

Liverpool Example

✓ games, create table x_{ijk} Player i , for game j , position k

	GK	LB	CB	RB	LM	CDM	CM	RM	LW	ST	RW
#1											
#2											
#3											
#4											
#5											
⋮											
#25											

↑
Fifa ratings

$z_i = \sum 1.03$ (Play for n mts)
 $x_{ijk} = \sum 1.03$ player i plays game j , position k
 Each opposing team has fixed rating. (From Fifa)

$$\max \sum z_i$$

$$R_1 x_{111} + x_{112} + x_{113} \dots R_n x_{nmn} \geq \theta_p z_i$$

So we activate z_i if we want to

win that game.

Else, we don't try to win, see what happens.

Penalty function: Subtract rating based on consecutive games.
Penalty different for each player.

TO DO: PENALTY