SEC BASEBALL ANALYSIS

How Individual Vizual Edge Scores Impacted SEC Performance 2010-2015

Working with baseball players and teams for the last 15 years has enabled Vizual Edge to complete a detailed breakdown of various trends between the core visual system and on-field performance statistics.

Over 15,000 Vizual Edge evaluations have been completed just since 2011 by Major League Baseball players or prospects. The primary sample of players within the database consists of high school or college players. The players represented are position players or designated hitters only, not pitchers.

This analysis consists of SEC players who completed at least one Vizual Edge assessment and had at least 50 ABs in a season during 2010 – 2015. From there, a player's top season (best OPS) was analyzed and used in this report. By digging deeper into our database of these qualified players, we looked at a variety of statistics and correlations found between standard and advanced metrics at the NCAA Division-1 level, and average Vizual Edge baseline evaluation data. NCAA statistics provided by The Baseball Cube.

SEC HITTING ANALYSIS
EDGE SCORE & NCAA PERFORMANCE 2010 – 2015

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The Edge Score is a **comprehensive score** out of 100 that takes the core-six visual skills into account, providing athletes, coaches and scouts with a benchmark number for assessing an athlete's overall visual ability.

In general, the higher the Edge Score, the more likely the player is to **make an impact in their sport.**

The sample of Vizual Edge data reflects average evaluation scores of SEC hitters from 2010 - 2015 (min 50 ABs), who completed at least one Vizual Edge assessment via MLB scouts. The table below outlines averages of some of the key statistics* where SEC hitters performed during their top season and had an average Edge Score at various thresholds.

Edge Score (score out of 100)		# of Players	K%	BB%	AVG	SLG	OBP	OPS	HR%
72.0	At/Above	214	**16.3%**	9.7%	**0.295**	**0.430**	**0.378**	**0.809**	2.2%
	Below	21	18.5%	9.7%	0.281	0.417	0.371	0.787	2.4%
78.0	At/Above	134	**16.2%**	9.7%	**0.298**	**0.443**	**0.380**	**0.823**	**2.5%**
	Below	101	17.0%	9.7%	0.289	0.410	0.374	0.785	1.9%
81.0	At/Above	81	**15.4%**	9.5%	**0.306**	**0.457**	**0.386**	**0.843**	**2.7%**
	Below	154	17.1%	9.8%	0.287	0.414	0.373	0.788	2.0%
83.0	At/Above	43	**15.3%**	**10.2%**	**0.304**	**0.454**	**0.392**	**0.846**	**2.7%**
	Below	192	16.8%	9.6%	0.291	0.423	0.374	0.798	2.1%
87.0	At/Above	10	**13.1%**	**11.1%**	**0.318**	**0.498**	**0.405**	**0.903**	**3.6%**
	Below	225	16.7%	9.6%	0.293	0.426	0.376	0.802	2.2%

*NCAA stats provided by The Baseball Cube

SEC HITTING ANALYSIS
RECOGNITION & NCAA PERFORMANCE 2010 – 2015

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Hitters have roughly 0.30 seconds to react to an incoming pitch. Visual recognition plays a critical role in the speed and efficiency at which a hitter is able to **identify, process and react** to a pitch based on visual cues they see, such as pitch type and pitch location.

It is no surprise that hitters who had quicker recognition response times – performed better in several main hitting statistics.

The sample of Vizual Edge data reflects average evaluation scores of SEC hitters from 2010 -2015 (min 50 ABs), who completed at least one Vizual Edge assessment via MLB scouts. The table below outlines averages of some of the key statistics* where SEC hitters performed during their top season and had an average recognition response time at various thresholds.

Recognition (Response Time in Seconds)		# of Players	K %	BB %	AVG	SLG%	OBP	OPS	HR %
1.10s	At/Below	168	**16.4%**	**9.8%**	**0.296**	**0.436**	**0.380**	**0.816**	**2.4%**
	Above	67	16.9%	9.3%	0.287	0.412	0.371	0.783	2.0%
1.00s	At/Below	138	**15.8%**	**9.9%**	**0.300**	**0.442**	**0.384**	**0.826**	**2.4%**
	Above	97	17.7%	9.5%	0.285	0.410	0.368	0.778	2.0%
0.90s	At/Below	98	**15.3%**	**9.8%**	**0.300**	**0.441**	**0.384**	**0.825**	**2.4%**
	Above	137	17.5%	9.6%	0.289	0.420	0.373	0.794	2.2%
0.80s	At/Below	42	**14.4%**	9.6%	**0.306**	**0.449**	**0.389**	**0.839**	**2.5%**
	Above	193	17.0%	9.7%	0.291	0.425	0.375	0.800	2.2%
0.70s	At/Below	17	**13.5%**	**10.4%**	**0.320**	**0.497**	**0.405**	**0.902**	**3.4%**
	Above	218	16.8%	9.6%	0.292	0.424	0.375	0.799	2.2%

*NCAA stats provided by The Baseball Cube

SEC HITTING ANALYSIS
CONVERGENCE & NCAA PERFORMANCE 2010 – 2015

VIZUAL EDGE
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Arguably the most important visual skill in baseball, convergence relates to a player's **ability to focus on an incoming object**. For hitters, this is critical in order to focus on a pitch as it approaches the final 15-20 feet to contact. Convergence is one of the more predictive visual skills in the Vizual Edge assessment, as it can help separate better hitters from average ones.

The sample of Vizual Edge data reflects average evaluation scores of SEC hitters from 2010 - 2015 (min 50 ABs), who completed at least one Vizual Edge assessment via MLB scouts. The table below outlines averages of some of the key statistics* where SEC hitters performed during their top season and had an average convergence station scores at various thresholds.

Convergence (station score out of 77)		# of Players	K %	BB %	AVG	SLG%	OBP	OPS	HR %
25	At/Above	168	**16.5%**	**9.7%**	**0.295**	**0.430**	**0.379**	**0.809**	2.3%
	Below	67	16.6%	9.6%	0.292	0.427	0.375	0.802	2.3%
35	At/Above	111	**16.0%**	9.5%	**0.296**	**0.431**	**0.379**	**0.810**	2.2%
	Below	124	17.0%	9.9%	0.292	0.427	0.376	0.803	2.3%
45	At/Above	47	**16.4%**	**9.8%**	**0.298**	**0.441**	**0.383**	**0.824**	**2.6%**
	Below	188	16.6%	9.7%	0.293	0.426	0.376	0.802	2.2%
55	At/Above	20	**15.7%**	**10.0%**	**0.309**	**0.476**	**0.392**	**0.869**	**3.2%**
	Below	215	16.6%	9.7%	0.292	0.425	0.376	0.801	2.2%
60	At/Above	11	**15.1%**	**9.8%**	**0.299**	**0.454**	**0.381**	**0.835**	**2.9%**
	Below	224	16.6%	9.7%	0.294	0.428	0.377	0.805	2.2%

*NCAA stats provided by The Baseball Cube

SEC HITTING ANALYSIS
DIVERGENCE & NCAA PERFORMANCE 2010 – 2015

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Divergence plays an important role in a hitter's ability to **locate the ball out of the pitcher's hand**. When fielding, divergence helps a player locate the ball from a distance as it leaves the bat.

Having a quicker ability to locate the ball allows a hitter with more time to prepare for an incoming pitch, which is why there are higher walk rates & better outside-swing percentages. In addition, divergence correlates to a hitters power metrics (SLG % & HR %).

The sample of Vizual Edge data reflects average evaluation scores of SEC hitters from 2010 -2015 (min 50 ABs), who completed at least one Vizual Edge assessment via MLB scouts. The table below outlines averages of some of the key statistics* where SEC hitters performed during their top season and had an average divergence station scores at various thresholds.
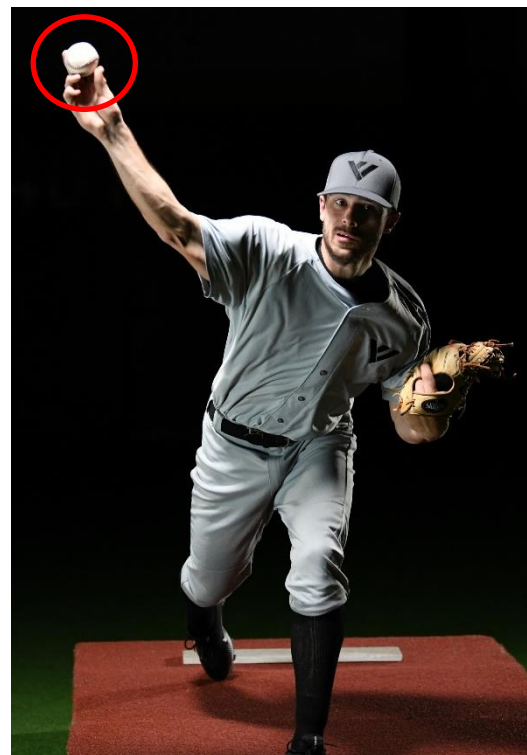
Divergence (station score out of 77)		# of Players	K %	BB %	AVG	SLG %	OBP	OPS	HR %
15	At/Above	182	**16.0%**	9.7%	**0.296**	**0.431**	**0.380**	**0.811**	**2.3%**
	Below	53	18.4%	9.7%	0.286	0.421	0.370	0.792	2.2%
20	At/Above	141	**16.2%**	**9.8%**	**0.295**	**0.431**	**0.381**	**0.812**	**2.3%**
	Below	94	17.1%	9.5%	0.292	0.426	0.373	0.799	2.1%
25	At/Above	85	**15.9%**	**9.8%**	0.293	**0.424**	0.378	0.801	2.2%
	Below	150	16.9%	9.7%	0.294	0.432	0.378	0.810	2.3%
30	At/Above	53	**16.0%**	**10.0%**	0.294	0.429	**0.381**	**0.810**	**2.4%**
	Below	182	16.7%	9.6%	0.294	0.429	0.377	0.806	2.2%
40	At/Above	10	**14.6%**	**10.2%**	0.294	**0.434**	**0.380**	**0.814**	**2.7%**
	Below	225	16.6%	9.7%	0.294	0.429	0.377	0.806	2.2%

SEC HITTING ANALYSIS
TRACKING & NCAA PERFORMANCE 2010 – 2015

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Tracking is a foundational, critical visual skill for an athlete. Vizual Edge's tracking exercise measures the player's **ability to follow an object and quickly react**. On the diamond, tracking a fly ball in the outfield is one instance where a player uses their tracking skills.

Without a tracking foundation, hitters may struggle to overcome slow reaction speeds or lack ability to follow the trajectory of a ball.

The sample of Vizual Edge data reflects average evaluation scores of SEC hitters during their top season (based on OPS, min 50 ABs) from 2010-2015, who also completed a Vizual Edge assessment via MLB scouts. The table below outlines some of the key statistics* where SEC hitters performed during that season and had an average tracking evaluation response time at various thresholds.
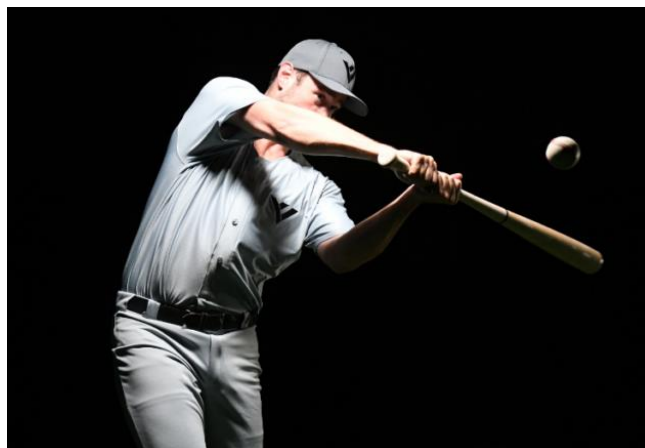
Tracking (Response Time in Seconds)		# of Players	K %	BB %	AVG	SLG%	OBP	OPS	HR %
0.60s	At/Below	206	**16.5%**	**9.8%**	**0.295**	**0.434**	**0.379**	**0.813**	**2.3%**
	Above	29	16.7%	9.1%	0.285	0.392	0.368	0.760	1.6%
0.57s	At/Below	168	**16.2%**	**9.9%**	**0.299**	**0.442**	**0.384**	**0.826**	**2.4%**
	Above	67	17.3%	9.2%	0.280	0.397	0.361	0.759	1.9%
0.55s	At/Below	130	**15.9%**	**9.9%**	**0.297**	**0.436**	**0.382**	**0.818**	**2.3%**
	Above	105	17.4%	9.5%	0.290	0.421	0.372	0.792	2.1%
0.50s	At/Below	57	**15.2%**	**10.2%**	**0.296**	**0.430**	**0.379**	**0.809**	2.3%
	Above	178	17.0%	9.6%	0.293	0.429	0.377	0.806	2.3%
0.45s	At/Below	16	**15.2%**	9.7%	**0.296**	**0.436**	**0.380**	**0.816**	**2.4%**
	Above	219	16.6%	9.7%	0.294	0.429	0.377	0.806	2.2%