

# HOW OFTEN DOES THE BEST TEAM WIN?

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Sports Analytics Reading Group

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# **Luck and parity in sports**

# Using statistics to assess luck in sports

- The best team does not always win.
- How often does the best team win in each sport?
- How to untangle luck from skill?

# What parity looks like



# What parity does not look like



# Parity checklist

- Equality at a fixed time
- Postseason tournament
- Within season equality
- Between season equality

**A cross-sport model**

# Prior work

## A State-Space Model for National Football League Scores

Mark E. GLICKMAN and Hal S. STERN

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This article develops a predictive model for National Football League (NFL) game scores using data from the period 1988–1993. The parameters of primary interest—measures of team strength—are expected to vary over time. Our model accounts for this source of variability by modeling football outcomes using a state-space model that assumes team strength parameters follow a first-order autoregressive process. Two sources of variation in team strengths are addressed in our model; week-to-week changes in team strength due to injuries and other random factors, and season-to-season changes resulting from changes in personnel and other longer-term factors. Our model also incorporates a home-field advantage while allowing for the possibility that the magnitude of the advantage may vary across teams. The aim of the analysis is to obtain plausible inferences concerning team strengths and other model parameters, and to predict future game outcomes. Iterative simulation is used to obtain samples from the joint posterior distribution of all model parameters. Our model appears to outperform the Las Vegas “betting line” on a small test set consisting of the last 110 games of the 1993 NFL season.

KEY WORDS: Bayesian diagnostics; Dynamic models; Kalman filter; Markov chain Monte Carlo; Predictive inference.

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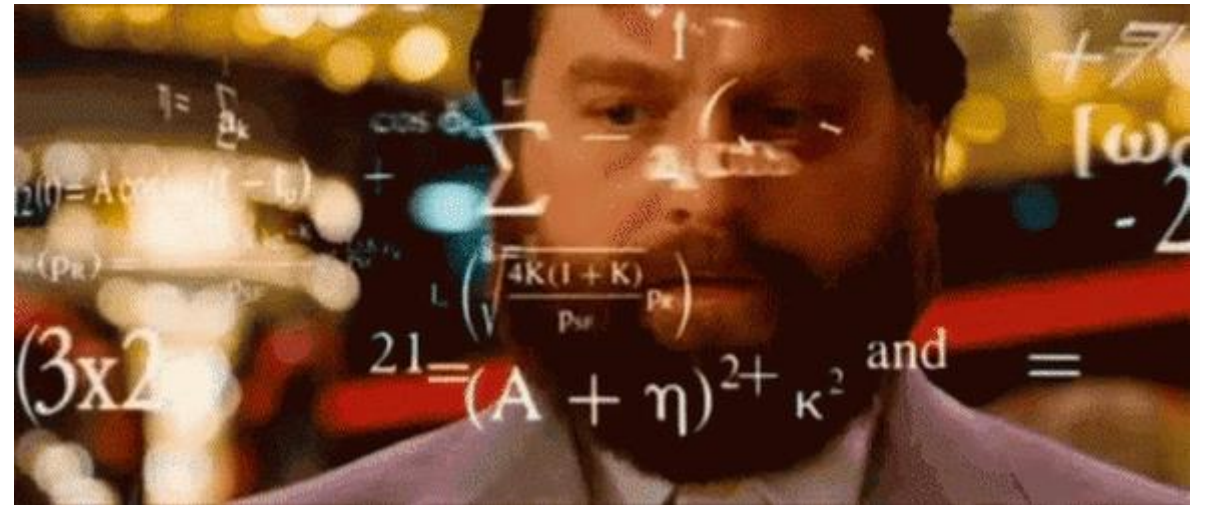


# Challenges



- Problem 1: wins and losses alone insufficient (noisy)
- Problem 2: point differential non-generalizable

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- Problem 2: point differential non-generalizable
- Solution: gambling

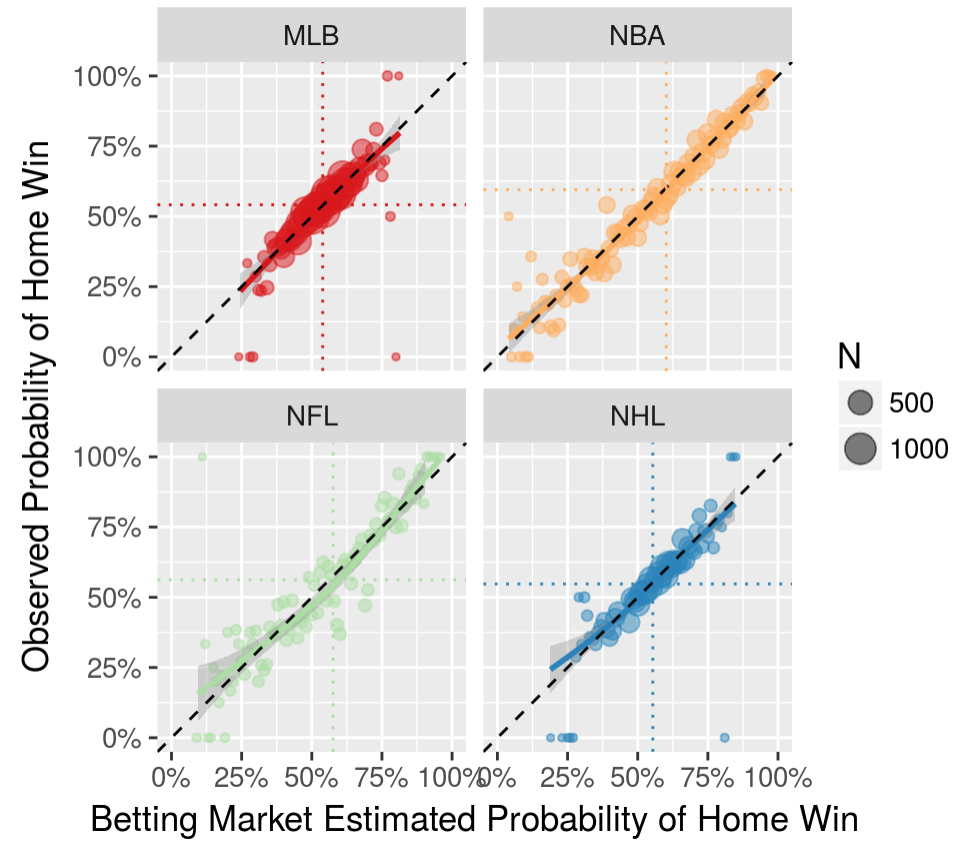


# Moneylines

Team	Line ( $l$ )	Probability ( $p$ )	Normalized
	- 127	0.559	0.548
	+117	0.461	0.452

$$p_i(l_i) = \begin{cases} \frac{100}{100 + l_i} ; \text{if } l_i \geq 100 \\ \frac{|l_i|}{100 + |l_i|} ; \text{if } l_i \leq -100 \end{cases}$$

# Checks out



# Model definitions

- $E[\text{logit}(p_{(q,s,k)i,j})] = \theta_{(q,s,k)i} - \theta_{(q,s,k)j} + \alpha_{q_0} + \alpha_{(q)i^*}$
- $p_{(q,s,k)i,j}$  is the probability that team  $i$  will beat team  $j$  in season  $s$  during week  $k$  of sports league  $q$ , for  $q \in \{MLB, NBA, NFL, NHL\}$ .
- $\alpha_{q_0}$  be the league-wide home advantage (HA) in  $q$ .
- $\alpha_{(q)i^*}$  be the extra effect (+ or -) for team  $i$  when playing at home.
- $\theta_{(q,s,k)i}$  and  $\theta_{(q,s,k)j}$  be season-week team strength parameters.

# Model assumptions

- $E[\text{logit}(p_{(q,s,k)i,j})] = \theta_{(q,s,k)i} - \theta_{(q,s,k)j} + \alpha_{q_0} + \alpha_{(q)i^*}$
- $\sum_{i=1}^{t_q} \theta_{(q,s,k)i} = 0.$
- $E[\theta_{(q,s,k+1)i}] = \gamma_{q,week} \theta_{(q,s,k)i}.$
- $E[\theta_{(q,s+1,k)i}] = \gamma_{q,season} \theta_{(q,s,k)i}.$
- $\gamma_{q,week} \theta_{(q,s,k)i}$  and  $\gamma_{q,season} \theta_{(q,s,k)i}$  *week/season level autoregressive parameters.*

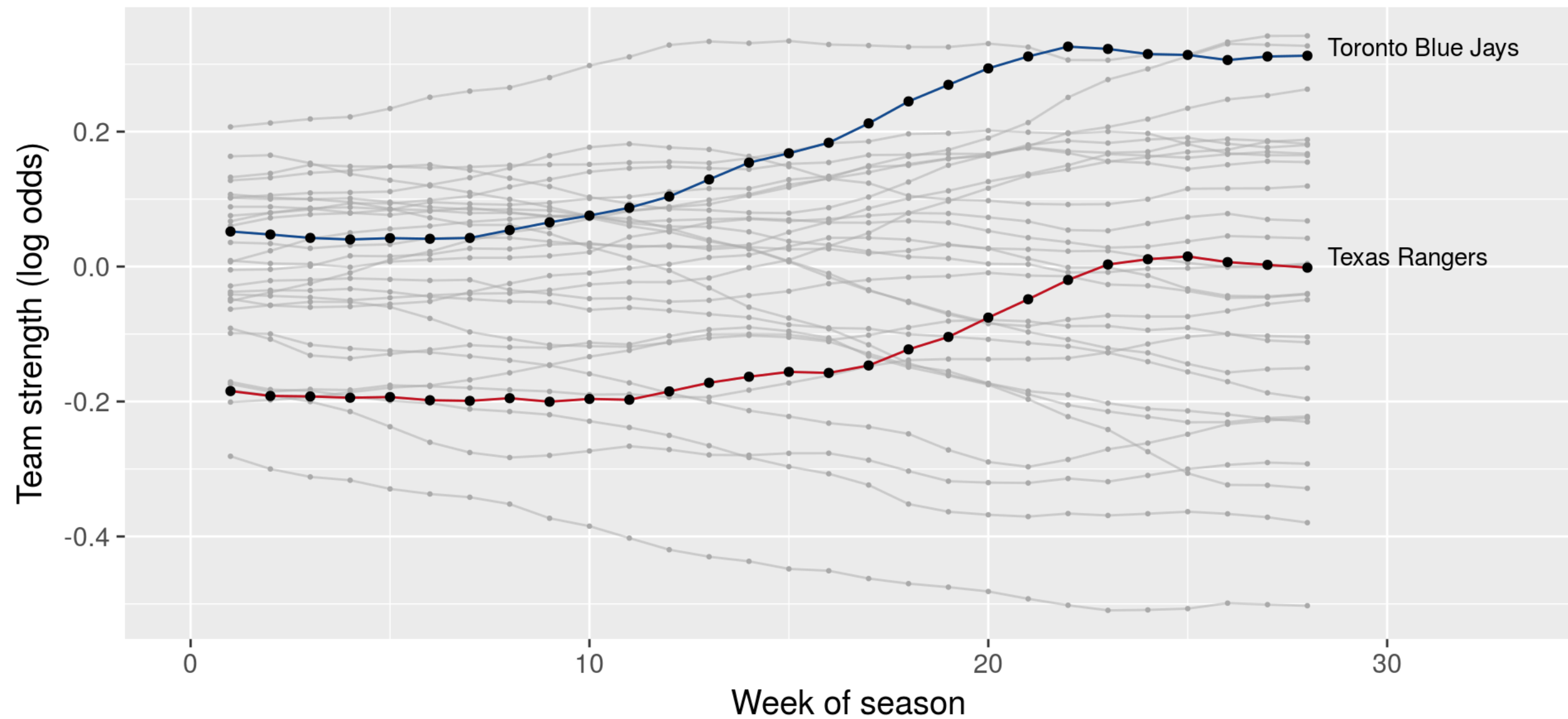
# Fitting a cross-sport model

- Data
  - 2006–2016 reg. season in MLB, NBA, NFL, NHL (Sports Insights)
- Priors
  - Uniform (variance parameters) and Normal (team strength parameters)

# Results

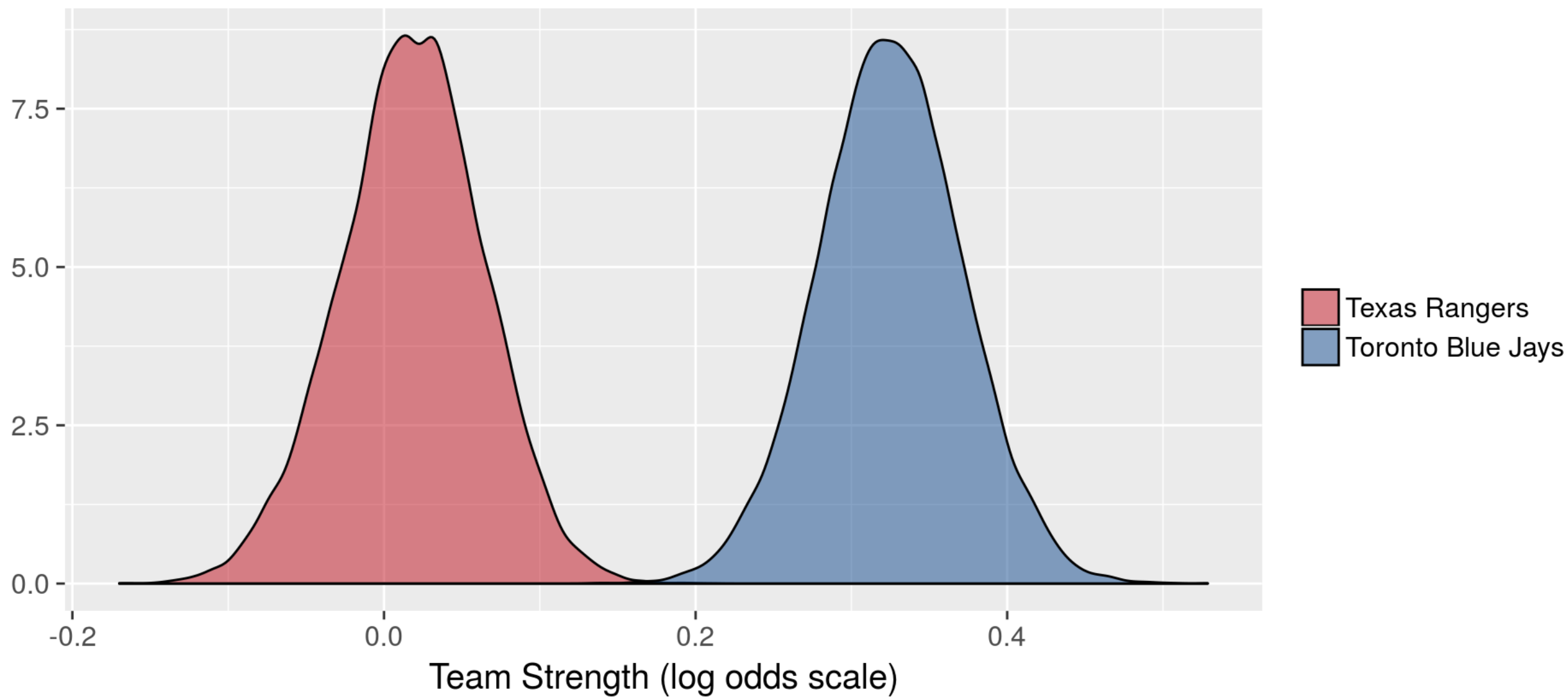


# Team Strengths, 2015 MLB

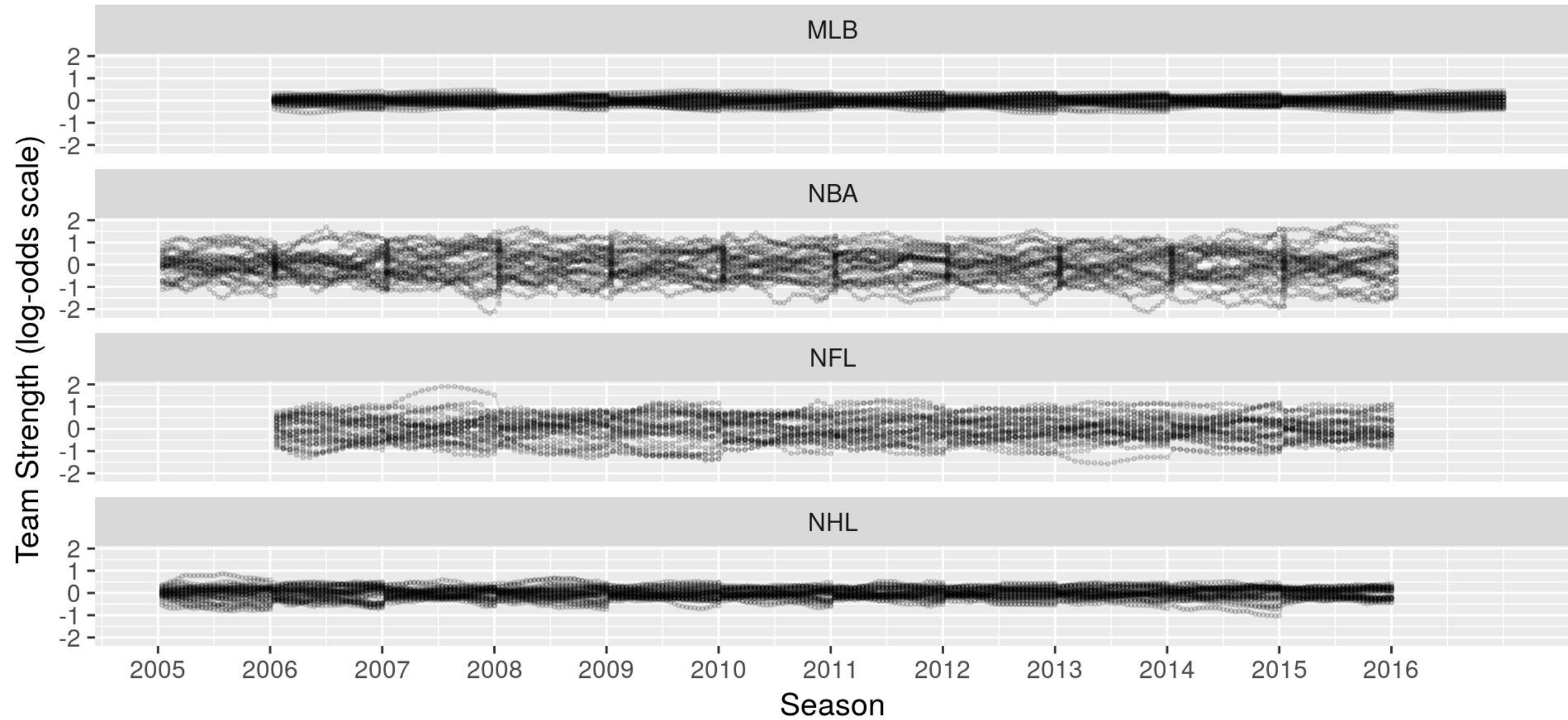


# Posterior distribution of team strengths

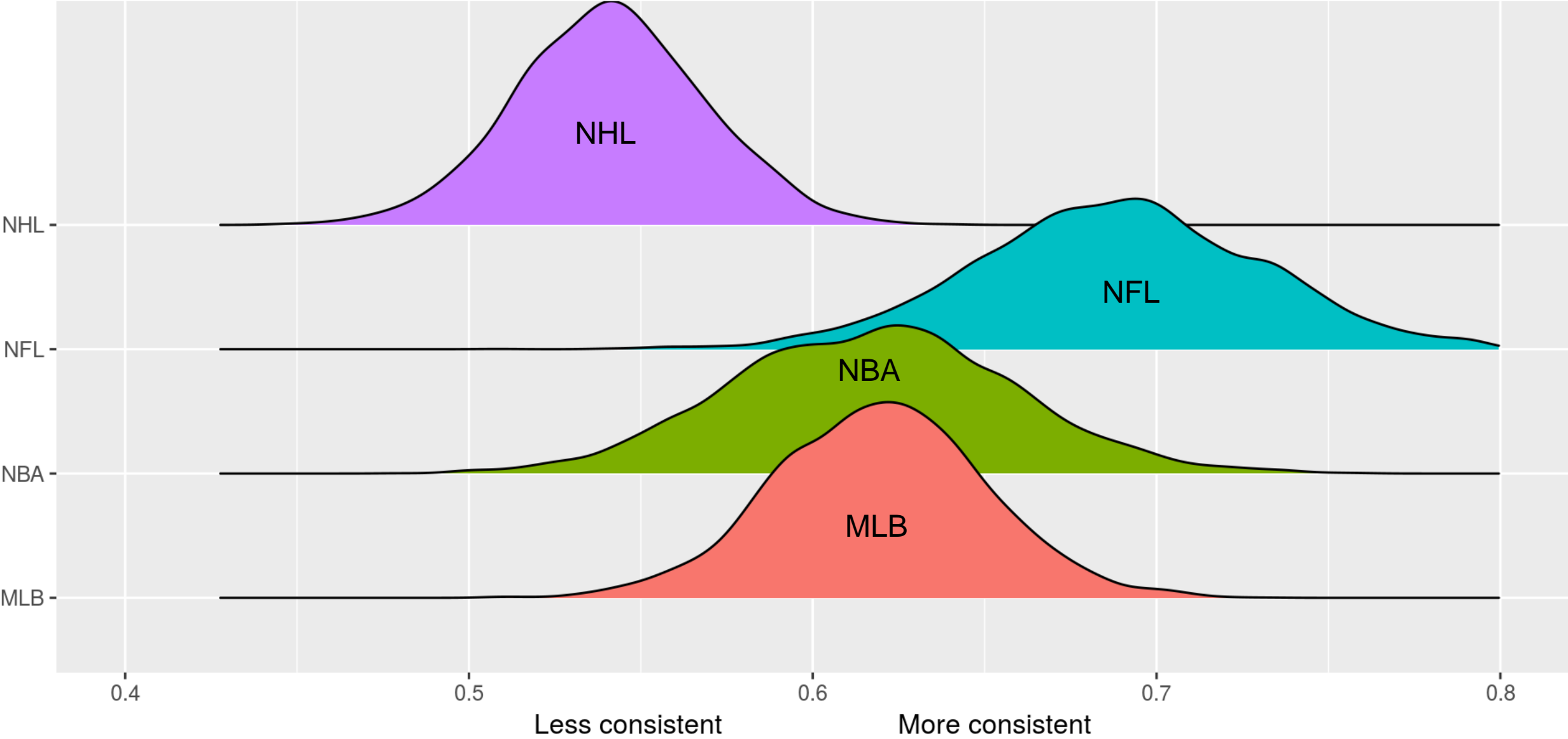
End of 2015 regular season



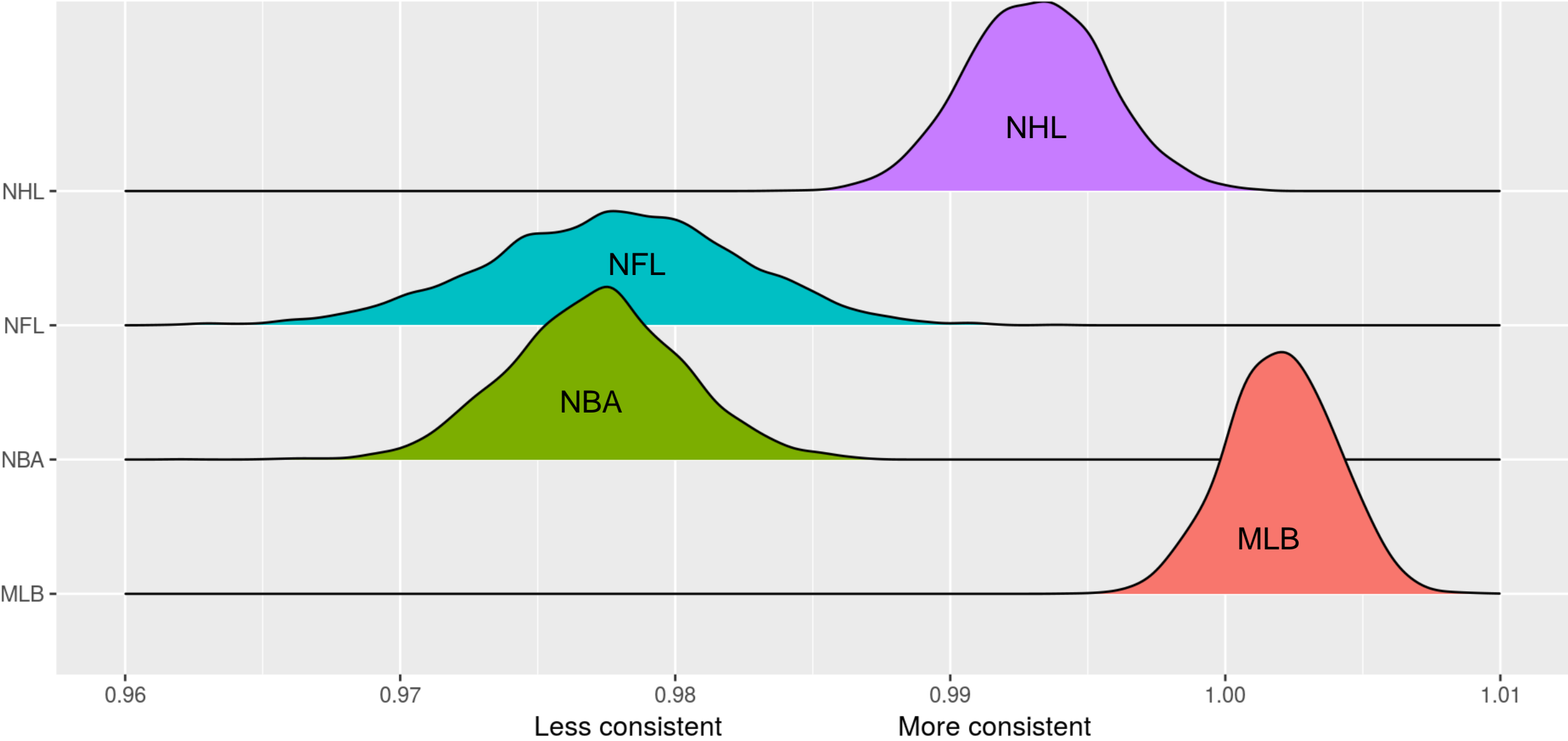
# Team strengths across 4 sports leagues



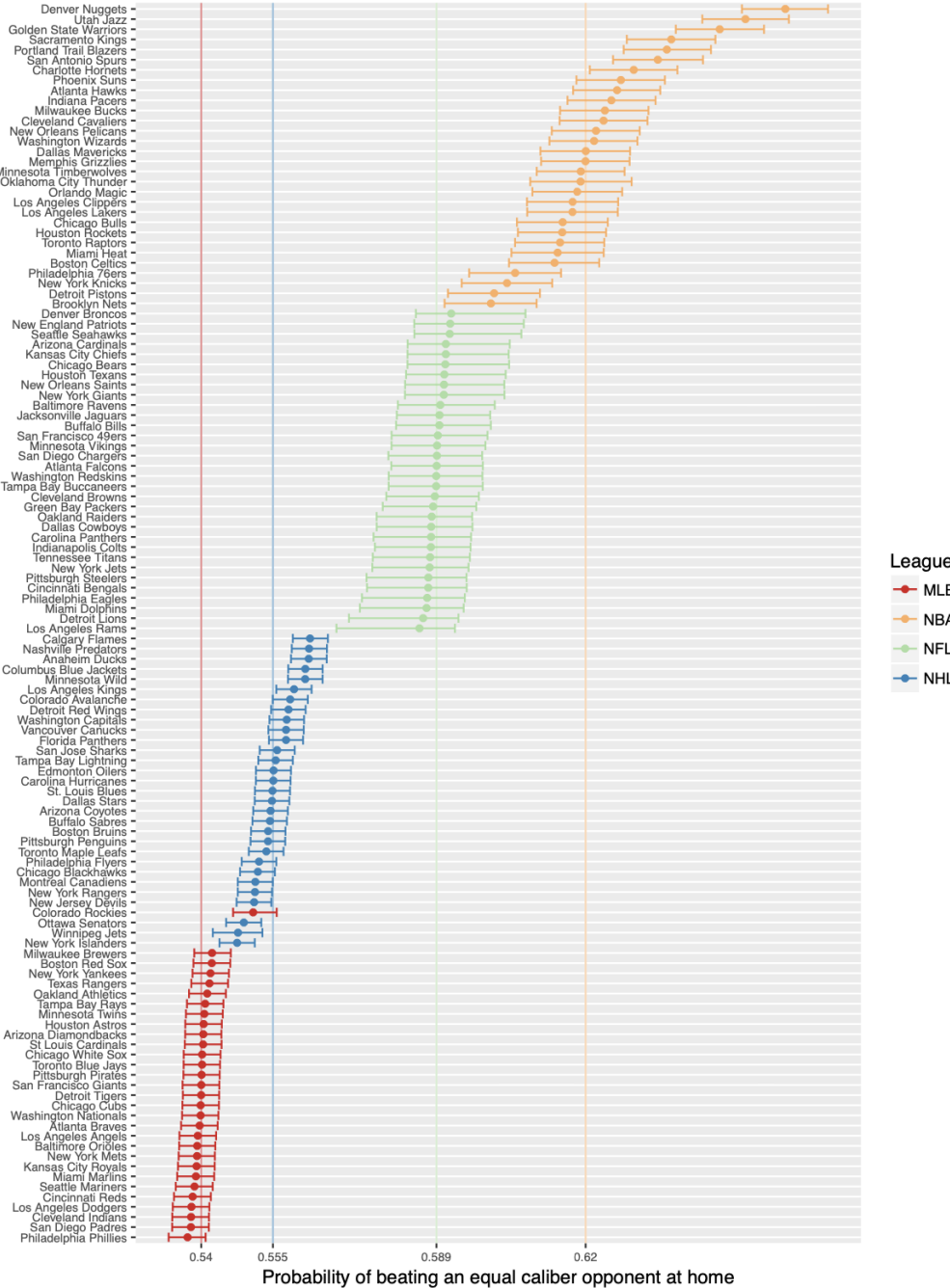
Season-to-season evolution of team strength ( $\gamma_{\text{season}}$ )



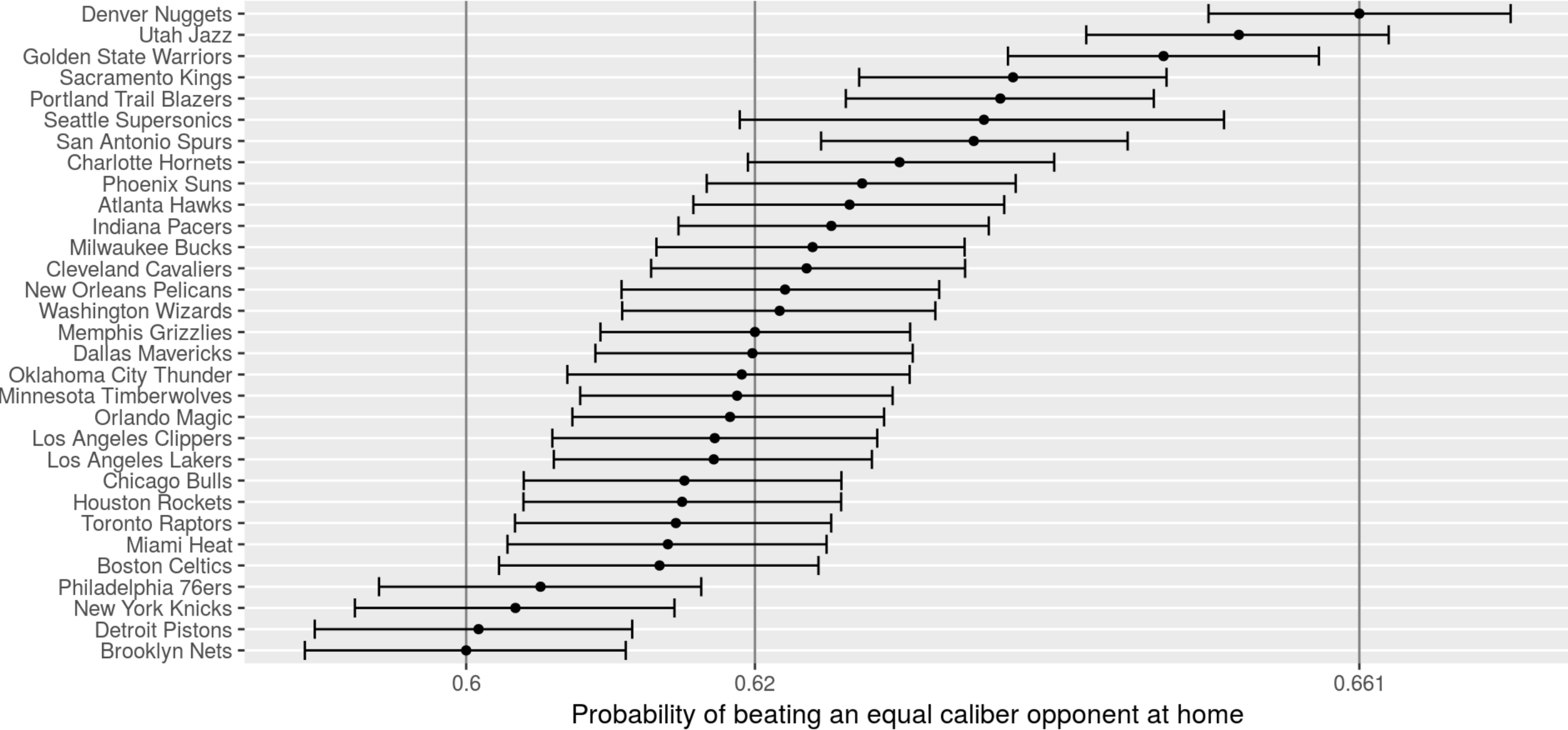
Week-to-week evolution of team strength ( $\gamma_{\text{week}}$ )



Estimated Home Advantage by Franchise



# Estimated Home Advantage in NBA



# Unpredictability at a fixed point in time

How often does the best team win?





$$\text{RegParity}_q = 2 \int_{0.5}^1 \underbrace{P(\tilde{\mathbf{p}}_{\mathbf{q}} \leq x)}_{\text{CDF of game-level probability between two randomly chosen teams}} dx$$

CDF of game-level  
probability between two  
randomly chosen teams

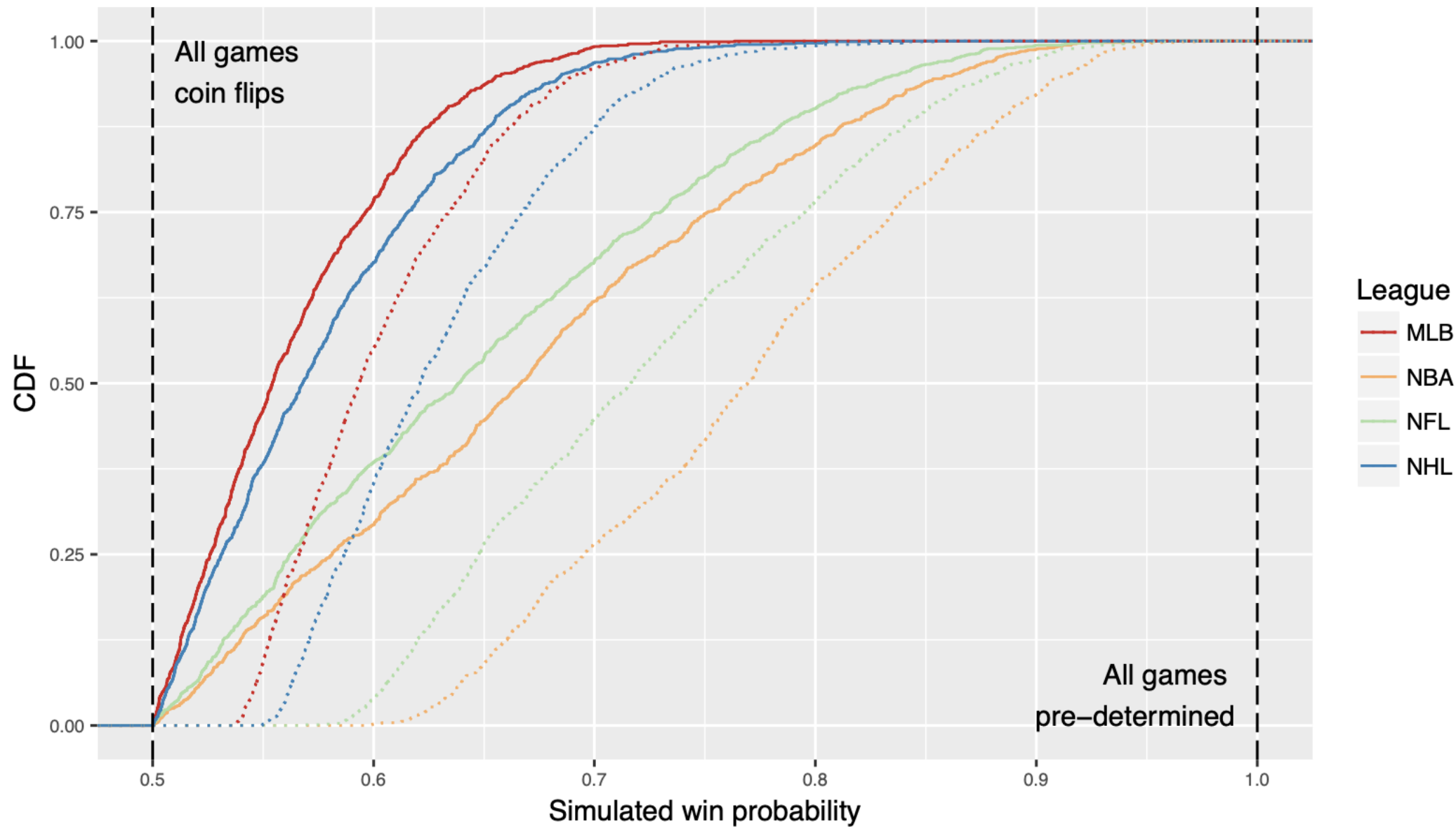
$$\text{PostParity}_z = 1 - \frac{(E[\mathbf{F}] - f_z \mathbf{1}_z)' (E[\mathbf{F}] - f_z \mathbf{1}_z)}{\sum_{d=1}^z (\lceil \log_2 d + 1 \rceil - f_z)^2}$$

$\mathbf{F}$  z-vector of rounds finished,  
ordered by seed

$f_z$  Seed-weighted expected finish,  
assuming teams equal

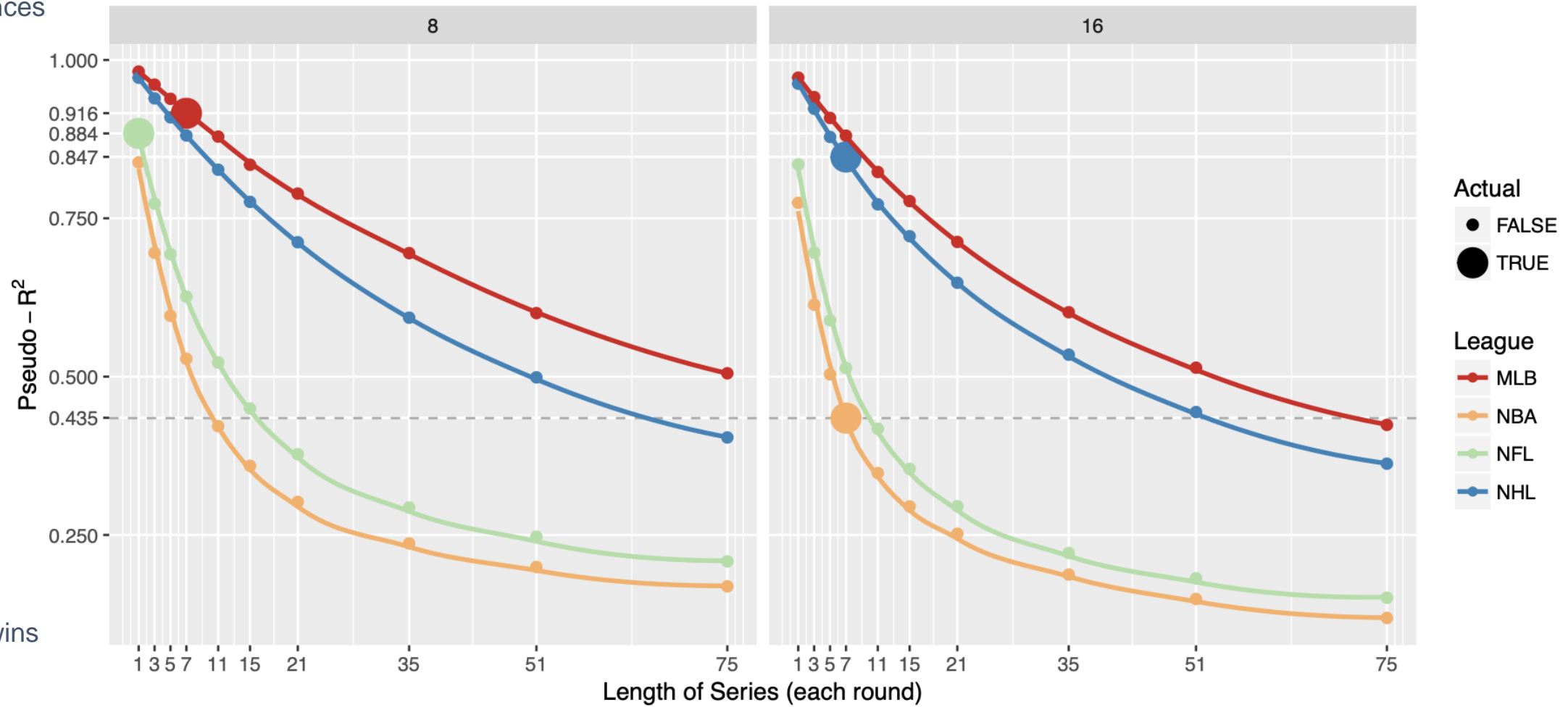
# How often does the best team win?

Solid: neutral site, Dashed: home game for better team

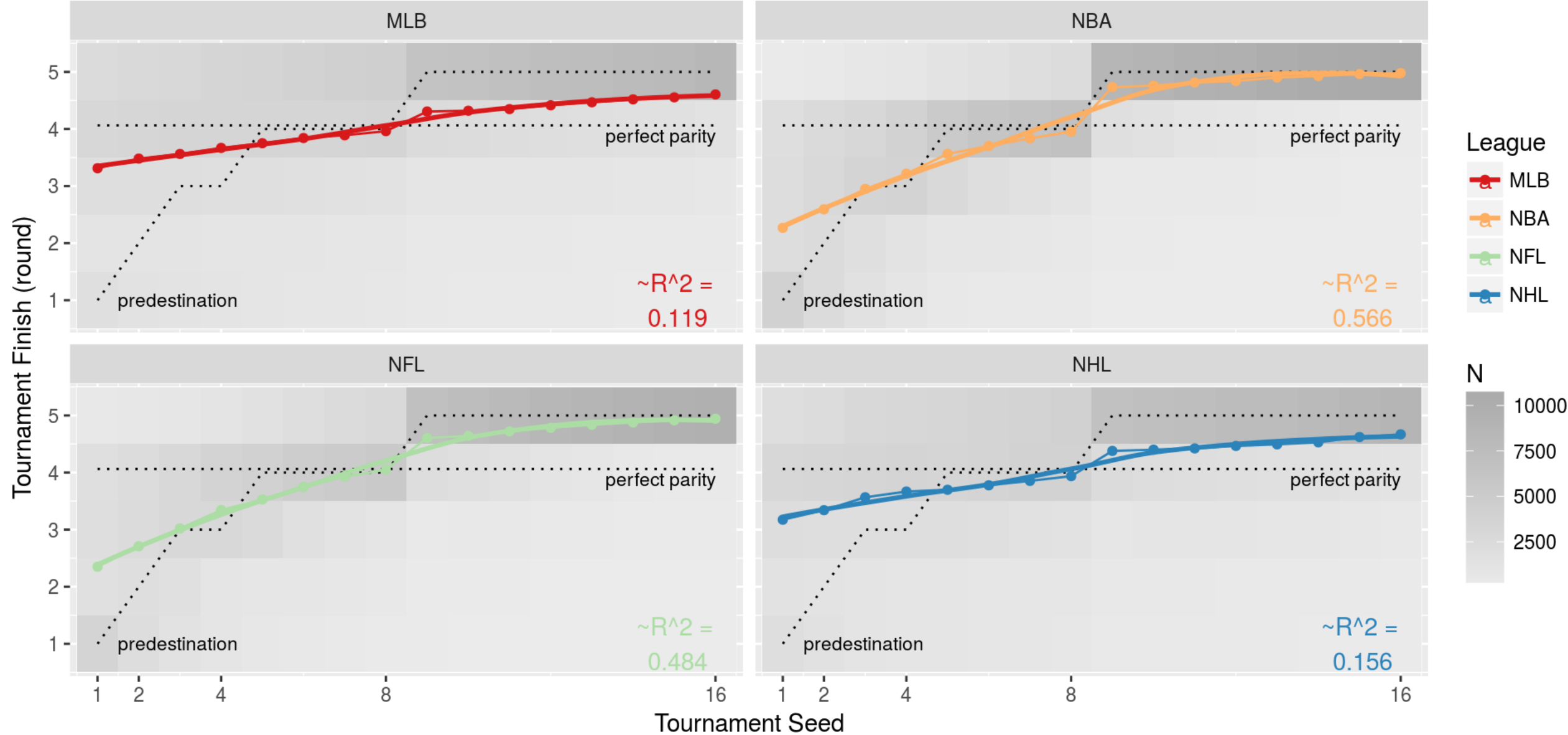


## Equivalence of Playoff Series Length

Simulated 8-Team and 16-Team Tournaments



# Simulated 16-Team Tournaments, 2004-2016



**Who cares?**

# GMs need to predict the future

- Buyers or sellers at trade deadline?
- Our team strengths are better at predicting future W-L



# GMs need to strategize

- Patriots rest starters in 2015 against Dolphins
- Lost HFA, lost in Denver
- Home advantage matters in 🏈 and 🏀



# GMs need a long-term plan

**“They have to rethink their whole philosophy”**

*Mike Milbury on the 2016 Washington Capitals losing to Pittsburgh*

- There's an immense amount of luck involved in hockey.  
Rethinking your philosophy on a postseason series is ludicrous



# Thank you!

- R code: <https://github.com/bigfour/competitiveness>
- References: <https://arxiv.org/abs/1701.05976>