Simming the season in Python

2021 Data

Create a dictionary of Teams and Winning percentages

Create dictionary of team and ID Number

Import a schedule

* Schedule array, 3D
  + Each square in the cube is a day in the season
  + The length and width of the square are the teams.

Game Sim

* Number is randomly sampled based each teams winning percentage where the high number wins.
  + Using Rand() multiply by winning percentage

Day Sim

* Simming all games in a given day

Season Sim

* Simming whole season
* Vary the winning percentage here

Initial Code  
  
  
import numpy as np  
  
xwinningpercent = .604  
ywinningpercent = .434  
  
xwintotal = []  
ywintotal = []  
#for loops to sim a season x number of times  
for jj in range(10):  
 xgames = []  
 ygames = []  
 #For loops siming x games in a season  
 for ii in range(162):  
 # Add another for loops so that it will each game of the day.  
 xrand = xwinningpercent\*np.random.random\_integers(1,100,1)  
 yrand = ywinningpercent\*np.random.random\_integers(1,100,1)  
 if xrand >= yrand:  
 xgames.append(1)  
 ygames.append(0)  
 if xrand < yrand:  
 ygames.append(1)  
 xgames.append(0)  
 #else: Still need to add clause for when numbes equal each other  
 #redo  
 ii = ii+1  
 xwins = sum(xgames)  
 ywins = sum(ygames)  
 jj = jj+1  
 xwintotal.append(xwins)  
 ywintotal.append(ywins)  
  
print(xwintotal,ywintotal)  
  
#Add standings per division, conference (for completion) and wild card then compare top two teams of division and 2  
# and 3rd place teams in wild card. If records are equal count as Tiebreak else no tiebreak. to find tie break percent  
#divide total tiebreaks/length