All player overall ratings:

Bayes 0.49625

0.53225

0.4685

ovr

0.4685

logisticregr

0.54175

decisiontree

0.4155

-potential doesn’t matter

-don’t matter: H\_buildUpPlaySpeed, H\_buildUpPlayPassing, H\_chanceCreationPassing, H\_defenceTeamWidth

-matter: H\_chanceCreationCrossing, H\_defencePressure, H\_defenceAggression, country\_id

Logistic regr: [[0.5, -0.45499999999999996], [0.55, -0.0028947368421052637], [0.6, -0.3715037593984963], [0.65, -0.40009216589861757], [0.7, -0.18220238095238092], [0.75, 0.009597701149425321], [0.8, -0.11402552204176346], [0.85, -0.16842371655820687], [0.9, -0.09427476737821565], [0.95, -0.055937665081880666], [1.0, 0.0481660899653979], [1.05, 0.09897651006711412], [1.1, -0.03863309352517988], [1.15, 0.2082926829268293], [1.2, -0.19347826086956524], [1.25, -0.30477272727272725], [1.3, 0.0013793103448275722], [1.35, -0.7289473684210526], [1.4, -0.158], [1.45, 0.3052631578947369], [1.5, -0.33869565217391306], [1.55, -0.1836842105263158], [1.6, -0.12857142857142856], [1.65, -0.07812500000000006], [1.7, -0.11250000000000004], [1.75, 0.3041666666666667], [1.8, 0.75], [1.85, -0.15000000000000002], [1.9, -0.5], [1.95, -1.0]]

Gradient boosting: [[0.7, -0.21653], [0.75, -0.16981], [0.8, -0.15459], [0.85, -0.10465], [0.9, -0.06509], [0.95, -0.07563], [1.0, -0.03621], [1.05, 0.01647], [1.1, 0.14564], [1.15, -0.20862], [1.2, -0.14554], [1.25, -0.06026], [1.3, 0.86154], [1.35, -1.0], [1.4, 0.875]]