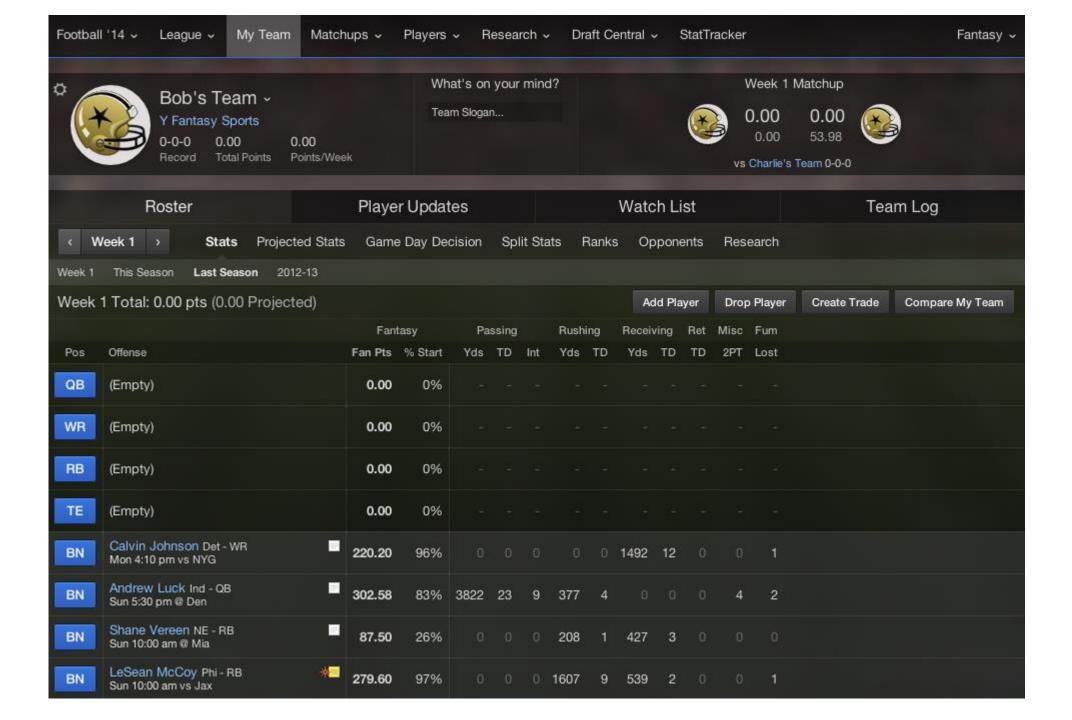
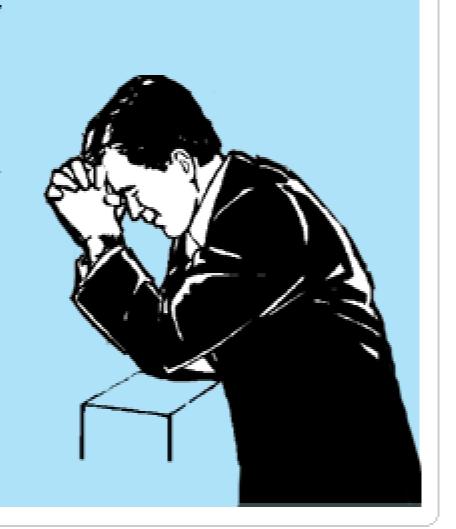
Predicting the Risk of Injury in the NFL

Eric Alonas



Please don't let my Fantasy Football Team be an embarrassment for me this year.





Problem Statement

Problem:

- Starting lineup sabotaged by injuries
- Can't keep up with all the news of who's injured and who's not
- Result: Underperforming fantasy team

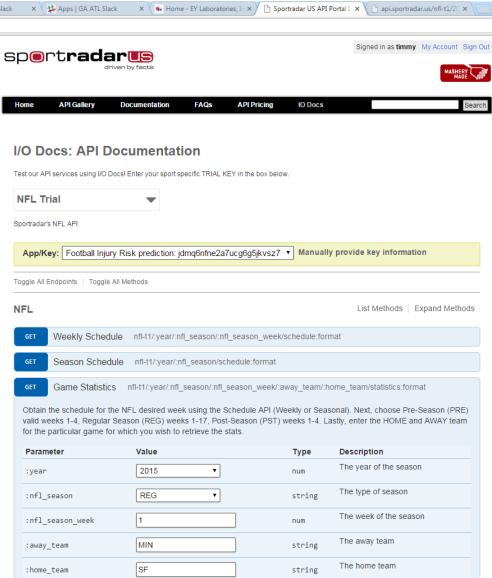
Solution:

- Analyze relationship between injuries and stats
- Predict likelihood of injury
- Stretch goal: quantify performance/injury risk ratio for entire roster

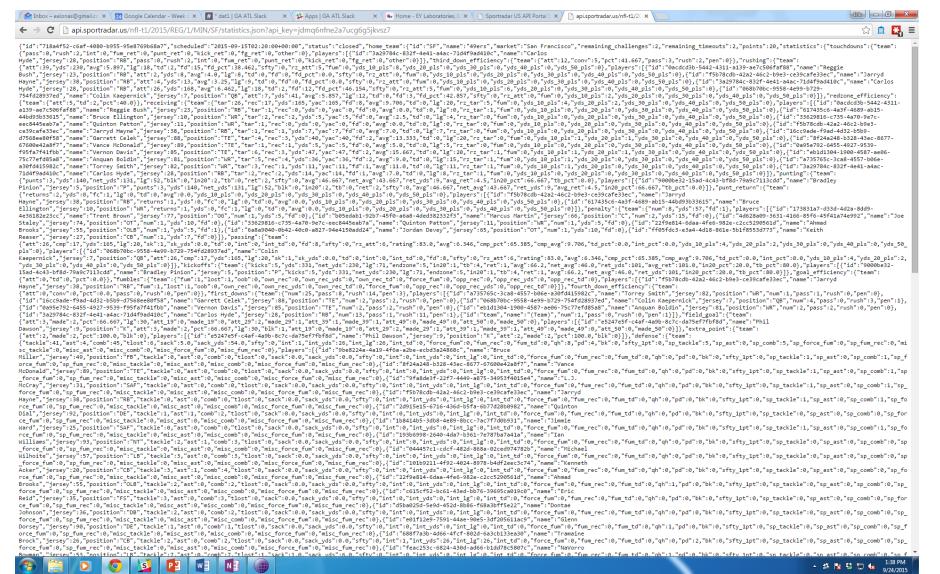
Factors to consider

- Team
- Position
- Playing time
- Distance covered
- History of previous injuries
- Type of play (run, pass, etc)

Gathering Data



Gathering Data



Gathering Data

ary.pdf Updated 08.03.15 League Information Conference id Division id Season Conference name Division name Season type **Game Information** Away team rotation Game quarter Official - Full name Scheduled kickoff Broadcast info - cable Game status Official - Id Total pts scored by team Official - Last name Broadcast info - Internet Game type Weather condition Official - Number Broadcast info - network Home team id Weather temperature Broadcast info - satellite Home team rotation Official - Status Wind direction Game clock time Points by quarter Humidity Wind speed Game completion Official - assignme Remaining challenge Venue Information Address Capacity Country State Surface Zip Name Type **Player Information** Birth Date Draft Year Position Description Birth Place Experience Injury - Description Position Id College Depth Chart Position First Name Injury - Id Practice Status Full Name Injury - Start Date Status Draft Pick Jersey Number Game Day Deactivation Flag Weight Draft Round Game Status Last Name **Team Information** Coach - Abbreviate name Coach - Id Coach - Salary Team market Coach - First name Coach - Last name Coach - Status Team name Coach - Full name Coach - Position Team id **Play-by-Play Information** Drive - clock Play - Progress - from side Play - updated date/time Game quarter Drive - team Play - clock Play - Progress - from yd line Play - yard line Ending situation - down Play - controller Play - Progress - sequence Ending situation - side Play - defensive action Play - Progress - team id Play participant - jersey num Ending situation - team Play - defensive formation Play - Progress - to side Play participant - player id Ending situation - yard line Play - direction Ending situation - yds to 1st Play - distance Play - guarter Play participant - position Event - clock Play - score type Play participant - team Play - down Event - outcome Play - formation Play - scoring team Starting situation - down Event - sequence Play - id Play - sequence Starting situation - side Event - summary Play - official Starting situation - team Play - side

Event - winner

Play - overturned

Play - points scored

Play - summary

Starting situation - yard line

Starting situation - yds to 1st