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- The simplest metrics give fans a way to understand the outcomes of games they can't watch themselves
- Nowadays, measuring the actual and predicted contribution of players to on-field success is big business
- Nearly all North American professional teams have an analytics department; the rise of modern sports analytics was famously profiled in the 2003 book and subsequent movie Moneyball

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- Analytics has also come to nearly all sports, with soccer seeing the most recent uptick in analytical interest

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- Baseball being the origin sport for the development of sports analytics is largely due to baseball's pedigree
- However, it is also due to the fact that separating player from team performance is relatively easy
- This is because, in baseball compared to other sports, the action involves relatively little coordination between teammates

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- He produced the first baseball guide, first called The Beadle Dime Base-Ball Player and later edited the Spalding Base Ball Guides, in collaboration with his friend A.G. Spalding (of sporting goods fame)

Chadwick's stats

Chadwick emphasized the development of statistics to allow fans to assess baseball players' performance in an objective manner:

In order to obtain an accurate estimate of a player's skill, an analysis, both of his play at the bat and in the field, should be made, inclusive of the way in which he was put out; and that this may be done, it is requisite that all...contests should be recorded in a uniform manner.

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- 1. Batting average: hits by a player divided by his at-bats
- 2. Earned run average (ERA): runs per 9 innings surrendered by a pitcher not due to fielding errors

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Arguing about sports stats has a long history!

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 - On-base plus slugging (OPS) was introduced in 1984 in a book by two other amateur baseball statisticians, one of whom became the Official Baseball Historian for Major League Baseball
- The development of new statistics was part of the goal of the Society for American Baseball Research in 1971, and for which the term sabermetrics is coined

Moneyball

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- The story of how they did this is detailed in Michael Lewis' book Moneyball: The Art of Winning an Unfair Game and a 2011 film starring Brad Pitt and Jonah Hill

The Oakland A's 1998-2006

Table 11.1 The Oakland A's Winning Percentage and Payroll: $1998-2006^{1}$					
Year	Winning Percentage	Winning Percentage Rank	Payroll (in millions)	Payroll Rank	
1998	0.457	21st	\$20.1	28th	
1999	0.537	10th	\$24.2	26th	
2000	0.565	6th	\$32.1	25th	
2001	0.630	2nd	\$33.8	29th	
2002	0.636	2nd	\$40.0	28th	
2003	0.593	4th	\$50.3	23rd	
2004	0.562	9th	\$59.4	16th	
2005	0.543	9th	\$55.4	22nd	
2006	0.574	5th	\$62.2	21st	

- Because baseball has no payroll cap or floor, payroll discrepancies across teams can be huge
- Over the nine year stretch depicted, the A's paid less than one third of what the Yankees paid in total payroll

¹From David Berri: Sports Economics, First Edition, 2018, Chapter 15 > < > >

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- Beane and DePodesta don't claim to be better than average at sussing out intangibles, but instead focus a lot on a player's measurables: in particular their on base percentage
- This leads to a fundamental conflict of methods between Beane/DePodesta and the scouts, which accounts for much of the drama in the movie

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- This is important, since it means that by hiring players who take a lot of walks, a low-budget team can buy more production and hence more wins per \$
- It's hard for a small market team to succeed just on evaluating intangibles since the best scouts also likely work for bigger budget teams!

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- Analysts and executives like Morey noticed that, under the current NBA rules, teams were not taking enough threes, and three point shooting was undervalued in the player labour market
- The resulting three point revolution in the NBA is an example of a Moneyball-style transformation, including the rise of a new class of stars like Steph Curry and James Harden

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- In all cases, we need a metric to be two things:
- 1. Relevant: the metric correlates highly with wins
- 2. Stable over time: the metric is predictive of the future

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- It is important that a metric be mainly picking up the player's skill rather than luck, because in the latter case we could replace the player with any other player and have to the same expected on-field outcomes
- One way to distinguish skill from luck is that skill should be consistent over time while luck will change over time

Relevance vs. stability in sports analytics

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- This is especially true for athletes in other sports than baseball: so called complex invasion sports like hockey and basketball
- For instance: an analysis by Berri and Schmidt (2010) found very low stability (i.e. year on year correlation) of goalie performance metrics in a sample of 361 NHL goaliess

Table 6.6 Consistency of NHL Goalies: 2000–01 to 2016–17			
Statistic	r		
Save percentage	0.23		
Goals against average	0.31		
Shots on goal, minute	0.60		

Goalie save percentage is obviously very important to a team's wins but it is very unstable for any goalie across seasons!

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- 2. Tracking data: where are players locating during offense and defense: how fast to they run? how many shots do they contest?
- 3. Machine learning and decay models: how confident can we be that a breakout performance by an athlete is "real" based on prior information about similar players and performances?

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- Simple analytics on the level of batting average are generally difficult to create in a sport with very little scoring
- Instead, modern soccer analytics focus on possession: who controls the ball the most and what do they do with it?
- Like a lot of modern stats in sports, understanding possessions requires extensive use of tracking data

Modern possession-based soccer models

Key soccer possession models by publication year, with type of model and possession information

NAME	CREATOR	DEBUT	METHOD	WINDOW	OFF-BALL INFORMATION
Markov Chains	S. Rudd	2011	Markov chain	One possession	Defensive states tagged in event data
Possession- Based Model	N. Mackay	2016	Logistic regression and GAM	One possession	None
Expected Threat (xT)	K. Singh	2019	Markov- like	Next 5 actions (goal for)	None
Valuing Actions by Estimating Probabilities (VAEP)	KU Leuven DTAI	2019	Gradient- boosted trees	Next 10 actions (goal for or against)	Possession history proxies
Expected Possession Value (EPV)	J. Fernández et al.	2019	Multiple models	Next goal (for or against) or end of half	Full tracking data

END

Henry Chadwick



Branch Rickey



Moneyball

