

1.FC Köln Transfer Predictions

Meet our Team



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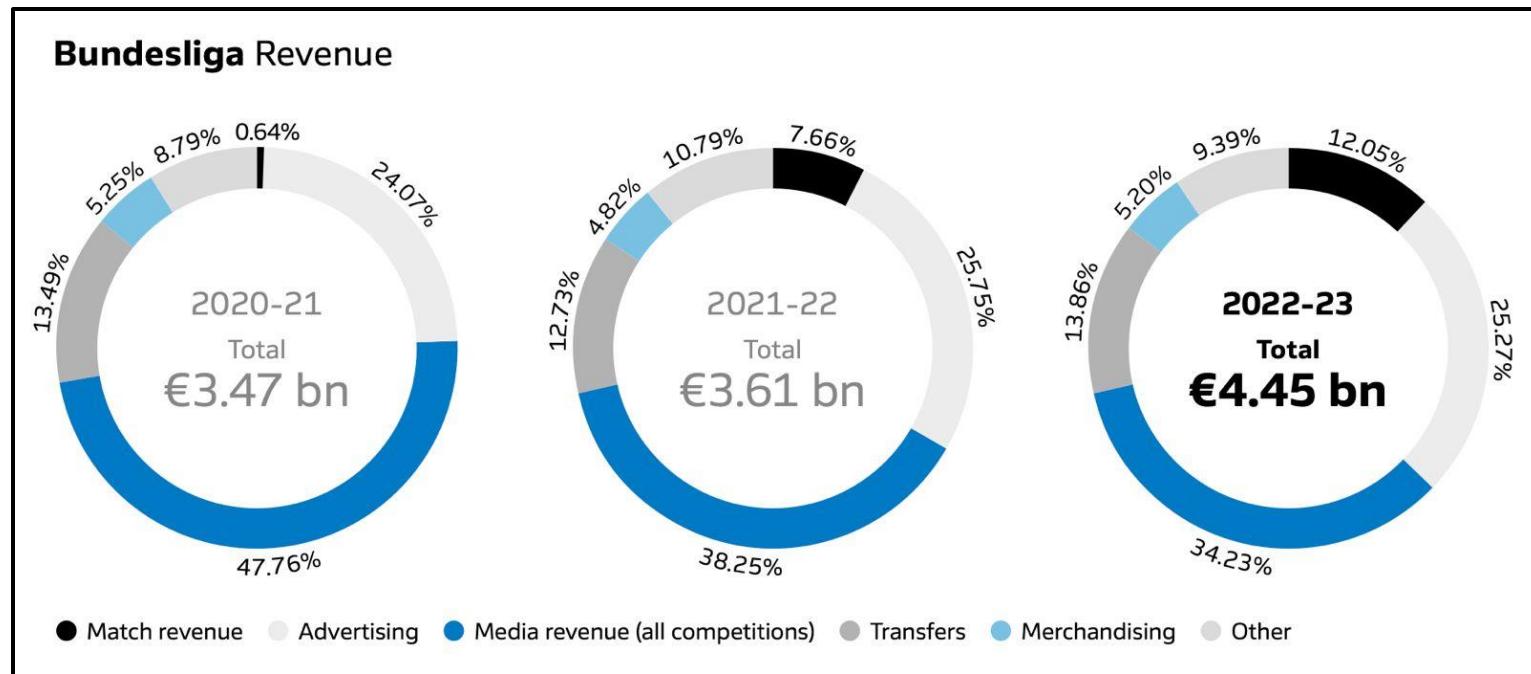
1. FC Köln – Historic Club in Turbulent Times

2023/24 Season:

- 140 thousand members
- €159M in revenue and €11.8M profit
- The equity ratio climbed to 28% (mid-range among Bundesliga)
- Transfer Ban



Bundesliga Revenue



Source: The 2024 Economic Report (DFL)

Potential Benefits - Winning with Data



Make scouting more efficient and reliable



Expand to global markets



Create more transfer revenue



Good transfers can lead to better performances of the team

Motivation and Project Goal



Successful transfers are key to **team performance** and **financial sustainability**



Predict if a **new signing** will succeed in **their first season**



A player is successful if they **play at least 50%** of all possible minutes in the season



Our Precise Goal of the Project



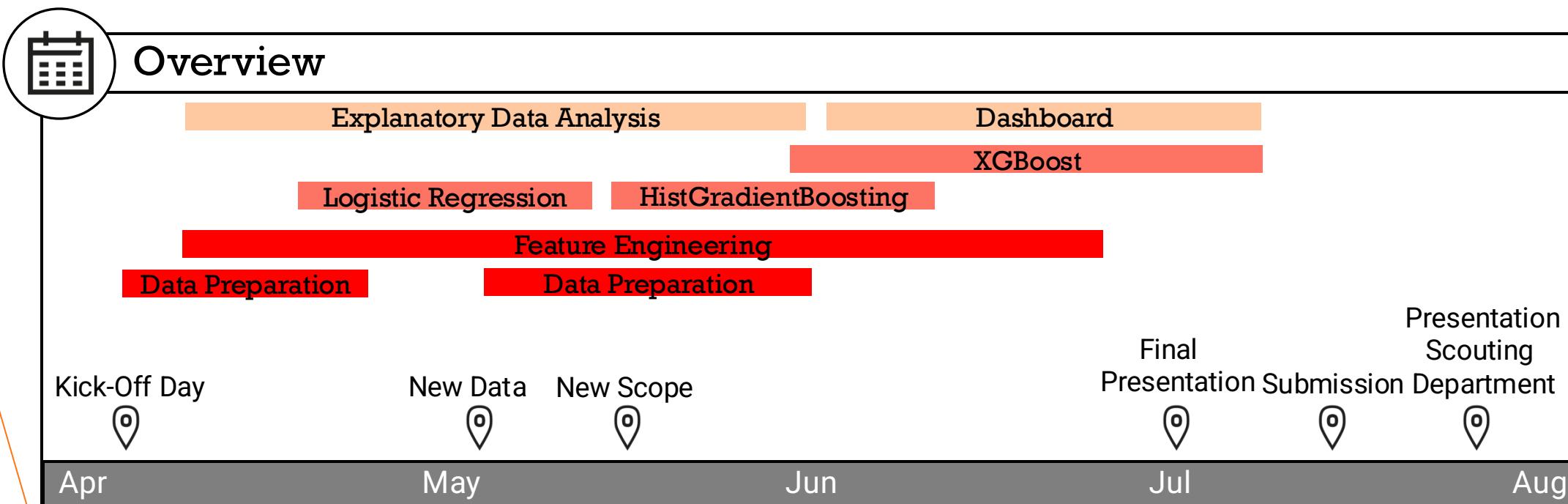
Create a predictive model to gauge success probability (quantified in playing percentage) of any given player to the Bundesliga (or top 5 league)



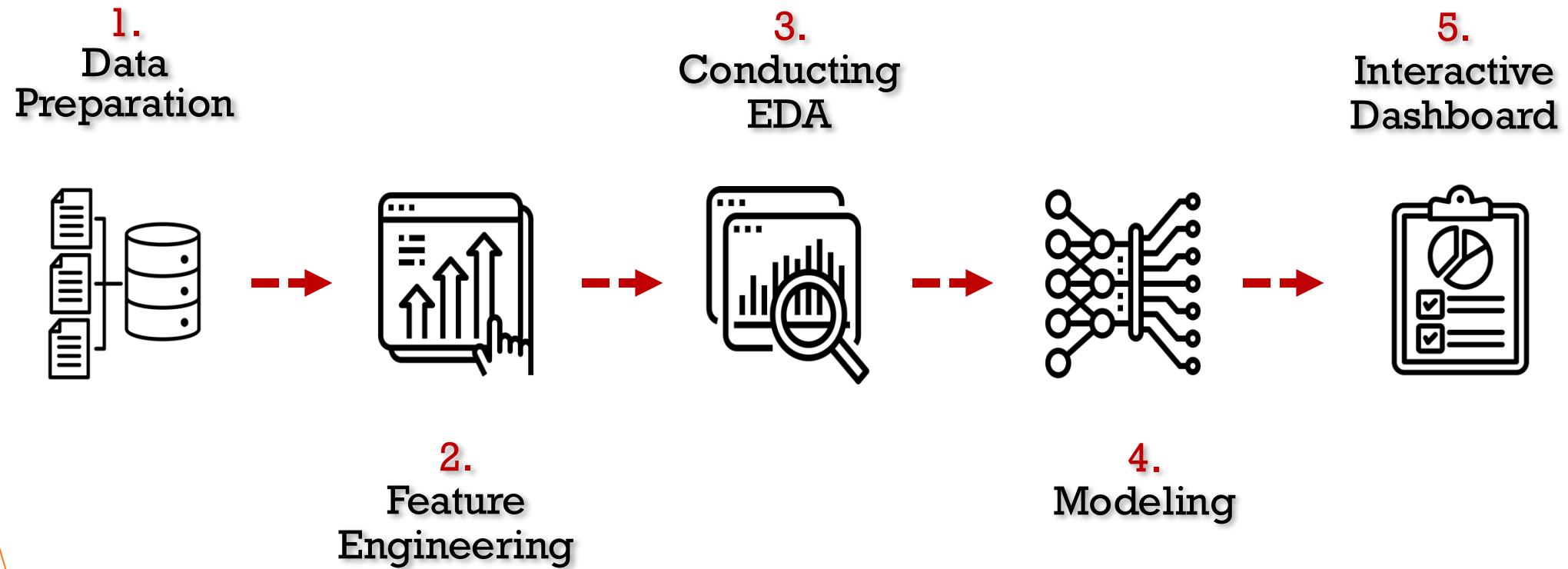
Our final estimate will then be implemented in a player database by FC Cologne

Allows the scouting department to have another perspective that is not merely the statistics of each player alone

Timeline



Method



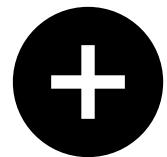
Data Preparation

- **Source:** Transfermarkt.de
- **Period:** 2019 - 2024
- **Observations:** ~ 70000 transfers



**Dropping
Unnecessary
Columns**

+



**Adding
Features**

+



**Binary
Indicator of
Success**

+



**Keeping
Only Last
Transfer Of
A Player**

Feature Engineering

Features were engineered from 4 key areas:



**Transfer
Data**

+



**Player
Profiles**

+



**Market
Values**

+



Performance

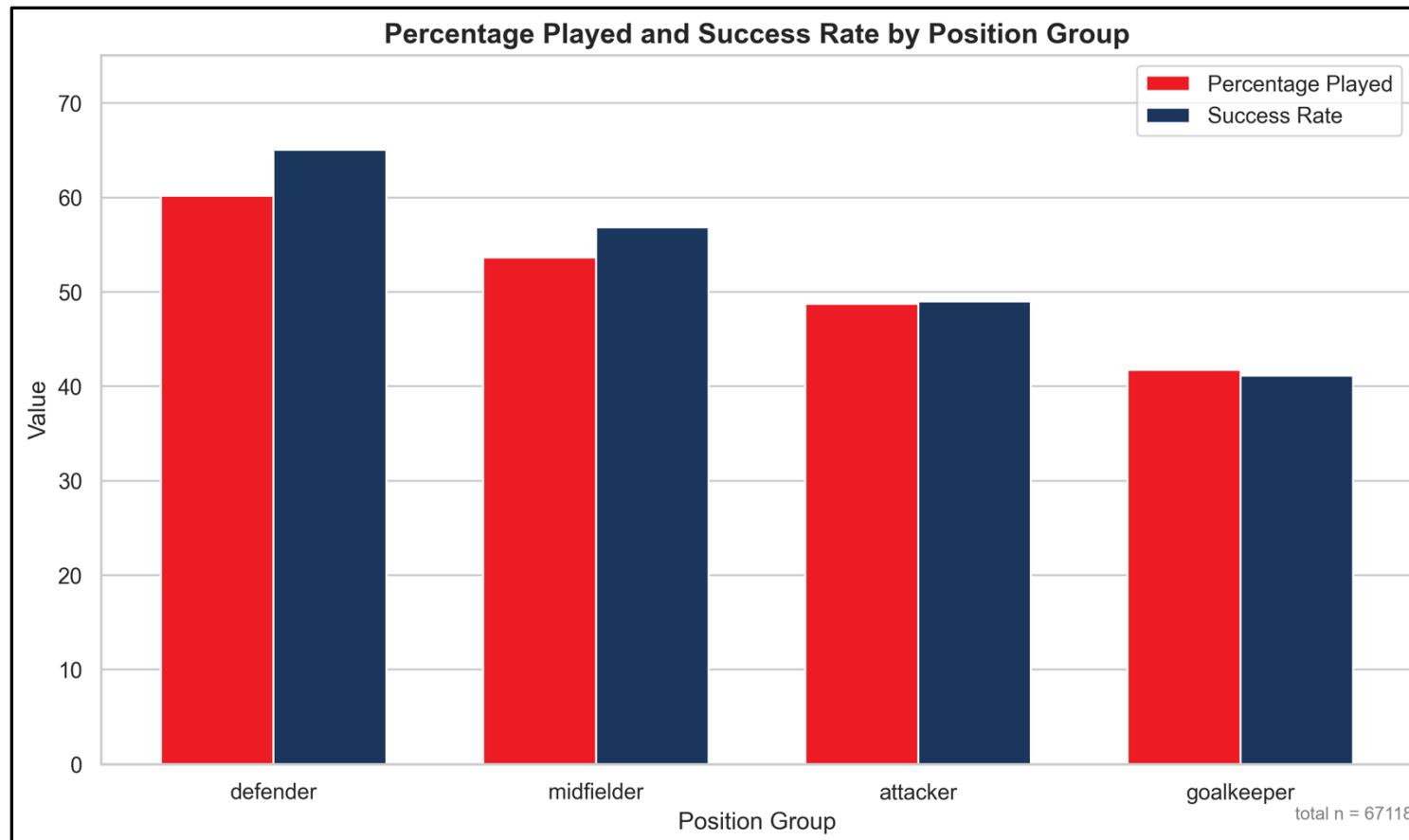
Feature Engineering

Added additional features:

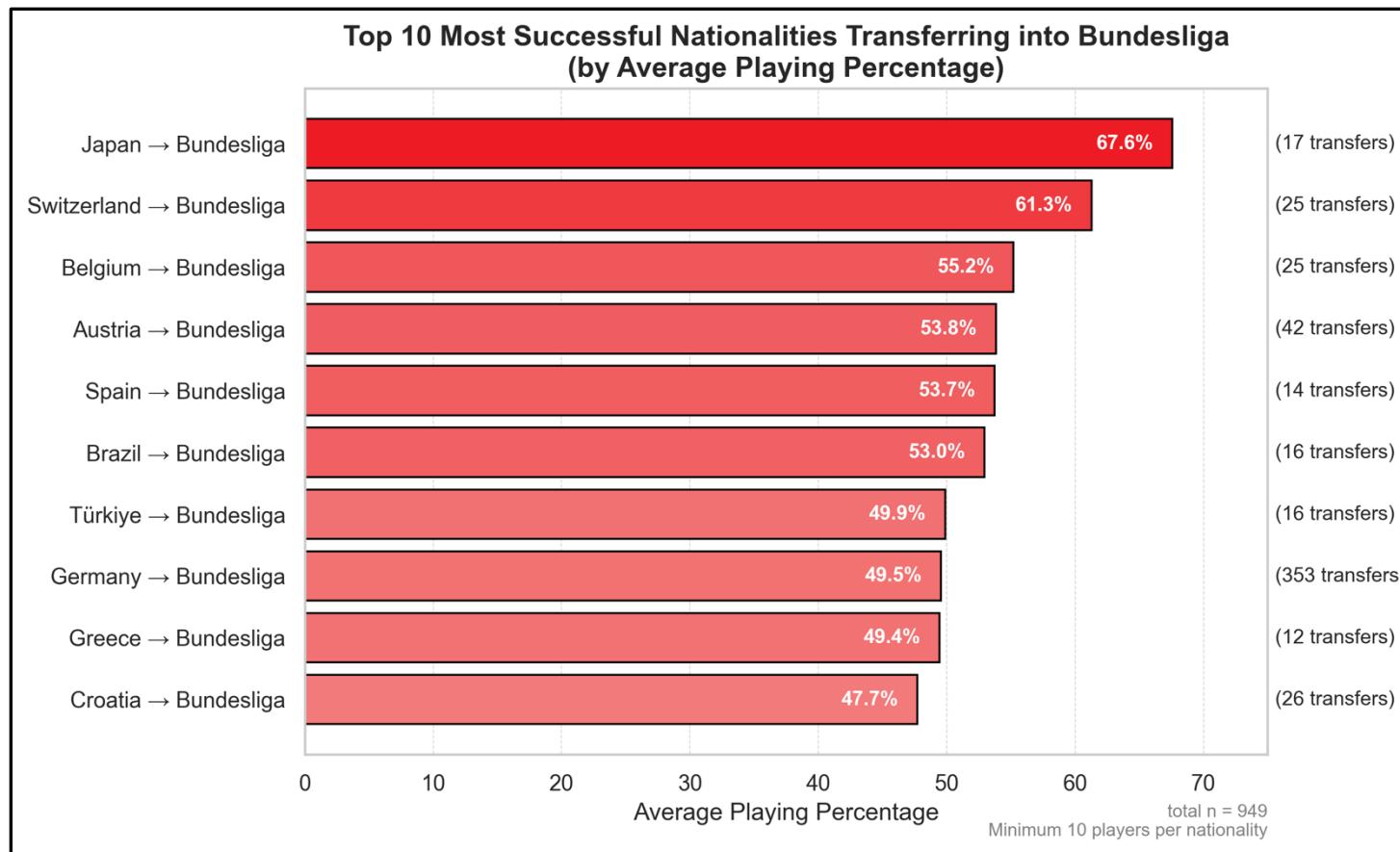
- Scorer (Goals + Assists) + Clean Sheets
 - Grouping Clean Sheets and Scorers
- Fee to Value Ratio (Under / Overpay)
- Foreign Transfer (Cultural differences / Language barriers)
- Value per Age and Value Age Product (Interactions between player age and value)
- Team Market Value Ratio (To Team Market Value / From Team Market Value)

Result: Improved feature quality and model accuracy

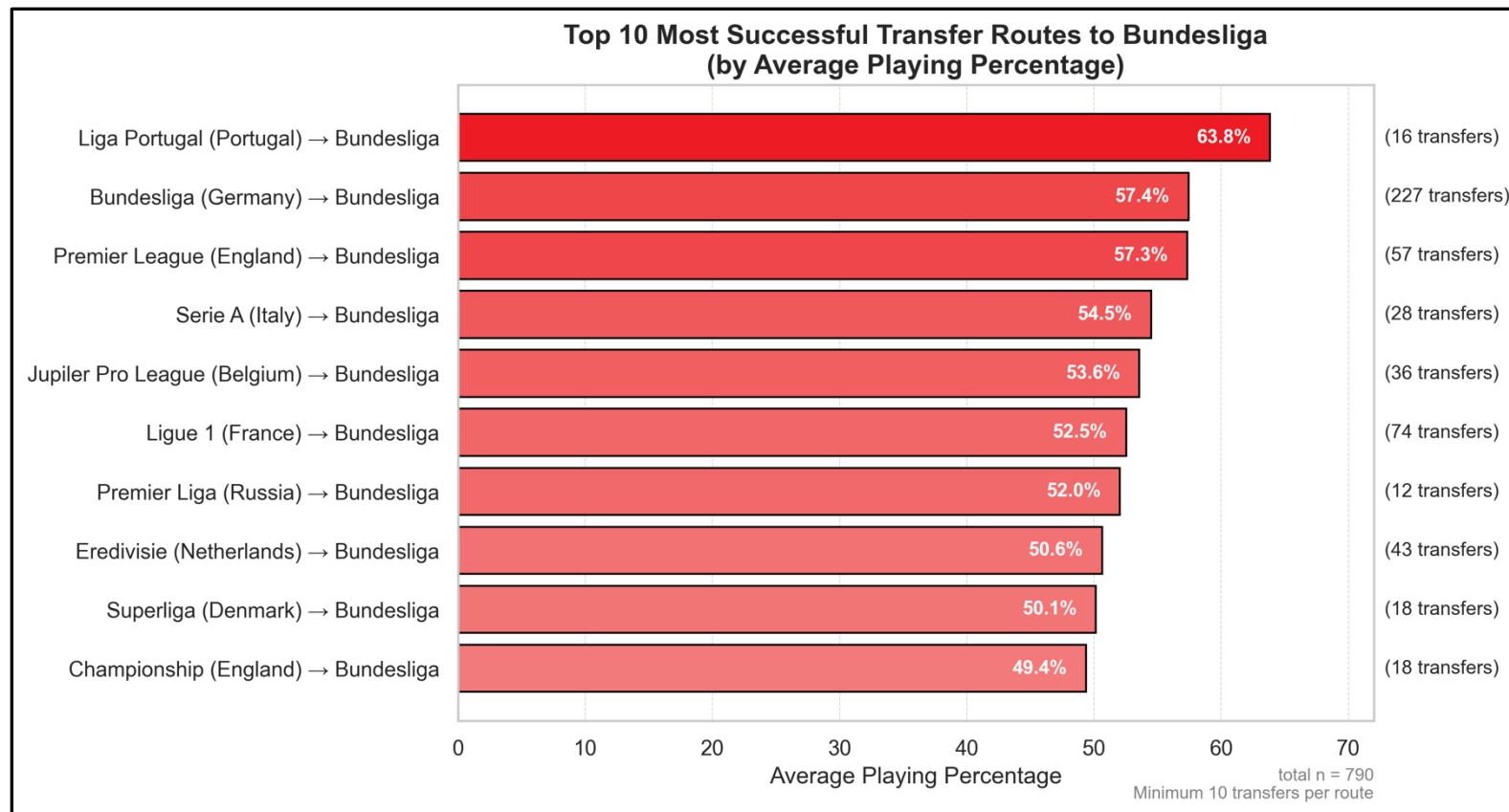
Successful Playing Positions



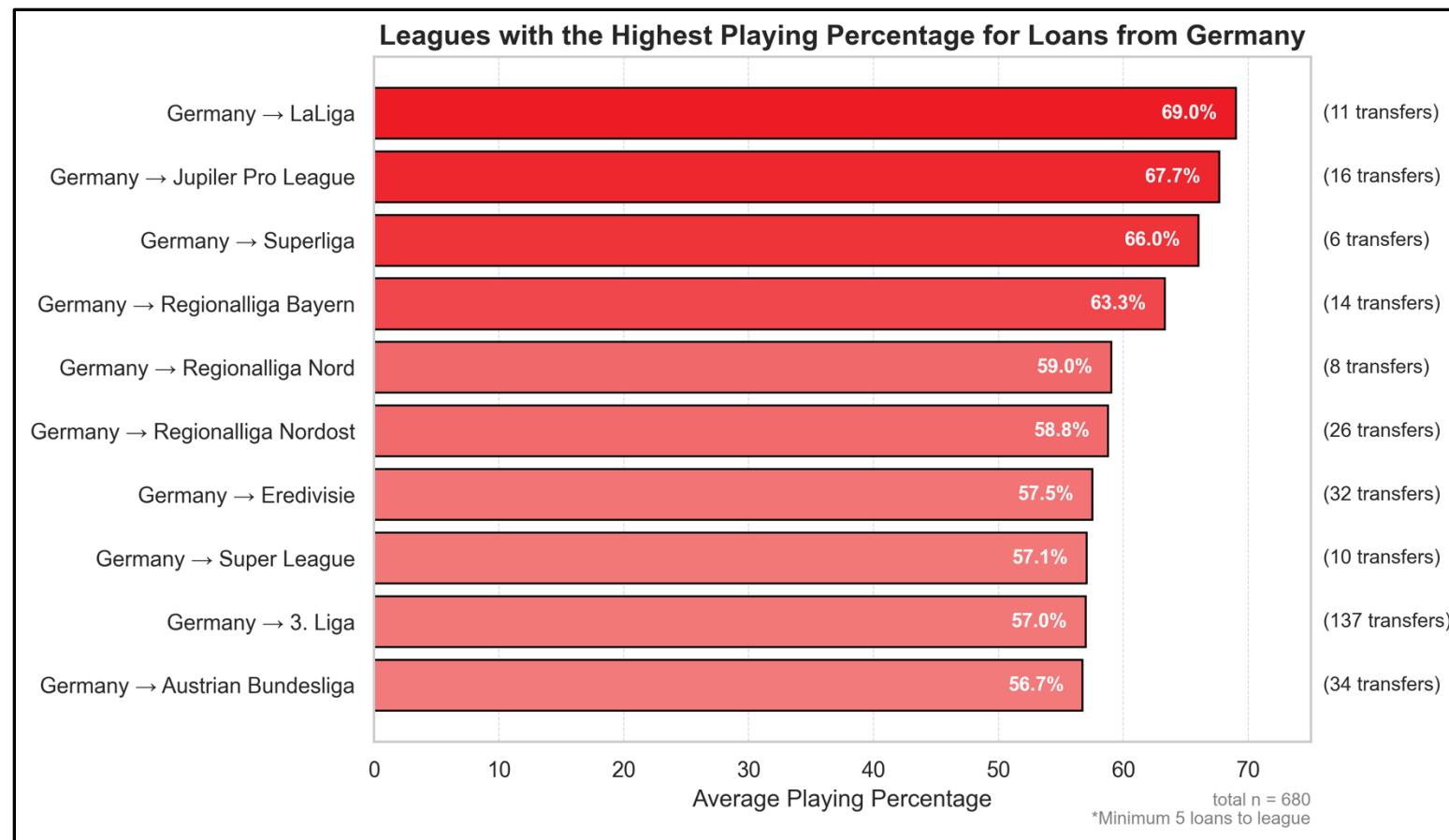
Successful Nationalities in Bundesliga



Successful Source Leagues



Promising Loan Destinations



Logistic Regression Model

Basic logistic regression model with target variable
→ Success (>50% playing time)

	Precision	Recall	F1-Score
0 (no success)	0.61	0.45	0.52
1 (success)	0.68	0.80	0.73
Accuracy			0.66

Project Scope Change



Evaluating based on 50% threshold:

Limited interpretation
Abstract cut-off criteria for Success
Weaker predictive power



Our solution: Predict the playing percentage first, make bins after



Boosted Trees: Histogram
Gradient Boosting, XGBoost
Regression

Results with more information behind it
Able to compare similar transfers
Possibility to see more easily where the model is weak

HistGradientBoosting: Performance

Performance:

- **R²:** 0.226, **RMSE:** 25.95

Top 3 features:

- Percentage of minutes played before the transfer
- Assists per minute before the transfer
- Origin competition area (country of the previous league)

Interpretation:

- The model struggles with extreme predictions (very low or very high % played)
- It tends to predict toward the mean, e.g. ~40–60%, even when the ground truth is near 0% or 100%
- This is reflected in the predicted distribution line (see plot), which underrepresents the extremes of the true distribution

HistGradientBoosting

Better at identifying **no success** (higher specificity/precision for failures) but worse at predicting **success** compared to logistic regression

	Precision	Recall	F1-Score
0 (no success)	0,74	0,68	0,71
1 (success)	0,61	0,67	0,64
Accuracy			0,68

HistGradientBoosting: Insights

Histogram-based GBDTs apply feature binning, which:

- Reduces noise and smooths variance in input features
- Encourages conservative split decisions, biasing the model slightly toward central outcomes
- This makes the model more robust and generalizable, but it also explains its hesitation to predict extreme cases

Be aware of regularization effects

- Model avoids extreme predictions (e.g., 0% or 100%)
→ favors conservative estimates

Final Model: XGBoost

01



XGBoost chosen for handling complex, mixed-type football transfer data using discrete bins

02



RMSE used as loss function; model trained with 5-fold cross-validation

03



Hyperparameters tuned via Bayesian optimization

04



Final model: 1083 estimators, learning rate 0.0190, max depth 6

05



LightGBM used alongside XGBoost for feature interpretation with SHAP

Final XGBoost Model Results

Performance:

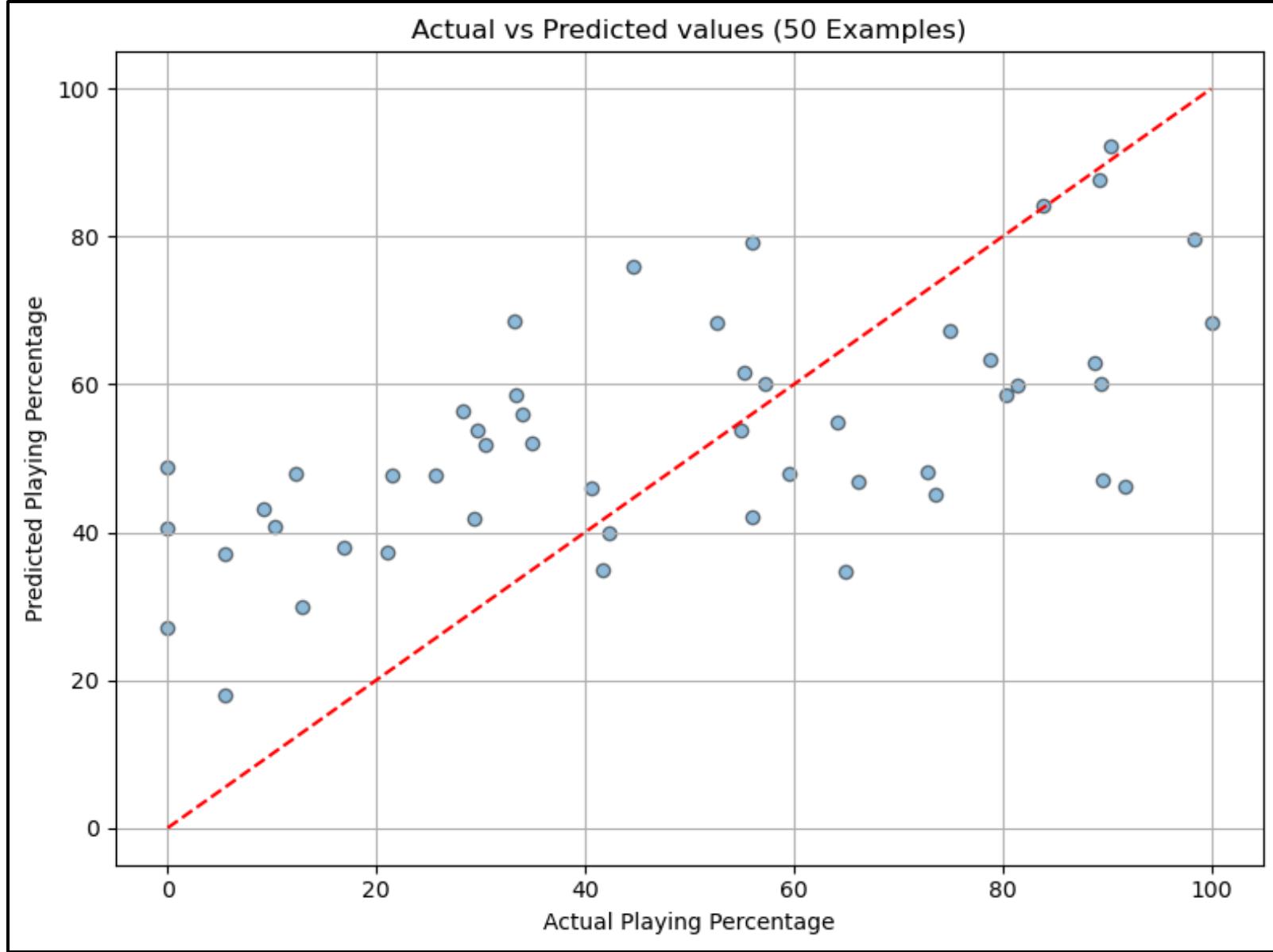
- **R²:** 0.276, **RMSE:** 25.89

Top 3 features:

- To competition area
- To team market value
- Percentage played before

Interpretation:

- The model still struggles with extreme predictions, however less than the previous models
- Generally predicts the direction of deviation from the mean well, the magnitude less



Insights

Variable	How it works
Age	Increases logarithmically, peaks at 33
Main Position	Reinforces the EDA
Target Team Overall Market Value	Large clubs have bigger squad depth, harder to be a starter
Loan	players on loan play more, players coming back from loan play less
Percentage of minutes played last season	Increases exponentially, key players play a lot more in their future club too
Market Value of Player	Increases exponentially, almost no change from €60M upwards

Our 4 Do's and Don'ts for Transfer Decisions

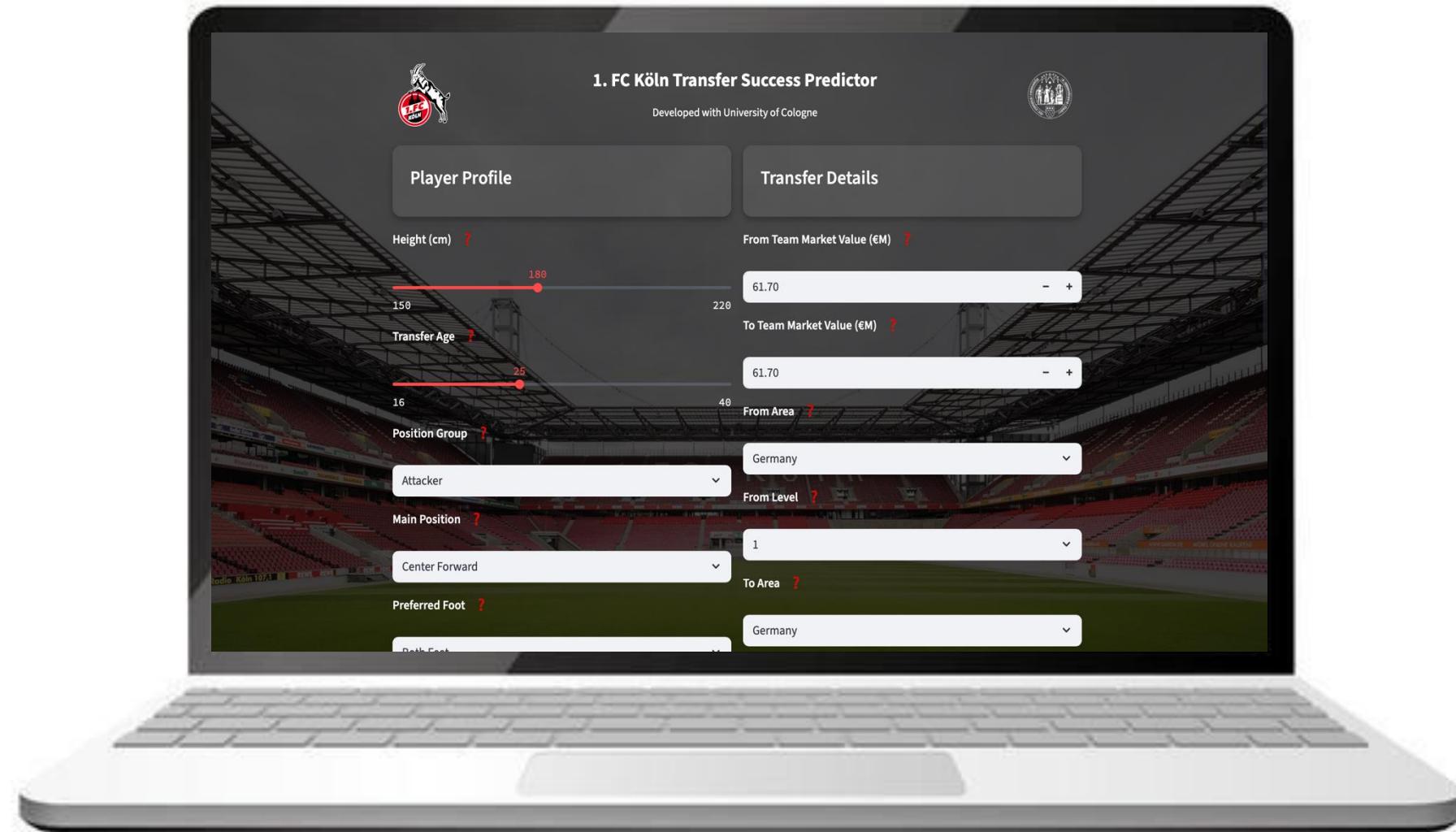
Do loan young players (18–22 years) to support development

Do sign players who played a lot of minutes in previous seasons

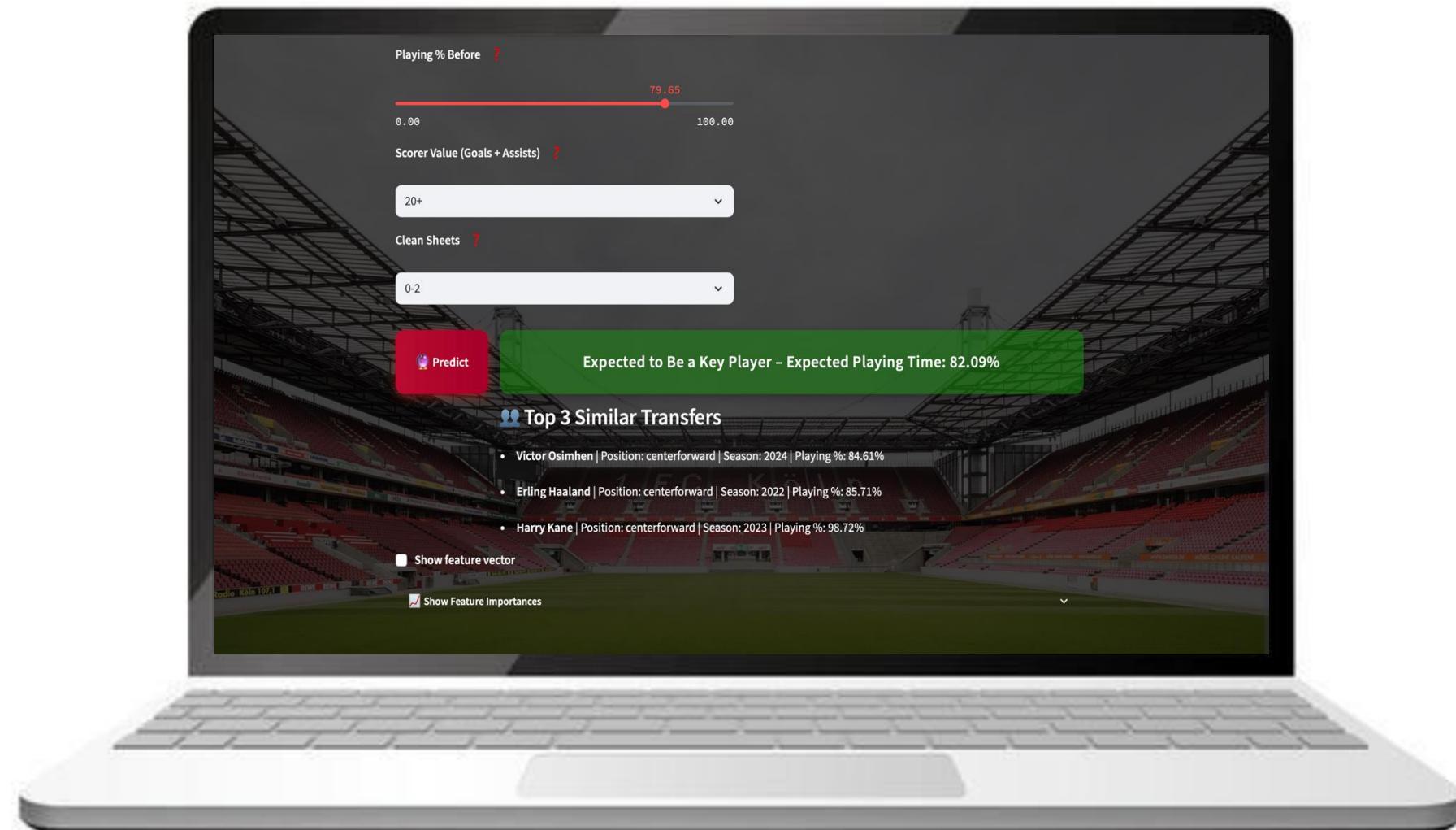
Don't loan out players over 22 years old, as it offers limited benefit

Don't sign older, experienced players if you are a low market value team

Dashboard



Dashboard



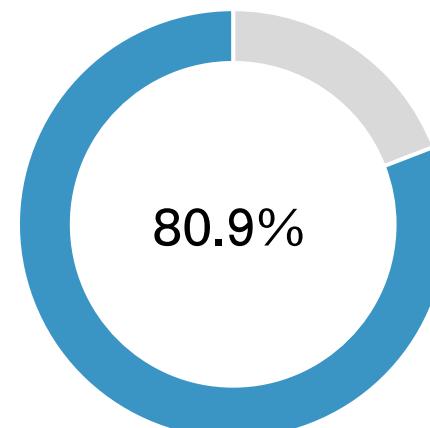
Model Examples – Nico Schlotterbeck



Our estimate:

Predicted Playing Percentage: 74.64%

Actual playing percentage:



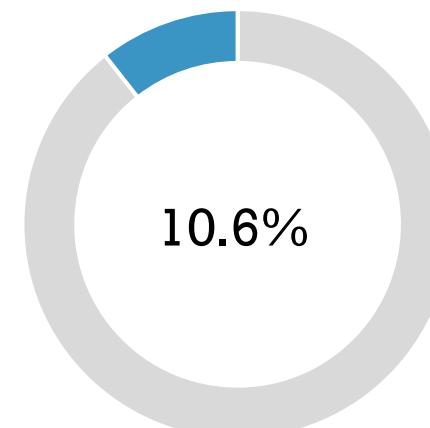
Model Examples – Álvaro Odriozola



Our estimate:

Predicted Playing Percentage: 43.70%

Actual playing percentage:



Business Impact



HELPS 1. FC KÖLN
IMPROVE SCOUTING
AND TRANSFER
PLANNING



FILTERS THE
TRANSFER MARKET
TOWARD BETTER-
FITTING PLAYERS



HELPS TO AVOID
COSTLY SIGNINGS
THAT FAIL TO
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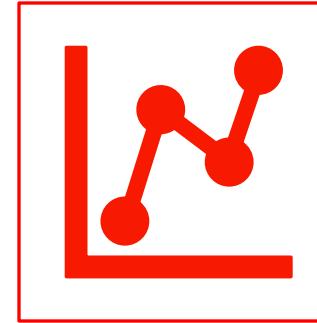


SUPPORTS LONG-
TERM PERFORMANCE
AND FINANCIAL
SUSTAINABILITY

Conclusion & Outlook



Use the model with the football fundamentals in mind:
Similar players model for real life comparisons



Other possible variables for a better model:
More performance data
Team specific data of wants and needs

Thank You and Check Out Our Dashboard!



Sources

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Group Contribution

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