

Predicting Fantasy Football



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BUSINESS PROBLEM



Fantasy Football is a billion dollar industry

Can we predict players second half fantasy
point production to get an edge?

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DATA

This project uses every regular season game for every player that played offense. The data was scraped from 'The Football Database'.

A total of 7,169 games



MODEL METHODS

Datasets

Used four variations of the same dataset

01

Variations

Num: Just numerical values
NP: Num + Player's Position
NPT: NP + Player's Team
NPTO: NPT + Opposing Team

02

Models

Linear Regression
Ridge
Lasso
Elastic Net
Random Forest

03



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RESULTS

RMSE SCORES

	DUMMY	TRAINING	TEST
NUM	44.94	29.89	-
NP	44.94	29.87	-
NPT	44.94	29.79	31.49
NPT0	44.94	29.80	-

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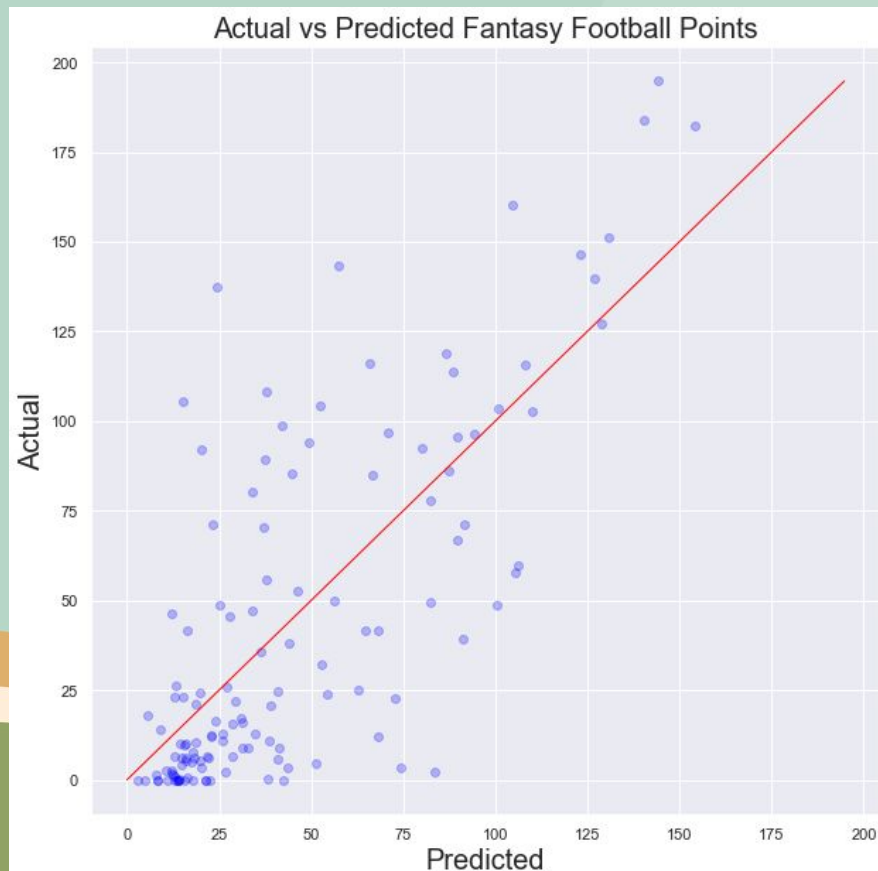
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RESULTS



FINAL MODEL

Ridge

01

RMSE SCORE

31.49

02

BIAS

Over estimating small
point producers

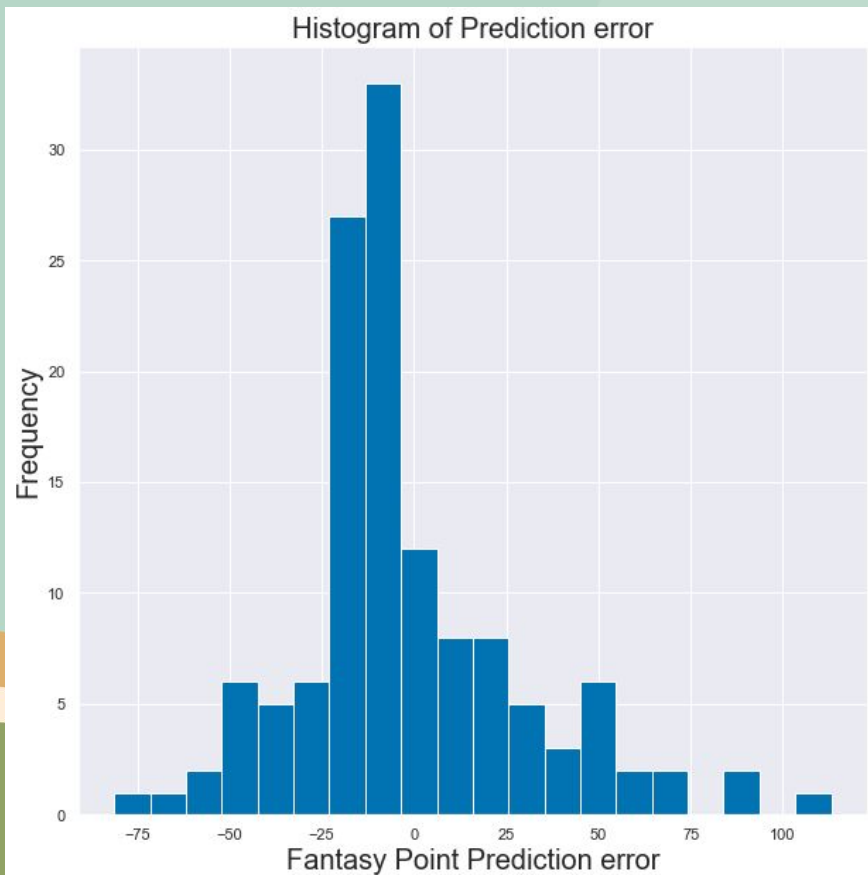
Under estimating large
point producers

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RESULTS



PREDICTION ERROR

Majority of errors are over estimating by very small amounts.

01

TEST DATA RANGE

Min: 0.00
Max: 194.74

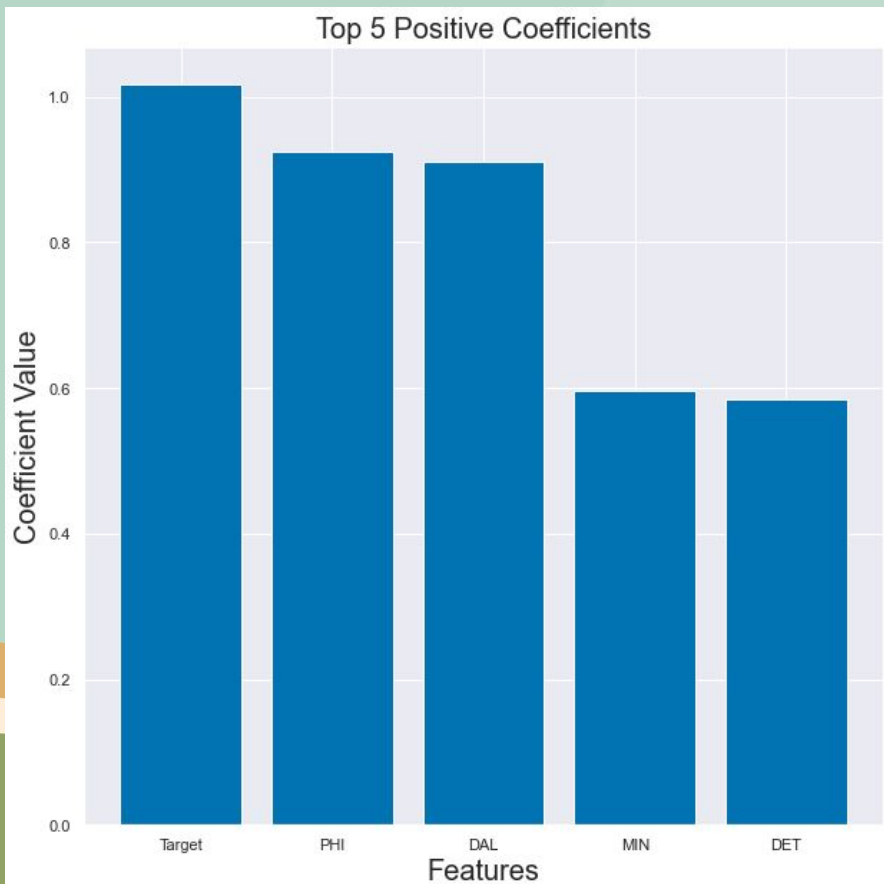
02

0

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RESULTS



INFERENCE

01

Aim for players that
have many targets

Aim for players that
play these teams

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CONCLUSION

STRENGTHS

- Higher predictions tend to outperform their projection
- Clear importance of features



EDGE

- Prediction errors are small
- Can focus on players that have more stats in important features

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NEXT STEPS

01

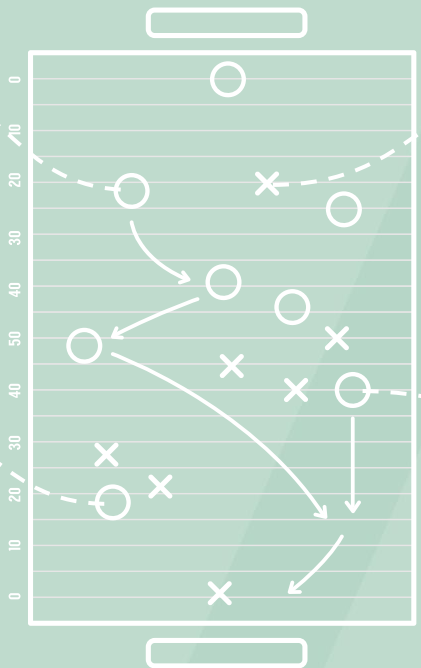
FEATURE ENGINEERING

Adding more features
ie. Did player only play once?

03

MORE MODELS

Continue iterating on different
models and methods



02

MORE DATA

Factoring in data such as
injuries, temperature,
home/away

04

STREAMLIT APP

Develop a streamlit app to
predict points for one game

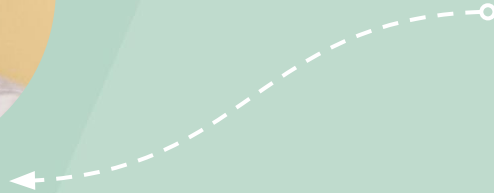
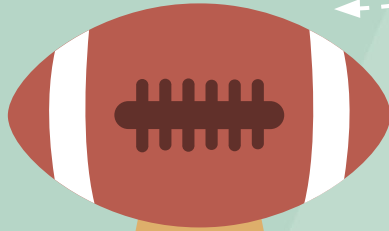
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THANKS!

Do you have any questions?

Email

Linkedin

Github

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