Report

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Abstract

Introduction

Background

Trying to determine who was the best quarterback or running back through out the year is usually an interesting topic for media and college football fans. Also, to win a game, coach always need to put his best players on the field. Therefore, identifying and projecting the performance for players is particularly important for a team. People like to take one of the most basic statistic to measure performance. For example, yards per attempt(YPA), we like to use this measurement to determine the performance of a quarterback or running back's performance. However, for most time, when we look at the leaders in yards per attempt, we will notice that the statistical data is not useful. Because the highest yards per attempt always dependent on the lowest number of attempts as shown in table 1.1.

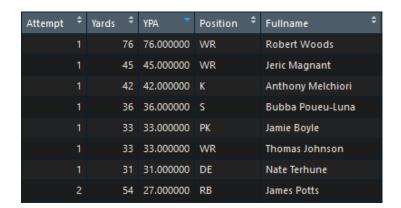


Table 1.1: Leaders in Yards Per Attempt for the 2012 season

Attempt ‡	Yards ‡	YPA 🔻	Position ‡	Fullname 💠
2	54	27.000000	RB	James Potts
27	279	10.333333	RB	Tim Gay
62	621	10.016129	RB	Melvin Gordon
2	20	10.000000	RB	R.J. Robinson
1	10	10.000000	RB	Isiah Willis

Table 1.2: Leaders in Yards Per Attempt for the 2012 season

Objective

The main objective of this project is trying to build a model that will generalize the most unbiased information to help us to determine the best performed player based on certain measurement. The potential implication of this project could provide suggestion for team on how to pick best performance as starter.

Data and Method

Data Source and Description

The data are from two different sites. Some of them are from Kaggle.com while some data such as power-index was scraped from espn.com. All the data are real and published on the website. I've also used several other site such as sports-reference.com to compare the data realness.

Description of data

The data used in this project is real statistic data of NCAA College Footbal for the 2012 season. The data include the following information: 1) Attempt: The total number of a player attempt to carry a ball to run in the season.

- 2) Yards: The total yards of a player gained in the season. 3) YPA: Yards per attempt of a player gained in the season.
- 4) Position: Player's position of the field. 5) Fullname: Player's name.
- 6) TEAM:Team in NCAA FBS Division.
- 7) FPI: Football power index of each team.
- 8) OFFENSE: Team offense efficiency index.
- 9) DEFENSE: Team defense efficiency index.
- 10) OVERALL: Team overall efficiency index. 11) Rush.Att: Team total rush attempted in season 2012. 12) Rush.Yard: Team total rush yards in season 2012. 13) YPC: Team yard gained per carry in season 2012.
- 14) Opp.Att.Allowed: Total number of rushing attempt allowed for opponent team. 15) Opp.Yds.Allowed: Total rushing yards allowed for opponent team. 16) Opp.Ypc.Allowed: Rushing yards per carry allowed for opponent team. 17) Opp.Ypg.Allowed: Rushing yards per game allowed for opponent team. 18) Opp.FPI: Opponent power index.
- 19) Opp.Def.Eff: Opponent team deffense efficiency. 20) Opp.Overall.Eff: Opponent team overall efficiency.

```
## -- Attaching packages --
## v ggplot2 3.0.0
                            0.2.5
                    v purrr
## v tibble 1.4.2
                    v dplyr
                            0.7.6
## v tidyr
           0.8.1
                    v stringr 1.3.1
## v readr
           1.1.1
                    v forcats 0.3.0
## -- Conflicts -----
## x dplyr::filter() masks stats::filter()
## x dplyr::lag()
                  masks stats::lag()
```

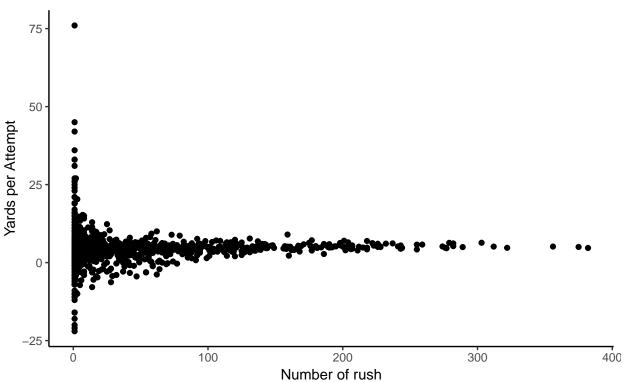
EDA and Result

EDA

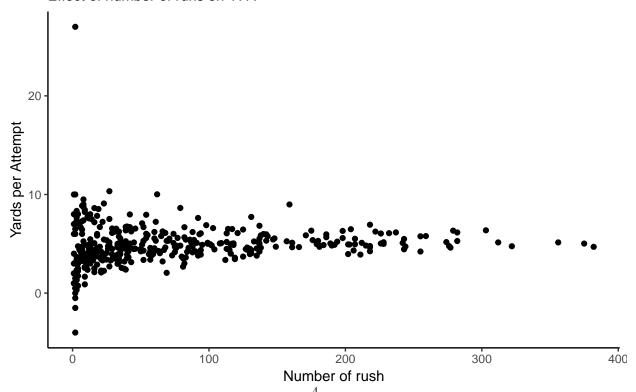
As a NCAA college football fan, I have some knowledge of football stats and I also have some expection of my data exploration. I'm expecting a lower number of players runs the ball more time. I'm also expecting a player will have higher YPA when his team are better and the opponent FPI or opponent defense efficiency are low.

1. Yards per Carry vs. Number of Attempt

All Player's Yards per carry VS Number of Attempt Effect of number of runs on YPA



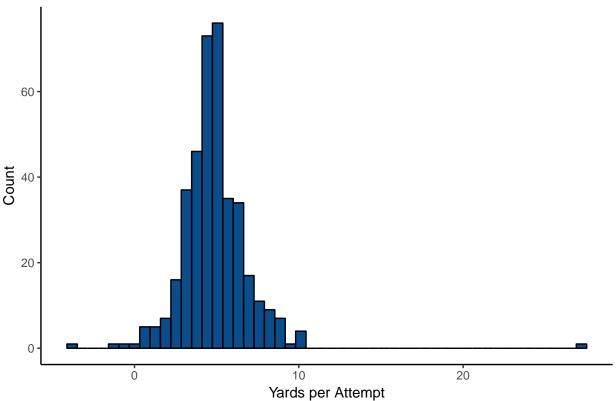
All Running back's Yards per carry VS Number of Attempt Effect of number of runs on YPA



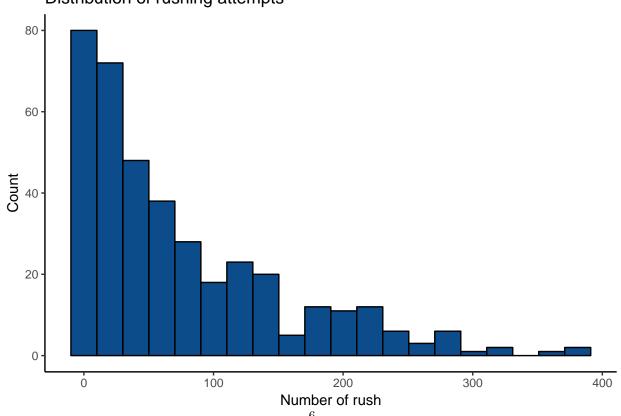
For those two plots, I displayed the relationship and effect between yards per attempt and the number of attempt. it doesn't account for the quality of opposition faced or the strength of own team. You can find that for all player position and running back player, they have similer trend for yards per attempt and number of rush.

2. Distribution of Rushing Attempt and Yards per Carry



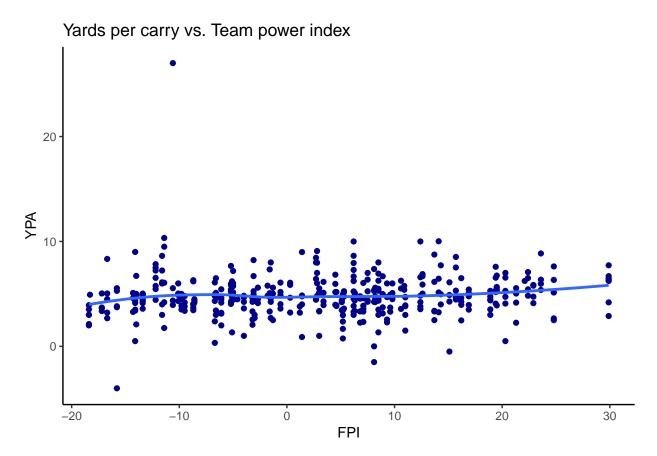


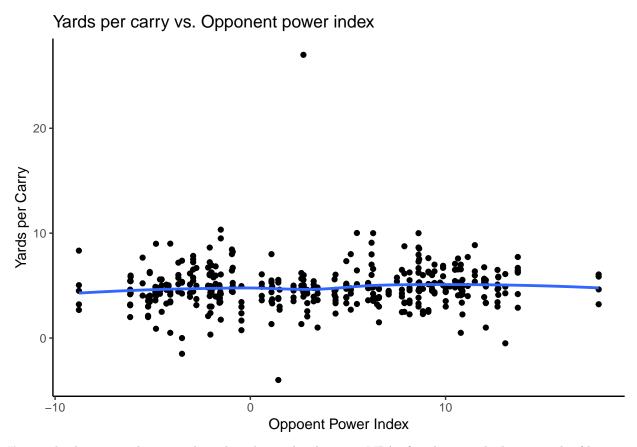
Distribution of rushing attempts



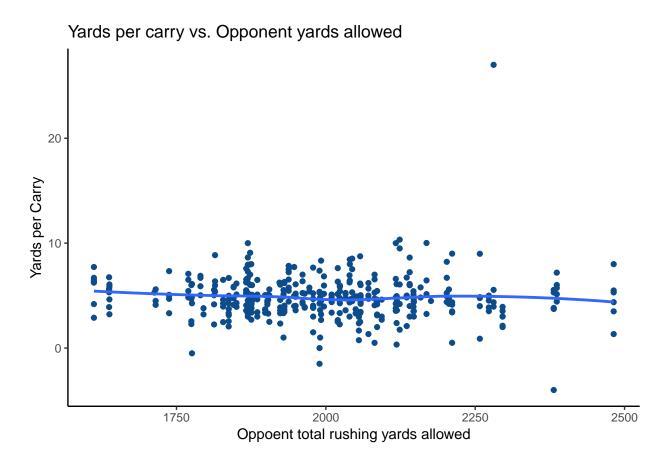
Those two graphs above shows the distribution of YPA and rushing attempts. From both plots I can say that it consist with my expectation. The distribution of YPA is knid of a normal distribution with some outliers and the count of rushing attempts will decreasing with more attempts.

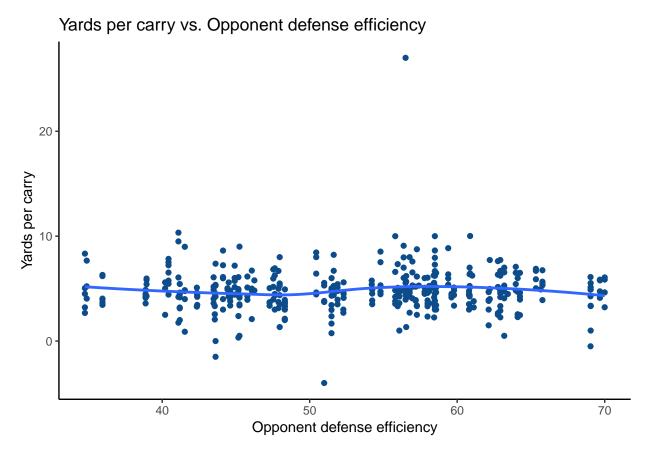
3. Relationship between YPA and other variables.





I've made those two plot to explore the relationship between YPA of a player with the strength of his own team and the opponent team. Although it is not very clear, but figure 2.5 shows that a player will have higher YPA when his team has a higher power index.





For Figure 2.7, we can find that a player will have lower YPA when his opponent has a higher total rushing yards allowed. Figure 2.8 shows that a higher opponent defense efficiency will leads to a lower YPA.

Model Used

 ${\it Models\ selected\ to\ explain\ the\ YPA\ variable\ are:-Linear\ Model-Multilevel\ Mixed\ effect\ Moderl}$

Model Choice

Interpretation

Model Checking

Discussion

Limitation

Future Direction

corrplot 0.84 loaded

```
## Loading required package: carData
##
## Attaching package: 'car'
##
  The following object is masked from 'package:dplyr':
##
##
       recode
## The following object is masked from 'package:purrr':
##
##
       some
                                \ttempt
                                                                              1
                      Attempt
                        Yards
                                                                             8.0
                          YPA
                                                    FPI
                                                                             0.6
                   OFFENSE
                                                                              0.4
                   DEFENSE
                    OVERALL
                                                                             0.2
                     Rush.Att
                    Rush. Yard
                                                                              0
                          YPC
                                                                              -0.2
              Opp.Att.Allowed
             Opp.Yds.Allowed
                                                                              -0.4
             Opp.Ypc.Allowed
            Opp.Ypg.Allowed
                                                                              -0.6
                      Opp.FPI
                  Opp.Def.Eff
                                                                              -0.8
               Opp.Overall.Eff
##
## Call:
## lm(formula = YPA ~ Attempt + FPI + OFFENSE + OVERALL + Rush.Att +
##
       Opp.Ypc.Allowed + Opp.Ypg.Allowed + Opp.FPI + Opp.Def.Eff +
##
       Opp.Overall.Eff, data = Player_rush1)
##
  Residuals:
##
##
       Min
                1Q Median
                                3Q
                                       Max
  -8.3067 -0.9217 -0.1336  0.6572 22.1619
```

2.216

0.246 0.80606

1.297 0.19535

0.02729 *

Estimate Std. Error t value Pr(>|t|)

4.175310

0.001350

0.048608

1.025824

0.002991

0.063055

##

##

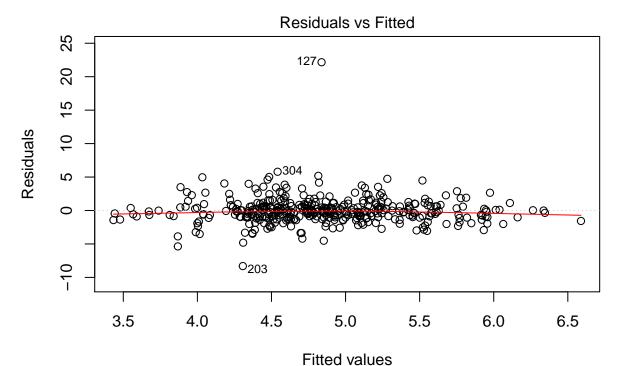
Coefficients:

(Intercept)

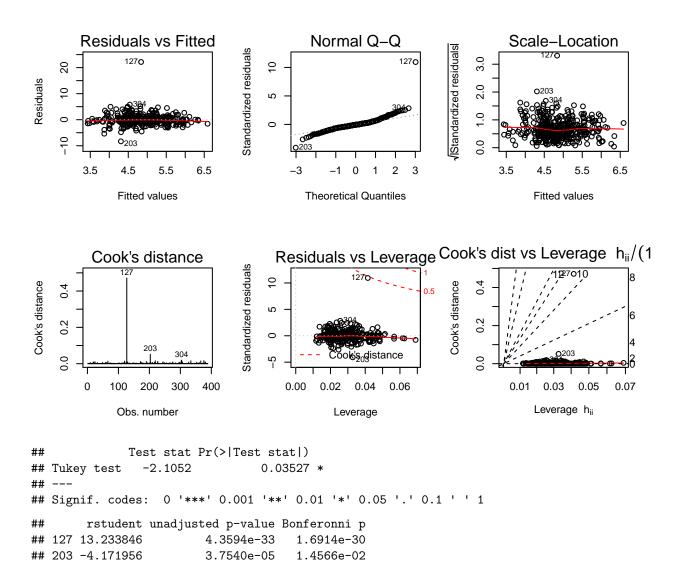
Attempt

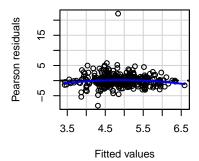
FPI

```
## OFFENSE
                    0.013751
                               0.010097
                                          1.362
                                                 0.17406
## OVERALL
                   -0.047160
                               0.026411
                                         -1.786
                                                 0.07496 .
## Rush.Att
                    0.003371
                               0.001090
                                          3.094
                                                 0.00212 **
## Opp.Ypc.Allowed 0.785875
                               1.101208
                                          0.714
                                                 0.47589
## Opp.Ypg.Allowed -0.009988
                               0.019856
                                         -0.503
                                                 0.61526
## Opp.FPI
                   -0.047041
                               0.130403
                                         -0.361
                                                 0.71850
## Opp.Def.Eff
                   -0.028087
                               0.033954
                                         -0.827
                                                 0.40863
## Opp.Overall.Eff 0.064004
                               0.079261
                                          0.808
                                                 0.41989
## ---
## Signif. codes:
                   0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
## Residual standard error: 2.068 on 377 degrees of freedom
## Multiple R-squared: 0.06925,
                                   Adjusted R-squared: 0.04457
## F-statistic: 2.805 on 10 and 377 DF, p-value: 0.002299
```

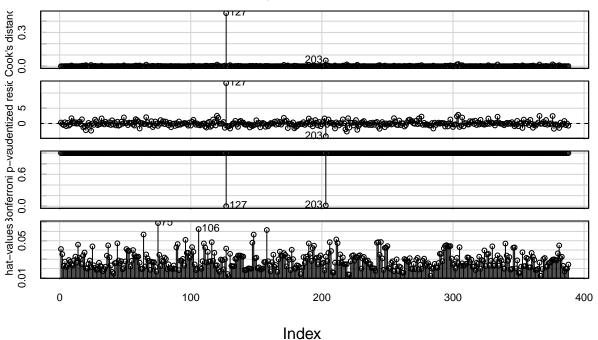


Im(YPA ~ Attempt + FPI + OFFENSE + OVERALL + Rush.Att + Opp.Ypc.Allowed + O

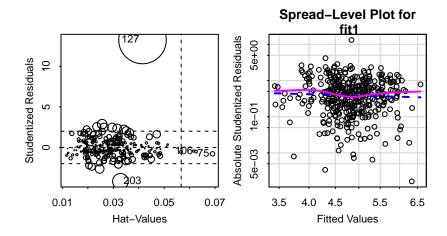


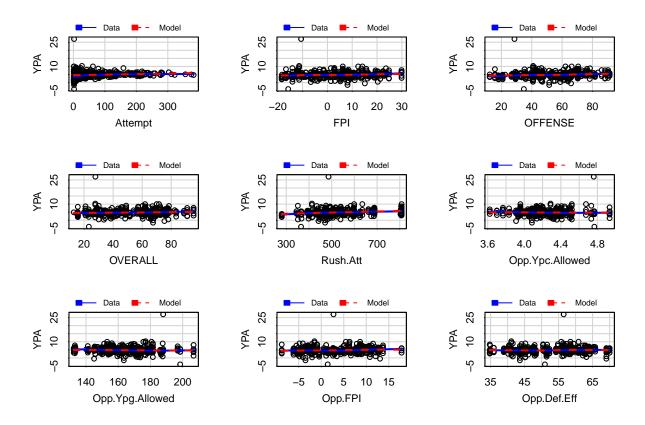


Diagnostic Plots

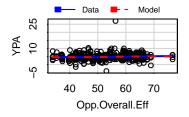


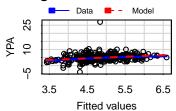
Suggested power transformation: 1.39552





Marginal Model Plots





```
##
## Attaching package: 'nlme'
##
  The following object is masked from 'package:dplyr':
##
##
       collapse
##
   Linear mixed-effects model fit by REML
##
    Data: Player_rush1
##
          AIC
                  BIC
                         logLik
##
     1744.991 1796.11 -859.4956
##
## Random effects:
##
    Formula: ~1 | TEAM
##
           (Intercept) Residual
## StdDev:
             0.4407102 2.025776
##
## Fixed effects: YPA ~ Attempt + FPI + OFFENSE + OVERALL + Rush.Att + Opp.Ypc.Allowed +
                                                                                               Opp. Ypg. A
##
                        Value Std.Error DF
                                               t-value p-value
## (Intercept)
                    0.8437510 4.534111 301 0.1860896 0.8525
## Attempt
                    0.0029694 0.001332 301
                                             2.2295292
                                                        0.0265
                               0.053026
## FPI
                                             1.2422640
                    0.0658718
                                         76
                                                        0.2180
                                             1.2482831
## OFFENSE
                    0.0136492 0.010934
                                                        0.2158
                                         76
## OVERALL
                   -0.0483389
                               0.028754
                                         76 -1.6811307
                                                        0.0968
## Rush.Att
                    0.0033054
                               0.001210
                                         76
                                             2.7309134
                                                        0.0078
## Opp.Ypc.Allowed 0.8380446 1.196742
                                         76
                                            0.7002718
                                                        0.4859
## Opp.Ypg.Allowed -0.0103621 0.021556 76 -0.4807123 0.6321
```

```
## Opp.FPI
                  -0.0527664 0.141528 76 -0.3728337 0.7103
                  -0.0266671 0.036879 76 -0.7230928 0.4718
## Opp.Def.Eff
## Opp.Overall.Eff 0.0652108 0.086040 76 0.7579171 0.4508
## Correlation:
                  (Intr) Attmpt FPI
                                      OFFENS OVERAL Rsh.At Opp.Ypc.A
                   0.020
## Attempt
## FPI
                   0.093 -0.039
                  -0.025 0.020 0.000
## OFFENSE
## OVERALL
                  -0.095 0.016 -0.930 -0.269
                  -0.359 -0.030 0.054 -0.264 -0.040
## Rush.Att
## Opp.Ypc.Allowed -0.462 -0.044 -0.036 -0.030 0.029 0.026
## Opp.Ypg.Allowed 0.415 0.059 0.070 0.002 -0.062 -0.030 -0.897
                   ## Opp.FPI
## Opp.Def.Eff
                  -0.200 0.005 0.064 0.072 -0.113 0.143 0.048
## Opp.Overall.Eff -0.715 -0.051 0.163 0.034 -0.128 0.222 0.027
##
                  Opp.Ypg.A Op.FPI Op.D.E
## Attempt
## FPI
## OFFENSE
## OVERALL
## Rush.Att
## Opp.Ypc.Allowed
## Opp.Ypg.Allowed
## Opp.FPI
                   0.251
## Opp.Def.Eff
                  -0.067
                            -0.155
## Opp.Overall.Eff -0.169
                           -0.913 -0.207
## Standardized Within-Group Residuals:
                       Q1
                                 Med
                                              QЗ
                                                         Max
## -3.95685683 -0.44864227 -0.04353071 0.33510659 10.52293626
##
## Number of Observations: 388
## Number of Groups: 86
## Loading required package: Matrix
##
## Attaching package: 'Matrix'
## The following object is masked from 'package:tidyr':
##
##
      expand
##
## Attaching package: 'lme4'
## The following object is masked from 'package:nlme':
##
##
      lmList
## Linear mixed model fit by REML ['lmerMod']
## Formula: YPA ~ FPI + (1 | TEAM)
     Data: Player_rush
##
## REML criterion at convergence: 6852.8
##
## Scaled residuals:
```

```
Min 1Q Median
                          3Q
## -4.5204 -0.3433 0.0000 0.2646 12.5869
##
## Random effects:
## Groups Name
                       Variance Std.Dev.
            (Intercept) 0.6515 0.8072
## TEAM
## Residual
                        31.2633 5.5914
## Number of obs: 1087, groups: TEAM, 93
##
## Fixed effects:
              Estimate Std. Error t value
## (Intercept) 4.14272
                          0.19744 20.983
              0.02082
                          0.01617
                                  1.288
##
## Correlation of Fixed Effects:
##
      (Intr)
## FPI -0.277
## (Intercept)
## 4.14271567 0.02081795
##
                (Intercept)
## Air Force
                0.29889100
## Akron
                -0.60987743
## Alabama
                -0.18894827
## Arizona
                 0.02634157
## Arizona State -0.07386908
## Arkansas
                -0.20664178
##
                (Intercept)
                                  FPI
## Air Force
                 4.441607 0.02081795
## Akron
                   3.532838 0.02081795
## Alabama
                   3.953767 0.02081795
## Arizona
                   4.169057 0.02081795
## Arizona State 4.068847 0.02081795
                   3.936074 0.02081795
## Arkansas
```