

NFL Player Arrests

Measuring the impact of player arrests on NFL transactions, performance and social media sentiment

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Scope of Analysis

3 Main Questions

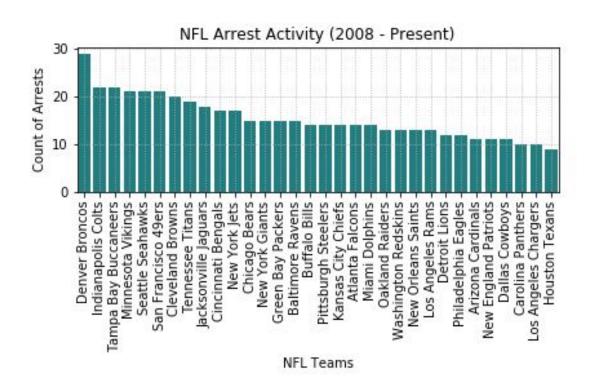
- 1) What is the effect (if any) arrests have on a football players career or tenure with a team?
- 2) Does arrest activity have any effect on a players perceived performance value?
- 3) Does arrest activity have any effect on a players public brand?

Methodology

- Limit analysis to last ten years
- Sample top 50 arrestees
- Pull player tweets a week prior to and after a transaction to maximize opportunity for Twitter discussion
- Pull player's fantasy value for the given period between trades to determine whether or not sentiment changes a result of declining ability

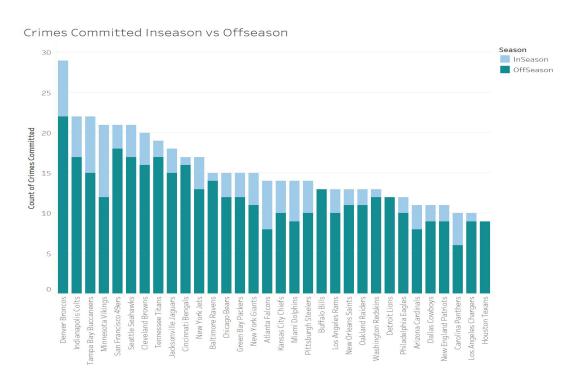
Arrests are not unique to team or region

All 32 NFL Teams have encountered player arrests since 2008



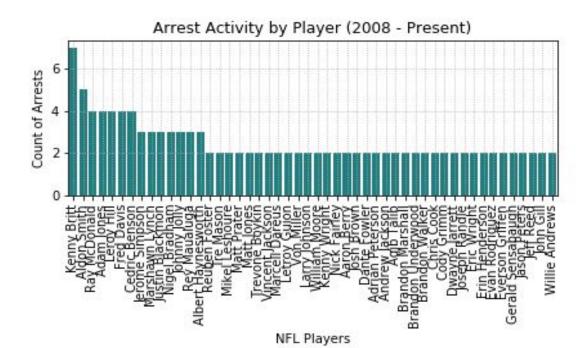
Majority of NFL-related arrest activity occurs in offseason

Of the 495 arrests, roughly 80% have occurred during the offseason



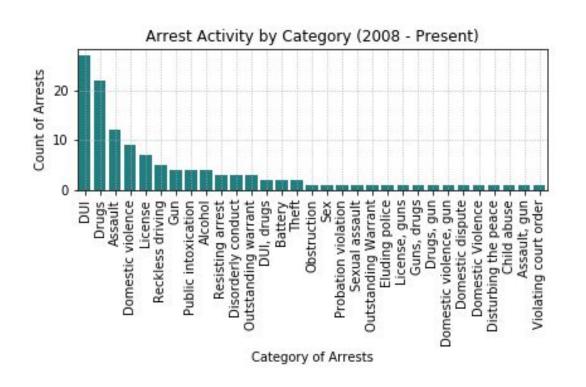
Player Spotlight

TOP 50: 125 combined arrests among players with 2 or greater arrests



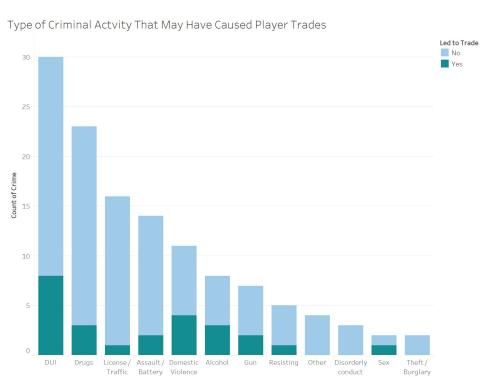
Overall activity among top arrestees varies

Despite variety, DUI, drugs, and alcohol represent 49% of all arrest activity

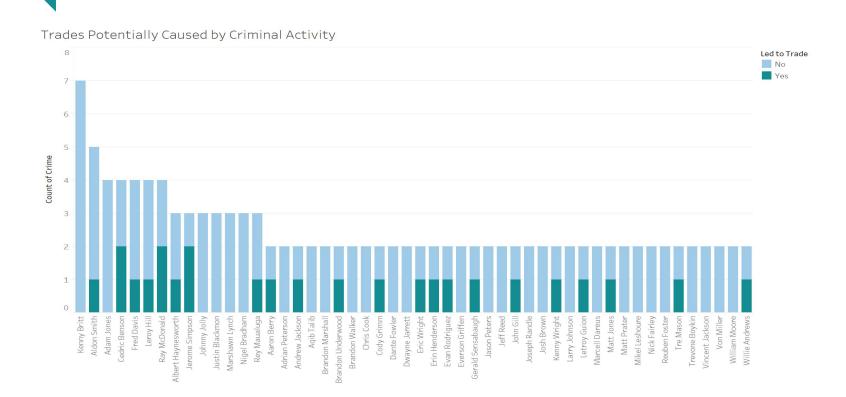


Does arrest activity affect trades?

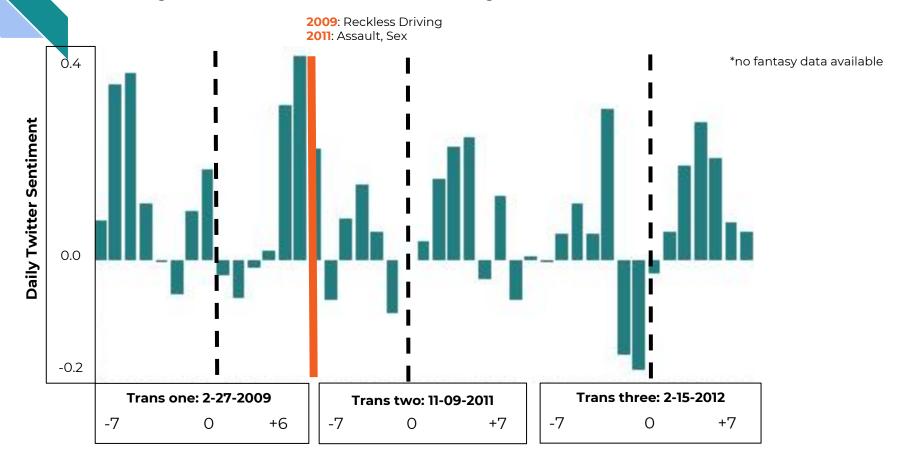
Based on trade assumptions, roughly 19% of arrests potentially led to a player trade/release



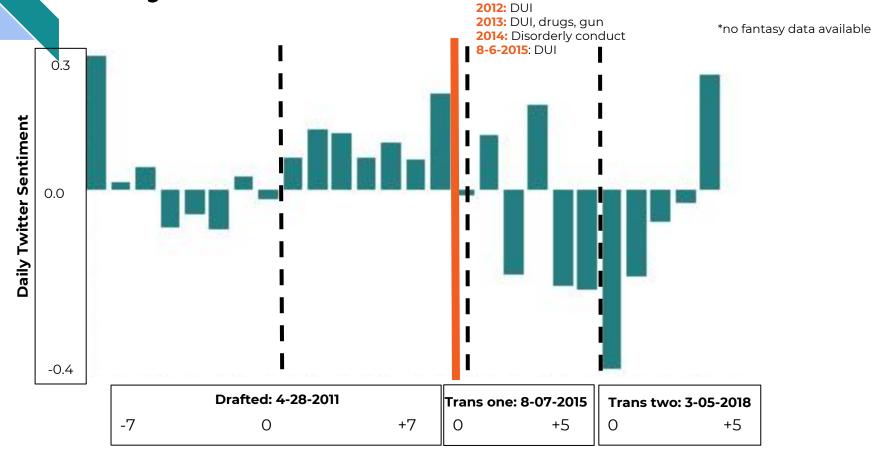
Arrest activity appears to have little effect on a players longevity with a team.



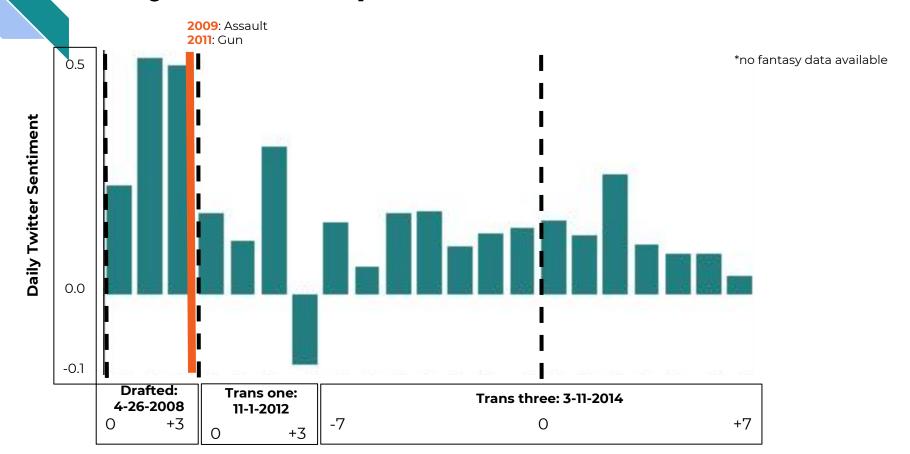
Player Case: Albert Haynesworth



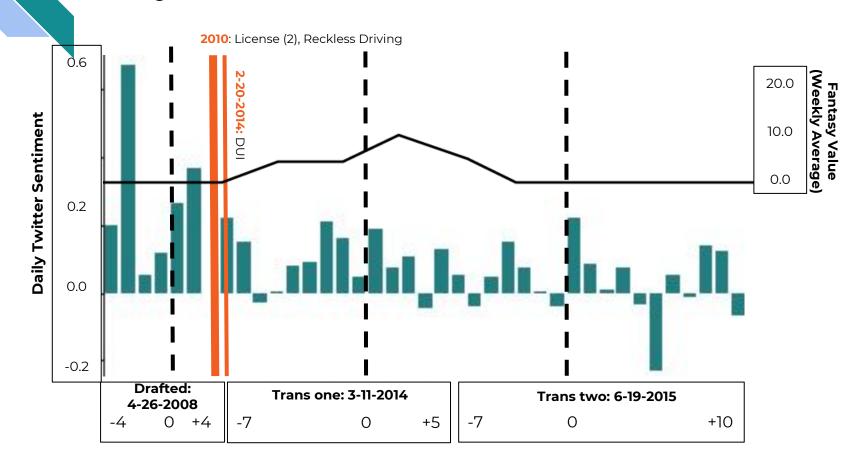
Player Case: Aldon Smith



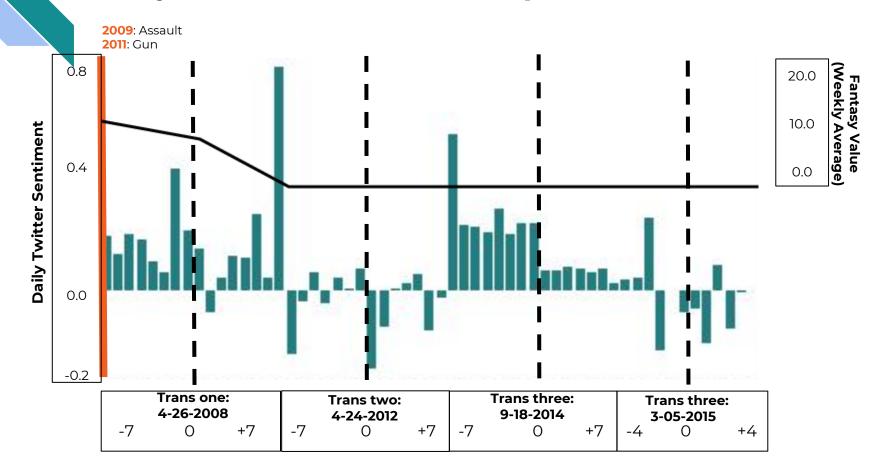
Player Case: Aqib Talib



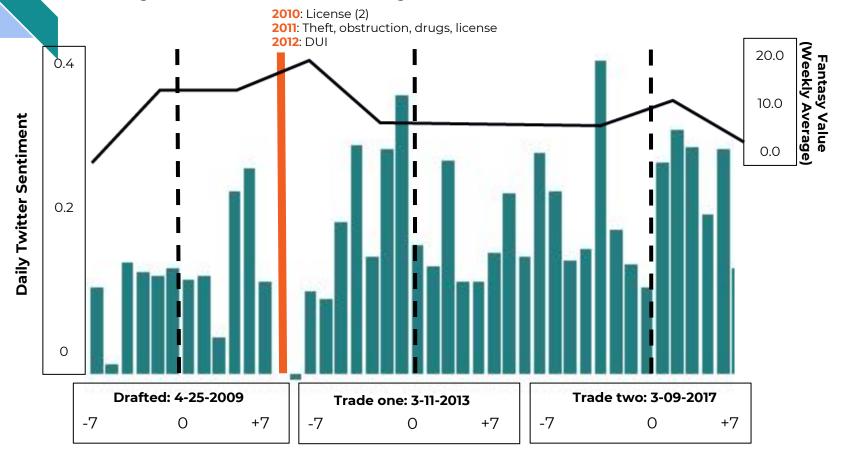
Player Case: Fred Davis



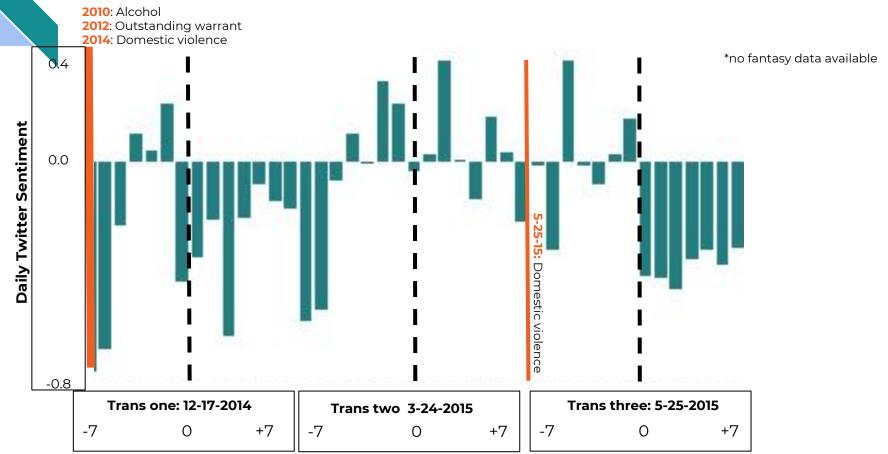
Player Case: Jerome Simpson



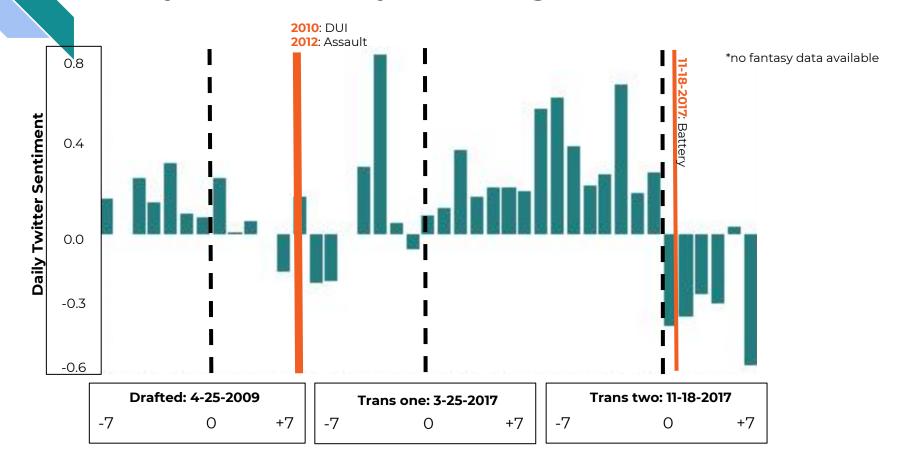
Player Case: Kenny Britt



Player Case: Ray McDonald



Player Case: Rey Maualuga





Sentiment analysis scoring

About the Scoring

- The **compound score** is computed by summing the valence scores of each word in the lexicon, adjusted according to the rules, and then normalized to be between -1 (most extreme negative) and +1 (most extreme positive). This is the most useful metric if you want a single unidimensional measure of sentiment for a given sentence. Calling it a 'normalized, weighted composite score' is accurate.
- It is also useful for researchers who would like to set standardized thresholds for classifying sentences as either positive, neutral, or negative. Typical threshold values (used in the literature cited on this page) are:
- 1. **positive sentiment**: compound score >= 0.5
- 2. **neutral sentiment**: (compound score > -0.5) and (compound score < 0.5)
- 3. **negative sentiment**: compound score <= -0.5
- The pos, neu, and neg scores are ratios for proportions of text that fall in each category (so these should all add up to be 1... or close to it with float operation). These are the most useful metrics if you want multidimensional measures of sentiment for a given sentence.

Data Sources

Arrest Data(API): nflarrest.com/api/

Trade Data (web scrape): prosportstransactions.com/football/

NFL Fantasy Data (web scrape): fantasydata.com

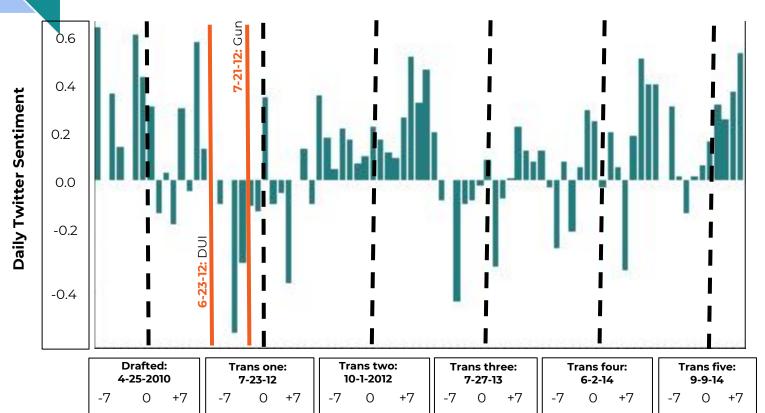
Twitter Sentiment (web scrape): https://developer.twitter.com/

Sentiment Analysis

Hutto, C.J. & Gilbert, E.E. (2014). VADER: A Parsimonious Rule-based Model for Sentiment Analysis of Social Media Text. Eighth International Conference on Weblogs and Social Media (ICWSM-14). Ann Arbor, MI, June 2014

Player Case: Aaron Berry

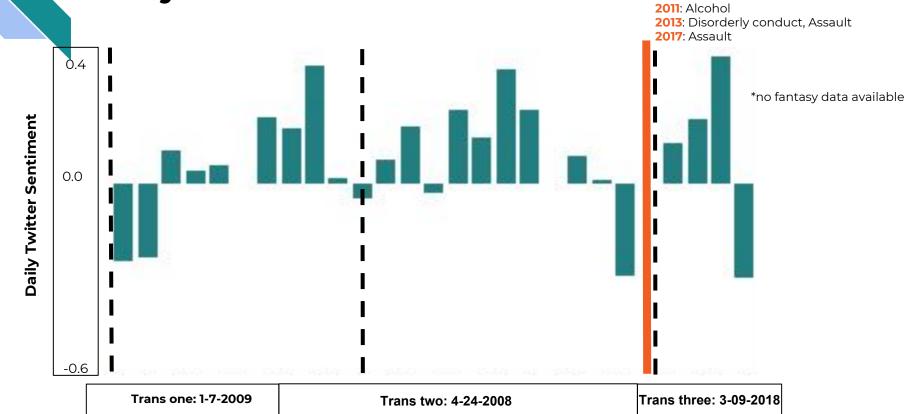
*no fantasy data available



Player Case: Adam "Pacman" Jones

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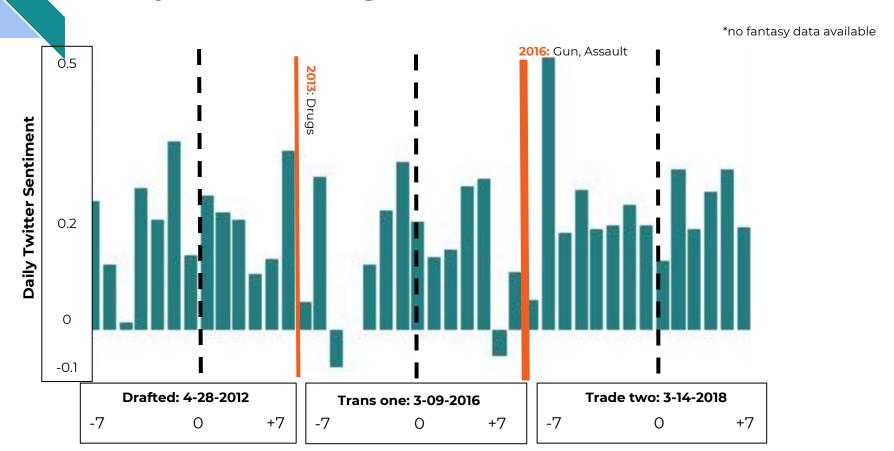
+7



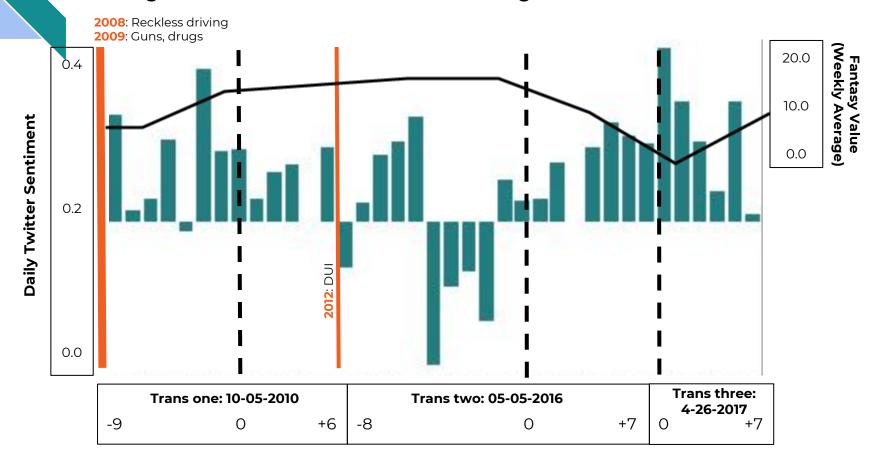
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+3

Player Case: Nigel Bradham



Player Case: Marshawn Lynch



Player Case: Leroy Hill

