



Predicting Draft Round for College Football Skill Positions

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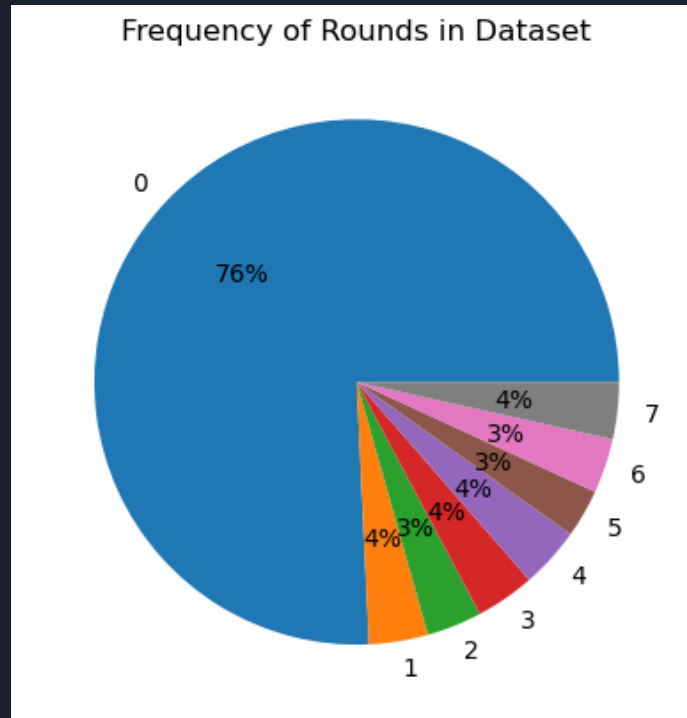
<https://github.com/ckourkou/DATA-1030-Final-Project.git>



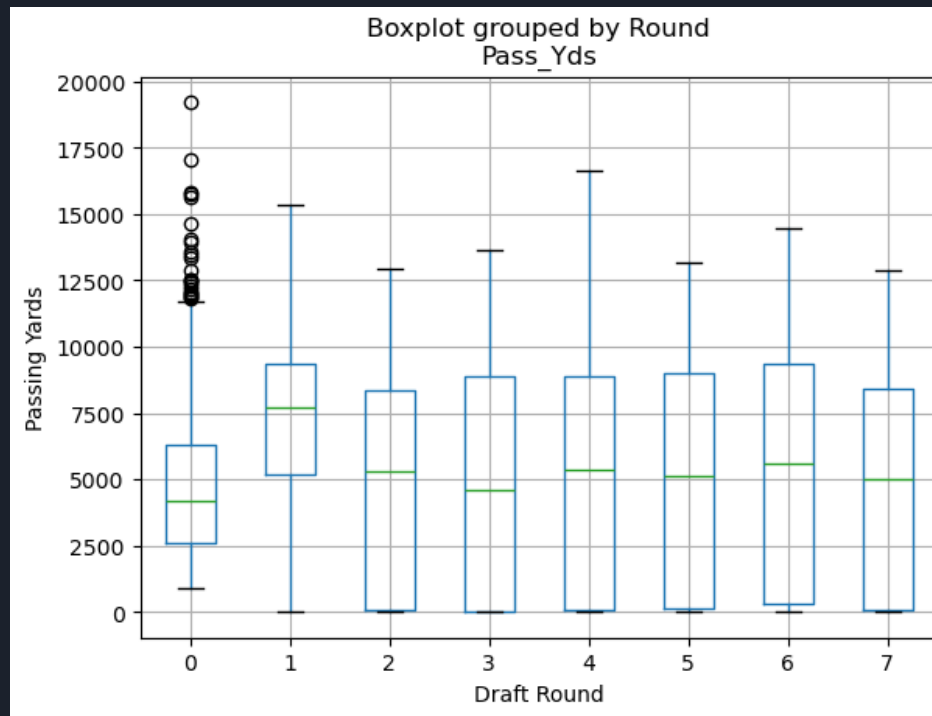
Intro

- Given college football player stats, predict what round players were drafted (or undrafted)
 - Important for scouting, draft strategy, trades, roster optimization
- Data from Stathead - partner of Pro Football Reference
 - Six separate data sets merged into one
- Data collected on all college football players dating back to 1956
 - Major passing, rushing, receiving stats from games played
 - Filtered year to 1993
- Classification problem - 8 groups (7 rounds plus undrafted group)
- Challenge: missing data

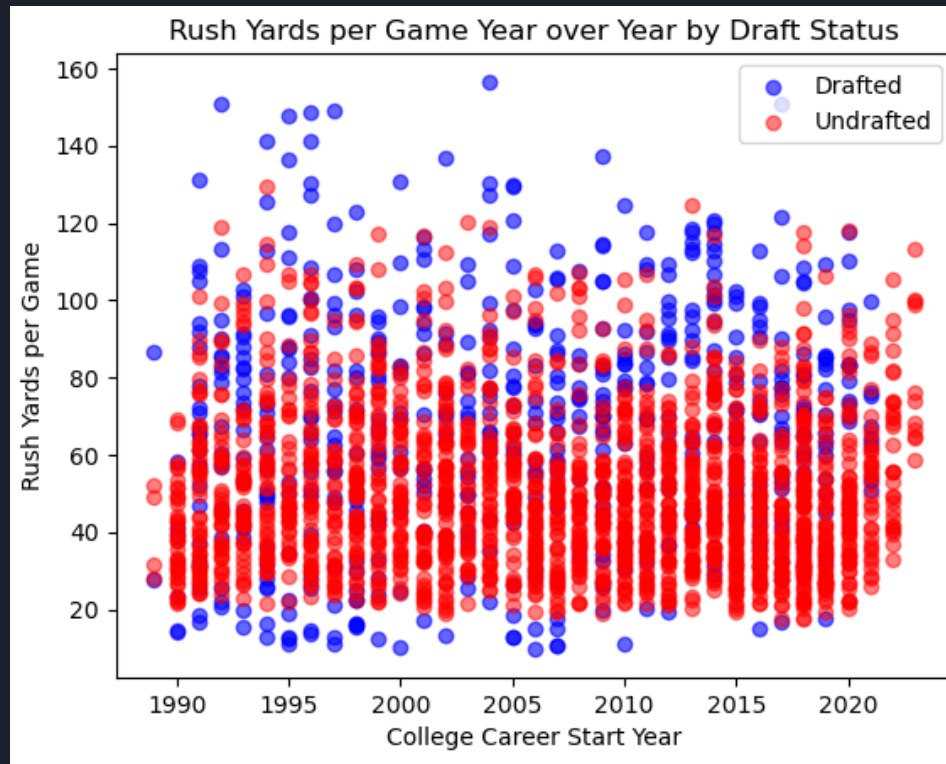
EDA



EDA



EDA



Splitting and Preprocessing

- Many missing values
 - Mostly due to merging, some missing by nature
 - Position filled in by max of passing, rushing, receiving yards
 - Football metrics replaced with 0
- Stratified split because of disproportionate amount of undrafted players
- One-hot encoded features
 - Position, Years (From and To)
- Multilabelbinarizer features
 - Team
- MinMax scaled features
 - Completion %, TD %, Int %
- Standard Scaled features
 - Everything else
- 29 columns in training data prior to preprocessing, 244 after
 - 5295 rows

fraction of missing values in features:

Pass_TD	0.785042
Cmp	0.785042
Pass_Att	0.785042
Inc	0.785042
Cmp%	0.785042
Pass_Yds	0.785042
Int	0.785042
TD%	0.785042
Int%	0.785042
Rate	0.785042
Pass_Y/A	0.785042
Pass_AY/A	0.785042
Pass_Y/C	0.785042
Pass_Y/G	0.785042
Pos	0.010085
Rush_Yds	0.662550
Rush_Att	0.662550
Rush_Y/A	0.662550
Rush_TD	0.662550
Rush_Y/G	0.662550
Rec_Yds	0.422436
Rec	0.422436
Y/R	0.422436
Rec_TD	0.422436
Rec_Y/G	0.422436

Questions?

