg
+1.0	Average
+2.0	Above Average
+3.0	Great
+6.0	Excellent

WPA (Win Probability Added) – captures the change in Win Expectancy from one plate appearance to the next and credits or debits the player based on how much their action increased their team's odds of winning. If a batter flies out on the first pitch of the game, the team's Win Expectancy goes up from 50% to about 52%. This means that the pitcher who induced the out gets a WPA of +0.02 and the batter gets a WPA of -0.02.