



FutureSports Performance Indexes (FSPI)

Index Methodology Guide for FSPI Major
League Baseball (MLB) Team Indexes



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1. Introduction

The professional sports industry encompasses a wide range of stakeholders, including teams, athletes, media partners, and venue operators. Variability in athlete and team performance across games and seasons directly influences financial outcomes for these participants. Both short-term results and longer-term performance trends can materially affect revenues, valuations, and contractual arrangements across the sports ecosystem.

In response to this landscape and its inherent uncertainties, FutureSports presents the FutureSports Performance Indexes (FSPI). This methodology quantifies a broad range of statistical performance in a way that is independent from binary win/loss outcomes, translating such performance into tangible data points comparable to financial index values.

This document outlines the precise mechanics and principles behind the FSPI. This methodology is designed to align with the IOSCO Principles for Financial Benchmarks developed by the International Organization of Securities Commissions (IOSCO), with the extent of compliance and any proportionate application disclosed separately in FutureSports' annual IOSCO Statement of Compliance.

A. Benchmark Objective and Intended Use

The FSPI MLB Team Indexes (the "Indexes") are rules-based reference benchmarks designed to measure cumulative Team performance over the course of each season through the systematic aggregation of officially reported League performance statistics under the methodology set out in this document.

The primary objective of the Indexes is to provide transparent, repeatable, and independently administered benchmark values for benchmarking, valuation, analytical, informational, and other lawful reference purposes. The Indexes may be published, licensed, or otherwise made available as reference values. Any financial instrument, contract, or transaction that may reference an Index, if any, is separate from the Index itself and remains subject to independent legal analysis, product documentation, regulatory treatment, and any required approvals of the relevant parties and authorities.

The Indexes are not one-time or binary event determinations. They do not settle, terminate, or resolve upon the occurrence or non-occurrence of any single game outcome, match result, championship result, or other binary sporting outcome. Each Index is a continuously calculated benchmark level derived from the cumulative application of predetermined multipliers to a diversified set of officially reported performance statistics over the course of each season.

Nothing in this Methodology constitutes the listing, clearing, offering, solicitation, or trading of any agreement, contract, or transaction. The publication, calculation, dissemination, or licensing of an Index is distinct from any separate product or contract that may reference the Index.



FutureSports administers the Indexes with formal governance, oversight, error-management, methodology-change, complaints-handling, and transition procedures designed to support benchmark integrity, transparency, and accountability.

B. Index Structure, Non-Investability, and Liquidity Considerations

The FSPI MLB Team Indexes are benchmark reference values and do not represent ownership of, or direct entitlement to, any Team, League, sporting event, security, commodity, or other asset. The Indexes are derived solely from the aggregation of officially reported sports performance statistics in accordance with the rules set forth in this methodology.

There is no underlying cash market directly corresponding to the Indexes. As such, traditional concepts of constituent liquidity, tradability, or market depth applicable to asset-backed benchmarks are not relevant to Index construction.

The Indexes are designed to provide transparent, rules-based benchmark values. Any liquidity, tradability, or investability considerations arise, if at all, at the level of a separate instrument or contract that may reference an Index and not at the level of the Index itself.

C. Index Administration, Data Sources, and Distribution

The Indexes are administered and calculated by FutureSports in its capacity as Index Administrator. FutureSports is responsible for index methodology design, calculation, governance, oversight, and the exercise of any discretion in accordance with this methodology.

MLB serves only as the official source of underlying performance data used in the Indexes. MLB-provided data is incorporated in accordance with the documented data input hierarchy. The League does not participate in index determination, calculation, methodology governance, or decision-making. Additionally, MLB does not sponsor, endorse, or administer the Indexes and has no responsibility or liability for the Indexes or for any financial product that references them.

FutureSports does not determine game outcomes, official scoring decisions, or other sporting results and applies official League data as received under the data-input hierarchy and in accordance with this Methodology.

The Indexes may be distributed and published through third-party platforms and may be referenced by derivatives or other financial products listed on external venues. Such third parties do not participate in index determination, calculation, methodology governance, or the exercise of discretion with respect to the Indexes, unless expressly provided for in a separate written agreement.



D. Hierarchy of Data Inputs

The FSPI MLB Team Indexes are calculated using a clearly defined hierarchy of data inputs designed to ensure accuracy, transparency, and consistency in index determination.

Data inputs are applied in the following order of priority:

a. Official League Statistics

Official statistical data published by Major League Baseball and its authorized data providers serve as the primary and preferred source for all Index calculations. In some cases, Official League Statistics can come in the form of corrections, revisions, or amendments to statistics previously published for completed games. FutureSports incorporates these statistics in accordance with the policies described in the FSPI Index Calculation and Publication Schedule.

b. Exclusive Reliance on Official League Data

FutureSports uses official League data exclusively for Index calculations and does not maintain secondary or alternate data sources. If official League data is unavailable, incomplete, or demonstrably unreliable for a given calculation period, the affected statistical or milestone constituent values are not incorporated into the Index for that period. Once the affected official League data becomes available and is verified, the related constituent values are incorporated into subsequent Index calculations in accordance with the FSPI Index Calculation and Publication Schedule. Such incorporation is applied on a forward basis and previously published official Index Close values are not restated, except as provided in the FSPI Index Maintenance, Error Management, and Methodology Changes document. Any such occurrence is documented and disclosed in accordance with the FSPI Index Maintenance, Error Management, and Methodology Changes document and the FSPI Index Calculation and Publication Schedule.

c. Discretionary Overrides

Discretionary overrides or adjustments to data inputs are not employed in the ordinary course of Index calculation. Any exercise of discretion is limited to extraordinary circumstances as described in this methodology and is subject to governance oversight, documentation, and post-event review.

Data Source Oversight

FutureSports conducts periodic assessments of the reliability, completeness, and timeliness of its official League data source to support the ongoing integrity of Index calculations.



Any changes to data sourcing arrangements that may affect Index calculation or continuity are escalated in accordance with FutureSports' governance framework and evaluated for potential classification as a methodology change.

E. Supporting Documents

This methodology is intended to be read alongside supporting documents that set forth the Index Administrator's specific policies and procedures. These documents describe the governance framework under which the Indexes are administered and provide additional detail on how the principles outlined in this methodology are implemented in practice. References within this methodology direct readers to the relevant supporting document where additional context is appropriate.

FutureSports will publish, at least annually, an IOSCO Statement of Compliance for the Indexes. This statement shall identify the extent of compliance with each IOSCO Principle, any Principle applied proportionately rather than in full, and the reasons FutureSports believes the objectives and functions of the relevant Principles are met in light of the nature, size, and risk profile of the Indexes.

Supporting Documents
FSPI Index Calculation and Publication Schedule
FSPI Index Complaint Handling and Resolution Policy
FSPI Index Maintenance, Error Management, and Methodology Changes
FSPI Index Governance Committee Composition and Operating Procedures

FutureSports maintains a documented control framework governing the determination, calculation, and distribution of the Indexes. The framework includes internal controls over data collection and processing, reconciliation of calculated results against official League data prior to publication of official Index values, business continuity arrangements designed to support continued calculation and publication, conflict of interest management, and record keeping. The framework is subject to oversight by the Index Steering Committee and the Product Governance Committee and is documented and available to relevant regulatory authorities. Committee composition and operating procedures, complaint handling procedures, and error management and methodology change procedures are set out in the supporting documents listed in this section.

2. Performance Index Universe

A. Sports League Representation

This index methodology document specifically covers FSPI MLB Team Indexes.

B. Index Overview

The FSPI MLB Team Indexes focus on overall team performance, concentrating on the collective accomplishments of sports teams across games and seasons.



C. Performance Index Composition Inputs

Inputs into the Index, commonly referred to as “Constituents,” are specific quantifiable performance measures reported in official League data that contribute to the Index value. These measures may be positive, representing achievements or beneficial actions, or negative, representing setbacks or adverse actions. Constituents are categorized according to the period in which they are measured, including in-game, monthly, and seasonal periods.

This index integrates an array of discrete Constituents, structured as follows:

i. Constituent Type

- a. **Statistical Constituents** encapsulate both positive and negative performance metrics based on specific outcomes realized by a team during a single game. Examples include Singles (positive) and Singles Allowed (negative).
- b. **Milestone Constituents** encapsulate both positive and negative performance metrics based on specific threshold levels of statistical constituents or unique/uncommon events performed by a team during either a single game or multiple games. Examples include Most Hits Monthly (positive) and Most Hits Allowed in a Month (negative).

ii. Constituent Multipliers

- a. **Constituent Multipliers** are values that are uniquely assigned to every statistical and milestone constituent.
- b. **Positive Multipliers** are positive values that are assigned to each statistical and milestone constituent that denotes achievements, beneficial actions, or outcomes that positively impact a team’s performance, contributing to an increase in their overall index value. For example, Singles have a multiplier of +2.5, meaning a Team’s index value would increase by a value of 2.5 for every Single recorded in a game. Note that certain constituents can carry multipliers whose sign differs from the category in which they appear in Appendix A. For instance, a Batting Strikeout is listed among the Batting Team Constituents and carries a value of -1, meaning a Team’s index value would decrease by 1 for every Batting Strikeout recorded in a game.
- c. **Negative Multipliers** are negative values that are assigned to each statistical and milestone constituent that denote setbacks, undesirable actions, or unfavorable outcomes that negatively impact a team’s performance, contributing to a decrease in their overall index value. For example, Singles Allowed have a multiplier of -2.5, meaning a Team’s index value would decrease by 2.5 for every Single Allowed. Note that certain constituents can carry multipliers whose sign differs from the category in which they appear in Appendix A. For instance, a Pitching Strikeout is listed among the Pitching Team Constituents and carries a



value of +2.5, meaning a Team's index value would increase by 2.5 for every Pitching Strikeout recorded in a game.

A complete list of Team Constituents and Multiplier Values is listed in Appendix A.

D. Sports Performance Data

i. Source

Sports performance data is statistical data obtained directly from the individual sports Leagues, which maintain official records through rigorous data collection, and robust error-checking and correction procedures. These Leagues collaborate with both in-house teams and qualified third-party contractors to gather official statistics from events under the oversight of League-contracted referees and official scorers.

ii. Official Record

The League is responsible for verifying and recording all performance data and official scoring for a sporting event. FutureSports holds all League scoring decisions as final and does not intervene in review or deliberation processes concerning statistical data or scorer decisions. FutureSports will use best efforts and up-to-date official statistics provided by the League to calculate and publish values for FSPI MLB Team Indexes in a timely manner (IOSCO Principles 7, 9).

3. Performance Index Calculation

A. Methodology (IOSCO Principle 11)

- i. The FSPI MLB Team Indexes are tailored for assessment of teams and operate on a dynamic point accumulation system that adheres to a Points Attribution Table (PAT) found in Appendix A. The FSPI MLB Team Indexes have a dedicated PAT to account for its unique characteristics, statistics, and positive/negative outcomes in professional baseball.
- ii. The values for the FSPI MLB Team Indexes are affected by offensive and defensive actions recorded during games. Positive outcomes, such as Singles, Doubles, Triples, and Home Runs, are incorporated in accordance with the PAT. Negative outcomes, such as Singles Allowed, Doubles Allowed, Triples Allowed, and Home Runs Allowed, are also incorporated in accordance with the PAT.

B. Constituent Multipliers

- i. In constructing FSPI MLB Team Indexes, the methodology for assigning multiplier values to performance constituents requires statistical analysis. As mentioned earlier in this document, this methodology is bifurcated into two principal components: Statistical Constituents and Milestone Constituents.

Statistical Constituents



The Statistical Constituents component encompasses quantifiable actions executed by Teams during a game. The values for each multiplier for these constituents are derived through an analytical framework that includes scarcity analysis, historical event occurrence frequency and impact, and correlation studies.

- a. Scarcity analysis identifies the relative rarity of specific statistics within the League.
- b. Historical event occurrence frequency and impact establish performance benchmarks based on longitudinal data.
- c. Correlation analysis examines the statistical relationship between individual player actions and broader team success metrics.

Milestone Constituents

Milestone Constituents can represent threshold-based aggregations of base statistics and may be either positive or negative. Milestone Constituents can also capture performance trends over time, rewarding sustained quality while also identifying prolonged inefficiency or decline. Milestones may be achieved within a single game, such as a 4+ Home Run Game, across multiple games, such as Most Runs Scored during a monthly period, or even across an entire season, such as Most Stolen Bases during a season.

- a. The multiplier values for Milestone Constituents are determined through statistical analysis of historical data.
- b. The multiplier values for Milestone Constituents consider factors such as measurable impact on game and season outcomes.

Multiplier Governance and Review

Multiplier values assigned to Statistical and Milestone Constituents:

- Are established using historical League data;
- Remain fixed between scheduled reviews;
- Are not adjusted on a discretionary or ad hoc basis;
- Are not modified intra-season; and
- Are not optimized to influence short-term Index behavior.

FutureSports periodically reviews constituent definitions and multiplier values as part of the Comprehensive Index Review (CIR) process to assess continued appropriateness, stability, and representativeness.

Any modification to multiplier values that is reasonably expected to affect Index behavior, volatility, or historical continuity is classified as a material methodology change and is implemented in accordance with the formal methodology change procedures described in the supporting documentation on Methodology Changes.



C. Index Computation

- i. Values for FSPI MLB Team Indexes are calculated using official League scoring data in conjunction with real-time and static data inputs. These inputs are processed in accordance with the rules described in this methodology and the applicable Points Attribution Table. Each Index is cumulative across multiple inputs and calculation periods within the same season. No individual game, statistic, threshold, or milestone causes an Index to settle, terminate, or otherwise become finally determined.

ii. Index Value – Team

1. Initial Index Value

- a. All FSPI MLB Team Indexes will start each season at a Base Level of 7,500. The Initial Index Value for any newly added team or franchise will also be set at the same Base Level at the time of initialization.
- b. Upon initialization, index point accumulation for the team begins in accordance with the current Index Methodology and applicable Points Attribution Table.

2. Annual Index Resetting

- a. The FSPI MLB Team Indexes will be reset to the Base Level on the Calculation Day falling 32 calendar days after the last game of the World Series. The reset level for each Index is first published on that Calculation Day. Annual resetting establishes a consistent starting point for each season, supports clear performance comparisons across teams and seasons, and prevents the unbounded cumulative drift in Index Values that would otherwise occur across multiple seasons.

3. Ongoing Index Value

- a. The ongoing Index Value during a season is calculated by applying the applicable multiplier value to each constituent when achieved during a game and adding the resulting values to the current Index level.

The Ongoing Index Value is calculated using the following formula:

$$f(\text{Ongoing}_{\text{new}}) = f(\text{Ongoing}_{\text{current}}) + \text{SAF} \left(\sum_{i=1}^{n_s} M_i^S SC_i + \sum_{j=1}^{n_M} M_j^M MC_j \right)$$

Where:

SAF = seasonal adjustment factor (1.0 regular season; 1.5 postseason)
 SC_i = count of statistical constituent i during the game



MC_j = count of milestone constituent j during the applicable evaluation period

M_i^S = multiplier for statistical constituent i

M_j^M = multiplier for milestone constituent j

n_s = number of statistical constituents

n_m = number of milestone constituents

i, j = constituent numbers for statistical and milestone sets, respectively

The Seasonal Adjustment Factor is applied to all Statistical and Milestone Constituents that are applied during a game or at the completion of a game, including the World Series Winner constituent, which is applied at the completion of the final playoff game. For instance, the World Series Winner Postseason Milestone has the 1.5 postseason SAF applied for a total of 1,125 ($1.5 * 750$). Monthly and Seasonal Milestone Constituents are determined from regular season games only and are applied with a Seasonal Adjustment Factor of 1.0.

4. Official Index Close

- a. The official Index Close for each Calculation Day, as defined in the FSPI Index Calculation and Publication Schedule, is published at 9:00 AM Central Time (CT) on the following Calculation Day (T+1) based on final verified league data marked as official strictly prior to publication. This published level represents the official Index Close for the preceding Calculation Day and is used for settlement and reference purposes.

5. Negative Values

- a. The Indexes are not subject to a lower bound and may take negative values during a season where cumulative negative constituent contributions exceed cumulative positive contributions and the prevailing Index Level. Negative values are not subject to any special treatment, floor mechanism, or interim adjustment, and the Index will continue to be calculated and published in accordance with the methodology. Annual resetting does not prevent negative values from occurring within a season.

D. Application of Milestones

- i. Monthly and seasonal milestones are applied on a T+1 basis in accordance with the timing set out in the FSPI Index Calculation and Publication Schedule and incorporated prior to the official Index Close.

E. Milestone Constituent Tie Scoring

- i. In the event of a tie for a time-based milestone constituent, all teams involved in the tie receive the full number of points designated for that milestone.



F. Date Rolls During a Single Game

- i. If a game's start date and end date occur on different calendar days, all statistical and milestone constituent values are attributed to the date on which the game began in the local time zone of play. If the game is complete and scored as official by the League prior to 9:00 AM CT, all index calculations from that game will be included in that morning's official Index Close, in accordance with the FSPI Index Calculation and Publication Schedule.
- ii. If a game is postponed or cancelled before play begins and is subsequently played and scored as official by the League at a later date, all constituent values are attributed based on the new game start date. No constituent values are attributed to the originally scheduled date. A game that is cancelled and not subsequently played contributes no constituent values to the Index.
- iii. If a game begins and is suspended or postponed before it is scored as official by the League, all constituent values are attributed based on the date on which the game is subsequently resumed or replayed, and no constituent values are attributed to the date of the original stoppage. Where play resumes from the point of suspension, all constituent values accrued from the beginning of that game carry over to the resumption date. Where the game is replayed from the beginning, whether statistics recorded prior to the stoppage are carried into, or excluded from, the official statistics for the replayed game is determined solely by the League.
- iv. In each of the circumstances described in i. through iii., constituent values are calculated exclusively from the official statistics reported by the League for the game as ultimately scored official, are counted only once, and are incorporated into the first official Index Close published after the game is scored as official by the League, in accordance with the FSPI Index Calculation and Publication Schedule.

4. Concluding Index Values

A. Teams

- i. Each Team's performance Index Value is calculated and maintained in accordance with the Index Methodology and constituent scoring approved by FutureSports, as of the applicable Calculation Day.
- ii. In the event of a team relocation or name change, the team's index ticker may change. The index will follow the normal Annual Index Resetting procedure outlined above.
- iii. If a franchise or team discontinues its participation in the designated League, its concluding Index Value will be the final Index Value at the end of its last professional game played.

APPENDIX A: MLB POINTS ATTRIBUTION TABLE (TEAM)

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MLB Constituent Values – Statistical

All Statistical Constituents in this table are applied at time of official recording by the league during the game. Some of the statistics below may be derived by FutureSports from official MLB data. In some cases, these statistics can come in the form of corrections, revisions, or amendments to statistics previously published for completed games and are incorporated in accordance with the policies described in the FSPI Index Calculation and Publication Schedule.

Seasonal Adjustment Factor Applies to these constituents.

#	Batting Team Constituent Name	Multiplier	#	Pitching / Fielding Team Constituent Name	Multiplier
1	Single	2.5	15	Singles Allowed	-2.5
2	Double	3.5	16	Doubles Allowed	-3.5
3	Triple	4.5	17	Triples Allowed	-4.5
4	Home Run	6	18	Home Runs Allowed	-6
5	Base on Balls (Walk)	2	19	Walks Allowed	-2
6	Hit By Pitch	2	20	Hit Batter	-2
7	Batting Strikeout	-1	21	Pitching Strikeout	2.5
8	Grounded into Double Play (GDP)	-2.5	22	Double Plays Forced	5
9	Batters Left on Base (LOB)	-2.5	23	Runners Left on base	2.5
10	Grand Slam	6.5 (12.5 total inc. HR)			
11	Run Scored	2.5	24	Run Allowed	-2.5
12	Stolen Base	2.5			
13	Steal Home	10 (12.5 total inc. SB)			
14	Caught Stealing	-2.5			
			25	Wild Pitch	-2.5
			26	Balk	-2.5
			27	Triple Play	50
			28	Defensive Team Error	-2.5

MLB Constituent Values – Game Milestones

All Milestones in this table are applied as they occur or at the completion of a game, depending on the milestone and as defined below, once official statistical data is published by Major League Baseball.

Seasonal Adjustment Factor Applies to these constituents.

#	Batting Team Constituent Name	Multiplier	Applied	#	Pitching / Fielding Team Constituent Name	Multiplier	Applied
29	No On Base Players In a Game	-7.5	End of Game	42	Zero Home Runs Allowed	5	End of Game
30	4+ Home Run Game	12.5	At Occurrence	43	4+ Home Runs Allowed	-12.5	At Occurrence
31	Zero Extra Base Game	-12.5	End of Game	44	Zero Extra Base Hits Allowed	12.5	End of Game
32	6+ Extra Base Game	12.5	At Occurrence	45	6+ Extra Base Hits Allowed	-12.5	At Occurrence
33	4 or Less Hit Game	-12.5	End of Game	46	4 or Less Hits Allowed	12.5	End of Game
34	12+ Hit Game	10	At Occurrence	47	12+ Hits Allowed	-10	At Occurrence
35	4 or Less Batting Strikeouts	7.5	End of Game	48	4 or Less Pitching Strikeouts	-7.5	End of Game
36	14+ Batting Strikeouts	-7.5	At Occurrence	49	14+ Pitching Strikeouts	7.5	At Occurrence
37	One or Less Run Scored	-20	End of Game	50	One or Less Run Allowed	20	End of Game
38	8+ Runs Scored	15	At Occurrence	51	8+ Runs Allowed	-15	At Occurrence
39	3+ Stolen Bases	7.5	At Occurrence				
40	No Hitter Against	-250	End of Game	52	Team No Hitter	250	End of Game
41	Perfect Game Against	-500	End of Game	53	Team Perfect Game	500	End of Game

MLB Team Constituent Values – Monthly Milestones

All Monthly Constituents are based on Regular Season Games Only including extra innings.

At least 200 MLB regular season games must have been completed league-wide during that calendar month for monthly milestones to be applied. In the event of a tie for any Monthly or Seasonal constituent, the constituent will be awarded or applied in full to all eligible teams tied for that position.

Seasonal Adjustment Factor will always be Regular Season (PAT #72) for these constituents.

#	Batting Team Constituent Name	Multiplier	#	Pitching / Fielding Team Constituent Name	Multiplier
54	Most Hits Monthly	125	59	Most Hits Allowed in a Month	-125
55	Most Runs Scored Monthly	125	60	Most Runs Allowed in a Month	-125
56	Most Stolen Bases Monthly	125			
57	Most Strikeouts by Batters Monthly	-125	61	Most Strikeouts Pitched in a Month	125
58	Most Players that did not Reach Base in a Game Monthly	-125			

MLB Team Constituent Values – Regular Season Milestones

All Seasonal Constituents are based on Regular Season Games Only, include extra innings and exclude playoffs.

In the event of a tie for any Monthly or Seasonal constituent, the constituent will be awarded or applied in full to all eligible teams tied for that position.

Seasonal Adjustment Factor will always be Regular Season (PAT #72) for these constituents.

#	Batting Team Constituent Name	Multiplier	#	Pitching / Fielding Team Constituent Name	Multiplier
62	Most Hits Season	250	67	Most Hits Allowed in a Season	-250
63	Most Runs Scored Season	250	68	Most Runs Allowed in a Season	-250
64	Most Stolen Bases Season	250			

65	Most Strikeouts by Batters Season	-250	69	Most Strikeouts Pitched in a Season	250
66	Most Players that did not reach Base in a Game - Season	-250			

	MLB Team Constituent Values – Post-Season Milestone <i>All Post Season Constituents are applied after season playoffs and World Series games are completed.</i> <i>Seasonal Adjustment Factor will always be Postseason (PAT #71) for these constituents. For instance, the World Series Winner Postseason Milestone (#70) has the 1.5x postseason SAF applied for a total of 1,125 (1.5 * 750).</i>				
#	Constituent Name	Multiplier			
70	World Series Winner	750			

	Team Constituent Values – Seasonal Adjustment Factor	
#	Multiplier Name	Multiplier
71	Postseason	1.5
72	Regular Season Game	1

TEAM CONSTITUENT DEFINITIONS

Each Constituent either corresponds to the applicable statistic as recorded by Major League Baseball under the Official Baseball Rules for the applicable season or is created by FutureSports and derived from official MLB statistics (e.g. No On Base Players In a Game). FutureSports applies officially recorded statistics as received and does not independently determine or rescore them. Certain constituents may override others as stated in the definitions below. The descriptions below for constituents that are MLB statistics are derived from the glossary published by Major League Baseball at <https://www.mlb.com/glossary>, are provided for convenience, and may not be complete or cover every game situation. In the event of any inconsistency between a description and the officially recorded statistic, the officially recorded statistic controls. Changes to League rules or statistical definitions are evaluated under the FSPI Index Maintenance, Error Management, and Methodology Changes document.

Batting Team Constituents - Statistical		
#	Constituent Name	Description
1	Single	A single occurs when a batter hits the ball and reaches first base without the help of an intervening error or attempt to put out another baserunner.
2	Double	A batter is credited with a double when he hits the ball into play and reaches second base without the help of an intervening error or attempt to put out another baserunner.
3	Triple	A triple occurs when a batter hits the ball into play and reaches third base without the help of an intervening error or attempt to put out another baserunner.
4	Home Run	A home run occurs when a batter hits a fair ball and scores on the play without being put out or without the benefit of an error. In almost every instance of a home run, a batter hits the ball in the air over the outfield fence in fair territory. In that situation, the batter is awarded all four bases, and any runners on base score as well. The batter can circle the bases at his leisure, as there is no threat of him being thrown out. (This also occurs when the ball hits the foul pole in left or right field, or when the ball hits an opposing defender on the fly and bounces directly over the wall in fair ground.)
5	Base on Balls (Walk)	A walk (or base on balls) occurs when a pitcher throws four pitches out of the strike zone, none of which are swung at by the hitter. After refraining from swinging at four pitches out of the zone, the batter is awarded first base. In the scorebook, a walk is denoted by the letters BB. This includes intentional walks.
6	Hit By Pitch	A hit-by-pitch occurs when a batter is struck by a pitched ball without swinging at it. He is awarded first base as a result. Strikes supersede hit-by-pitches, meaning if the umpire rules that the pitch was in the strike zone or that the batter swung, the HBP is nullified.
7	Batting Strikeout	The total number of times the team's batters are called out after receiving three strikes. A strikeout occurs when a pitcher throws any combination of three swinging or looking strikes to a hitter. (A foul ball counts as a strike, but it cannot be the third and final strike of the at-bat. A foul tip, which is caught by the catcher, is considered a third strike.)
8	Grounded into Double Play (GDP)	A GDP occurs when a player hits a ground ball that results in multiple outs on the bases. The most common double plays are ground balls where a forceout is made on the player running from first to second base, then another forceout is made on the batter running to first base.
9	Batters Left on Base (LOB)	Refers to the number of men who remain on base at the end of an inning – from the batting team's perspective.

10	Grand Slam	The total number of home runs hit by the team with the bases loaded, scoring four runs. This constituent stacks values with Home Run.
11	Run Scored	The total number of times a base runner on the team safely reaches home plate to score. When tallying runs scored, the way in which a player reached base is not considered. If a player reaches base by an error or a fielder's choice, as long as he comes around to score, he is still credited with a run.
12	Stolen Base	A stolen base occurs when a baserunner advances by taking a base to which he isn't entitled. This generally occurs when a pitcher is throwing a pitch, but it can also occur while the pitcher still has the ball or is attempting a pickoff, or as the catcher is throwing the ball back to the pitcher.
13	Steal Home	The total number of times a player on the team successfully steals home plate. This constituent stacks values with Stolen Base.
14	Caught Stealing	A caught stealing occurs when a runner attempts to steal but is tagged out before reaching second base, third base or home plate. This typically happens after a pitch, when a catcher throws the ball to the fielder at the base before the runner reaches it. But it can also happen before a pitch, typically when a pitcher throws the ball to first base for a pickoff attempt but the batter has already left for second.
* Index value equals the count of each constituent multiplied by constituent multiplier.		

Pitching / Fielding Team Constituents – Statistical		
#	Constituent Name	Description
15	Singles Allowed	The total number of singles (Constituent 1) allowed by the pitching team during a game.
16	Doubles Allowed	The total number of doubles (Constituent 2) allowed by the pitching team during a game.
17	Triples Allowed	The total number of triples (Constituent 3) allowed by the pitching team during a game.
18	Home Runs Allowed	The total number of home runs (Constituent 4) allowed by the pitching team during a game.
19	Walks Allowed	The total number of base on balls (Constituent 5) issued by the pitching team during a game. This includes intentional walks.
20	Hit Batter	The total number of opposing batters hit by a pitch (HBP) (Constituent 6) during a game.
21	Pitching Strikeout	The total number of times the pitching team strikes out opposing batters during a game.
22	Double Plays Forced	The total number of double plays (two outs recorded on the same play) forced by the pitching team during a game. This is not limited to ground ball occurrences, and the two outs do not both have to be forceouts.
23	Runners Left on base	Refers to the number of men who remain on base at the end of an inning – from the fielding team's perspective.

24	Run Allowed	The total number of runs (Constituent 11) the opposing team scores off the pitching team during a game.
25	Wild Pitch	A pitcher is charged with a wild pitch when his pitch is so errant that the catcher is unable to control it and, as a result, baserunner(s) advance. (This is an important stipulation. No matter how poor the pitch, a pitcher is only charged with a WP if at least one runner moves up a base, and he cannot be charged with a wild pitch if no one is on base -- unless it allows the batter to reach base on a third strike.)
26	Balk	A balk occurs when a pitcher makes an illegal motion on the mound that the umpire deems to be deceitful to the runner(s). As a result, any men on base are awarded the next base, and the pitch (if it was thrown in the first place) is waved off for a dead ball.
27	Triple Play	A triple play occurs when the defending team records three outs on a single defensive play.
28	Defensive Team Error	A team is given an error if, in the judgment of the official scorer, the fielder of that team fails to convert an out on a play that an average fielder should have made. Fielders can also be given errors if they make a poor play that allows one or more runners to advance on the bases. A batter does not necessarily need to reach base for a fielder to be given an error. If he drops a foul ball that extends an at-bat, that fielder can also be assessed an error.
* Index value equals the count of each constituent multiplied by the constituent multiplier.		

Batting Team Constituents - Milestone		
#	Constituent Name	Description
29	No On Base Players In a Game	The total number of players on a team with at least 3 plate appearances that do not reach base in that game. A player is treated as reaching base only by a hit, a base on balls including an intentional walk, or a hit by pitch. Reaching base on an error, a fielder's choice or catcher's interference does not count. A plate appearance is each completed turn at bat, whatever the result. An at-bat is the narrower official statistic that excludes walks, hit by pitches, sacrifices and catcher's interference.
30	4+ Home Run Game	A game in which the team hits four or more home runs.
31	Zero Extra Base Game	A game in which the team records no extra-base hits (doubles, triples or home runs).
32	6+ Extra Base Game	A game in which the team records six or more extra-base hits.
33	4 or Less Hit Game	A game in which the team records four or less hits.
34	12+ Hit Game	A game in which the team records twelve or more hits.
35	4 or Less Batting Strikeouts	A game in which the team's batters are struck out four or less times.
36	14+ Batting Strikeouts	A game in which the team's batters are struck out fourteen or more times.
37	One or Less Run Scored	A game in which the team scores one or less runs.

38	8+ Runs Scored	A game in which the team scores eight or more runs.
39	3+ Stolen Bases	A game in which the team successfully steals three or more bases.
40	No Hitter Against	A game in which the team's batters fail to record a single hit against the opposing pitcher(s).
41	Perfect Game Against	A game in which the team's batters fail to reach base in any way (no hits, walks or hit by pitches), resulting in a perfect game by the opposing pitcher. This overrides the No Hitter Against constituent.
54	Most Hits Monthly	Awarded to the team with the most total number of hits recorded by the team during a given month. This includes singles, doubles, triples and home runs.
55	Most Runs Scored Monthly	Awarded to the team with the most total number of runs scored by the team during a given month.
56	Most Stolen Bases Monthly	Awarded to the team with the most total number of stolen bases successfully completed by the team during a given month.
57	Most Strikeouts by Batters Monthly	Awarded to the team with the most total number of times the team's batters are struck out during a given month.
58	Most Players that did not Reach Base in a Game Monthly	Awarded to the team with the most <i>No On Base Players</i> in the calendar month. Refer to Constituent 29 for <i>No On Base Players</i> definition.
62	Most Hits Season	Awarded to the team with the most total number of hits recorded by the team for the season. This includes singles, doubles, triples and home runs.
63	Most Runs Scored Season	Awarded to the team with the most total number of runs scored by the team for the season.
64	Most Stolen Bases Season	Awarded to the team with the most total number of stolen bases successfully completed by the team for the season.
65	Most Strikeouts by Batters Season	Awarded to the team with the most total number of times the team's batters are struck out for the season.
66	Most Players that did not Reach Base in a Game - Season	Awarded to the team with the most <i>No On Base Players</i> in the regular season. Refer to Constituent 29 for <i>No On Base Players</i> definition.
** All index milestone calculations use cumulative constituent values unless otherwise noted.		

Pitching / Fielding Team Constituents – Milestone		
#	Constituent Name	Description
42	Zero Home Runs Allowed	A game in which the pitching team allows no home runs.
43	4+ Home Runs Allowed	A game in which the pitching team allows four or more home runs.

44	Zero Extra Base Hits Allowed	A game in which the pitching team allows no extra-base hits (doubles, triples or home runs).
45	6+ Extra Base Hits Allowed	A game in which the pitching team allows six or more extra-base hits.
46	4 or Less Hits Allowed	A game in which the pitching team allows four or less hits.
47	12+ Hits Allowed	A game in which the pitching team allows twelve or more hits.
48	4 or Less Pitching Strikeouts	A game in which the pitching team records four or less strikeouts.
49	14+ Pitching Strikeouts	A game in which the pitching team records fourteen or more strikeouts.
50	One or Less Run Allowed	A game in which the pitching team allows one or less runs.
51	8+ Runs Allowed	A game in which the pitching team allows eight or more runs.
52	Team No Hitter	A game in which the pitching team does not allow the opposing team any hits.
53	Team Perfect Game	A game in which the pitching team does not allow any baserunners (via hit, walk or hit by pitch), resulting in a perfect game. This overrides the Team No-Hitter constituent.
59	Most Hits Allowed in a Month	The team with the most hits allowed by the pitching team over the course of a month.
60	Most Runs Allowed in a Month	The team with the most runs allowed by the pitching team during a month.
61	Most Strikeouts Pitched in a Month	The team with the most strikeouts recorded by the pitching team during a month.
67	Most Hits Allowed in a Season	The team with the most hits allowed by the pitching team over the course of a season.
68	Most Runs Allowed in a Season	The team with the greatest number of runs allowed by the pitching team during the season.
69	Most Strikeouts Pitched in a Season	The team with the greatest number of strikeouts recorded by the pitching team during the season.
	** All index milestone calculations use cumulative constituent values unless otherwise noted	

Team Constituents – Milestone / Seasonal Factor		
#	Constituent Name	Description
70	World Series Winner	The team that wins the World Series for the season.
71	Postseason	A post regular season game played in the annual elimination tournament to determine the winner of the World Series, and the league champion of Major League Baseball (MLB).
72	Regular Season Game	One of 162 scheduled matchups per team (running March to September) that determines league standings and playoff eligibility.



APPENDIX B: INDEX NAMES

Index Name	CME Index Ticker
CME FSPI MLB Arizona Diamondbacks Index	MLBARI
CME FSPI MLB Athletics Index	MLBATH
CME FSPI MLB Atlanta Braves Index	MLBATL
CME FSPI MLB Baltimore Orioles Index	MLBBAL
CME FSPI MLB Boston Red Sox Index	MLBBOS
CME FSPI MLB Chicago Cubs Index	MLBCHC
CME FSPI MLB Chicago White Sox Index	MLBCWS
CME FSPI MLB Cincinnati Reds Index	MLBCIN
CME FSPI MLB Cleveland Guardians Index	MLBCLE
CME FSPI MLB Colorado Rockies Index	MLBCOL
CME FSPI MLB Detroit Tigers Index	MLBDET
CME FSPI MLB Houston Astros Index	MLBHOU
CME FSPI MLB Kansas City Royals Index	MLBKCR
CME FSPI MLB Los Angeles Angels Index	MLBLAA
CME FSPI MLB Los Angeles Dodgers Index	MLBLAD
CME FSPI MLB Miami Marlins Index	MLBMIA
CME FSPI MLB Milwaukee Brewers Index	MLBMIL
CME FSPI MLB Minnesota Twins Index	MLBMIN
CME FSPI MLB New York Mets Index	MLBNYM
CME FSPI MLB New York Yankees Index	MLBNYY
CME FSPI MLB Philadelphia Phillies Index	MLBPHI
CME FSPI MLB Pittsburgh Pirates Index	MLBPIT
CME FSPI MLB San Diego Padres Index	MLBSDP
CME FSPI MLB San Francisco Giants Index	MLBSFG
CME FSPI MLB Seattle Mariners Index	MLBSEA
CME FSPI MLB St. Louis Cardinals Index	MLBSTL
CME FSPI MLB Tampa Bay Rays Index	MLBTBR
CME FSPI MLB Texas Rangers Index	MLBTEX
CME FSPI MLB Toronto Blue Jays Index	MLBTOR
CME FSPI MLB Washington Nationals Index	MLBWSH