



Fantasy Football

Predicting Player Performance

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Why?

- Available player score projections are unreliable.
- Many participants rely on an unscientific approach to player selection.
- A robust, high-performing tool would be in high demand on both an individual, and league level.

Note - The fantasy football scores used in this model match ESPN's standard scoring format.

The Training Data - Observations

- Each observation is a player's statistics from a specific game.

Total observations by position:

Running Backs



59,520

Wide Receivers



57,285

Quarterbacks



26,835

Tight Ends



26,384

Kickers



20,232

The Training Data - Features

Features include:

- Individual statistics for each player
- The opposing team's statistics (taken as an average of all weeks up to that point in the season).

Target Variable:

- Total Fantasy Points

Feature Engineering

Coming soon

For each player, take a rolling mean of each stat (start with a 3-week window - the three most recently completed weeks, and tie that with the fantasy points of the current week)

Choosing a model

Coming soon

Predicting current players' fantasy scores

Coming soon

Feed player data to the model, output a predicted score (continuous variable).

Track model performance

Coming soon

Player's predicted score vs player's actual score

To improve predictions:

- Create a separate model for each position
- Try different features
- This may lead to the use of a non-linear model