

## Classifying MLB Hall Of Fame Players

Michael Tiernan

# "how the voters come to their decisions is flawed and needs to change."

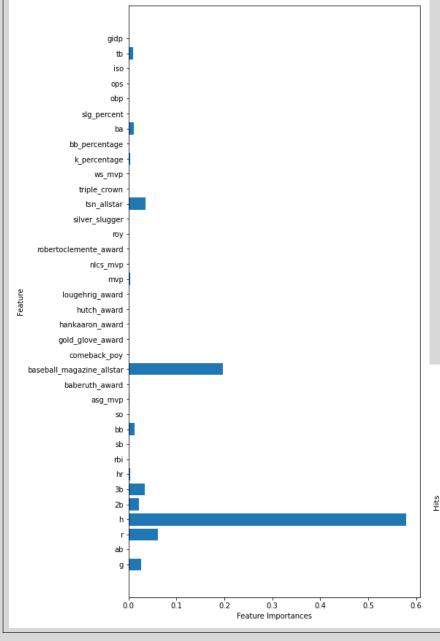
Max Greenfield
baseball columnist at Elitesportsny

#### The Process

- An elector (member of BBWAA with min 10yrs experience) is allowed maximum 10 votes
- Candidates must receive 75% of votes
- Candidates eligible after 5 years of retiring and are eligible for 10 years

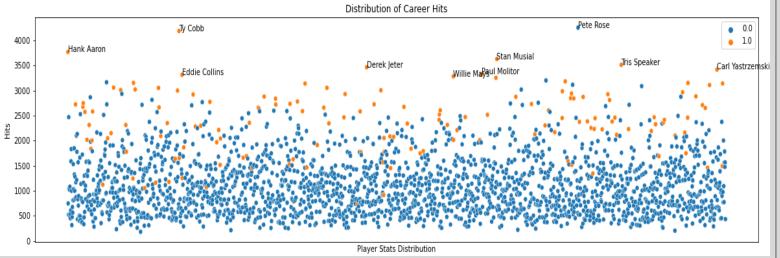
## **Business Problem**

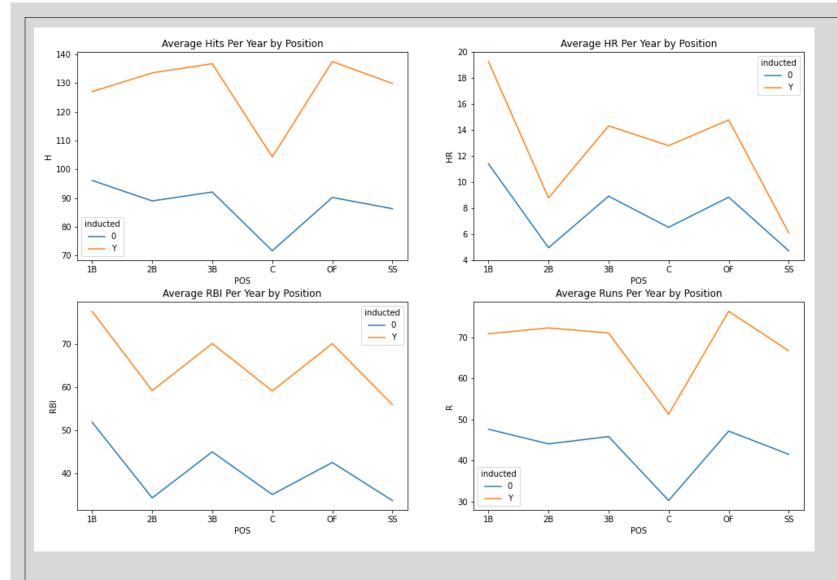
- Uncover the actual stats that matter when it comes to HOF voting
- Use these findings to help my clients navigate current contract negotiations
- Recommend active players on a HOF trajectory for them to sign



# **Business Value**

- Hits
- All-Star Games
- Runs





#### **Methodology**

While hits and runs were among our top predictors, it is important to note that these do vary by position.

### Recommendation 1

Based on my best model, the most important features are hits, all-star games, and runs.

I recommend to my client that they use these metrics when negotiating their current contracts in order to leverage higher salaries for their player clients.

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	precision	recall	f1-score	support
0.0	0.98	0.94	0.96	649
1.0	0.49	0.77	0.60	44
accuracy	,		0.93	693
macro avg	0.73	0.86	0.78	693
weighted avg	0.95	0.93	0.94	693

Accuracy score: 0.9336219336219336 Recall score: 0.77272727272727 Precision score: 0.4857142857142857

F1 score: 0.5964912280701754

## Recommendation 2

I also recommend to my client that they seek out active and upcoming players that are dominant in these stats so that they can sign them early and reap the benefits when these players sign those hundred-million dollar contracts!

## Future Work

With more time, I would have loved to go deeper into the world of sabermetrics. There are more advanced stats available in baseball that more accurately define a player's ability like OPS+, WOBA, and WAR.

I would have loved to work with these stats, but I was unable to find them and in order to calculate them on your own, you must account for the time periods in which each player was playing in to accurately implement. I simply did not have the time to do this.

# Thank you!

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