

Carolina Impact Kit vs. Port City — Scouting Report



Matchup Overview

Team	Record	Games Logged	Steals/Game	SB Success	Sac Bunts
Port City Frenzy	11-4-1	16	3.6	95%	4
Carolina Impact Kit	37-11-1	49	1.9	96%	17

No head-to-head record is assumed here — this compares each team's full season sample independently.

Carolina Impact Kit: Threats to Watch

Top hitters by on-base + slugging, minimum 8 plate appearances.

Batter	PA	AB	AVG	OBP	SLG	HR	XBH	K%	BB%
Maddie E	12	11	0.727	0.750	0.909	0	2	0.00%	8.3%
Amelia S	11	4	0.250	0.727	0.250	0	0	18.20%	54.5%
Mary Grace S	79	63	0.444	0.557	0.540	0	6	10.10%	17.7%
Hadleigh J	97	82	0.451	0.536	0.707	2	12	13.40%	15.5%
Eveyln B	114	107	0.449	0.474	0.701	4	13	14.90%	2.6%
Ava S	91	67	0.373	0.495	0.433	0	4	9.90%	22.0%
Alexis B	22	17	0.353	0.500	0.353	0	0	13.60%	22.7%
Penny H	101	83	0.422	0.446	0.434	0	1	7.90%	9.9%
Emma L	131	106	0.340	0.466	0.509	0	14	13.70%	19.1%
Maddy E	123	101	0.347	0.431	0.475	2	8	15.40%	14.6%

- **Penny H** almost never strikes out (8% K rate over 101 PA) — pitch to soft contact, not around her.
- **Alexis B** walks 23% of the time (22 PA) — very patient, attack the zone early rather than nibbling.
- **Millie F** is an extreme ground-ball hitter (79% of balls in play) — tighten the infield when she's up.

Carolina Impact Kit: Pitching Staff

Pitcher	BF	K%	BB%	Hit%	WP	PB
Ava S	268	23.1%	16.4%	17.2%	17	11
Hadleigh J	259	38.2%	6.9%	18.5%	5	5
Emma L	133	21.1%	22.6%	15.8%	14	3
Alexis B	30	43.3%	13.3%	6.7%	1	0
Amelia S	23	21.7%	30.4%	8.7%	1	2
Charlestyn M	19	26.3%	36.8%	0.0%	4	0

- **Amelia S** is wilder (30% walk rate) — work the count, take borderline pitches.

Carolina Impact Kit: Team Tendencies

- **Base stealing is a major weapon:** 93 attempts across 49 games (1.9/game) at a 96% success rate. Prioritize quick catcher pop times and varied pitcher hold times.
- **Bunts more than average** (17 sac bunts in 49 games) — stay ready for small ball.

Port City Gameplan

Suggested Batting Order

Slot	Batter	PA	AVG	OBP	SLG	K%	BB%
1	Emma Goodman	30	0.476	0.633	0.762	10.0%	30.0%
2	Lucy Calla	32	0.429	0.562	0.524	9.4%	25.0%
3	Reagan Zimmerman	36	0.462	0.556	0.538	13.9%	16.7%
4	Caroline Edwards	22	0.400	0.455	0.900	27.3%	9.1%
5	Finley Andrews	28	0.273	0.429	0.318	17.9%	21.4%
6	Emma Lavelle	24	0.278	0.458	0.389	41.7%	25.0%
7	Paisley Bacon	27	0.304	0.407	0.304	18.5%	14.8%
8	Emory Ebner	27	0.273	0.333	0.364	22.2%	7.4%
9	Caroline Ogburn	34	0.125	0.382	0.125	23.5%	23.5%
10	Claire Ellisor	14	0.091	0.143	0.091	14.3%	7.1%

Ordered by a blended on-base/power/strikeout score ($OBP \times 0.5 + SLG \times 0.3 - K\% \times 0.2$), with the single highest-slugging bat pulled into the cleanup (4th) slot. Players below the plate-appearance threshold, and any names listed in *exclude_batters*, are left off.

Suggested Starting Pitcher

Pitcher	BF	K%	BB%	Hit%	WP	PB
Lucy Calla	121	23.1%	14.0%	17.4%	8	2
Claire Ellisor	55	18.2%	18.2%	18.2%	5	1

Against this opponent, control matters more than usual. Carolina Impact Kit steals at a 96% success rate — every walk and wild pitch is a near-certain stolen base. Lucy Calla's walk rate (14%) and wild-pitch rate (7%) make her the safer choice here.

Auto-Generated Strategy Notes

1. **Amelia S** is wilder (30% walk rate) — work the count, take borderline pitches.
 2. **Penny H** almost never strikes out (8% K rate over 101 PA) — pitch to soft contact, not around her.
 3. **Alexis B** walks 23% of the time (22 PA) — very patient, attack the zone early rather than nibbling.
 4. **Millie F** is an extreme ground-ball hitter (79% of balls in play) — tighten the infield when she's up.
 5. **Base stealing is a major weapon**: 93 attempts across 49 games (1.9/game) at a 96% success rate. Prioritize quick catcher pop times and varied pitcher hold times.
 6. **Bunts more than average** (17 sac bunts in 49 games) — stay ready for small ball.
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Stats pulled from each team's full public GameChanger play-by-play logs. Batter identity recovered from free-text play descriptions rather than the scraper's own (unreliable) batter-tracking column. Sample sizes are typically 20–100 PA per player — enough to see real tendencies, not enough to treat any single number as certain, especially under ~20 PA.