Report

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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 and table 1.2.

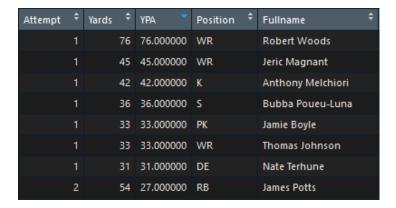


Table 1.1: Leaders in Yards Per Attempt for the 2012 season

Yards ‡	YPA 🔻	Position ‡	Fullname \$
54	27.000000	RB	James Potts
279	10.333333	RB	Tim Gay
621	10.016129	RB	Melvin Gordon
20	10.000000	RB	R.J. Robinson
10	10.000000	RB	Isiah Willis
	54 279 621 20	54 27.000000 279 10.333333 621 10.016129 20 10.000000	54 27.000000 RB 279 10.333333 RB 621 10.016129 RB 20 10.000000 RB

Table 1.2: Running Back 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.

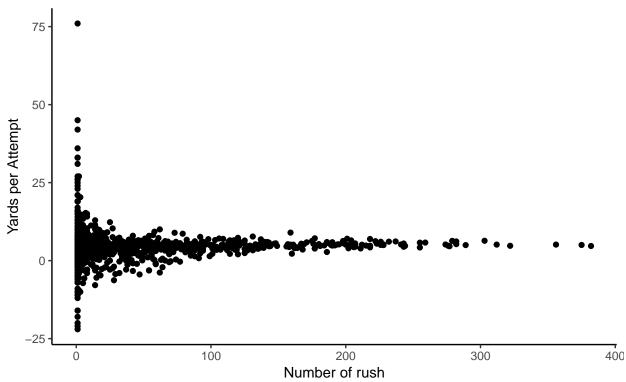
EDA and Result

EDA

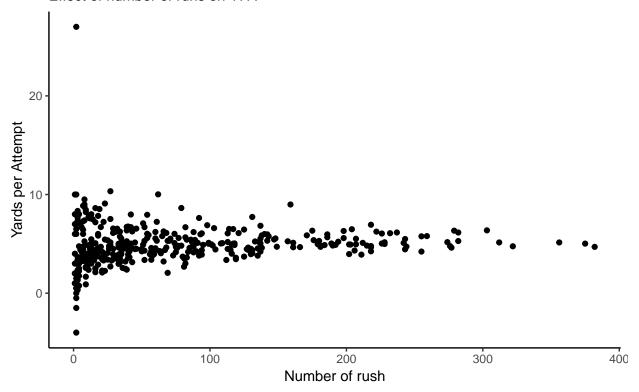
As a NCAA college football fan, I have some knowledge of football stats and I also have some expection of my data exploration. I'm expecting a lower number of players runs the ball more time. I'm also expecting a player will have higher YPA when his team are better and the opponent FPI or opponent defense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



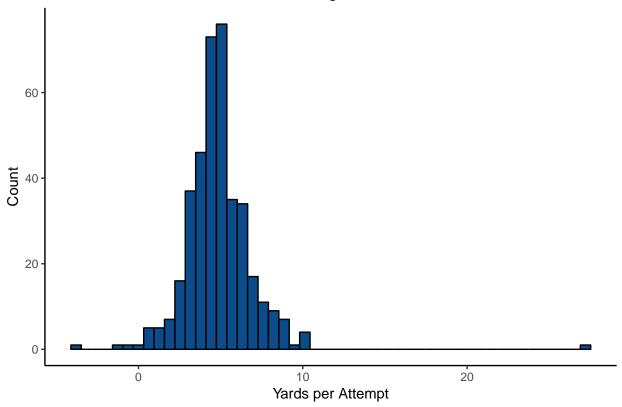
All Running back's Yards per carry VS Number of Attempt Effect of number of runs on YPA



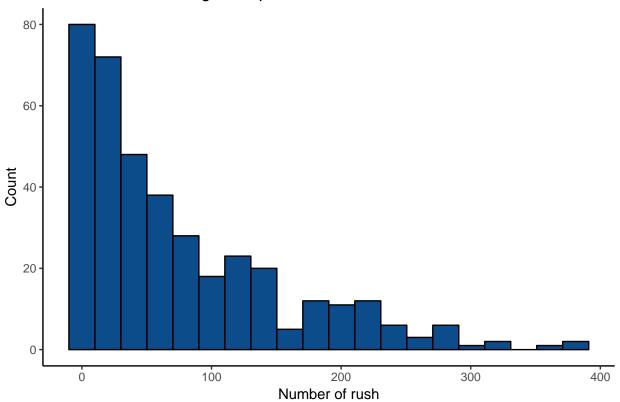
For those two plots, I displayed the relationship and effect between yards per attempt and the number of attempt. it doesn't account for the quality of opposition faced or the strength of own team. You can find that for all player position and running back player, they have similer trend for yards per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

2. Distribution of Rushing Attempt and Yards per Carry

Distribution of YPA accross all running back



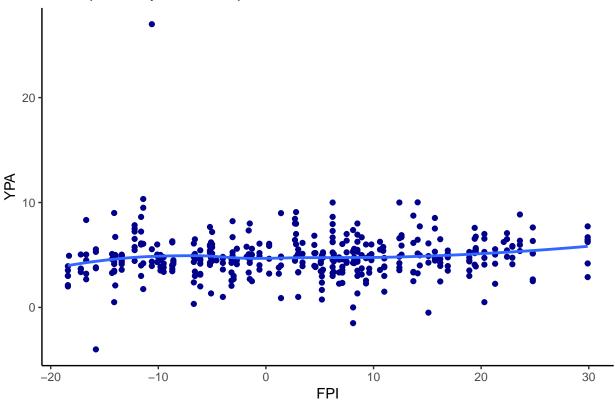
Distribution of rushing attempts

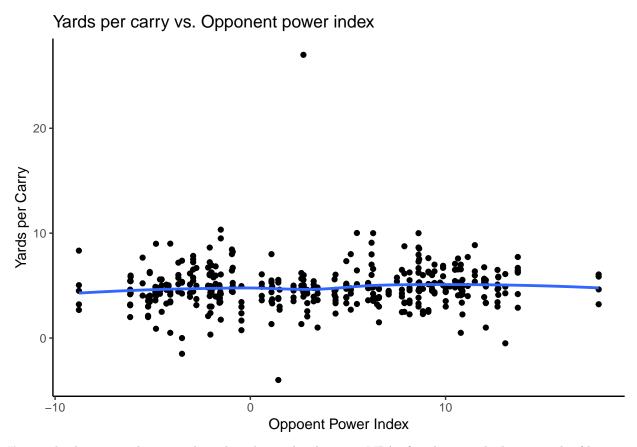


Those two graphs above shows the distribution of YPA and rushing attempts. From both plots I can say that it consist with my expectation. The distribution of YPA is knid of a normal distribution with some outliers and the count of rushing attempts will decreasing with more attempts.

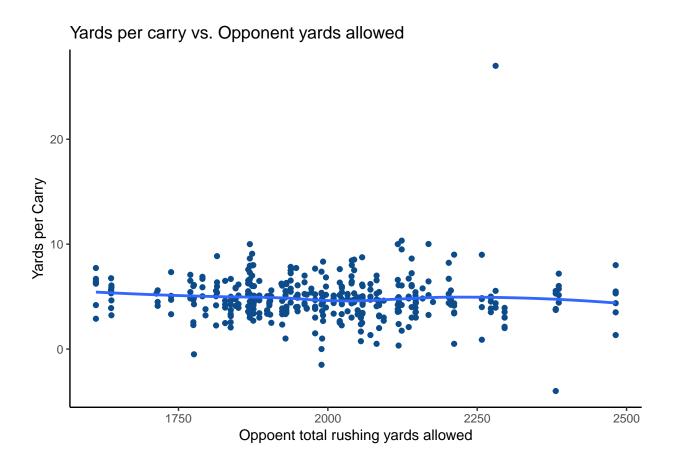
3. Relationship between YPA and other variables.

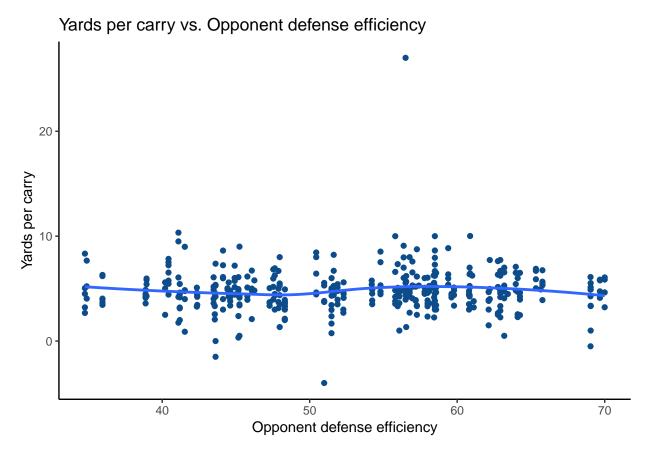






I've made those two plot to explore the relationship between YPA of a player with the strength of his own team and the opponent team. Although it is not very clear, but figure 2.5 shows that a player will have higher YPA when his team has a higher power index.





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

Models selected to explain the YPA variable are:

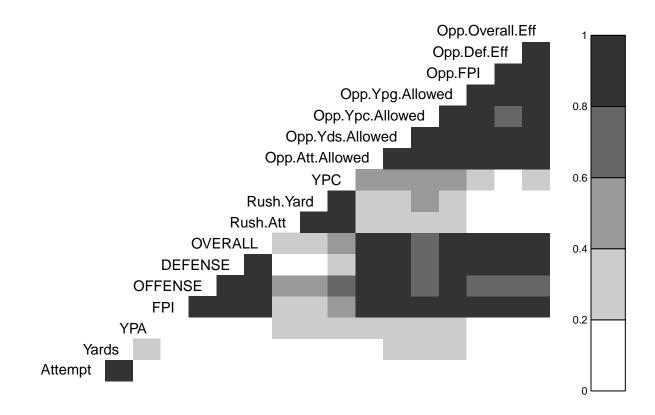
- 1. Linear Model
- 2. Multilevel Mixed effect Moderl

Model Choice

Variable selection

Outcome Variable - YPA

Correlation plot

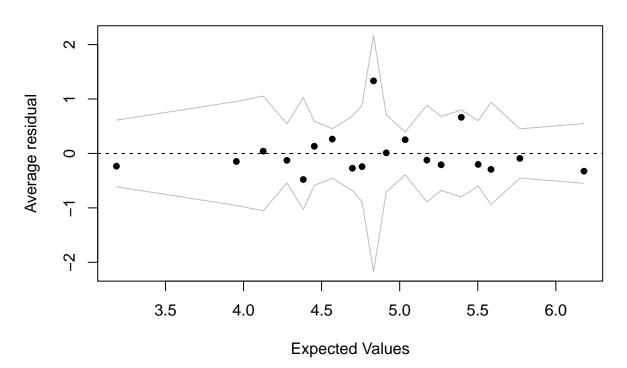


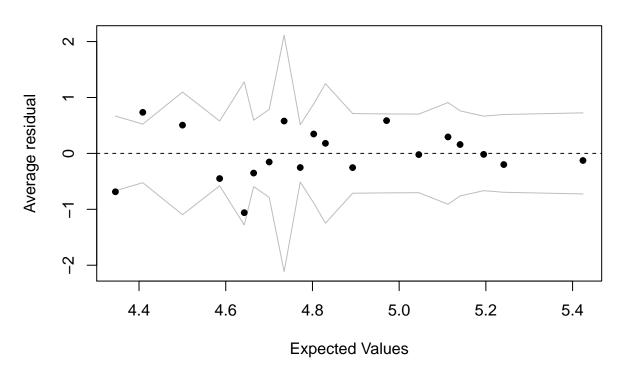
Classic Linear Regression

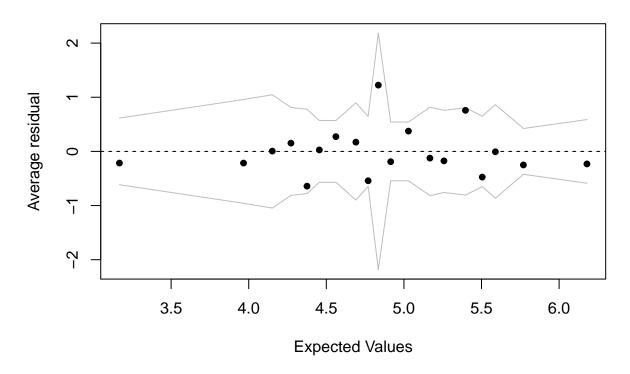
```
FALSE
FALSE Call:
FALSE lm(formula = YPA ~ Attempt + FPI + OVERALL + YPC, data = Player_rush1)
FALSE
FALSE Residuals:
FALSE
         Min
                   1Q Median
                                   3Q
FALSE -8.1626 -0.9056 -0.1274 0.6574 22.1335
FALSE
FALSE Coefficients:
FALSE
                   Estimate Std. Error t value Pr(>|t|)
FALSE (Intercept) 3.646766
                             1.122536
                                       3.249 0.00126 **
FALSE Attempt
                   0.002849
                             0.001304
                                        2.186 0.02942 *
FALSE FPI
                   0.086571
                             0.037585
                                        2.303 0.02180 *
                  -0.058991
FALSE OVERALL
                                       -2.683 0.00762 **
                              0.021990
FALSE YPC
                  0.864627
                              0.142301
                                        6.076 2.98e-09 ***
FALSE ---
FALSE Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' ' 1
FALSE
FALSE Residual standard error: 2.007 on 383 degrees of freedom
FALSE Multiple R-squared: 0.1096, Adjusted R-squared: 0.1003
FALSE F-statistic: 11.78 on 4 and 383 DF, p-value: 4.888e-09
FALSE
```

```
FALSE Call:
FALSE lm(formula = YPA ~ Opp.Att.Allowed + Opp.Yds.Allowed + Opp.Ypc.Allowed +
          Opp. Ypg. Allowed + Opp. FPI + Opp. Def. Eff + Opp. Overall. Eff,
          data = Player_rush1)
FALSE
FALSE
FALSE Residuals:
                  10 Median
         Min
                                  30
                                         Max
FALSE -8.6363 -1.0065 -0.0959 0.8960 22.2809
FALSE Coefficients:
FALSE
                      Estimate Std. Error t value Pr(>|t|)
FALSE (Intercept)
                     -2.390870 18.250066 -0.131
                                                     0.896
FALSE Opp.Att.Allowed 0.018375
                                0.037332
                                           0.492
                                                     0.623
FALSE Opp.Yds.Allowed 0.002111
                                 0.011749
                                           0.180
                                                     0.858
FALSE Opp.Ypc.Allowed 3.050736
                                 4.156220 0.734
                                                     0.463
FALSE Opp.Ypg.Allowed -0.086351
                                 0.096288 -0.897
                                                     0.370
FALSE Opp.FPI
                      0.154861
                                 0.126594
                                          1.223
                                                     0.222
FALSE Opp.Def.Eff
                     -0.054461
                                 0.037326 - 1.459
                                                     0.145
FALSE Opp.Overall.Eff -0.035965
                                0.077753 -0.463
                                                     0.644
FALSE
FALSE Residual standard error: 2.115 on 380 degrees of freedom
FALSE Multiple R-squared: 0.01909, Adjusted R-squared: 0.001022
FALSE F-statistic: 1.057 on 7 and 380 DF, p-value: 0.3911
FALSE
FALSE Call:
FALSE lm(formula = YPA ~ Attempt + Rush.Att + OFFENSE + YPC + OVERALL +
FALSE
         FPI + YPC:Opp.Ypc.Allowed, data = Player_rush1)
FALSE
FALSE Residuals:
FALSE
         Min
                  1Q Median
                                  3Q
FALSE -8.1077 -0.9315 -0.1264 0.6650 22.1488
FALSE
FALSE Coefficients:
FALSE
                           Estimate Std. Error t value Pr(>|t|)
                          3.563e+00 1.162e+00 3.067 0.00231 **
FALSE (Intercept)
                          2.834e-03 1.309e-03 2.165 0.03103 *
FALSE Attempt
                          4.467e-05 1.228e-03 0.036 0.97100
FALSE Rush.Att
                         -3.368e-03 1.060e-02 -0.318 0.75081
FALSE OFFENSE
                                                1.977 0.04878 *
FALSE YPC
                          9.684e-01 4.899e-01
FALSE OVERALL
                         -5.636e-02 2.324e-02 -2.425 0.01577 *
FALSE FPI
                          8.529e-02 3.893e-02 2.191 0.02909 *
FALSE YPC: Opp. Ypc. Allowed -1.910e-02 9.700e-02 -0.197 0.84401
FALSE ---
FALSE Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
FALSE
FALSE Residual standard error: 2.014 on 380 degrees of freedom
FALSE Multiple R-squared: 0.1099, Adjusted R-squared: 0.0935
FALSE F-statistic: 6.703 on 7 and 380 DF, p-value: 1.688e-07
FALSE
          df
FALSE fit1 6 1648.632
FALSE fit2 9 1692.187
FALSE fit3 9 1654.494
```

```
FALSE Analysis of Variance Table
FALSE
FALSE Model 1: YPA ~ Attempt + FPI + OVERALL + YPC
FALSE Model 2: YPA ~ Opp.Att.Allowed + Opp.Yds.Allowed + Opp.Ypc.Allowed + Opp.Ypg.Allowed +
          Opp.FPI + Opp.Def.Eff + Opp.Overall.Eff
FALSE Model 3: YPA ~ Attempt + Rush.Att + OFFENSE + YPC + OVERALL + FPI + YPC:Opp.Ypc.Allowed
FALSE
                  RSS Df Sum of Sq F Pr(>F)
       Res.Df
FALSE 1
           383 1542.6
FALSE 2
           380 1699.4 3
                           -156.78
FALSE 3
           380 1542.1 0
                            157.33
```







Based on the output and compare the AIC and residual plot, I think model 3 is better than others. Looking

at the summary output, we can see that Attempt, YPC, OVERALL, and FPI are significant. But I think it is still meaningfull to keep the rest variables.

With each unit increase in Attempt, the YPA (Yard per attempt) increase by 0.003. One unit increase in YPC, the YPA increases by 0.97. One unit increase in OVERALL Efficiency, the YPA decrease by 0.057. With each unit increase in FPI, the YPA would increase by 0.085.

```
\#\#\# Multilevel Modelling
FALSE Linear mixed model fit by REML ['lmerMod']
FALSE Formula:
FALSE YPA ~ Attempt + FPI + OFFENSE + Rush.Att + YPC + Opp.Ypc.Allowed +
FALSE
          (1 | TEAM)
FALSE
         Data: Player_rush1
FALSE
FALSE REML criterion at convergence: 1685.2
FALSE
FALSE Scaled residuals:
FALSE
          Min
                   1Q Median
                                    3Q
                                           Max
FALSE -4.0003 -0.4649 -0.0508
                                0.3516 11.0007
FALSE
FALSE Random effects:
FALSE Groups
                Name
                             Variance Std.Dev.
```

```
FALSE TEAM (Intercept) 0.002068 0.04548
FALSE Residual
                          4.109455 2.02718
FALSE Number of obs: 388, groups: TEAM, 86
FALSE Fixed effects:
FALSE
                      Estimate Std. Error t value
FALSE (Intercept)
                    2.352e+00 1.942e+00 1.212
                    2.827e-03 1.318e-03 2.145
FALSE Attempt
FALSE FPI
                    -2.422e-03 1.472e-02 -0.165
FALSE OFFENSE
                   -9.643e-03 1.032e-02 -0.934
FALSE Rush.Att
                   -1.636e-05 1.238e-03 -0.013
FALSE YPC
                    8.809e-01 2.019e-01 4.362
FALSE Opp.Ypc.Allowed -2.634e-01 4.434e-01 -0.594
FALSE
FALSE Correlation of Fixed Effects:
FALSE
                (Intr) Attmpt FPI
                                    OFFENS Rsh.At YPC
FALSE Attempt
                -0.050
               -0.053 -0.056
FALSE FPI
               -0.049 0.039 -0.738
FALSE OFFENSE
FALSE Rush.Att -0.221 0.001 0.105 -0.025
FALSE YPC
                0.009 -0.033 0.030 -0.391 -0.582
FALSE Opp.Ypc.All -0.941 0.005 0.194 -0.025 0.168 -0.175
FALSE Linear mixed model fit by REML ['lmerMod']
FALSE Formula:
FALSE YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed +
FALSE
        (1 | TEAM)
        Data: Player_rush1
FALSE
FALSE
FALSE REML criterion at convergence: 1677.8
FALSE
FALSE Scaled residuals:
FALSE
             1Q Median
         Min
                                3Q
                                       Max
FALSE -4.0447 -0.4525 -0.0696 0.3235 11.0109
FALSE
FALSE Random effects:
FALSE Groups Name
                         Variance Std.Dev.
FALSE TEAM (Intercept) 0.000 0.000
FALSE Residual
                                   2.012
                          4.049
FALSE Number of obs: 388, groups: TEAM, 86
FALSE
FALSE Fixed effects:
                     Estimate Std. Error t value
FALSE.
FALSE (Intercept)
                    3.796249 2.010516 1.888
                    0.002849 0.001307
FALSE Attempt
                                        2.180
FALSE FPI
                    0.085669 0.038998 2.197
FALSE YPC
                     0.860433 0.185408 4.641
FALSE OVERALL
                              0.022495 -2.603
                    -0.058564
FALSE Rush.Att
                    0.000057
                              0.001227 0.046
FALSE Opp.Ypc.Allowed -0.042540 0.448294 -0.095
FALSE Correlation of Fixed Effects:
FALSE
                (Intr) Attmpt FPI
                                    YPC OVERAL Rsh.At
FALSE Attempt
                -0.048
```

FALSE FPI 0.251 -0.018

FALSE YPC 0.022 -0.021 0.002

FALSE OVERALL -0.292 0.007 -0.968 -0.110

FALSE Rush.Att -0.204 0.002 0.063 -0.635 -0.031

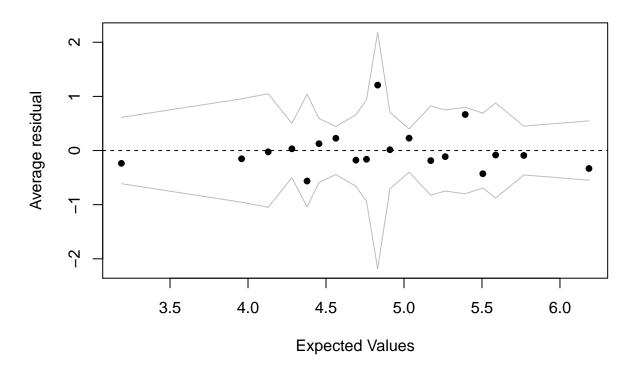
FALSE Opp.Ypc.All -0.826 0.004 0.257 -0.174 -0.198 0.171

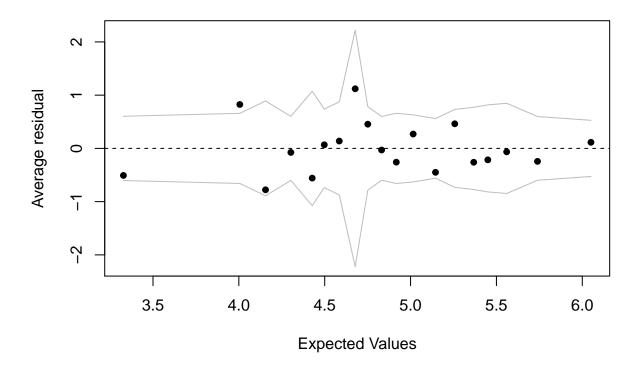
FALSE df AIC

FALSE m2 9 1695.785

FALSE m1 9 1703.205

Binned residual plot





```
FALSE Data: Player_rush1
FALSE Models:
FALSE m2: YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed +
FALSE m2:
               (1 | TEAM)
FALSE m1: YPA ~ Attempt + FPI + OFFENSE + Rush.Att + YPC + Opp.Ypc.Allowed +
FALSE m1:
               (1 | TEAM)
FALSE
         \mathsf{Df}
               AIC
                       BIC logLik deviance Chisq Chi Df Pr(>Chisq)
FALSE m2
          9 1654.6 1690.3 -818.31
                                      1636.6
          9 1660.6 1696.2 -821.29
                                                                     1
FALSE m1
                                      1642.6
                                                         0
```

The above models were created by using the fixed effect to YPA (Yard per Attempt), controlling for by-Team variability. Looking at their binnedplot and anova test, I think model m2 is better since all the points in binned residual plot are within the range and it has the lower AIC, BIC and deviance. From the output,

when other variables remain constant, each unit increase of Attempt, the YPA increases by 0.003 on average; with every unit increase of own team FPI, YPA increases 0.085669; One unit increase in YPC, the YPA increase by 0.86. For the team overall efficiency factor, with each unit increase, the YPA would decrease by 0.05; one unit increase in opponent yard per carry allowed, YPA will decreases 0.04, which is meaningful in reality because the better running defense on opponent teams keep the runner running less.

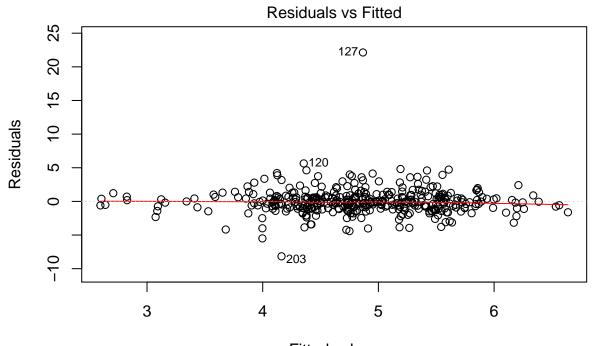
```
FALSE Linear mixed model fit by REML ['lmerMod'] FALSE Formula:
```

```
FALSE YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed +
FALSE
          (1 + Attempt | TEAM)
FALSE
        Data: Player_rush1
FALSE
FALSE REML criterion at convergence: 1654.3
FALSE
FALSE Scaled residuals:
FALSE
         Min
                   1Q Median
                                   3Q
                                          Max
FALSE -3.5233 -0.4273 -0.0085 0.3485 8.2916
FALSE
FALSE Random effects:
FALSE Groups
                            Variance Std.Dev. Corr
                Name
FALSE TEAM
                (Intercept) 2.2378146 1.49593
                Attempt
FALSE
                            0.0001142 0.01068 -1.00
FALSE Residual
                            3.1119128 1.76406
FALSE Number of obs: 388, groups: TEAM, 86
FALSE
FALSE Fixed effects:
FALSE
                       Estimate Std. Error t value
FALSE (Intercept)
                       3.4493113 2.0818648
                                              1.657
FALSE Attempt
                       0.0021924 0.0017279
                                              1.269
FALSE FPI
                       0.0585669 0.0412188
                                              1.421
FALSE YPC
                       0.7680344 0.2065659
                                              3.718
FALSE OVERALL
                     -0.0398169 0.0240158 -1.658
FALSE Rush.Att
                     -0.0001711 0.0014121 -0.121
FALSE Opp.Ypc.Allowed -0.0344910 0.4707240 -0.073
FALSE
FALSE Correlation of Fixed Effects:
                                       YPC
FALSE
                 (Intr) Attmpt FPI
                                              OVERAL Rsh.At
FALSE Attempt
                 -0.009
FALSE FPI
                  0.249 0.028
FALSE YPC
                 -0.001 -0.027 0.024
                 -0.282 -0.044 -0.967 -0.132
FALSE OVERALL
                 -0.162 -0.047 0.047 -0.617 -0.021
FALSE Rush.Att
FALSE Opp.Ypc.All -0.815 -0.027 0.262 -0.149 -0.209 0.102
FALSE convergence code: 0
FALSE Model is nearly unidentifiable: very large eigenvalue
FALSE - Rescale variables?
```

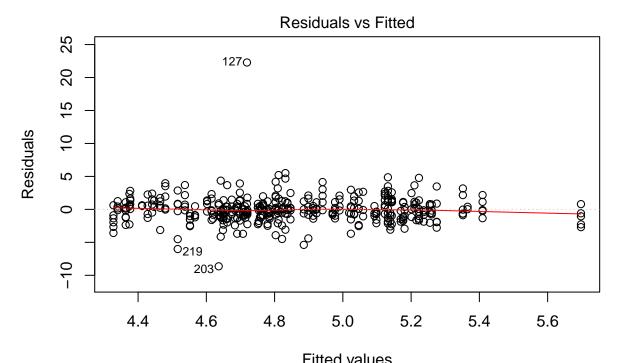
One unit increase in Attempt, the YPA (Yard per attempt) increase by 0.002. One unit increase in FPI, the YPA increase by 0.06. With each unit increase in team YPC (Yard per carry), the YPA for individual player would increase by 0.77. Compared to own team, when the opponent yard per carry allowed changed one unit, the YPA will decrease by 0.034.

```
FALSE
FALSE Scaled residuals:
FALSE
          Min
                   1Q Median
                                          Max
FALSE -3.5233 -0.4273 -0.0085 0.3485
                                       8.2916
FALSE
FALSE Random effects:
FALSE Groups
                Name
                            Variance Std.Dev. Corr
                (Intercept) 0.0000000 0.00000
FALSE
      TEAM
FALSE
       TEAM.1
                (Intercept) 2.2377728 1.49592
FALSE
                Attempt
                            0.0001142 0.01068
                                               -1.00
FALSE Residual
                            3.1119215 1.76406
FALSE Number of obs: 388, groups: TEAM, 86
FALSE
FALSE Fixed effects:
FALSE
                        Estimate Std. Error t value
FALSE (Intercept)
                       3.4493080
                                 2.0818664
                                              1.657
FALSE Attempt
                       0.0021924 0.0017279
                                              1.269
FALSE FPI
                       0.0585671
                                 0.0412188
                                              1.421
FALSE YPC
                       0.7680352 0.2065659
                                              3.718
FALSE OVERALL
                      -0.0398171
                                 0.0240159
                                             -1.658
FALSE Rush.Att
                      -0.0001711 0.0014121
                                             -0.121
FALSE Opp.Ypc.Allowed -0.0344892 0.4707244
FALSE
FALSE Correlation of Fixed Effects:
                                       YPC
FALSE
                  (Intr) Attmpt FPI
                                              OVERAL Rsh.At
FALSE Attempt
                  -0.009
FALSE FPI
                   0.249
                          0.028
FALSE YPC
                  -0.001 -0.027
                                 0.024
FALSE OVERALL
                  -0.282 -0.044 -0.967 -0.132
FALSE Rush.Att
                  -0.162 -0.047 0.047 -0.617 -0.021
FALSE Opp.Ypc.All -0.815 -0.027 0.262 -0.149 -0.209 0.102
FALSE convergence code: 0
FALSE Model is nearly unidentifiable: very large eigenvalue
FALSE - Rescale variables?
```

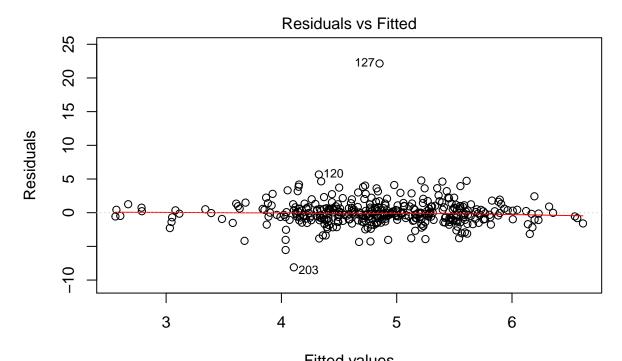
In this model. For the random effect output, it represents the estimated variability in the intercept. For the fixed effect output, the coefficient of Attempt, FPI and YPC (Team Yard per Carry) are positive, which indicates a change in unit would lead to an increase in the YPA. The other variables' coefficients are negative change indicate that in one unit change would lead to a decrease in YPA. ## Model Check



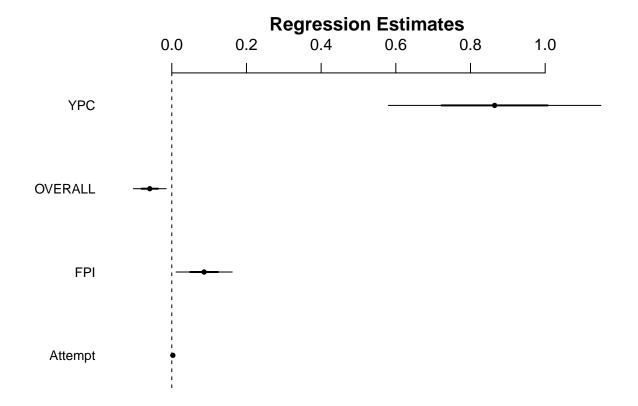
Fitted values Im(YPA ~ Attempt + FPI + OVERALL + YPC)



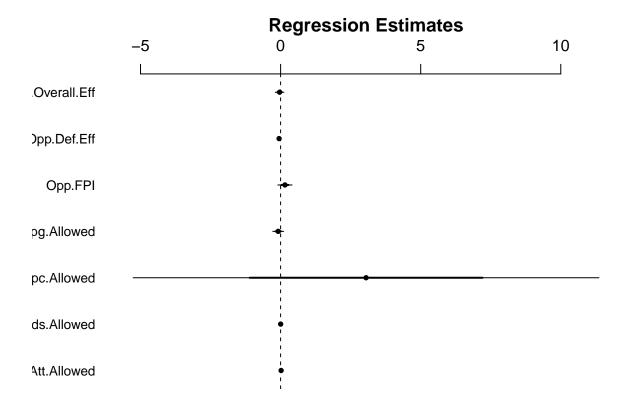
Fitted values Im(YPA ~ Opp.Att.Allowed + Opp.Yds.Allowed + Opp.Ypc.Allowed + Opp.Ypg.Allo ..



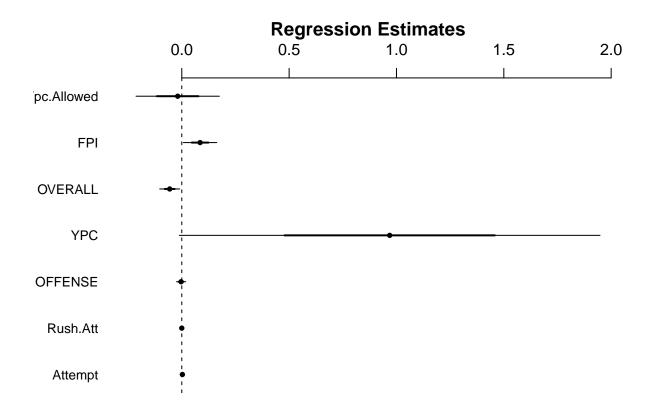
Fitted values
Im(YPA ~ Attempt + Rush.Att + OFFENSE + YPC + OVERALL + FPI + YPC:Opp.Ypc./



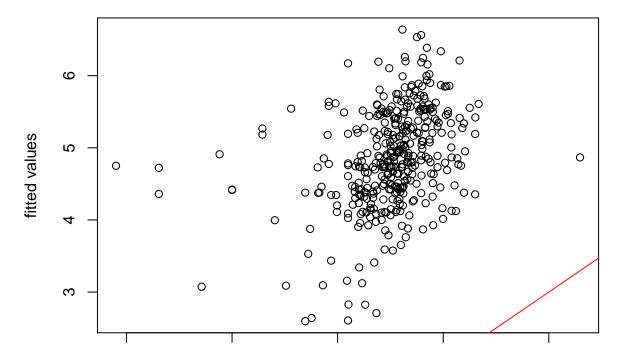
	2.5~%	97.5 %
(Intercept)	1.4396607	5.8538719
Attempt	0.0002865	0.0054123
FPI	0.0126710	0.1604703
OVERALL	-0.1022268	-0.0157549
YPC	0.5848385	1.1444156



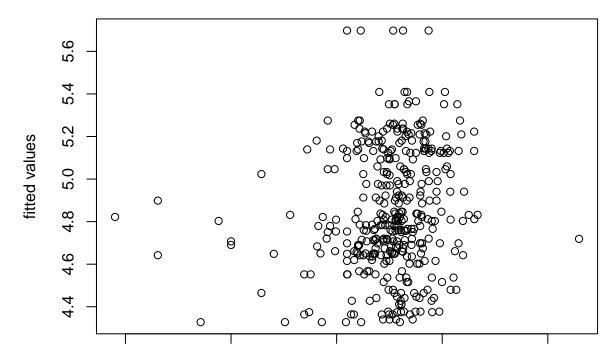
	2.5 %	97.5 %
(Intercept)	-38.2746317	33.4928921
Opp.Att.Allowed	-0.0550274	0.0917774
Opp.Yds.Allowed	-0.0209907	0.0252127
Opp.Ypc.Allowed	-5.1213327	11.2228052
Opp.Ypg.Allowed	-0.2756737	0.1029725
Opp.FPI	-0.0940511	0.4037736



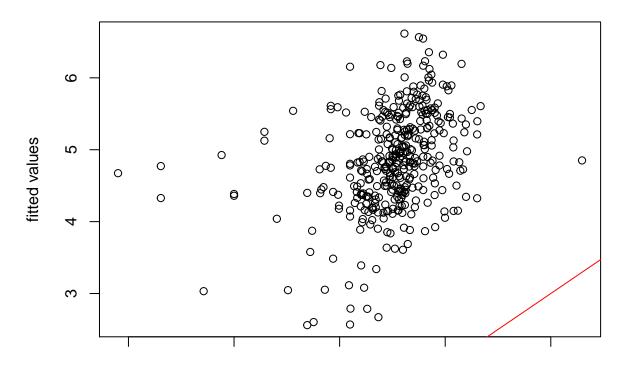
	2.5~%	97.5 %
(Intercept)	1.2792758	5.8475962
Attempt	0.0002599	0.0054088
Rush.Att	-0.0023699	0.0024593
OFFENSE	-0.0242067	0.0174705
YPC	0.0051929	1.9316065
OVERALL	-0.1020645	-0.0106643
FPI	0.0087331	0.1618416
${\bf YPC:} {\bf Opp.Ypc. Allowed}$	-0.2098138	0.1716156



FALSE integer(0)



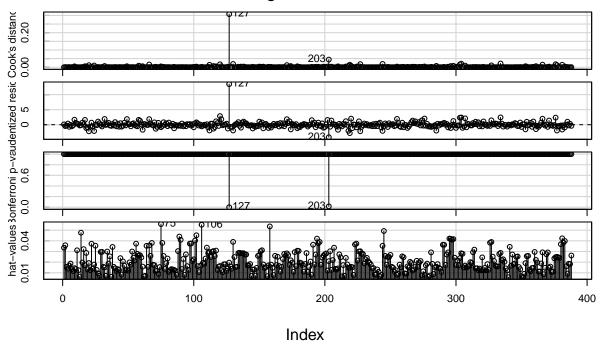
FALSE integer(0)

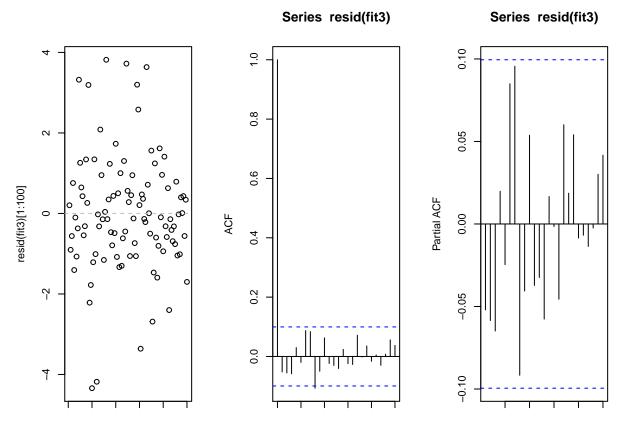


FALSE integer(0)

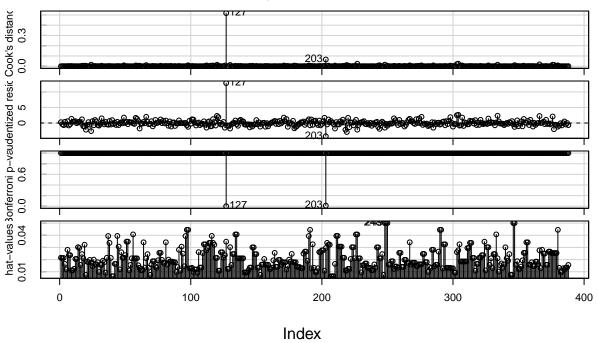
FALSE rstudent unadjusted p-value Bonferonni p
FALSE 127 13.492017 3.7412e-34 1.4516e-31
FALSE 203 -4.153488 4.0492e-05 1.5711e-02

Diagnostic Plots

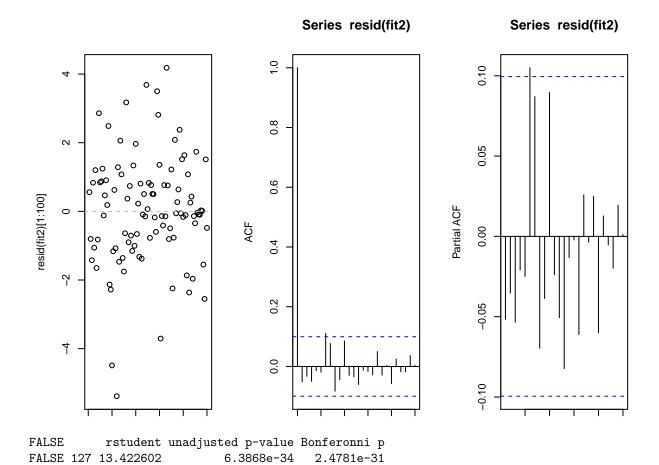




Diagnostic Plots



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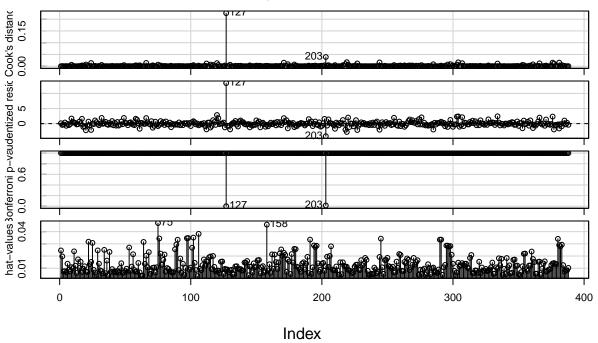


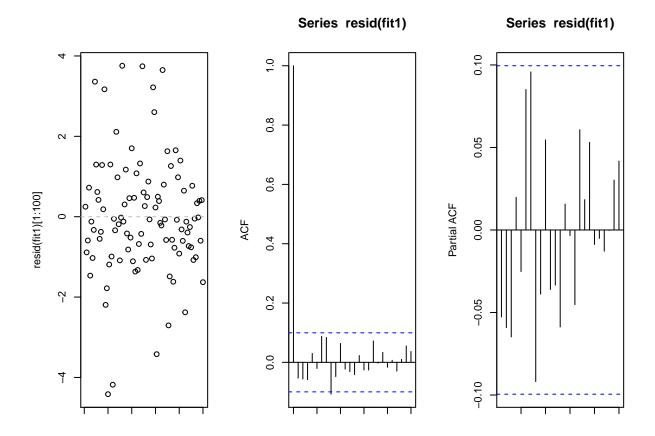
1.4162e-02

3.6500e-05

FALSE 203 -4.177857

Diagnostic Plots





1.5 N 1.0 1.0 Average residual Average residual Average residual 0.0 -0.5 -0.5 7 -1.0 -1.0 -1.5 -1.5 7 FALSE Data: Player_rush1 FALSE Models: FALSE m2: YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed + FALSE m2: (1 | TEAM) FALSE m1: YPA ~ Attempt + FPI + OFFENSE + Rush.Att + YPC + Opp.Ypc.Allowed + (1 | TEAM) FALSE m1: FALSE m3: YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed + FALSE m3: (1 + Attempt | TEAM) FALSE m4: YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed + FALSE m4: (1 | TEAM) + (1 + Attempt | TEAM) FALSE Df AIC BIC logLik deviance Chisq Chi Df Pr(>Chisq) FALSE m2 9 1695.8 1731.4 -838.89 1677.8 FALSE m1 9 1703.2 1738.8 -842.60 1685.2 0.000 0 1 FALSE m3 11 1676.2 1719.8 -827.13 1654.2 30.955 2 1.898e-07 *** FALSE m4 12 1678.2 1725.8 -827.13 1654.2 0.000 FALSE ---FALSE Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' 1 FALSE Data: Player_rush1 FALSE Models: FALSE fit1: YPA ~ Attempt + FPI + OVERALL + YPC FALSE m2: YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed + FALSE m2: (1 | TEAM) FALSE m1: YPA ~ Attempt + FPI + OFFENSE + Rush.Att + YPC + Opp.Ypc.Allowed +

Binned residual plot

Binned residual plot

Binned residual plot

FALSE m1:

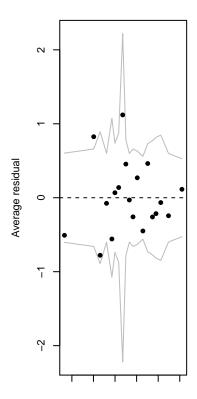
FALSE fit2:

(1 | TEAM)

FALSE fit2: YPA ~ Opp.Att.Allowed + Opp.Yds.Allowed + Opp.Ypc.Allowed + Opp.Ypg.Allowed +

Opp.FPI + Opp.Def.Eff + Opp.Overall.Eff

```
FALSE fit3: YPA ~ Attempt + Rush.Att + OFFENSE + YPC + OVERALL + FPI + YPC:Opp.Ypc.Allowed
FALSE m3: YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed +
             (1 + Attempt | TEAM)
FALSE m4: YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed +
FALSE m4:
              (1 | TEAM) + (1 + Attempt | TEAM)
FALSE
                       BIC logLik deviance Chisq Chi Df Pr(>Chisq)
          Df
                AIC
FALSE fit1 6 1648.6 1672.4 -818.32
                                     1636.6
           9 1695.8 1731.4 -838.89
                                     1677.8 0.000
FALSE m2
                                                                   1
FALSE m1
           9 1703.2 1738.8 -842.60
                                     1685.2 0.000
                                                        0
                                                                   1
                                                        0
                                                              <2e-16 ***
FALSE fit2 9 1692.2 1727.8 -837.09 1674.2 11.018
FALSE fit3 9 1654.5 1690.1 -818.25
                                     1636.5 37.693
                                                        0
                                                              <2e-16 ***
          11 1676.2 1719.8 -827.13
                                                        2
FALSE m3
                                     1654.2 0.000
                                                                   1
FALSE m4
          12 1678.2 1725.8 -827.13
                                    1654.2 0.000
                                                                   1
                                                        1
FALSE ---
FALSE Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' ' 1
FALSE [1] 3.725749
```



Model Improvement

```
FALSE Linear mixed model fit by REML ['lmerMod']

FALSE Formula: YPA ~ Attempt + FPI + Rush.Att + YPC * Opp.Ypc.Allowed + (1 + FALSE Attempt | TEAM)

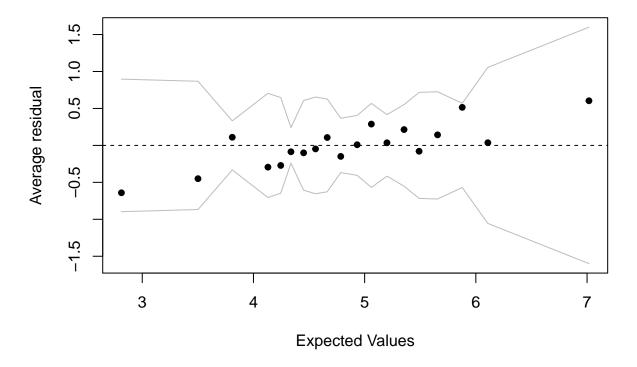
FALSE Data: Player_rush1

FALSE

FALSE REML criterion at convergence: 1650.5

FALSE
```

```
FALSE Scaled residuals:
         Min 1Q Median
                               30
                                        Max
FALSE -3.5077 -0.4350 -0.0212 0.3719 8.1835
FALSE
FALSE Random effects:
FALSE Groups Name
                          Variance Std.Dev. Corr
               (Intercept) 2.4205857 1.55582
FALSE
               Attempt
                          0.0001185 0.01088 -1.00
FALSE Residual
                          3.1026763 1.76144
FALSE Number of obs: 388, groups: TEAM, 86
FALSE Fixed effects:
FALSE
                          Estimate Std. Error t value
FALSE (Intercept)
                        1.8407183 11.3969661 0.162
FALSE Attempt
                         0.0020392 0.0017410
                                              1.171
                        -0.0072119 0.0106598 -0.677
FALSE FPI
FALSE Rush.Att
                        -0.0002056 0.0014348 -0.143
FALSE YPC
                        0.8620016 2.4481363 0.352
FALSE Opp.Ypc.Allowed -0.0433409 2.6989256 -0.016
FALSE YPC:Opp.Ypc.Allowed -0.0341866 0.5784207 -0.059
FALSE
FALSE Correlation of Fixed Effects:
FALSE
                (Intr) Attmpt FPI
                                   Rsh.At YPC
                                                  Op.Y.A
FALSE Attempt
                -0.010
FALSE FPI
                 0.005 -0.059
FALSE Rush.Att
                -0.045 -0.050 0.104
FALSE YPC
                -0.981 0.003 -0.057 -0.039
FALSE Opp.Ypc.All -0.998 -0.001 0.019 0.031 0.979
FALSE YPC:Opp.Y.A 0.984 -0.006 0.022 -0.014 -0.996 -0.985
FALSE convergence code: 0
FALSE Model failed to converge with max|grad| = 0.00224554 (tol = 0.002, component 1)
FALSE Model is nearly unidentifiable: very large eigenvalue
FALSE - Rescale variables?
FALSE Data: Player_rush1
FALSE Models:
FALSE m5: YPA ~ Attempt + FPI + Rush.Att + YPC * Opp.Ypc.Allowed + (1 +
FALSE m5: Attempt | TEAM)
FALSE m3: YPA ~ Attempt + FPI + YPC + OVERALL + Rush.Att + Opp.Ypc.Allowed +
FALSE m3:
           (1 + Attempt | TEAM)
                    BIC logLik deviance Chisq Chi Df Pr(>Chisq)
FALSE
      Df
             AIC
FALSE m5 11 1639.4 1683.0 -808.7 1617.4
FALSE m3 11 1636.6 1680.2 -807.3
                                1614.6 2.7959
                                               0 < 2.2e-16 ***
FALSE ---
FALSE Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
```



FALSE [1] 3.725311

I try to improve the model by considering interaction to the Model. However, the output shows that it doesn't fit the data better with interaction. Therefore, I think model 3 (m3) still should be chose in to compare the player's performance.

Discussion

The goal of this project is trying to determine factors that may have impact on player's yards gained per rush and who could be the better runner. After EDA and multilevel model building process, I found out that number of rush ofr individual(Attempt), Team average yards gain per carry, Team Power index(FPI), Opponent yards per carry allowed and Team average rushing attempts are factors that may affact the YPA for individual player. Attempts, FPI and YPC have positive effect on the YPA, other variables have negative effect. Although, the anova test shows that multilevel model doesn't fit my data well, I still think multilevel model should be use in my model choice. The reason is that different team will have thier own factors that may influence the player's performance as well as their opponent average power. Also, the AIC, BIC and deviance has no big difference with classic linear modelling.

Implitcation

From all the results and the interpretations of the models fitted above, it's not reasonable to use these models to predict player's performance; while the models do explain relationship between the YPA and other variables.

Limitation

- 1. The data are limited size. Although there are lots of variables and observations in college football, but my project are focusing on a small scope that constrain the data size.
- 2. Some variables are not real stats, such as FPI and Team Efficiency. All those data are from ESPN and based on their own math formula.

Future Direction

I need do further research and study for the multilevel model building to improve the model from this project. It is possible to use multilevel model to predict player's performance for next season. However, it requires more knowlege that I'm not understdand well. I think this model could used to calculated "correct" performance on all players even though they are in different team and facing different opponent.