

YAPR

'Yards Above Predicted Return'

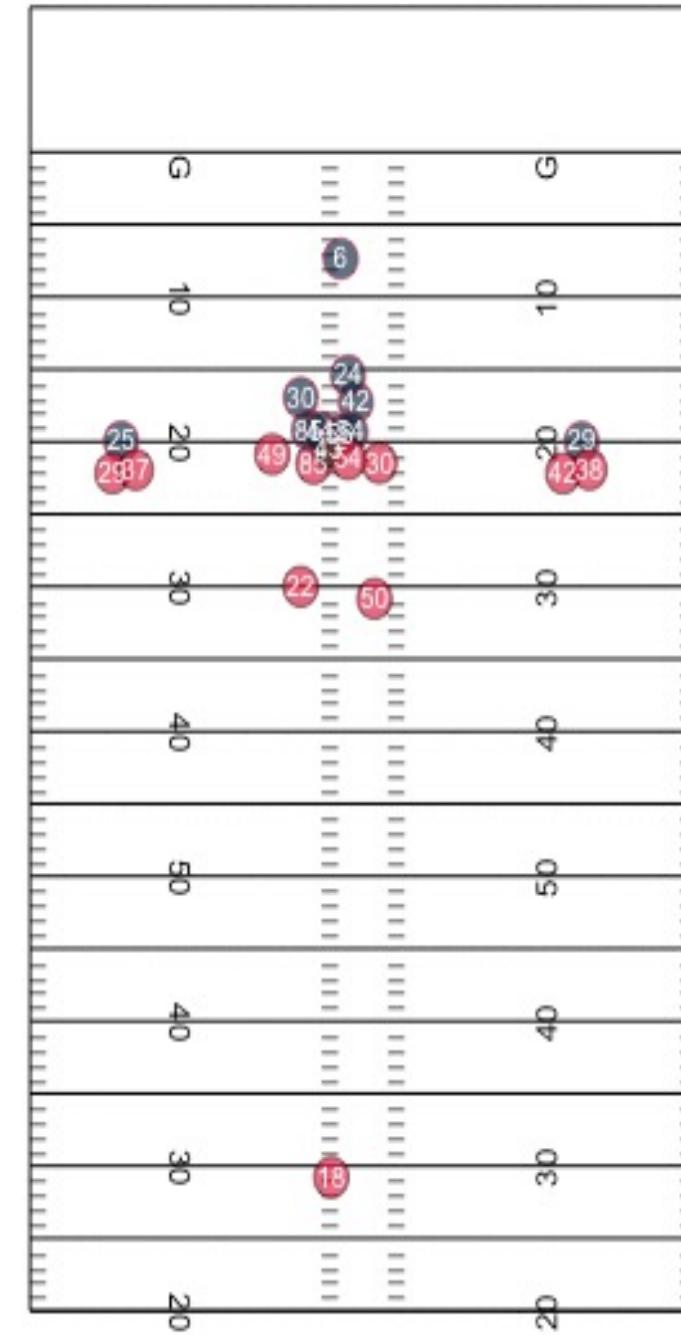
Nicholas Kondo, Max Batsch, Tino Diaz-Ordaz





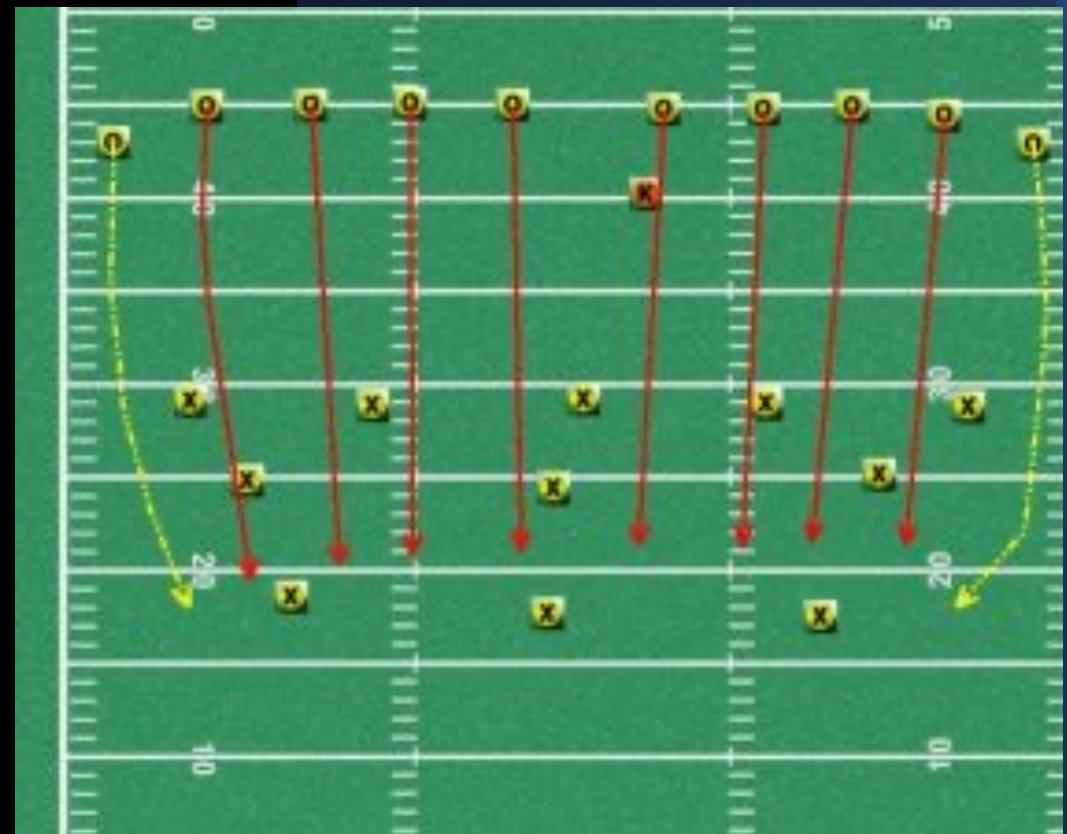
2022 NFL Big Data Bowl

- Annual Big Data Bowl
- Innovation with player tracking data
- Hosted by Kaggle
- The goal:
 - 1. Create a new special teams metric
 - 2. Quantify special teams strategy
 - 3. Rank special teams players



Expected Return Yards

- How many yards will the returner gain at the moment they receive the ball?
- Variables used to determine Expected Return Yards
 - The yard line the ball was kicked to
 - The location the returner received the ball
 - Distance between returner and defenders (kickoff team)
 - Speed of defenders
 - Kick Type (Flat, Deep, or Pooch)
 - Catch Type (Dropped or Caught)



YARD LINE RECEIVED: -2 yds

RUG DEFENDER DISTANCE: 33.7 yds

Y POSITION: Right

KICK TYPE: Deep

RESULT: Return

EXPECTED YARDS: 26 yds

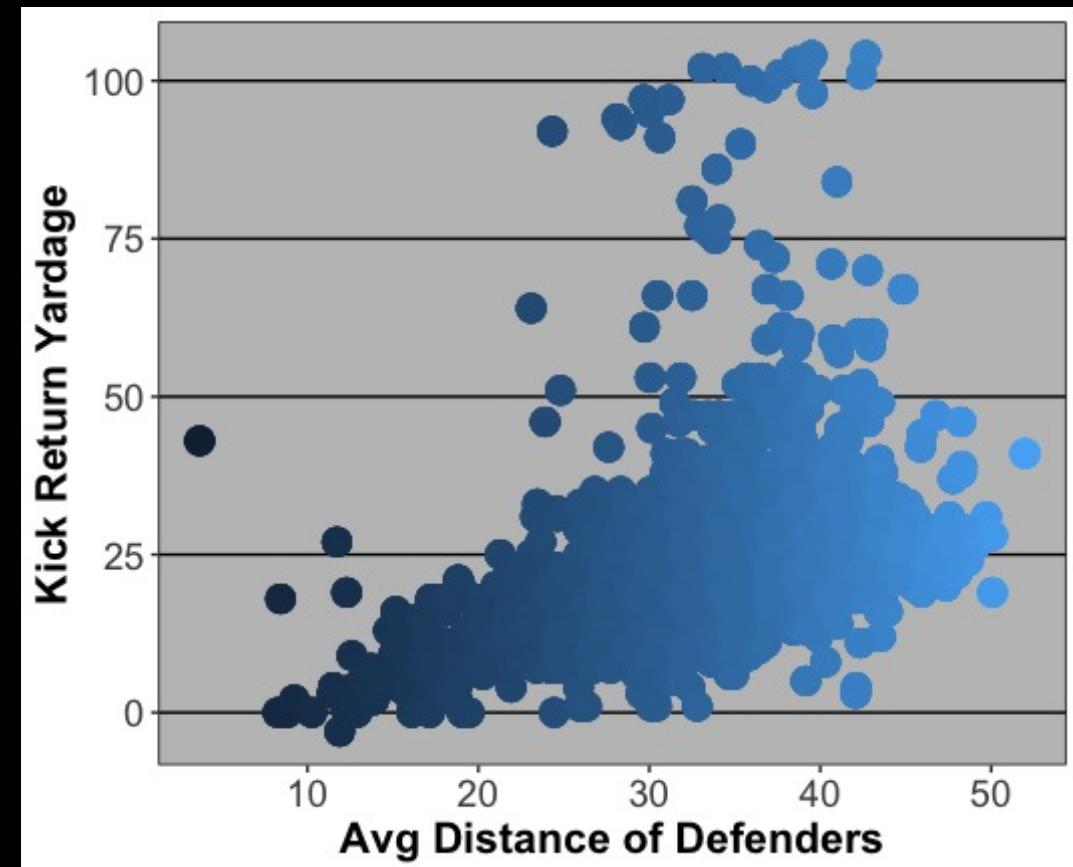
RESULT: 24 yd line



LOADING . . .

Why Use Machine Learning for Player Tracking Data?

- Ranking
 - Developing an understanding of successful and unsuccessful attributes
- Payment
 - Creating a tangible metric that can be associated with an increase in pay
- Health
 - Understanding the likelihood of an injury or other statistics that can help make the game safer



Data Cleaning

- Removing NA values
 - Removed observations when football was tracked
- Filter
 - Kickoff plays only
 - Frame ID of 'Kick Received'
 - No squib or onside kicks
 - Returners only
 - Defenders become a separate feature

```
```{r}
sort(colSums(is.na(tracking2018)))
```
```

| | time | x | y | s |
|--|---------------|----------|--------|-------------|
| | 0 | 0 | 0 | 0 |
| | a | dis | event | displayName |
| | 0 | 0 | 0 | 0 |
| | team | frameId | gameId | playId |
| | 0 | 0 | 0 | 0 |
| | playDirection | o | dir | nflId |
| | 0 | 555537 | 555537 | 555537 |
| | jerseyNumber | position | | |
| | 555537 | 555537 | | |

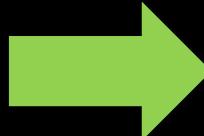
```
```{r}
table(tracking2018[is.na(tracking2018$nflId), "displayName"])
```
```

```
football
555537
```

Data Cleaning (Continued)

| Display Name | X | Y | Team | Retunner? |
|--------------|-------|-------|------|-----------|
| Player 1 | 39.08 | 24.57 | Home | No |
| Player 2 | 41.11 | 32.25 | Home | No |
| Player 3 | 43.08 | 38.77 | Home | No |
| Player 4 | 2.5 | 30.5 | Home | Yes |
| Player 5 | 44.11 | 24.92 | Home | No |
| Player 6 | 43.9 | 21.75 | Home | No |
| Player 7 | 39.07 | 41.27 | Home | No |
| Player 8 | 45.07 | 49.79 | Home | No |
| Player 9 | 32.17 | 38.71 | Home | No |
| Player 10 | 50.5 | 46.24 | Home | No |
| Player 11 | 21.67 | 43.81 | Home | No |
| Defender 1 | 34.23 | 31.98 | Away | No |
| Defender 2 | 50.44 | 17.86 | Away | No |
| Defender 3 | 43.95 | 27.63 | Away | No |
| Defender 4 | 39.83 | 44.49 | Away | No |
| Defender 5 | 40.75 | 33.99 | Away | No |
| Defender 6 | 11.53 | 42.45 | Away | No |
| Defender 7 | 44.18 | 42.04 | Away | No |
| Defender 8 | 37.43 | 29.16 | Away | No |
| Defender 9 | 20.92 | 38.29 | Away | No |
| Defender 10 | 33.04 | 34.62 | Away | No |
| Defender 11 | 33.75 | 35.52 | Away | No |

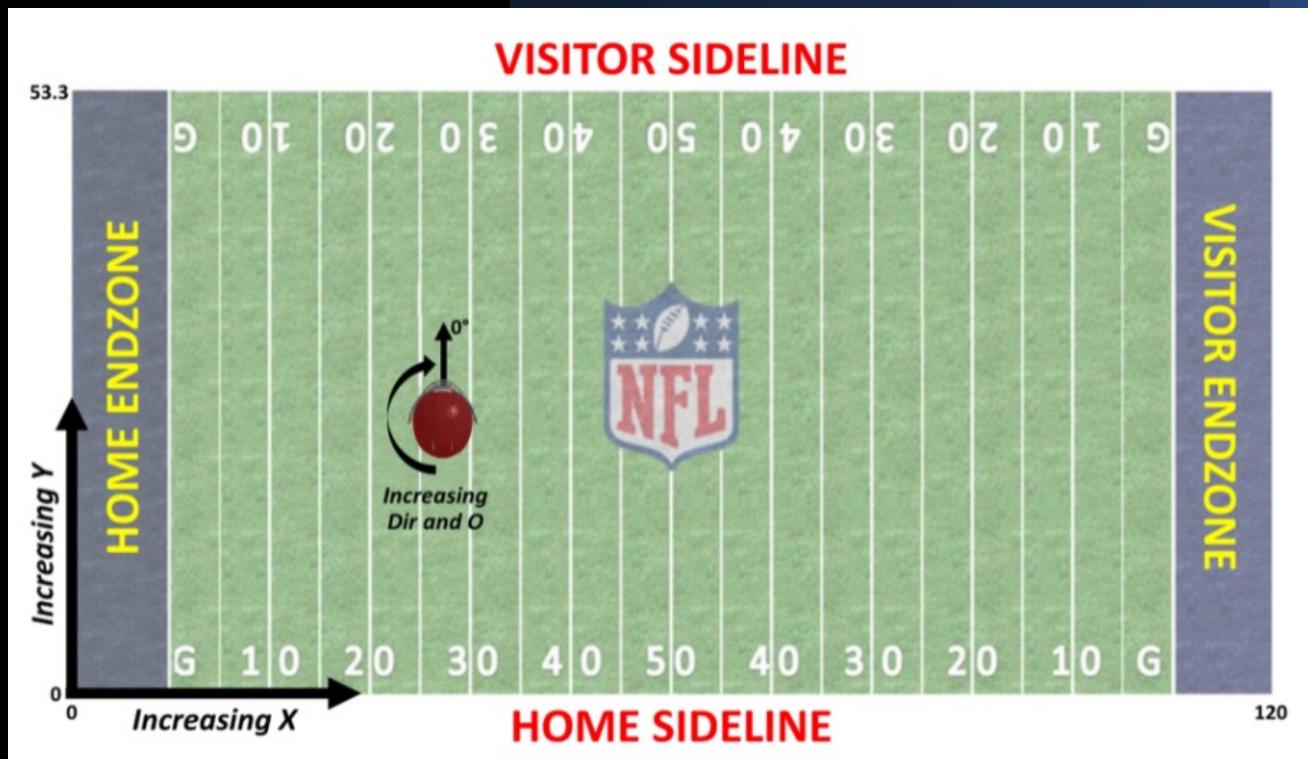
Expanding the data so we go from 1 observation for each player, we have 11 observations for each player to include defenders.



| Display Name | X | Y | Team | Retunner? | Defender | X | Y |
|--------------|-----|------|------|-----------|-------------|------|------|
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 1 | 41.3 | 10.2 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 2 | 41.5 | 15.3 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 3 | 40.6 | 20.4 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 4 | 41.5 | 22.1 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 5 | 41.5 | 23.4 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 6 | 43.2 | 25.2 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 7 | 40.2 | 35.5 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 8 | 42.5 | 39.3 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 9 | 40.6 | 45.6 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 10 | 41.1 | 50.3 |
| Player 4 | 2.5 | 30.5 | Home | Yes | Defender 11 | 43.8 | 58.2 |

Feature Engineering

- Distance (Pythagorean Theorem Used)
- Yard Result
 - YardResult_Over25 (1 = yes)
- Yard line 'Kicked To'
 - 5 Yard Bin 'Kicked To'
- Y_Position (Left, Right, or Center)
- Defender Variables
 - Average Distance
 - Average Speed
 - Average Acceleration





Modeling Stages

- Linear Regression
- Logistic Regression for 25 Yard line
- ElasticNet
- Random Forest

Linear Regression

Adjusted R²= .30

- As the yard line kicked to decreases by 1 yard, or the further the ball is kicked, the returner typically gains .28 more yards
- As the average distance between the defenders and the returners increases by 1, the returner typically gains an average of .43 more yards.

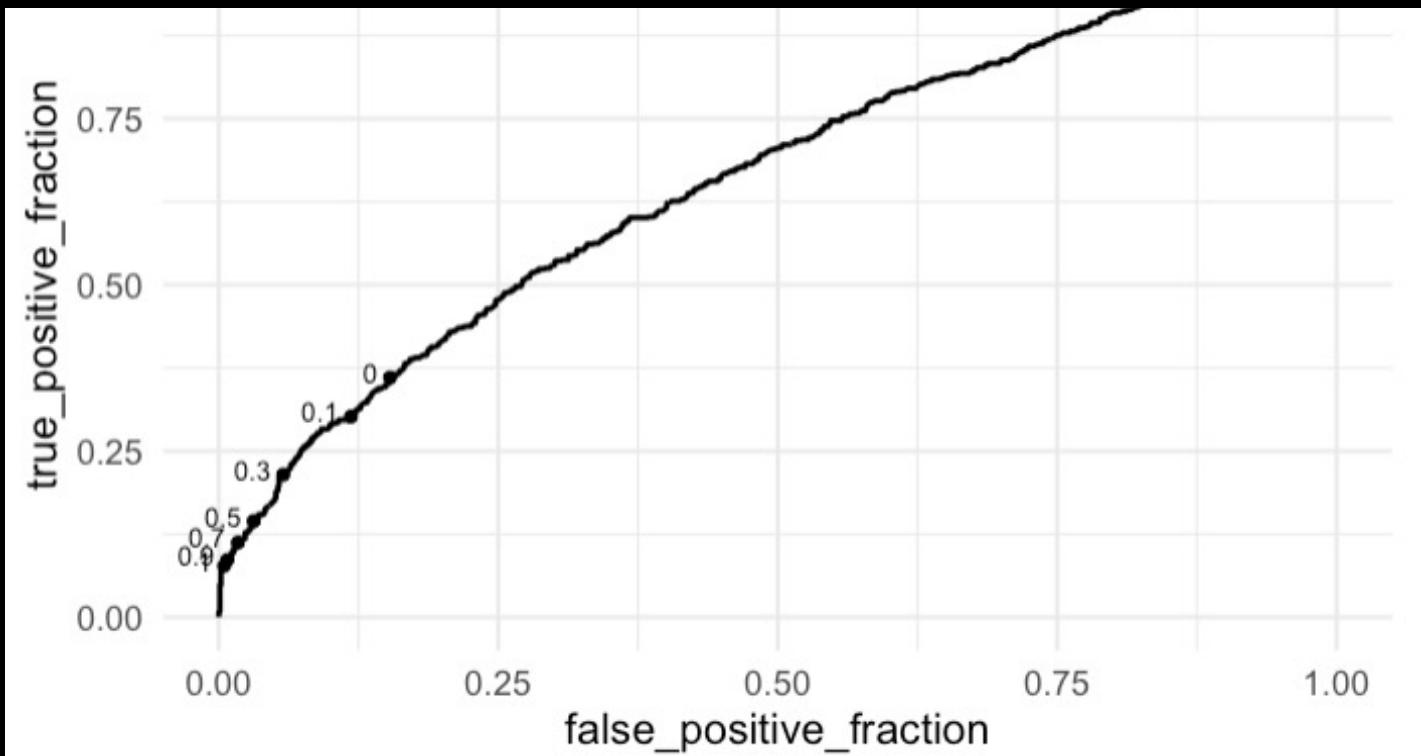
| Predictors | kick Return Yardage | | |
|--|---------------------|---------------|------------------|
| | Estimates | CI | p |
| (Intercept) | -4.09 | -8.53 – -0.35 | 0.071 |
| kickedto yardline | -0.28 | -0.36 – -0.19 | <0.001 |
| KoTeamAvgDist | 0.43 | 0.35 – 0.52 | <0.001 |
| KoTeamAvgA | 1.09 | 0.28 – 1.89 | 0.008 |
| Y position [left] | -0.82 | -1.53 – -0.12 | 0.022 |
| Y position [right] | -0.98 | -1.69 – -0.27 | 0.007 |
| kickType [F] | 1.00 | -0.27 – 2.26 | 0.123 |
| kickType [P] | -2.62 | -3.76 – -1.49 | <0.001 |
| specialTeamsResult [Return] | 10.15 | 8.22 – 12.07 | <0.001 |
| Observations | 2576 | | |
| R ² / R ² adjusted | 0.299 / 0.296 | | |

Modeling Performance

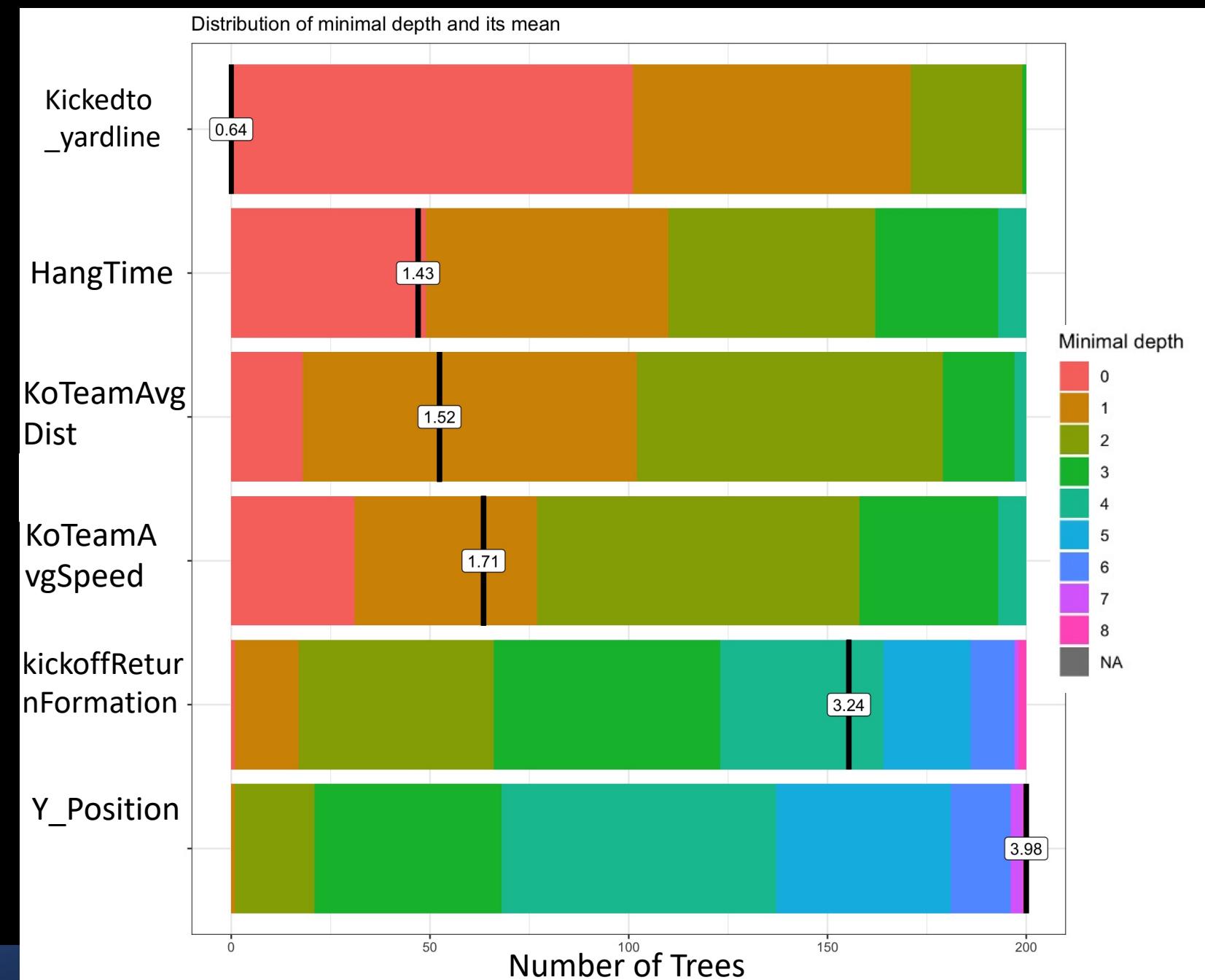
Logistic Regression

- The AUC for the training and testing sets were .65 and .64 respectively

ROC Plot



Random Forest



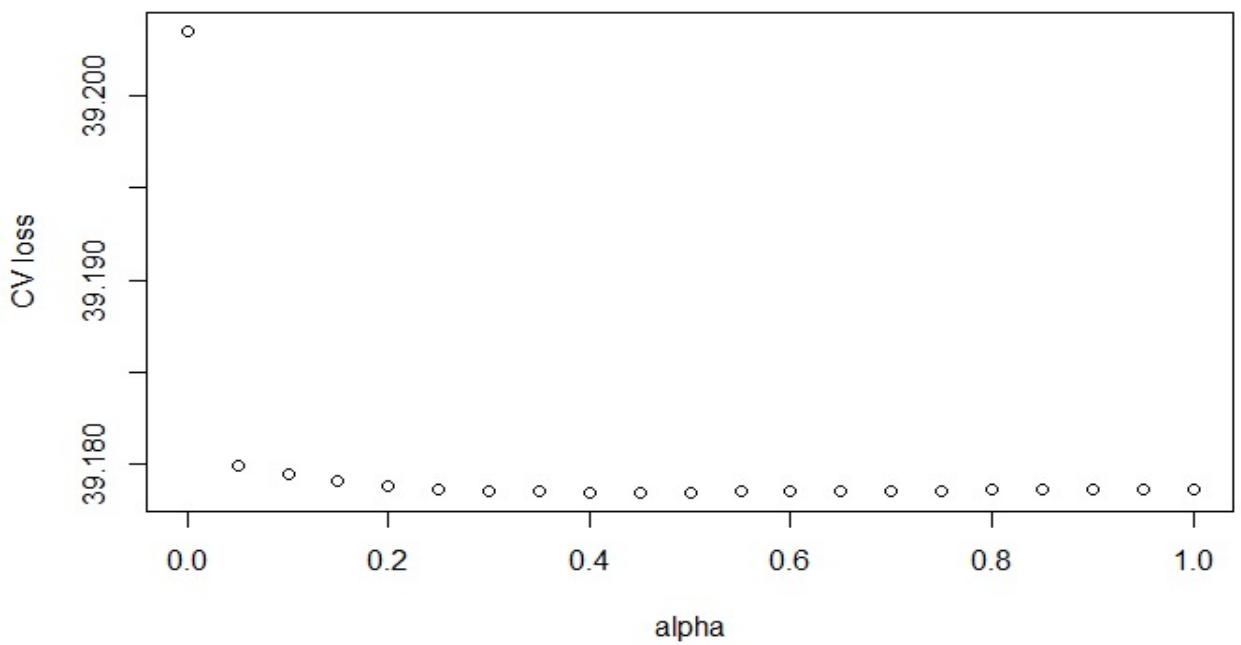
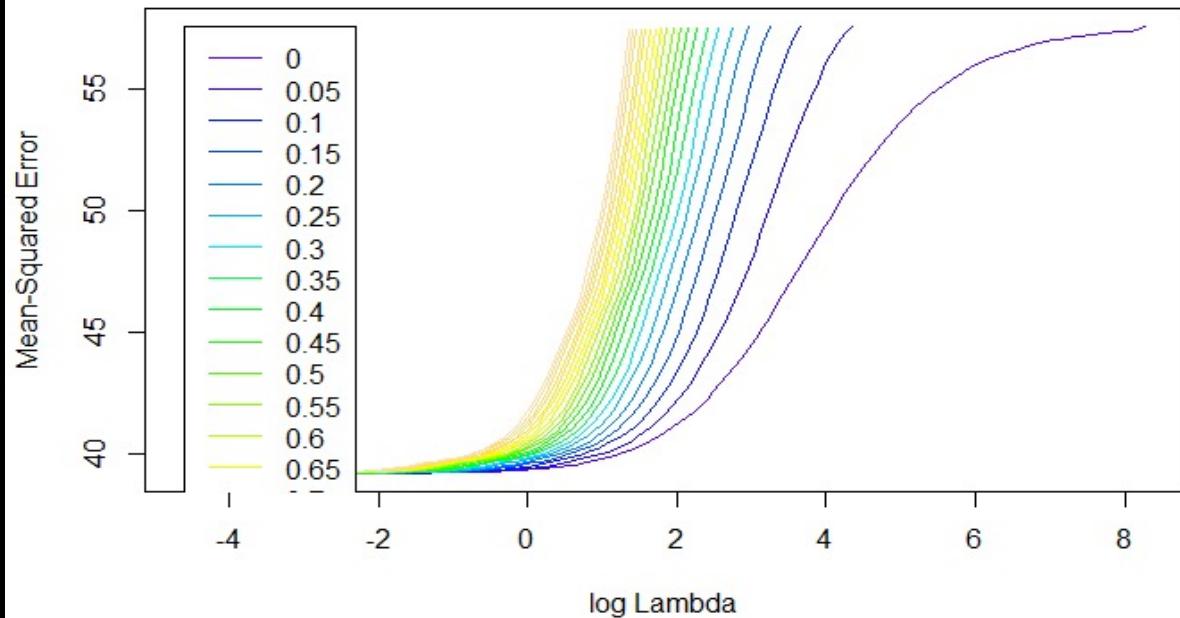
ElasticNet

Best alpha
0.45

Lambda.min
0.039

Lambda.1se
1.10

Error
39.18



1. Metrics from 'Expected Return Yards' Model

Expected Return Yards: Yards a returner is expected to gain given X's

Efficiency: (Actual Return Yards – Expected Return Yards)

25 Yard Line Probability: Likelihood of a returner reaching 25-yard line

2. Quantify Special Teams Strategy

- A player can have an idea of when they should or should not return the ball out of the endzone at the moment of catching the ball

3. Ranking Players

- Efficiency can be measured and used to rank special teams players

How This Can Be
Adopted?

Thank You

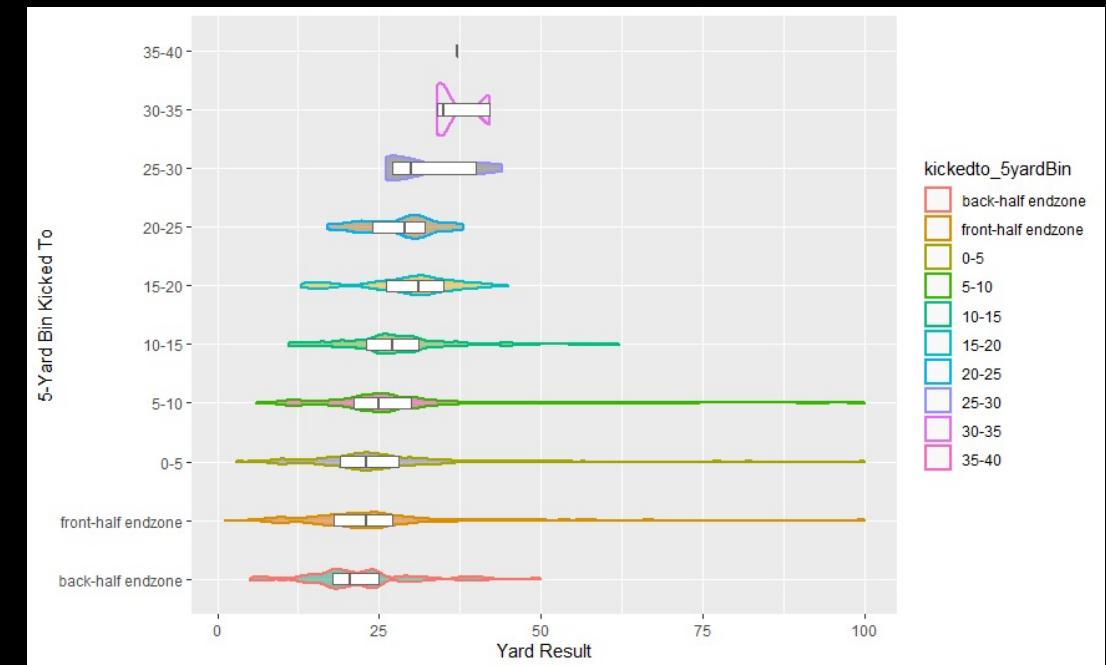
- Any Questions?

Appendix

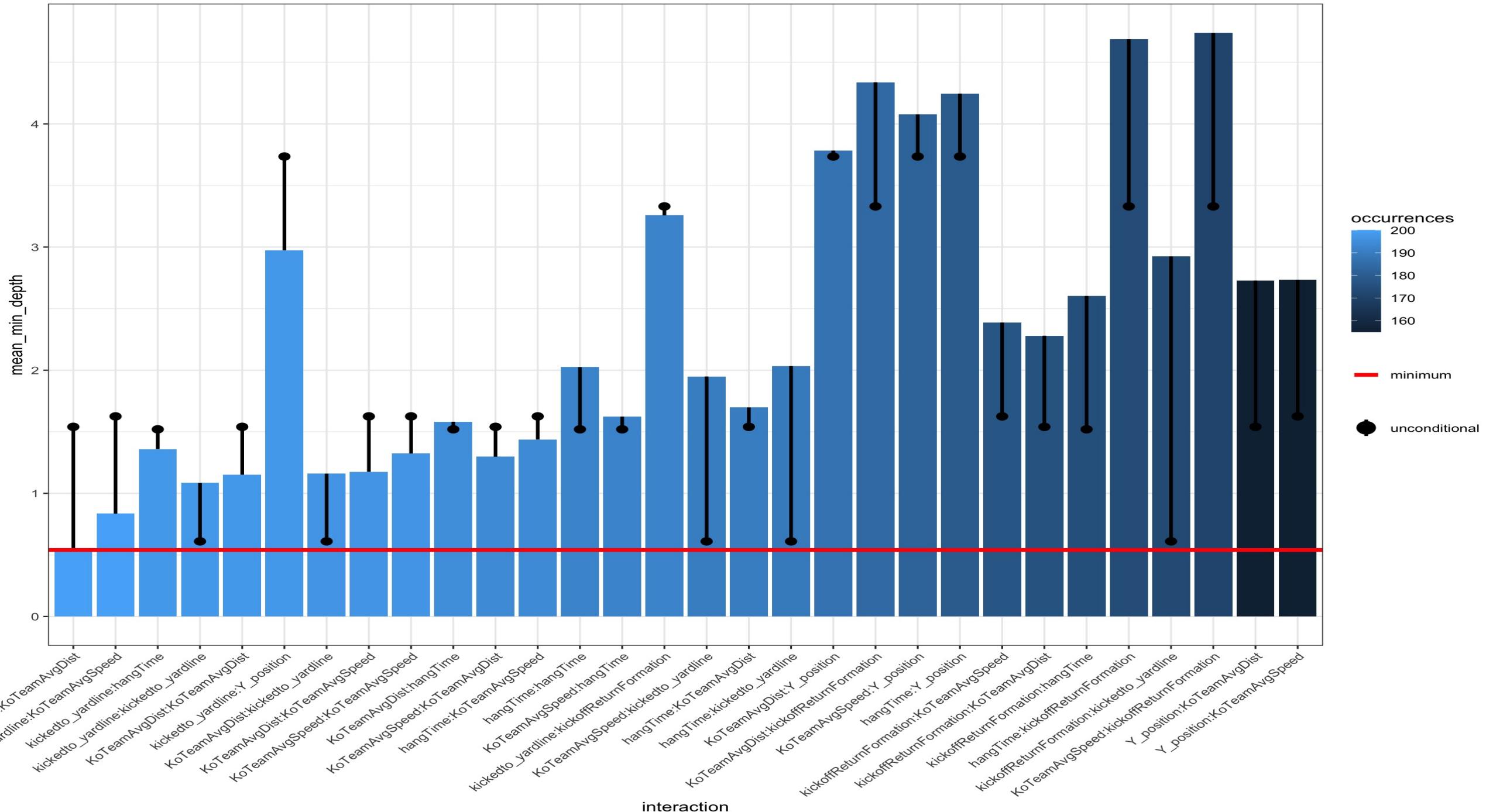
Average Yard Result based on Kick_to bins

```
```{r}
#Here I am making a shortcut for the ggplot of the returns plot with Bin and yard result
g <- ggplot(returns, aes(x = kickedto_5yardBin, y = yard_result, color = kickedto_5yardBin)) +
 labs(x = '5-Yard Bin Kicked To', y = 'Yard Result')

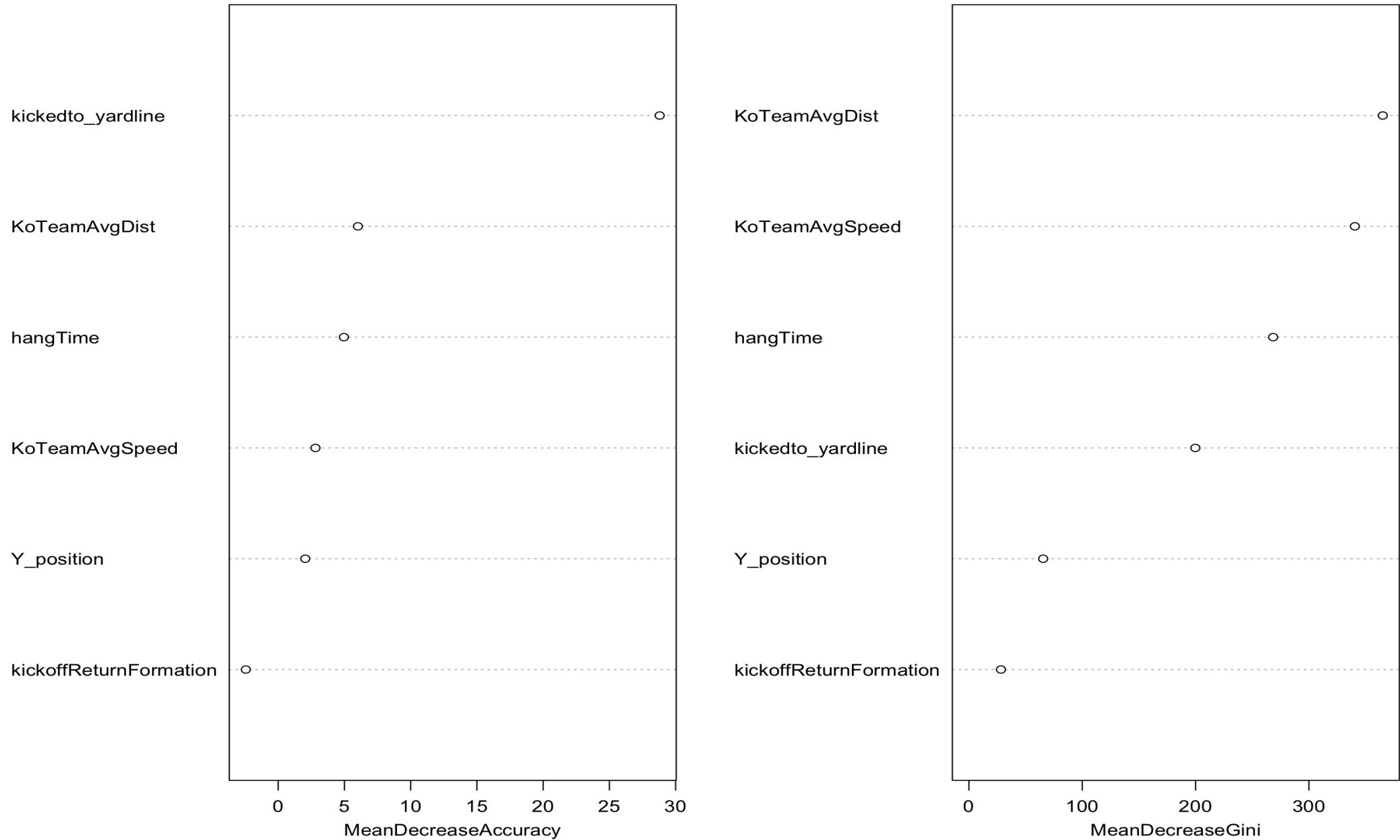
#Since boxplots are boring, I made a violin plot instead
g + geom_violin(aes(fill = kickedto_5yardBin), size = 1, alpha = .5) +
 geom_boxplot(outlier.alpha = 0, coef = 0,
 color = "gray40", width = .2) +
 scale_fill_brewer(palette = "Dark2", guide = "none") +
 coord_flip()
```
```



Mean minimal depth for 30 most frequent interactions



NFL_rf_fit2



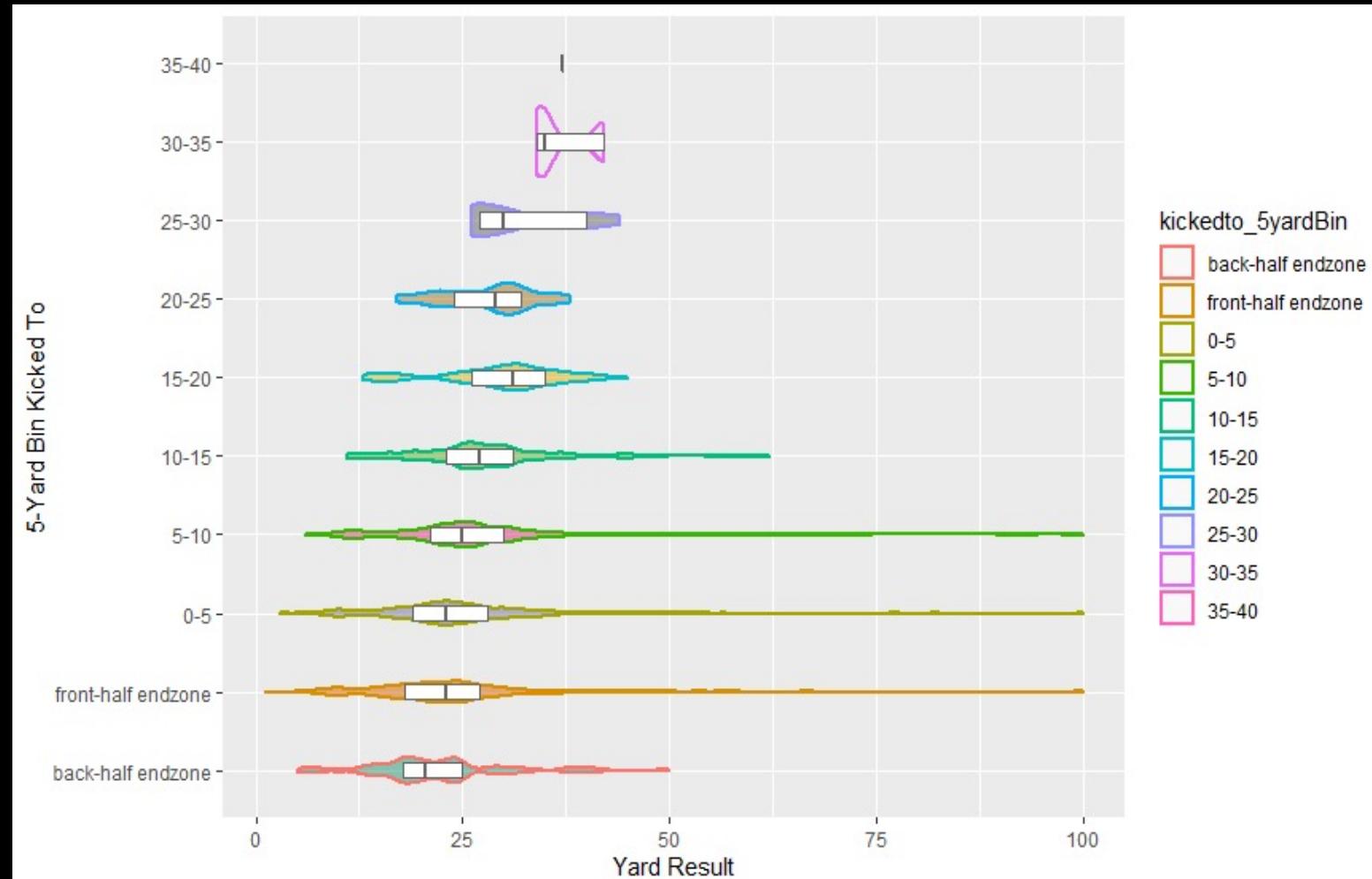
Average Yard Result based on Yard-line Kick to bins

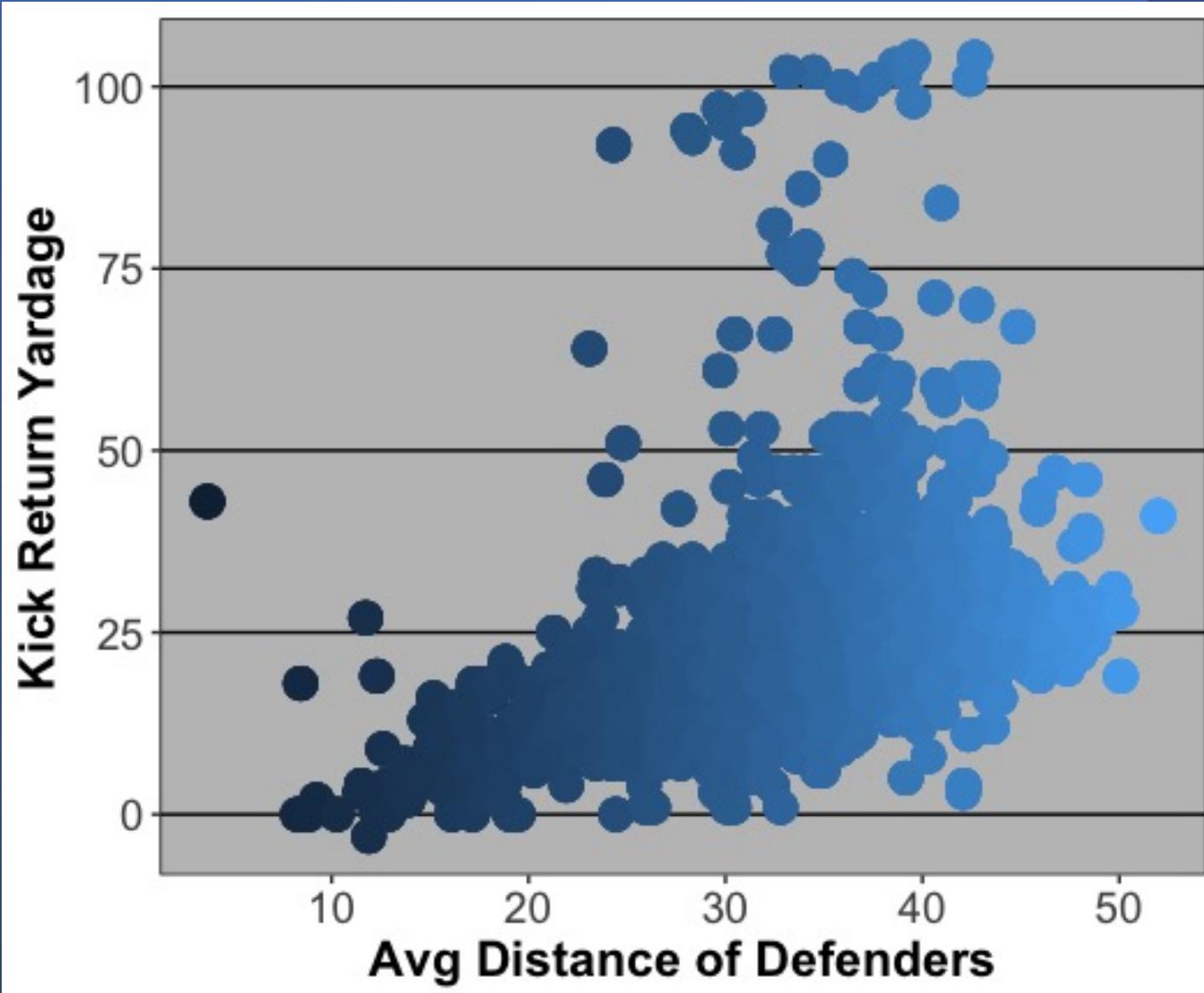
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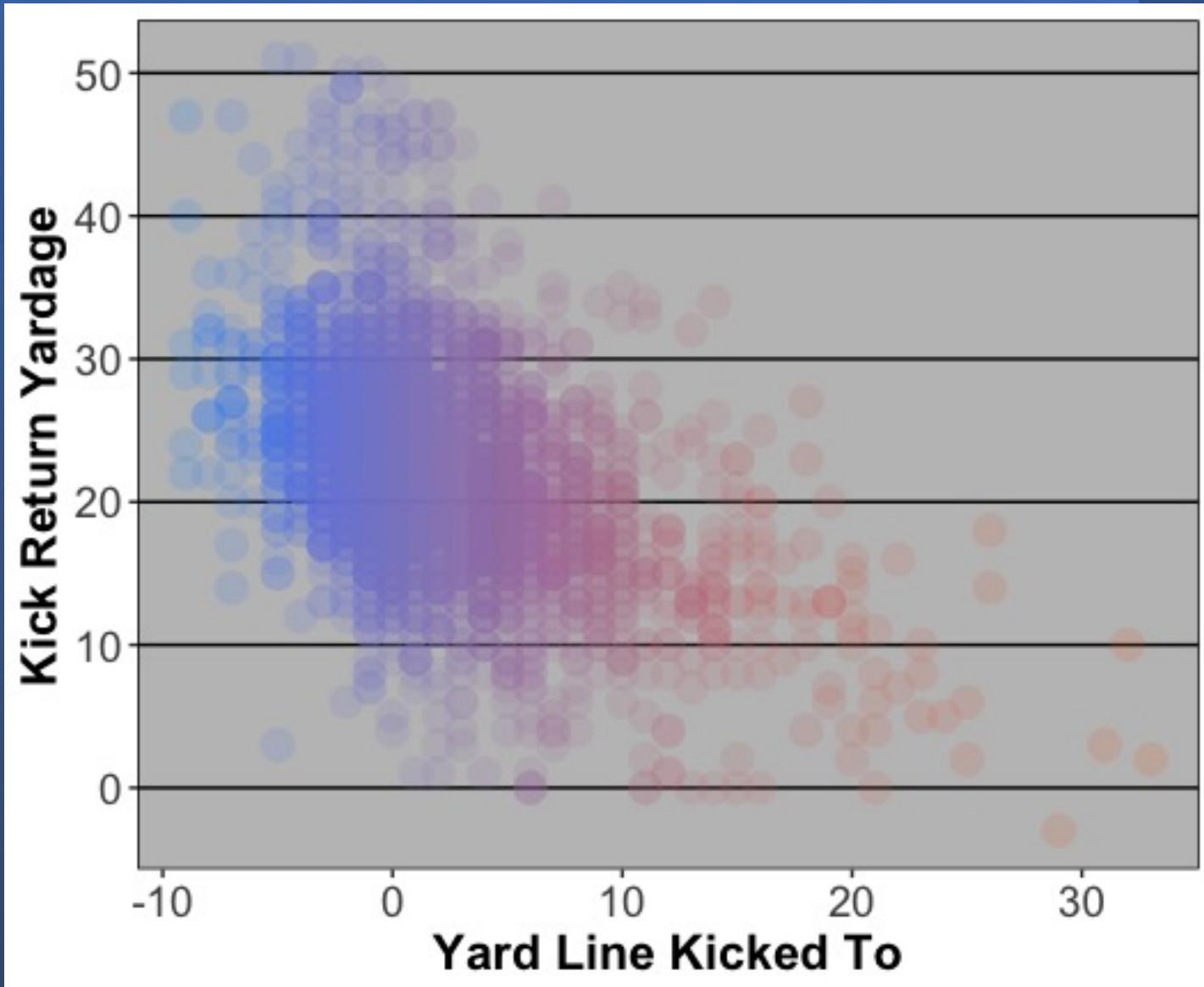
g <- ggplot(returns, aes(x = kickedto_5yardBin, y = yard_result, color = kickedto_5yardBin)) +
 labs(x = '5-Yard Bin Kicked To', y = 'Yard Result')

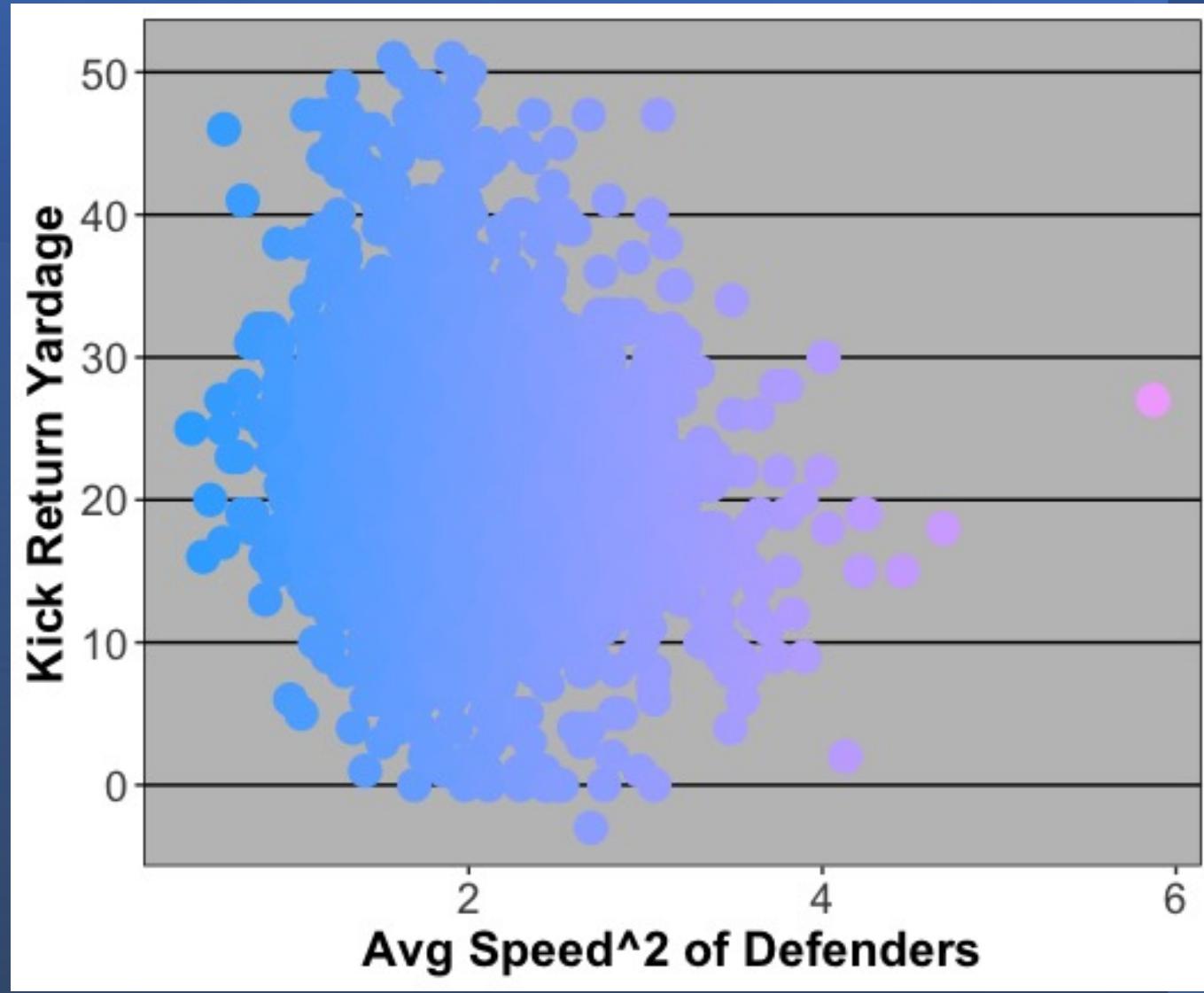
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 geom_boxplot(outlier.alpha = 0, coef = 0,
 color = "gray40", width = .2) +
 scale_fill_brewer(palette = "Dark2", guide = "none") +
 coord_flip()
...```

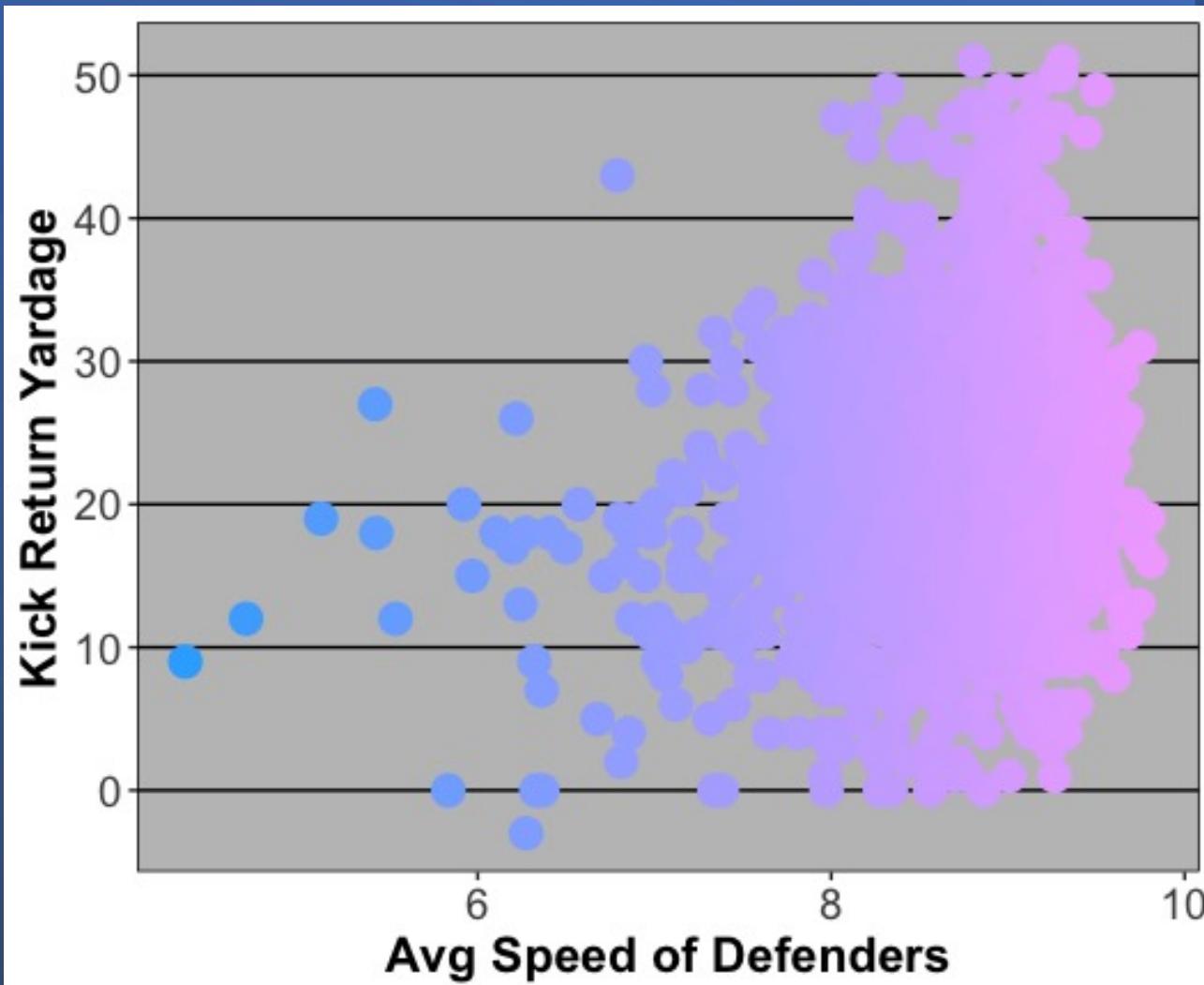
```







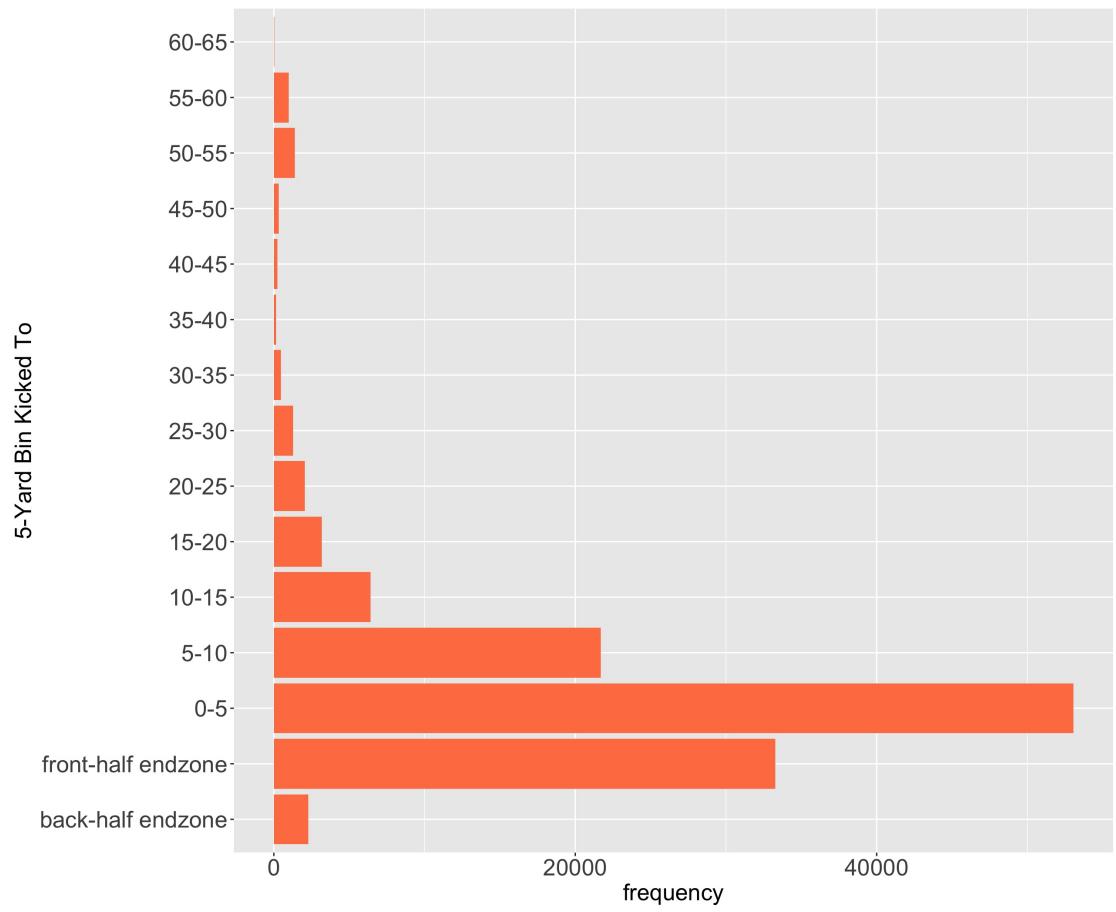




```
```{r}

ggplot(kickoff_returns, aes(x = kickedto_5yardBin)) +
  geom_histogram(stat = "count") +
  coord_flip() +
  xlab('5-Yard Bin Kicked To') +
  ylab('frequency') +
  theme(axis.text=element_text(size=18),
        axis.title = element_text(size=18))

```
```



Multi-way importance plot

