

The background of the slide features a large, faded NFL logo. The logo is a shield shape with a blue border. Inside the shield, there are four white stars at the top, a white football in the center, and the letters 'NFL' in large, red, block letters. The entire logo is set against a light green background.

# **Predicting pass or run plays in the NFL**



By TJ and James

# Business Question

Can we predict whether a team is going to run or pass the based in any given moment of a football game?

## About the dataset

- The dataset contains details from 2,526 games across 10 seasons.
- There were 449,371\* plays in those games.
- The objective of this project was to use information included in the dataset to predict if a team would call a run play (132,692 plays) or a pass play (186,677 plays).

\*special teams plays were filtered out from the dataset  
(so only run/pass plays were used in the analysis)



# Model Selection

Model	Accuracy Score
Random Forest	66.8
Decision Tree	69.0
XGBoost	70.2

We performed 3 Models - Random Forest, Decision Tree, XGBoost to predict the playcall.

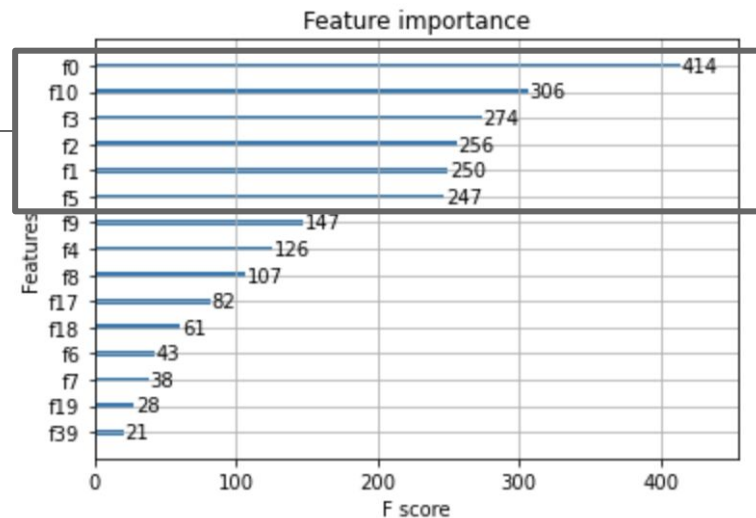
The model accuracy scores shown a slight increase with the most accurate model being the XGBoost.



# Insights from analysis

Many attributes were considered in the predictive model, but the most important when it came to predicting run v pass were:

1. Yard line
2. Score differential
3. Time remaining
4. Yards remaining for first down



f0 = distance from endzone (yards)  
f10 = offense score - defense score  
f3 = time remaining in game (seconds)  
f2 = time remaining in half (seconds)  
f1 = time remaining in quarter (seconds)  
f5 = distance from first down (yards)

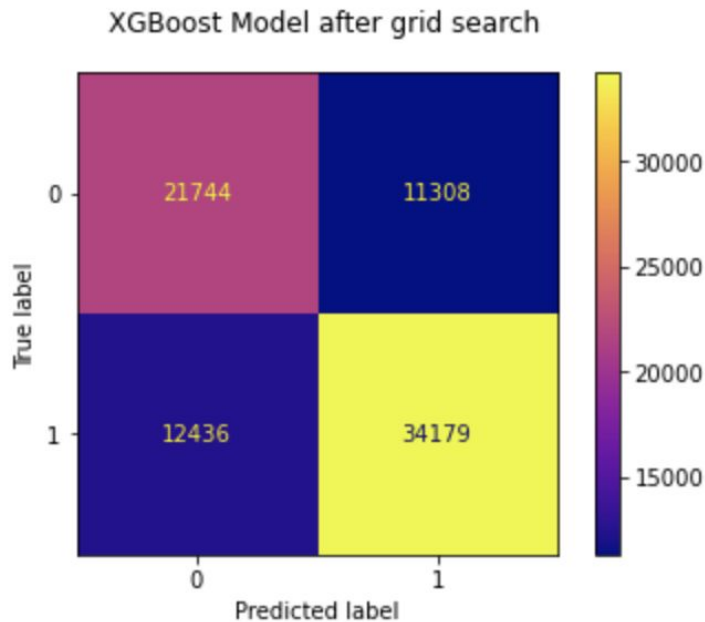


# Overview of the final model

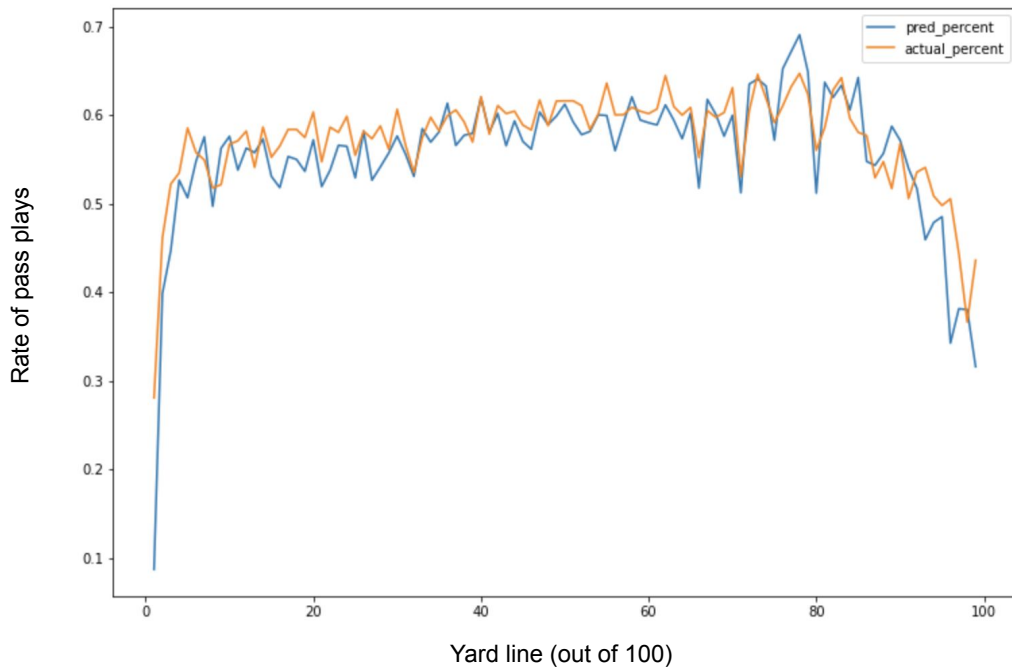
The model with the best performance was **XGBoost** and the optimal hyperparameters were determined using **grid search**

Performance on test data compared to dummy model (predicting pass on every play):

- Dummy accuracy - 58.5%
- XGBoost accuracy - 70.2%



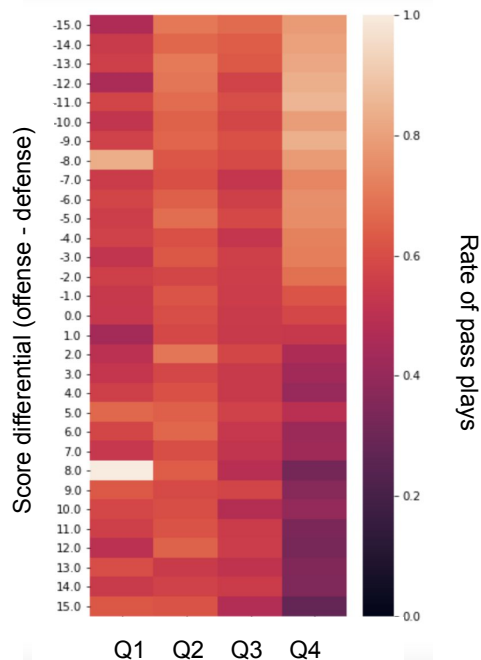
# Pass percentage by field position



Predictions on the test data demonstrated similar trends to the actual percentage of pass plays called.

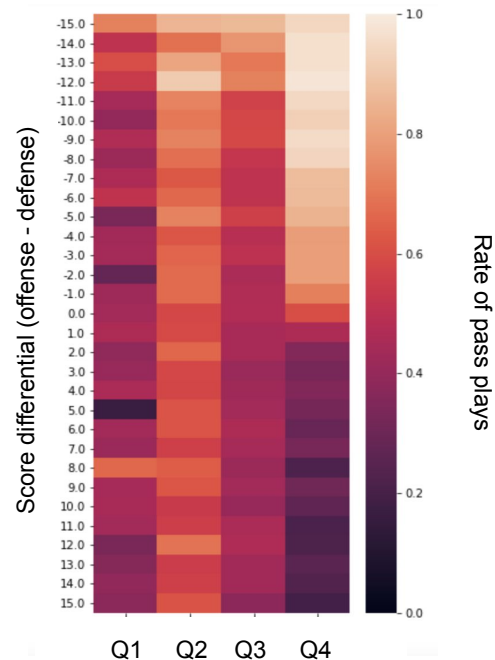


# Pass % by quarter and score differential



## Actual vs Predicted

Visual depiction of passing percentage by quarter and score demonstrate clear trends (e.g. teams are more likely to pass in Q2 than in Q1 and Q3; teams that are losing in Q4 are much more likely to pass than those that are winning).



Note: Score differentials of >14 were rounded to 15 to limit size of visual.



# Next steps

What we can do to further improve our predictive model:

- Include more detailed features regarding players (including injuries, team changes, etc.)
- Create a play call tendency feature based on what plays a particular team has called earlier in the game