



BASEBALL STATS HELP

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TOOL BAR

The TOOL BAR can be used to quickly jump from Window to Window.

The first icon (Batter) brings up the Batting Stats Window.

The second icon (Ball Glove) brings up the Fielding Stats Window.

The third icon (Ball Crossing Home Plate) brings up the Pitching Stats Window.

The fourth icon (Shoe) brings up the Stolen Base Window.

The fifth icon (Question Mark) brings up the Help Window.

The sixth icon (Exit) Exits the program.

MORE STATS

Clicking the Icons on the ToolBar will give you access to the Fielding Percentage , Pitching Stats ,and Stolen Base windows. For additional information see Tool Bar.

STOLEN BASE STATS

The stolen base stat sheet keeps track of the number of stolen bases and the number of times caught stealing and figures the percentage of successful stolen bases for each player.

FIELDING PERCENTAGE

A player's fielding average is figured by compiling his total chances (putouts + assists + errors) and dividing this number into his total putouts and assists. The higher the percentage the better the fielding performance.

PITCHING STATS

A Pitcher's ERA (Earned Run Average) is figured by multiplying his number of earned runs by innings per game. This number is then divided by the number of innings he has pitched. So the ERA will show you how many earned runs on the average that a pitcher allows per innings. Using the Innings selection on the tool bar, you can select 6 innings for Little League, 7 innings for softball or 9 innings for baseball. On the pitching stats form IP stands for innings pitched, ER is earned runs, S is saves, W is wins, and L is loss.

Earned Runs are counted against a pitcher for each base runner that scores and had reached base with a hit or a walk against that pitcher. Players that reach base on an error and later score are **NOT** counted as earned runs. Even if a pitcher is removed the runners on base at the time he leaves the game are still counted against him if they score while the new pitcher is in the game. A pitcher is only responsible for the runners that reached base safely while he was pitching and scored.

ORDER FORM

Use print topic from the file menu to print the order form

Please send me the following MOJO Software Products:

Quantity	Description	Price ea.	Total
_____	Baseball Stats for Windows	\$25.00	\$ _____
_____	Football Stats for Windows	\$25.00	\$ _____
_____	Basketball Stats for Windows	\$25.00	\$ _____
	Shipping / North America		\$ 3.00
\$ _____			
	Shipping / Overseas		\$ 6.00
\$ _____			
	Hawaii Residents Add 5% Sales Tax		
\$ _____			
	Total amount enclosed		
\$ _____			

Name: _____ 5.25" Disk
Address: _____ 3.5" Disk
City: _____ State: _____ Zip: _____

Send your check or money order and make payable to:
Carl Andrews, 2747 S.Kihei Rd, Apt.G101, Kihei, Maui, Hawaii, 96753



SUPPORT

I welcome any comments or suggestions you may have on this program. For your \$25.00 registration fee you will be notified of all major upgrades. Address your comments or suggestions to:

MOJO Software
Carl Andrews
2747 South Kihei Rd.
Apt. G101
Kihei, Maui, HI 96753
Voice (808) 874-8749

PRINTING

You can print the stat sheet from the pull-down file menus or use Ctrl-P (short cut keys). Keeping a weekly printout of the stat sheet helps you see how players are doing from week to week throughout the season. **IMPORTANT NOTE:** In case of data loss, keeping print-outs will help you recover your data. You can also print your batting order (without the stats) for use when trading batting orders with the other teams coach before the game. You print the batting order from the pull-down file menu or Ctrl-O (short cut keys).

DATABASE

The MOJOBASE database program is now available for \$17.00 plus shipping. Use the database to keep the names and telephone numbers of all your players and coaches. Excellent for team mailings. You can print one label or print labels for the entire team.

COMPUTER BATTING ORDER

You can have the computer select what it thinks is the ideal batting order for your team based on the team statistics. The formula used by the computer to figure your ideal batting order is:

first batter highest on base percentage

second battersecond highest on base percentage

third batter highest slugging percentage

fourth batter second highest slugging percentage

fifth batterthird highest slugging percentage

remaining batters ... remaining players sorted by batting average

Once the computer has sorted the batting order, you can go to the BO (batting order) column and fill in the numbers for each player from 1 to number of players. If you decide to move a player or two in the batting order, you simply switch the numbers of those players in the BO column and sort by batting order from the pull-down menu.

SORTING FEATURES

The BO column is for the batting order. Once you have entered the players names and stats place their Batting Order number in the BO column, then select Sort by Batting Order from the pull-down menu. This will automatically sort the players in order. Later if you wish to change the Batting Order you simply change the numbers in the BO column and select Sort by Batting Order from the pull-down menu. You can also sort the players by Avg., On Base Percentage, or Slugging Percentage. Another Sort option is "Computer" Batting Order which allows the computer to sort the players in the ideal batting order based on your team statistics. The other Stats Windows also offer other sorting fields to better allow you to analyze your stats.

UPDATE TEAM

Once you have loaded a previously saved team and wish to update the stat sheet, just move to the box you wish to update and press the "+" key and the number in that box will increment by one with each "+" key pressed or press the "F2" key to add larger numbers. The average and percentage fields automatically update.

For example, if your sheet had a player with 4 AT BATS and 1 HIT with a .250 avg. and in tonight's game that player was at bat 4 times and had 3 hits, you would arrow over to his AT BAT box and press "+" four times then arrow over to the HITS box and press "+" three times and the new average of .500 is figured automatically. Repeat this procedure with each player and save your work.

SAVE TEAM

Bring up the save team screen from the pull-down file menu or use Ctrl-S (short cut keys). Type a name for your saved data, up to 8 characters can be used. We suggest you use your team name when saving team data. If you manage several teams and wish to keep everything organized and easy to find, using team names is the best method. **IMPORTANT NOTE:** As a safeguard we recommended that you print the stat sheet after each update session. This provides you with a hard copy of your work. When you save one stat sheet all the other stat sheets and phone book are saved automatically.

LOAD TEAM

Bring up the load team screen from the pull-down file menu or use Ctrl-L (short cut keys). Point to the file you wish to load and double click or press enter.

CREATE TEAM

When starting Baseball Stats for the first time, you will have to create your team. You start by entering the names of your players on the stat sheet. We suggest not using all caps as you will not be able to fit as many characters in the name field. You may wish to also include the players fielding position in the name fields (load the Sample team that came with the program for more ideas). You can use the arrow keys, tab key or the mouse to move through the fields. The enter key jumps down to the next line. Enter the player's game stats starting with AT BATS, HITS, etc. **IMPORTANT**: Only input **OFFICIAL** at bats in the AT BATS column (base-on-balls, hit by pitch, and sacrifices are **NOT** counted as at bats). Reaching base on a fielders' choice or by a fielding error **IS** counted as an at bat but **NOT** a hit). Before you enter the game information into Baseball Stats, go through your scorebook to be sure you enter all the information correctly. For more details on scoring rules and official at bats, see your score book, rule book, or league office.

PROGRAM FILES

The following files are placed In your program \Baseball directory

Stats.exe	The Program file
Stats.hlp	Stats help file
Stats.cfg	Configuration file
Sample.dat	Sample stats
Baseball.ini	Stores innings played data

The following files are placed In your \Windows\System directory

Grid.vbx	Library file for grid used by Baseball Stats
Cmdialog.vbx	Library file containing dialog boxes
threed.vbx	Library file for 3D images
Vbrun300.dll	Library file needed to run all programs written in Visual Basic 3.0

The files are placed in the appropriate directories by the install program.

SHAREWARE

What is Shareware? Shareware is software that allows you to try the software before you buy it. If you find you will use the program, you are expected to pay a registration fee to the author. The registration fee for Baseball Stats is \$25.00.

DISCLAIMER OF WARRANTY

THIS SOFTWARE IS SOLD "AS IS" AND WITHOUT WARRANTIES WHETHER EXPRESSED OR IMPLIED. THE USER MUST ASSUME THE ENTIRE RISK OF USING THE PROGRAM. CARL ANDREWS AND MOJO SOFTWARE ASSUME NO LIABILITY FOR DAMAGES, DIRECT OR CONSEQUENTIAL WHICH MAY RESULT FROM THE USE OF THIS SOFTWARE.

INTRODUCTION

Baseball Stats by MOJO Software is for keeping track of Little League, Softball, and School Baseball Team stats. It automatically calculates the batting average, on-base percentage and slugging percentage of the players and prints them for you. Input the new figures after each game and the average and percentage fields will update automatically. It also keeps track of player names and telephone numbers. Allows you to sort and print data, and use statistics to better manage your team. In addition to batting stats, you can also keep track of fielding, pitching, and stolen base stats.

See Also

[Batting Average](#)

[On Base Percentage](#)

[Slugging Percentage](#)

SLUGGING PERCENTAGE

The Slugging Percentage is figured by adding the total number of bases and dividing by the number of times at bat. The players with the highest slugging percentage normally bat in the middle of the batting order, because they are more likely to hit extra base hits they have the best chance of driving in runs.



A home run = 4 bases
A triple = 3 bases
A double = 2 bases
A single = 1 base

Extra base hits are doubles, triples, and home runs.

ON BASE PERCENTAGE

The On Base Percentage is figured by adding the base on balls to the number of hits and dividing by the number of at bats. Include hit by pitch as a base on balls and add them to the number of hits. This will give up the actual percentage that a player reaches base safely. Some players have a really good eye for the ball and are able to draw a lot of walks. The players with the highest on base percentage are usually the lead off hitters because of their ability to get on base either by walk or by hit. Normally a couple of high on base percentage batters are followed by a few batters with a high slugging percentage to drive them home.



Lead off hitters are the first two batters in the line up. Normally they have a lot of speed and a high on base percentage.

BATTING AVERAGE

The Batting Average is figured by dividing the number of hits by the number of at bats. The higher the batting average the better with 1.000 being perfect. Remember that hits are only those hits where the batter reaches base safely. A error or fielder's choice is not a hit, it is scored as an out. Also when adding at bats remember that a walk, sacrifice, or hit by a pitch does not count as an official at bat. For more information on official at bats, see your league rules.



