

International Soccer Player Ratings

DSC 530 FINAL PROJECT

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Fédération Internationale de Football Association(FIFA) publishes Player rating data set which contains over 85 features about 18000 players. The feaures and players are updated annually and players are rated from 1(worst) to 100(best). The data set can be used for various purposes, one of which is in the gaming industry.

The goal of this study is to explore the 2019 publication of this dataset using statistical and programatic techniques.

Dataset description

- Single csv file
- 18209 observations
- 89 features
- 34 features recording each player's skills with rating of 1(bad) to 100(good)
- 'Potential', 'Overall' features show the ratings based on various features such as skills, age, etc.. Their value ranges from 1(bad) to 5(good)
- Other features of interest:
 - Age, weight, height

Data Preparation

- Import Dataset
- Replace 'lbs' from the weight and convert to integer
- Convert height from "ft'inch" to Inches as type integer place in new column(Height_Inch)
- Compute experience in years from signing date

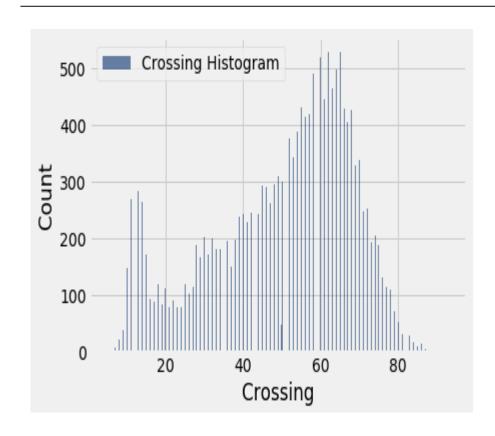
Question

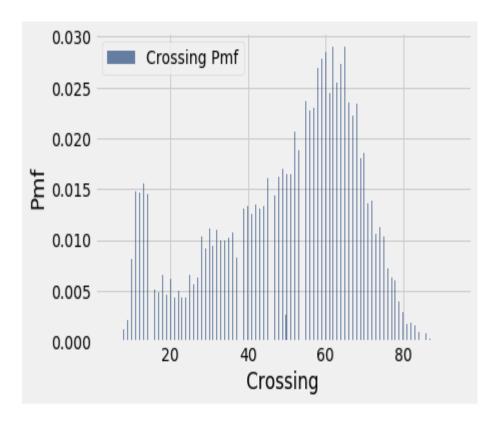
• Is the overall rating of players govern by their skill set.

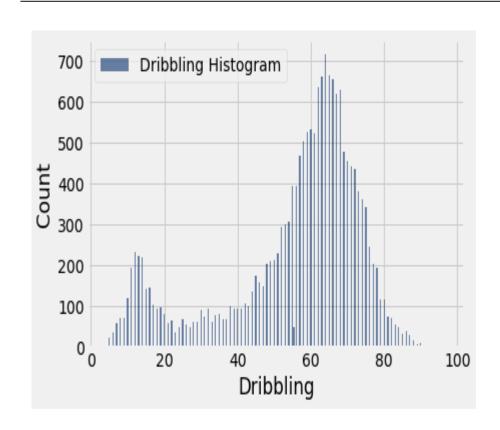
Data Exploration-Best in skill

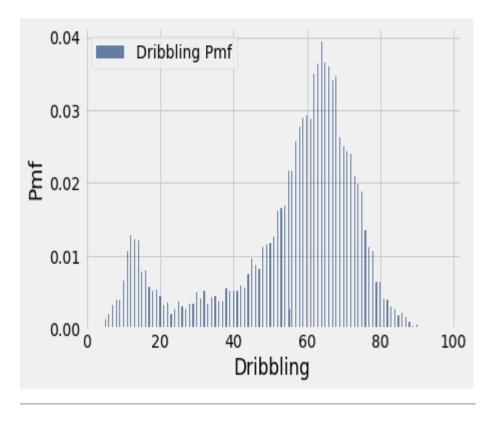
```
Best Crossing: K. De Bruvne from Belgium
Best Finishing : L. Messi from Argentina
Best HeadingAccuracy : Naldo from Brazil
Best ShortPassing : L. Modrić from Croatia
Best Volleys : E. Cavani from Uruguay
Best Dribbling : L. Messi from Argentina
Best Curve : Quaresma from Portugal
Best FKAccuracy : L. Messi from Argentina
Best LongPassing : T. Kroos from Germany
Best BallControl : L. Messi from Argentina
Best Acceleration : Douglas Costa from Brazil
Best SprintSpeed : K. Mbappé from France
Best Agility: Neymar Jr from Brazil
Best Reactions : Cristiano Ronaldo from Portugal
Best Balance : Bernard from Brazil
Best ShotPower : Cristiano Ronaldo from Portugal
Best Jumping: Cristiano Ronaldo from Portugal
Best Stamina : N. Kanté from France
Best Strength : A. Akinfenwa from England
Best LongShots : L. Messi from Argentina
Best Aggression : B. Pearson from England
Best Interceptions : N. Kanté from France
Best Positioning : Cristiano Ronaldo from Portugal
Best Vision : L. Messi from Argentina
Best Penalties : M. Balotelli from Italy
Best Composure : L. Messi from Argentina
Best Marking : A. Barzagli from Italy
Best StandingTackle : G. Chiellini from Italy
Best SlidingTackle : Sergio Ramos from Spain
Best GKDiving : De Gea from Spain
Best GKHandling : J. Oblak from Slovenia
Best GKKicking : M. Neuer from Germany
Best GKPositioning : G. Buffon from Italy
Best GKReflexes : De Gea from Spain
```

Best player in each skill category. Lionel Messi is the best overall player and is best rated in more skills than others.

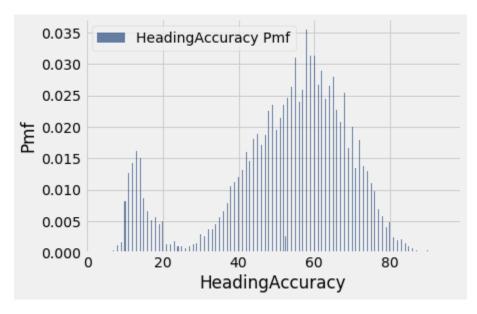


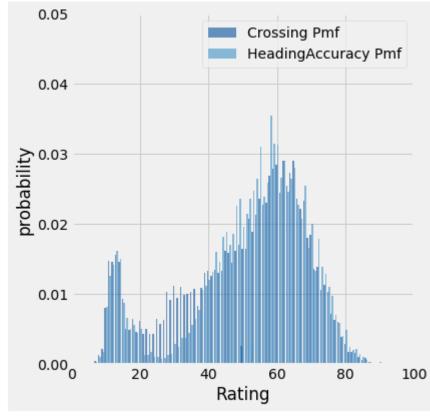


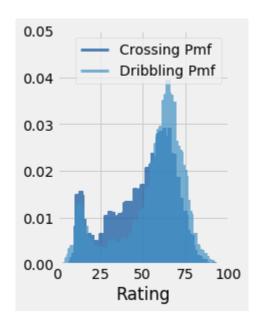


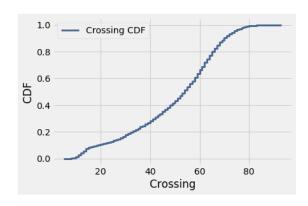


Data Exploration- Distribution comparison







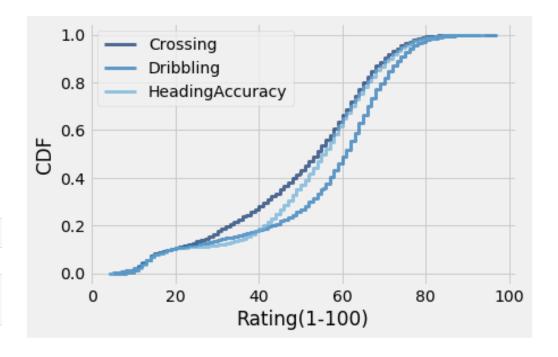


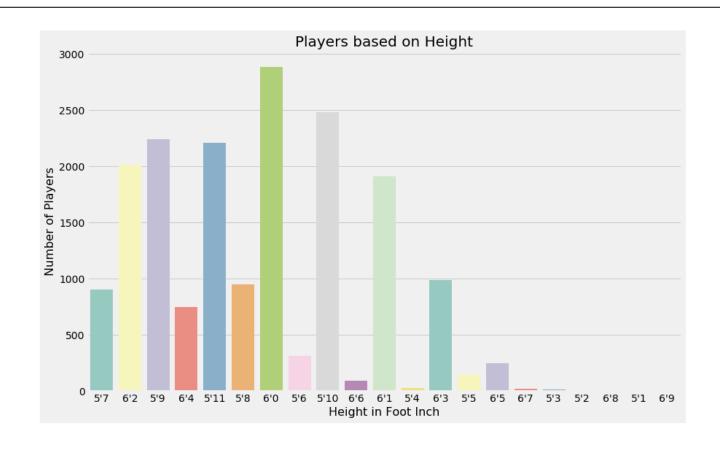
cdf.Prob(40),cdf.Prob(80)
#this means that 28 percent of the players have rating of 40 and 99 percent have rating of 80

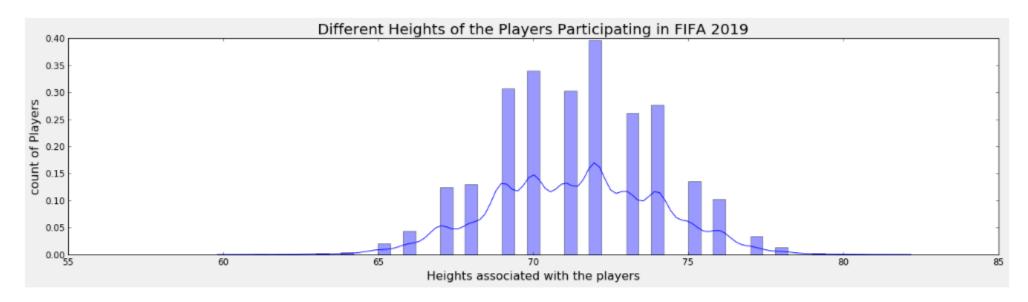
: (0.28280331740539355, 0.9913220190036799)

: cdf.Value(.5)
This means that 50 percent have rating of 54
cdf.Prob(54)
this shows that.

: 0.5113967155489647

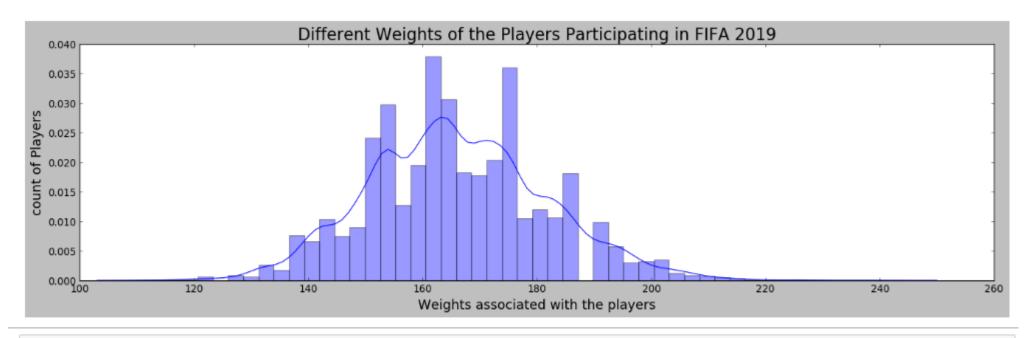






Normal distribution in above graph shows to be 71.36 as shown here
statistics.mean(data['Height_Inch'])

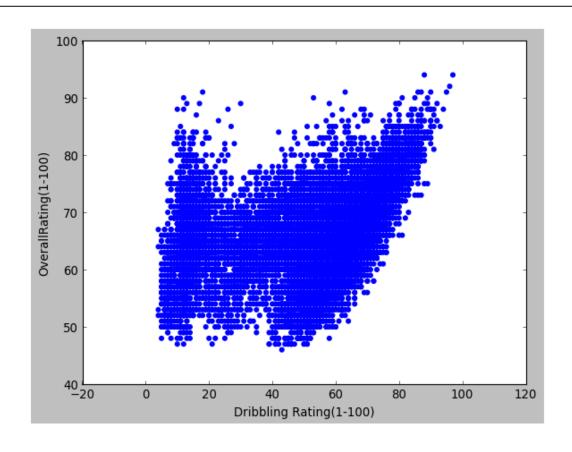
71.3612533729831



statistics.mean(data['Weight'])

: 165.97912880665234

Data Exploration-Scatter plot



Modeling Coefficients

```
statsmodels.formula
a = 'Overall ~ Cross
= smf.ols(formula, d
:s = model.fit()
:s.summary()
```

FKAccuracy	0.0005	0.002	0.223	0.824	-0.004	0.005
BallControl	0.1459	0.005	28.653	0.000	0.136	0.156
Acceleration	0.0325	0.004	8.332	0.000	0.025	0.040
SprintSpeed	0.0314	0.004	8.624	0.000	0.024	0.038
Agility	-0.0086	0.003	-3.073	0.002	-0.014	-0.003
Reactions	0.2833	0.004	75.435	0.000	0.276	0.291
ShotPower	0.0146	0.003	5.468	0.000	0.009	0.020
Jumping	0.0012	0.002	0.594	0.552	-0.003	0.005
Stamina	0.0030	0.002	1.278	0.201	-0.002	0.008
Strength	0.0434	0.002	19.147	0.000	0.039	0.048
Penalties	0.0008	0.003	0.297	0.767	-0.005	0.006
Composure	0.1164	0.003	38.078	0.000	0.110	0.122
Marking	0.0343	0.002	13.851	0.000	0.029	0.039
StandingTackle	0.0055	0.002	2.202	0.028	0.001	0.010
GKDiving	0.0744	0.006	12.536	0.000	0.063	0.086
GKHandling	0.0768	0.006	12.790	0.000	0.065	0.089
GKKicking	0.0334	0.006	6.035	0.000	0.023	0.044
CVDositioning	0.0000	0.006	44 620	0.000	0.057	0.000

Modeling Correlations

SprintSpeed 0.0306 0.004 8.442 0.000 0.023 0.038 Reactions 0.2824 0.004 75.374 0.000 0.275 0.290 ShotPower 0.0141 0.003 5.345 0.000 0.009 0.019 Jumping -0.0001 0.002 -0.056 0.955 -0.004 0.004 Stamina 0.0023 0.002 0.984 0.325 -0.002 0.007 Strength 0.0450 0.002 20.304 0.000 0.041 0.049 Penalties 0.0003 0.003 0.124 0.902 -0.005 0.006 Composure 0.1154 0.003 37.927 0.000 0.109 0.121 Marking 0.0346 0.002 13.967 0.000 0.030 0.039 StandingTackle 0.0063 0.002 2.533 0.011 0.001 0.011 GKDiving 0.0744 0.006 12.540 0.000 0.063 0.089	Acceleration	0.0292	2 0.004	7.771	0.000	0.022	0.037
ShotPower 0.0141 0.003 5.345 0.000 0.009 0.019 Jumping -0.0001 0.002 -0.056 0.955 -0.004 0.004 Stamina 0.0023 0.002 0.984 0.325 -0.002 0.007 Strength 0.0450 0.002 20.304 0.000 0.041 0.049 Penalties 0.0003 0.003 0.124 0.902 -0.005 0.006 Composure 0.1154 0.003 37.927 0.000 0.109 0.121 Marking 0.0346 0.002 13.967 0.000 0.030 0.039 StandingTackle 0.0063 0.002 2.533 0.011 0.001 0.011 GKDiving 0.0744 0.006 12.540 0.000 0.063 0.086 GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKRicking 0.0337 0.006 6.085 0.000 0.057 0.080	SprintSpeed	0.0306	0.004	8.442	0.000	0.023	0.038
Jumping -0.0001 0.002 -0.056 0.955 -0.004 0.004 Stamina 0.0023 0.002 0.984 0.325 -0.002 0.007 Strength 0.0450 0.002 20.304 0.000 0.041 0.049 Penalties 0.0003 0.003 0.124 0.902 -0.005 0.006 Composure 0.1154 0.003 37.927 0.000 0.109 0.121 Marking 0.0346 0.002 13.967 0.000 0.030 0.039 StandingTackle 0.0063 0.002 2.533 0.011 0.001 0.011 GKDiving 0.0744 0.006 12.540 0.000 0.063 0.086 GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	Reactions	0.2824	0.004	75.374	0.000	0.275	0.290
Stamina 0.0023 0.002 0.984 0.325 -0.002 0.007 Strength 0.0450 0.002 20.304 0.000 0.041 0.049 Penalties 0.0003 0.003 0.124 0.902 -0.005 0.006 Composure 0.1154 0.003 37.927 0.000 0.109 0.121 Marking 0.0346 0.002 13.967 0.000 0.030 0.039 StandingTackle 0.0063 0.002 2.533 0.011 0.001 0.011 GKDiving 0.0744 0.006 12.540 0.000 0.063 0.086 GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKRicking 0.0337 0.006 6.085 0.000 0.023 0.045 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089 <	ShotPower	0.0141	0.003	5.345	0.000	0.009	0.019
Strength 0.0450 0.002 20.304 0.000 0.041 0.049 Penalties 0.0003 0.003 0.124 0.902 -0.005 0.006 Composure 0.1154 0.003 37.927 0.000 0.109 0.121 Marking 0.0346 0.002 13.967 0.000 0.030 0.039 StandingTackle 0.0063 0.002 2.533 0.011 0.001 0.011 GKDiving 0.0744 0.006 12.540 0.000 0.063 0.086 GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKRicking 0.0337 0.006 6.085 0.000 0.023 0.045 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	Jumping	-0.0001	0.002	-0.056	0.955	-0.004	0.004
Penalties 0.0003 0.003 0.124 0.902 -0.005 0.006 Composure 0.1154 0.003 37.927 0.000 0.109 0.121 Marking 0.0346 0.002 13.967 0.000 0.030 0.039 StandingTackle 0.0063 0.002 2.533 0.011 0.001 0.011 GKDiving 0.0744 0.006 12.540 0.000 0.063 0.086 GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKRicking 0.0337 0.006 6.085 0.000 0.023 0.045 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	Stamina	0.0023	0.002	0.984	0.325	-0.002	0.007
Composure 0.1154 0.003 37.927 0.000 0.109 0.121 Marking 0.0346 0.002 13.967 0.000 0.030 0.039 StandingTackle 0.0063 0.002 2.533 0.011 0.001 0.011 GKDiving 0.0744 0.006 12.540 0.000 0.063 0.086 GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKRicking 0.0337 0.006 6.085 0.000 0.023 0.045 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	Strength	0.0450	0.002	20.304	0.000	0.041	0.049
Marking 0.0346 0.002 13.967 0.000 0.030 0.039 StandingTackle 0.0063 0.002 2.533 0.011 0.001 0.011 GKDiving 0.0744 0.006 12.540 0.000 0.063 0.086 GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKRicking 0.0337 0.006 6.085 0.000 0.023 0.045 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	Penalties	0.0003	0.003	0.124	0.902	-0.005	0.006
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GKDiving 0.0744 0.006 12.540 0.000 0.063 0.086 GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKKicking 0.0337 0.006 6.085 0.000 0.023 0.045 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	Marking	0.0346	0.002	13.967	0.000	0.030	0.039
GKHandling 0.0770 0.006 12.832 0.000 0.065 0.089 GKKicking 0.0337 0.006 6.085 0.000 0.023 0.045 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	StandingTackle	0.0063	0.002	2.533	0.011	0.001	0.011
GKKicking 0.0337 0.006 6.085 0.000 0.023 0.045 GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	GKDiving	0.0744	4 0.006	12.540	0.000	0.063	0.086
GKPositioning 0.0683 0.006 11.633 0.000 0.057 0.080 GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	GKHandling	0.0770	0.006	12.832	0.000	0.065	0.089
GKReflexes 0.0775 0.006 13.162 0.000 0.066 0.089	GKKicking	0.0337	7 0.006	6.085	0.000	0.023	0.045
	GKPositioning	0.0683	0.006	11.633	0.000	0.057	0.080
Omnibus: 45.524 Durbin-Watson: 1.680	GKReflexes	0.0775	0.006	13.162	0.000	0.066	0.089
Olimbasi 40.024 Barbin-Natsoni 1.000	Omnihus:	45 524	Durbin-V	Natson:	1.6	80	
Prob(Omnibus): 0.000 Jarque-Bera (JB): 57.150			Jarque-Bera (JB):				
Skew: 0.027 Prob(JB): 3.89e-13	,		•				
Kurtosis: 3.269 Cond. No. 2.89e+03							

Warnings:

[1] Standard Errors assume that the covariance matrix of the errors is correctly specified.

[2] The condition number is large, 2.89e+03. This might indicate that there are strong multicollinearity or other numerical problems.

Remove features with negative coefficient
port statsmodels.formula.api as smf

rmula = 'Overall ~ Crossing+Finishing+HeadingAccuracy+ShortPassing+Curve+FKAccuracy+BallControl+Acceleration+SprintSpeed+Reacti
del = smf.ols(formula, data=data)
sults = model.fit()
sults.summary()

Modeling

```
#Split dataset into test and train datasets
from sklearn.model_selection import train_test_split
# Create test and train data set. Training data set is 80% of the total and test is 20%

X_train, X_test, y_train, y_test = train_test_split(Model_Independent_Variables, Model_Dependent_Variable, test_size=0.2,random_s

#One Hot Encoding

X_train = pd.get_dummies(X_train)

X_test = pd.get_dummies(X_test)
print(X_test.shape, X_train.shape)
print(y_test.shape, y_train.shape)

4

(3642, 34) (14565, 34)
(3642,) (14565,)
```

```
#Apply Linear Regression
from sklearn.linear_model import LinearRegression
model = LinearRegression()
model.fit(X_train, y_train)
predictions = model.predict(X_test)

#Finding the r2 score and root mean squared error
from sklearn.metrics import r2_score, mean_squared_error
print('r2 score: '+str(r2_score(y_test, predictions)))
print('RMSE: '+str(np.sqrt(mean_squared_error(y_test, predictions))))
```

r2 score: 0.8514783362139567 RMSE : 2.6485407085072126

Modeling – All Skills

```
: thinkplot.Scatter(predictions, y_test, color='blue', alpha=0.1, s=10)
  thinkplot.Plot(fit xs, fit ys, color='white', linewidth=3)
  thinkplot.Plot(fit_xs, fit_ys, color='red', linewidth=2)
  thinkplot.Config(xlabel="Predictions",
                   'ylabel='Overall(Actual)',
                   legend=False)
  Overall(Actual)
                      50
                                                 70
                                                               80
                                      Predictions
```

Modeling – Less Skills

```
# reduce features
Model_Independent_Variables = data[["Crossing", "Finishing", "HeadingAccuracy", "ShortPassing", "Volleys", "Dribbling", "Curve", "LongPa
                                                              inter, slope = LeastSquares(predictions, y_test)
                                                              inter,slope
                                                              (-1.1423557380204983, 1.0164462486903685)
                                                              fit xs, fit ys = FitLine(predictions, inter, slope)
                                                              thinkplot.Scatter(predictions, y_test, color='blue', alpha=0.1, s=10)
                                                              thinkplot.Plot(fit_xs, fit_ys, color='white', linewidth=3)
                                                              thinkplot.Plot(fit_xs, fit_ys, color='red', linewidth=2)
                                                              thinkplot.Config(xlabel="Predictions",
                                                                             ylabel='Overall(Actual)',
                                                                             legend=False)
                                                               Overall(Actual)
                                                                  50
                                                                                             Predictions
```

Conclusions

You need all the skills you can get to be number one.

The skills rating had multicollinearity. We can eliminate them using a backward elimination technique by evaluating the coefficients, R2 and p-value at each iteration.

The prediction model was run with all skills and a subset. The prediction suffered when some skills were removed.

The dataset and its analysis can answer many other questions related to whether a player should be signed, what rate should the compensated, how long a contract to offer, can be a starter or better be on the bench until certain point in the game.