Team Building Analysis

By: Jordan Krueger

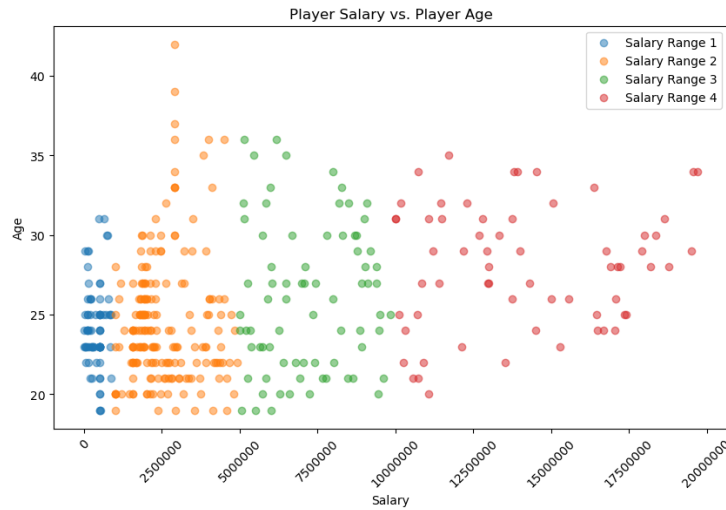Fig 1: Player salary compared to player age:

Fig 2: The distribution of player ages
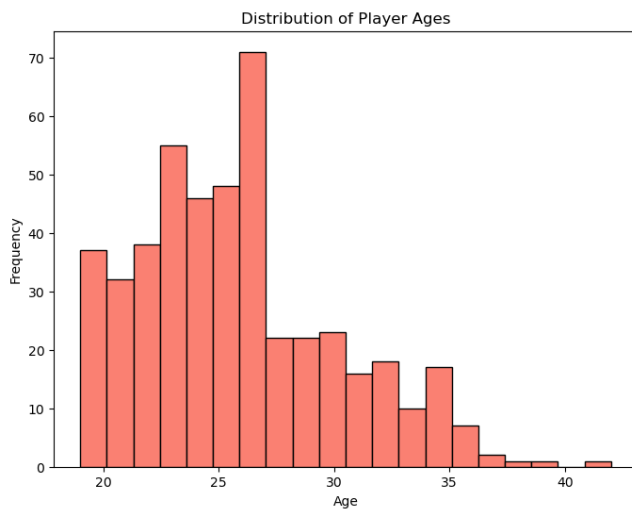

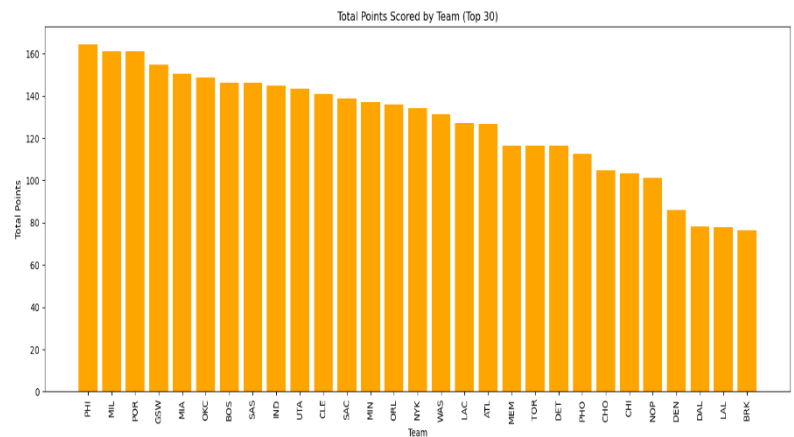Fig 3: Total points scored per team

Fig 4: Distribution of player positions league wide.   Fig 5: Average points per salary range

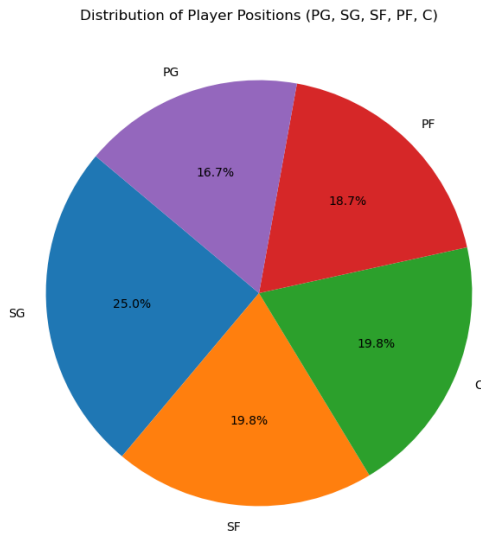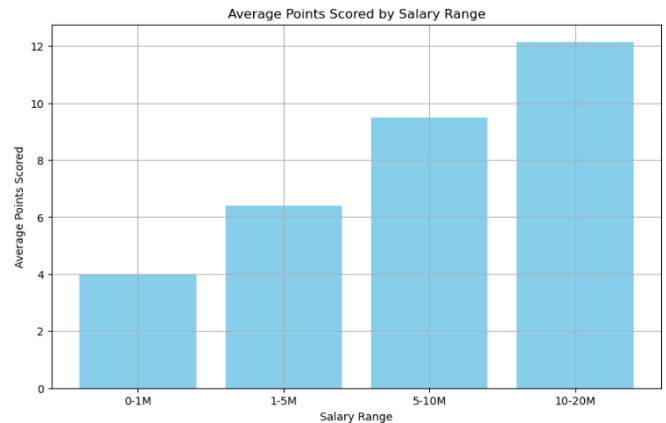Distribution of Player Positions (PG, SG, SF, PF, C)

Average Points Scored by Salary Range

Actionable insights: Based on these insights, I recommend finding players age 20-25 making 5-10 million dollars. With these players averaging roughly 9 points per game, having three of each position will allow for a team to average 135 points per game, meaning they will be in the top 10 of the league. I also realize this may be difficult to do, so a more realistic goal is to obtain 2-3 players that are in the 10-20 million dollar salary range to carry the load of scoring, and balance that out with carrying 2-3 players that are under 1 million dollars. This will help create an even distribution from top to bottom on the roster. League wide, teams tend to have more shooting guards than any other position, so it is important to match this to be competitive defensively. I also recommend collecting future data on potential, as this will allow for teams to get younger players that are less expensive and get more "bang for buck". While potential is hard to account for, it is a key in differentiating between top franchises and middle franchises.