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# MLB Player Projection Analysis

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# 1 . Data

**Observed statistics from 3173 hitters and 1298 pitchers from 2008-2020.**

- Predicting player value, encompassed in a statistic called Wins Above Replacement (WAR).
  - WAR scale (one full season): 2=average, 5=all-star, 8=MVP
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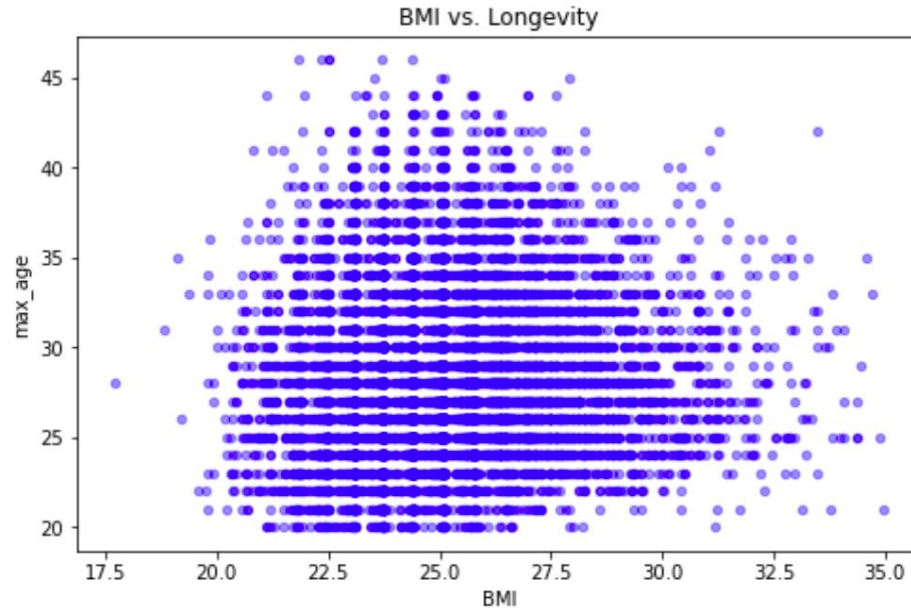
# Key Questions

1. Which types of players tend to last longer in the league?
  2. Which factors are most influential in WAR calculation?
  3. Which statistics get too little/too much attention among today's front offices?
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## 2. Pre-model EDA

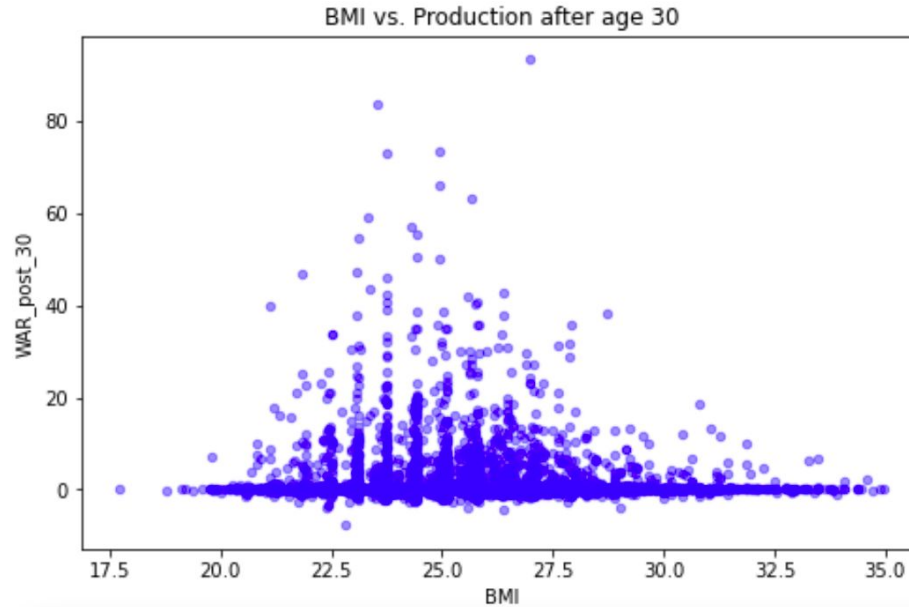
➤ BMI vs. longevity (max age)



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## 2. Pre-model EDA

➤ BMI vs. WAR after age 30



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### 3. Linear regression (batters)

- R-Squared: .30
- Limits of stolen bases
- Ability to make contact

	coef	std err	t	P> t	[0.025	0.975]
<b>Intercept</b>	2.2045	2.170	1.016	0.310	-2.057	6.466
<b>BMI</b>	0.1302	0.077	1.689	0.092	-0.021	0.282
<b>batting_score</b>	0.0206	0.002	12.188	0.000	0.017	0.024
<b>strikeout_rate</b>	-17.2422	2.491	-6.921	0.000	-22.135	-12.349
<b>fielding_score</b>	0.0184	0.004	4.166	0.000	0.010	0.027
<b>infield_score</b>	0.0834	0.038	2.175	0.030	0.008	0.159
<b>catching_score</b>	0.0497	0.015	3.347	0.001	0.021	0.079
<b>SB</b>	0.0153	0.007	2.135	0.033	0.001	0.029
<b>CS</b>	-0.0575	0.026	-2.197	0.028	-0.109	-0.006

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### 3. Linear regression (pitchers)

- R-Squared: .30
- Quality of contact allowed
- Value of strikeouts, cost of walks

	coef	std err	t	P> t	[0.025	0.975]
Intercept	7.0497	5.869	1.201	0.230	-4.477	18.576
runs_per_9	-1.8337	0.362	-5.059	0.000	-2.546	-1.122
ER	0.0080	0.001	8.590	0.000	0.006	0.010
GB_div_FB_ratio	8.1586	6.479	1.259	0.208	-4.568	20.885
line_drive_rate	-26.6198	7.139	-3.729	0.000	-40.642	-12.598
popup_rate	37.2821	18.320	2.035	0.042	1.298	73.266
SO9	-0.3940	0.141	-2.793	0.005	-0.671	-0.117
SO_div_BB	1.3374	0.268	4.993	0.000	0.811	1.864

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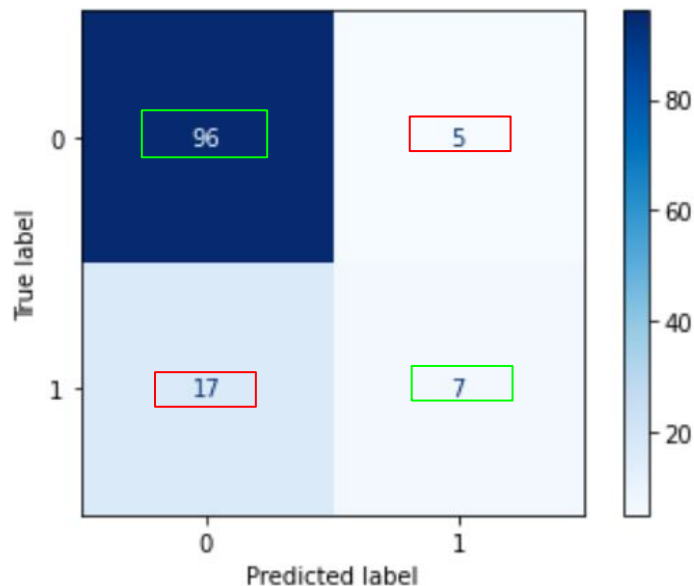
## 4. Random forest (batters)

- Accuracy: .82
- Precision: .58
- Cross-validation: .84

### Criteria

- $\geq 10$  career WAR
- $\geq 25\%$  of career WAR after age 30

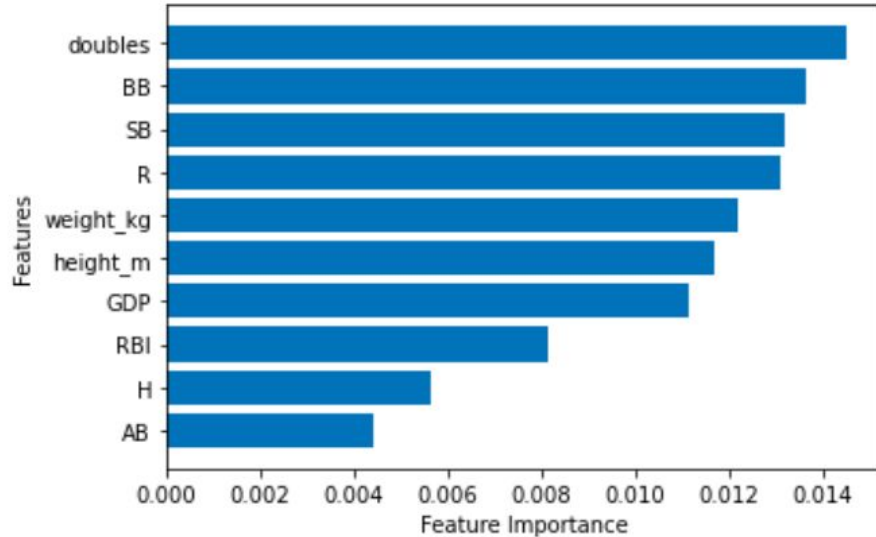
Test Set Confusion Matrix





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## 4. Random forest (batters)



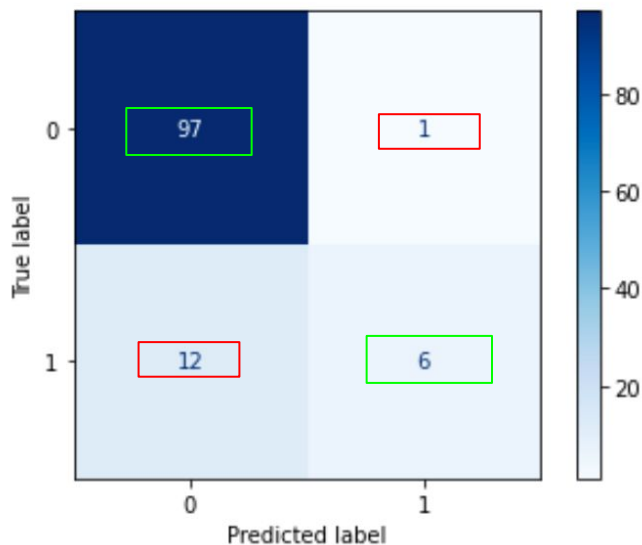
- Easiest to accumulate value while batting
  - Position value is significant
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## 4. Random forest (pitchers)

- Accuracy: .89
- Precision: .86
- Cross-validation: .88

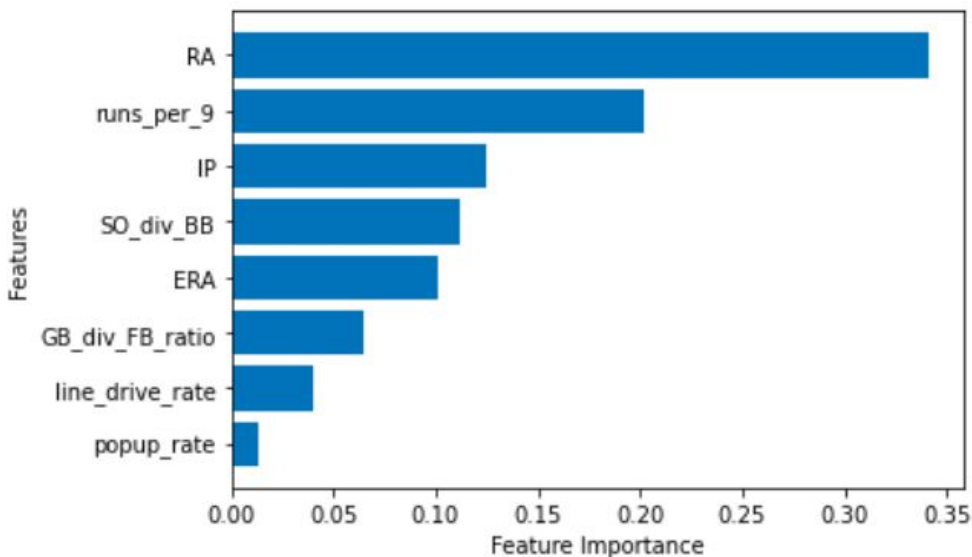
Test Set Confusion Matrix



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## 4. Random forest (pitchers)

- Strikeout (SO) vs. walk (BB) ratio
- RA vs. ERA



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## 5. Recommendations (batters)

- BB rate as a metric
  - Batting value vs. other areas' value
  - Speed-reliant players' limited longevity
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## 5. Recommendations (pitchers)

- RA vs. ERA
  - Strikeout/walk ratios
  - BMI as a non-factor
  - Ability to last long in games
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## 6. Future Work

- Pitching durability
  - Use of Statcast
    - Pitchers
      - Spin rate
    - Hitters
      - Exit velocity
      - Launch angle
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# Thank you for watching!

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<https://github.com/jresis/mlb-free-agent-analysis>

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