



Premier
League

EPL Match Predictor

Using Machine Learning to predict Premier
League matches

Noth1ng Real
@noth1ng_real on X

Project Overview

- A full-stack web application that predicts English Premier League (EPL) football match outcomes using machine learning
- Key Components:
 - Machine Learning model trained on historical match data
 - Real-time data integration via football-data.org API
 - Flask backend serving predictions
 - React frontend for user interaction
- Prediction Categories:
 - HOME WIN
 - DRAW
 - AWAY WIN
- Model Accuracy: ~56-57% (significantly better than random guessing at 33%)

```
.  
├── backend  
│   ├── api_client.py  
│   ├── app.py  
│   └── models  
│       └── predict.py  
├── requirements.txt  
└── training  
  
├── frontend  
│   ├── eslint.config.js  
│   ├── index.html  
│   ├── package-lock.json  
│   ├── package.json  
│   └── public  
└── src  
    └── vite.config.js  
  
└── LICENSE  
└── README.md
```



Problem Statement

- **Question:** Can we predict the outcome of a football match before it happens?
- Why is this hard?
 - Football is inherently unpredictable ("Any given Sunday")
 - Injuries, weather, referee decisions, player form
 - Psychological factors (rivalry matches, relegation battles)
 - Random events (own goals, red cards)
- Why is this valuable?
 - Sports analytics industry worth \$3.4 billion (2023)
 - Used by betting companies, fantasy football, team management
 - Demonstrates practical ML application on real-world data



Data Description

- Dataset: [Premier League Matches](#) (Kaggle)
 - Time period: 2019 - 2024 (5 seasons)
 - Total of 4788 matches (rows) each with 28 columns
- Key Features used (Total of 8):
 - Home team
 - Away team
 - Goals for (home)
 - Goals against (home)
 - Venue
 - Result
- No Data quality issues
- Key Finding: Home advantage is REAL - teams win ~46% at home vs ~27% away

```
› wc -l matches.csv  
4789 matches.csv
```



#	date	venue	result	# gf	# ga	opponent	team
0	2020-09-21	Away	W	3	1	Wolves	Manchester City
2	2020-09-27	Home	L	2	5	Leicester City	Manchester City
4	2020-10-03	Away	D	1	1	Leeds United	Manchester City
5	2020-10-17	Home	W	1	0	Arsenal	Manchester City
7	2020-10-24	Away	D	1	1	West Ham	Manchester City
9	2020-10-31	Away	W	1	0	Sheffield Utd	Manchester City
11	2020-11-08	Home	D	1	1	Liverpool	Manchester City
12	2020-11-21	Away	L	0	2	Tottenham	Manchester City

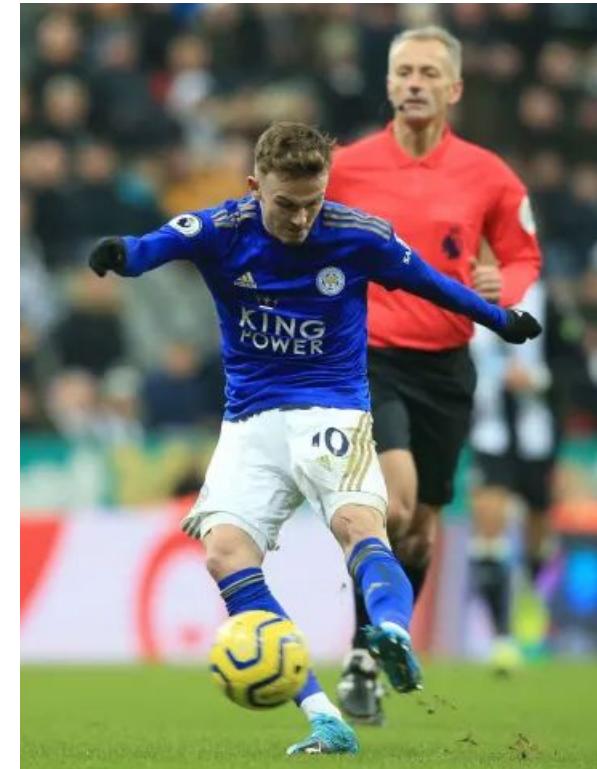


Feature Engineering

- **The Challenge:** Raw match results don't directly predict future matches. We need to engineer meaningful features.

Season Performance Metrics (6)

Feature	Description	Why It Matters
Home Goals/Game	Avg goals scored by home team	Offensive strength
Away Goals/Game	Avg goals scored by away team	Offensive strength
Home Conceded/Game	Avg goals conceded by home team	Defensive weakness
Away Conceded/Game	Avg goals conceded by away team	Defensive weakness
Home Win Rate	% of matches won by home team	Overall team quality
Away Win Rate	% of matches won by away team	Overall team quality



Recent Form(2)

Feature	Description	Why It Matters
Home Recent Form	Points from last 5 games (normalized 0-1)	Current momentum
Away Recent Form	Points from last 5 games (normalized 0-1)	Current momentum



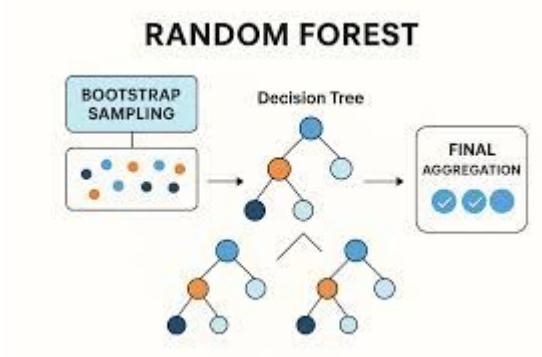
Model Selection: Random Forest

- Random Forest: An ensemble learning method that builds multiple decision trees and combines their predictions

Why Random Forests for this Problem?

- Handles Non-Linear Relationships: Football outcomes aren't linear ($2x$ goals \neq $2x$ win probability)
- Resistant to Overfitting: Ensemble of trees reduces variance
- Feature Importance: Can identify which features matter most
- No Feature Scaling Required: Trees don't care about feature magnitudes
- Probabilistic Output: Gives confidence score, not just predictions

```
1 RandomForestClassifier(  
2     n_estimators=100,      # 100 decision trees  
3     max_depth=10,        # Limit tree depth (prevents overfitting)  
4     random_state=42      # Reproducibility  
5 )
```



Model Evaluation

- Model Accuracy: **56.58%**

Baseline	Accuracy	How
Random Guessing	33.3%	Pick HOME/DRAW/AWAY randomly
Always Predict "HOME"	46.0%	Home teams win ~46% of the time
Our Model	56.6%	Learns team pattern
Professional Analysts	55-60%	Experts at sports betting firms

- Sports is inherently chaotic and unpredictable, matches pro analysts

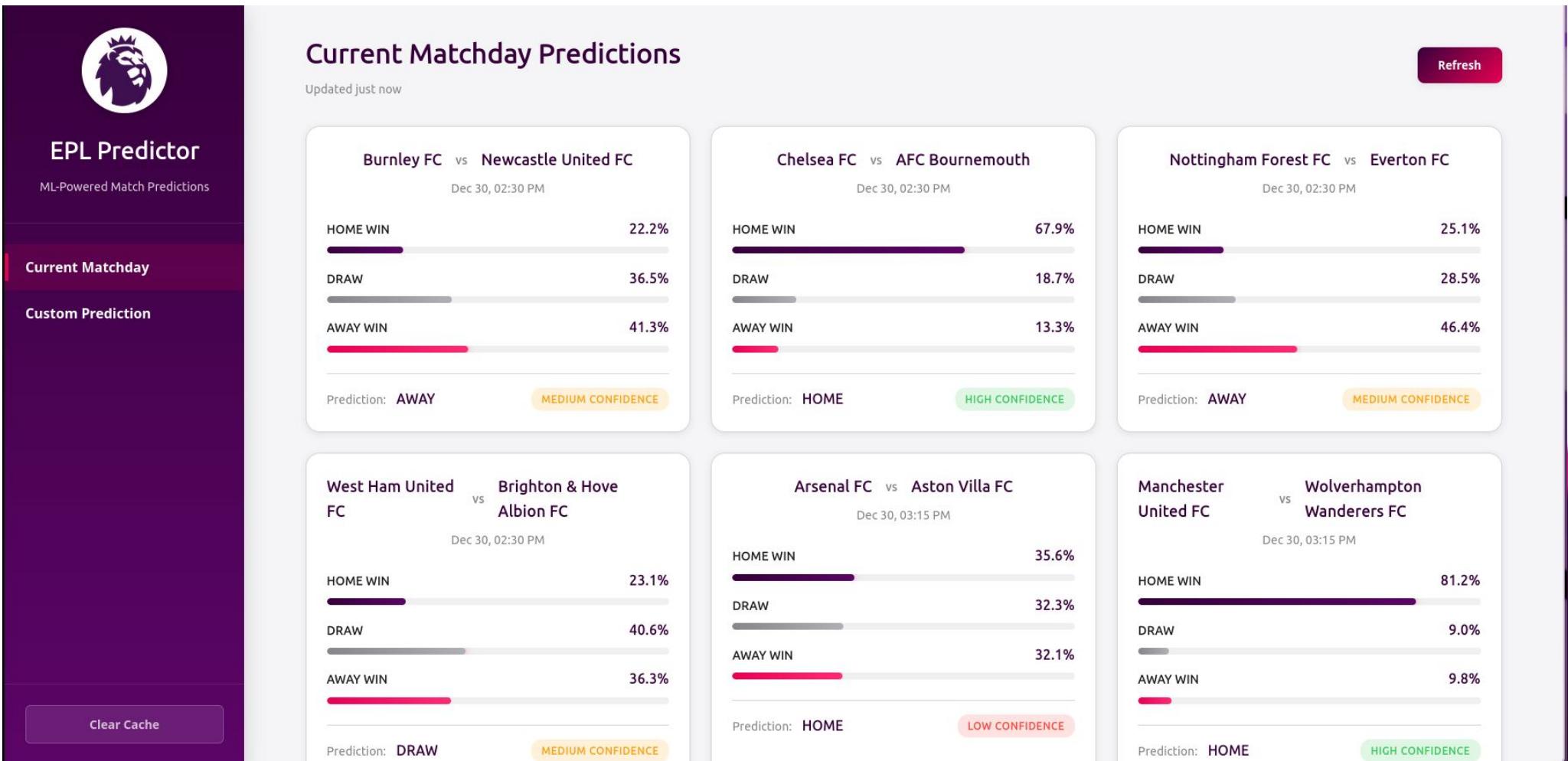
	HOME	DRAW	AWAY
HOME	152	28	45
DRAW	58	32	41
AWAY	49	25	70

- Model learned real patterns (strong on home wins)
- Struggles with draws because they're inherently unpredictable
- Appropriately cautious - doesn't overconfident on close matches
- Honest performance, not overfitting



Final Result

App can predict current matchday results ...



Final Result

As well as custom matchups



EPL Predictor
ML-Powered Match Predictions

Current Matchday

Custom Prediction

Clear Cache

Custom Match Prediction

HOME TEAM: Liverpool FC AWAY TEAM: Manchester City FC

GET PREDICTION

Liverpool FC vs Manchester City FC

Outcome	Probability (%)
HOME WIN	18.1%
DRAW	37.9%
AWAY WIN	44.1%

Prediction: AWAY MEDIUM CONFIDENCE

