World Cup USA team

**Identify problem and motivation**

Growing up and supporting the England Football (soccer) Team was not easy. England has always been gifted with a squad comprised of the world's best players — a team capable of fulfilling the aspirations of fans all around the world and ultimately adding to that solitary World Cup victory in 1966.

I would look at the players like Beckham, Rooney, Scholes, Lampard, Gerrard, and Owen and drool at what they would achieve in the next big international tournament. But the next international tournament would come and go, leaving me more frustrated, hopeless, dejected, and despairing with the team and making a fake promise of never supporting them again.

Why do you think this is happening? Don’t we expect the team with the best players to win the team?

There are many answers to this question. But, in my opinion, the reason England has performed so poorly in previous tournaments is because players are chosen primarily on their popularity rather than their overall form. For example, in the most recent Euro tournament in 2021, England's manager chose Jorden Henderson, a player who was sidelined for the majority of the season, over James Ward-Prowse, a player who captained his team and finished in the top half of the league.

The World Cup 2022 is only approximately eight weeks away. I feel that the US soccer team has a lot of promise with its youthful players. In this project, I hope to assist the United States soccer team in selecting the top players for each position based on their performance during the season. Although I am certain that England will disappoint me in this World Cup, it would be fantastic if the US soccer team performed well or perhaps won the World Cup (fingers crossed).

**Define objectives for solution**

For this project, I looked for database on the internet that would contain the list of all the players who are eligible to represent the US in this upcoming world cup tournament. But unfortunately, I could not find such kind of database. So, I decided to develop my database. I looked for the list of the players who are eligible to represent the US (<https://www.foxsports.com/soccer/united-states-men-team-roster>) and collected information such as age, current club, preferred foot, preferred position, weight, etc., and put them together in the excel spreadsheet.

When the excel file was complete, I decided to use Python to retrieve each player's rating from the FotMob website. This is one of the most reliable sources for obtaining a player's rating. The FotMob player rating is based on more than 300 unique Opta metrics per player every match. In the per match ratings, a match is any match in which the participant was involved, even if he came on as a replacement in the final few minutes. To be included in the rankings, a player must have played at least 50% of all matches and at least 90 minutes (for per 90 stats).

A rating is absent on the FotMob website in certain circumstances where players have not played for their club at all for different reasons like as being injured or being a second choice. As a result, I chose to give these players a rating of 5.0 in the hopes that they have been training well with their club each week and staying fit.

The other adjustment that I have made was to give additional ratings if the players are playing in top leagues and also if their club is playing in the Champions League. The reason for my adjustments is because when players are playing in the biggest league, they must be competing with other team members to start each game. Because of the robust competition in the club, they may not be able to play every game, but they will be staying fit, which will not be reflected in the FotMob rating. The rating revisions are summarized in the picture below.

Table

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**Team Composition**

This can vary for every manager. The World Cup 2022 tournament allows a national team to have 26 players. After reviewing the ratings of every player from each position in my opinion this should be the composition of the team

|  |  |
| --- | --- |
| **Position** | **Number of Players** |
| Goalkeeper (GK) | 3 |
| Center Back (CB) | 4 |
| Left Back (LB) | 2 |
| Right Back (RB) | 2 |
| Center Defensive Midfielder (CDM) | 3 |
| Central Midfielder (CM) | 3 |
| Right Winger (RW) | 4 |
| Left Winger (LW) | 3 |
| Stricker (ST) | 2 |
| Total | 26 |

**Diagram

Description automatically generatedFlow Chart Diagram**

**Python Code and Outputs**

**Text, application

Description automatically generatedGraphical user interface, text, application

Description automatically generated with medium confidence**

**Text

Description automatically generated**

**Text

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Description automatically generated Text

Description automatically generated with medium confidence**

Below two results may vary as the ratings are updated after every match

**Table

Description automatically generated with low confidence**

**Table

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**Improvements that could be done to improve this program and overall process**

1. Programming could be done with better codes
2. There are about thousands of players who are eligible to play for the US, it would be great if they could create the database to have all the information of all these players
3. Used some kind of visualization to display the final 26 team members and starting 11 team members.
4. Some of the ratings of players were missing on the FotMob website, should have used different website to grab the ratings for these players.