



Betting the NFL Over/Under

A Data Science Perspective

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Business Problem

- ~38 million¹ people bet on NFL games, wagering > \$12 billion²
- Profits are maximized by responding to public demand in setting Over/Under

Can we use data and machine learning to identify betting opportunities for profit?



¹ American Gaming Association, 2019

² Play USA, 2021

Stakeholders



Coaches, General Managers, etc.

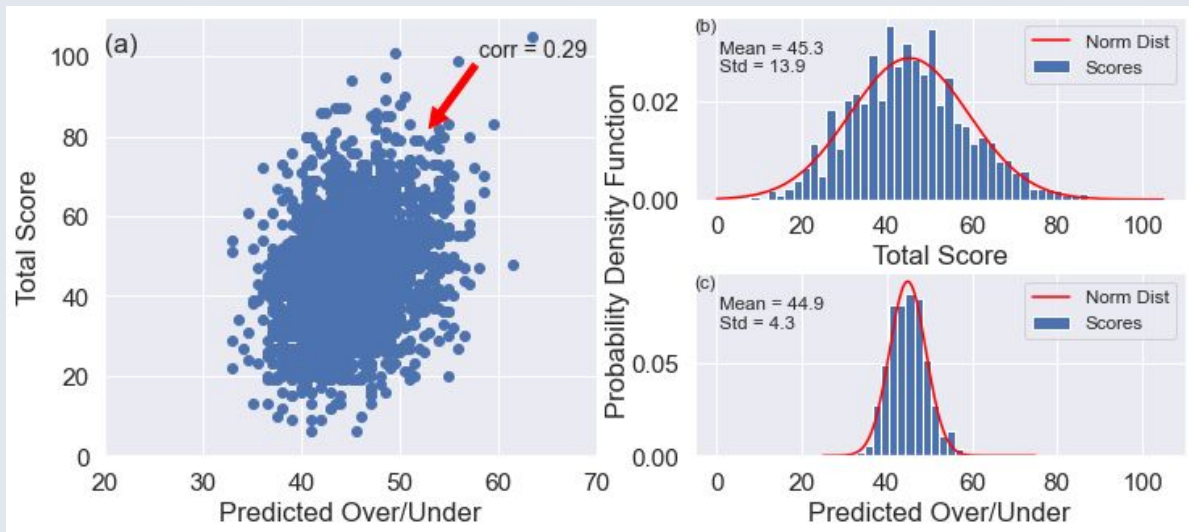


General Public

Where Do the Data Come From?

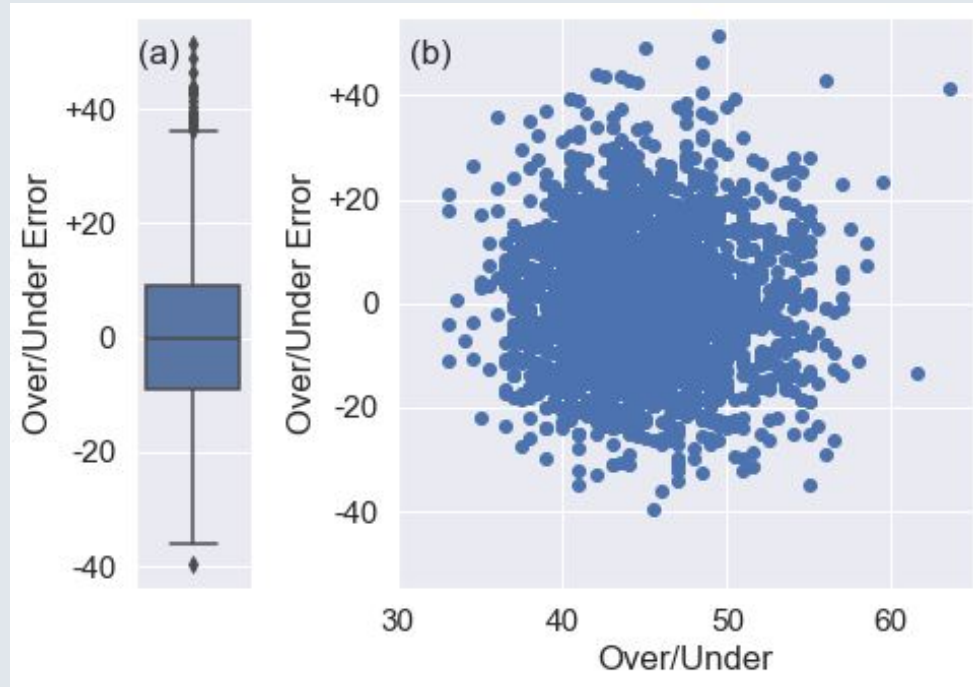
- Data from 2010-2019 comprising 2559 games compiled from <http://pro-football-reference.com/>
- 48 features generated from game conditions & averaging statistics over previous 5 contests,
 - Statistics include rushing and passing yards on both offense and defense, red-zone efficiency, and special teams stats
- Total score predictions for 1735 games are generated

What Do the Data Look Like?



- Total Score, Over/Under are normally distributed
- Total Score exhibits much larger range

What Do the Data Look Like?

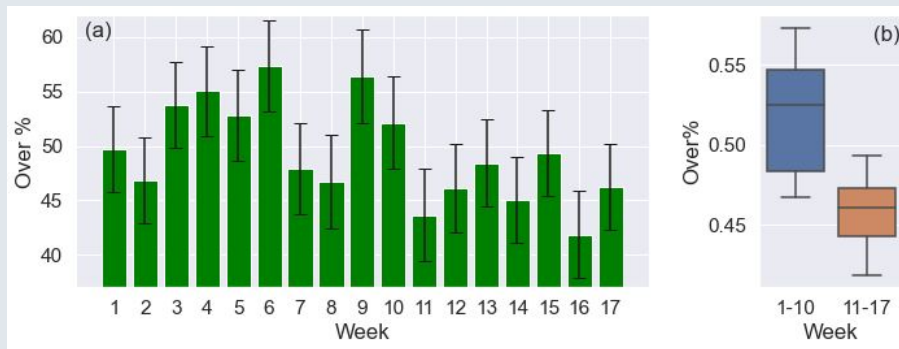


- Outliers are primarily distributed to the upside

Do Game Conditions Impact Total Score?

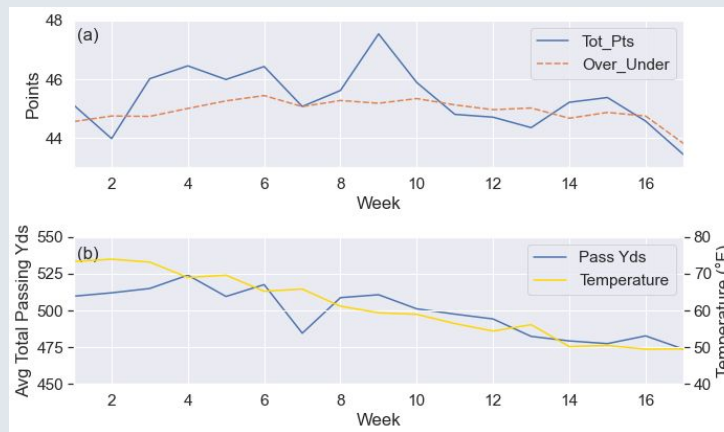
Week

- **Over** has statistically significantly higher winning percentage in first **10** weeks



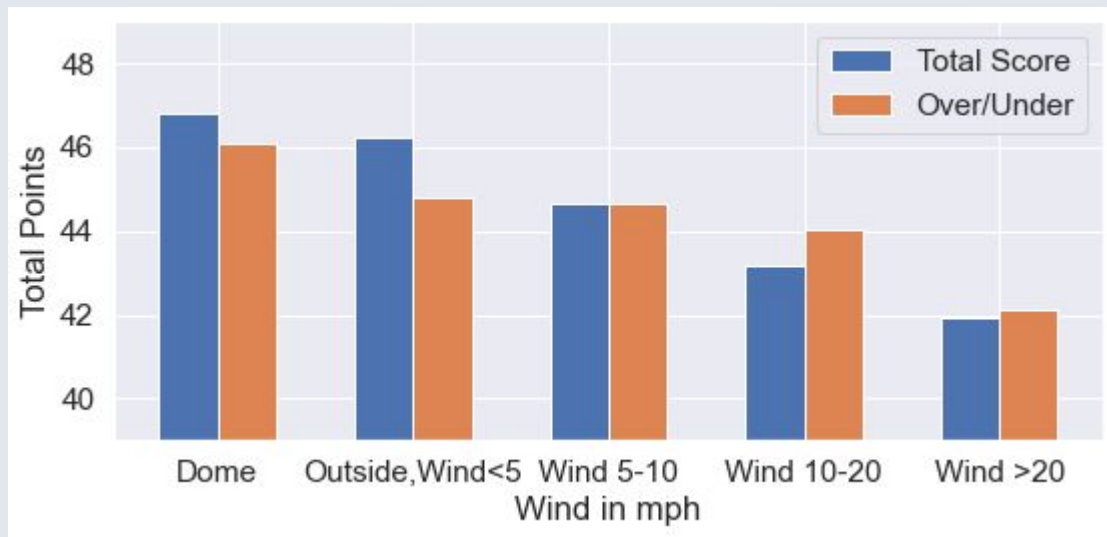
Temperature

- **Temperature** has significant effect on passing yards -> **Total Points**
- Not given sufficient consideration in **Over/Under**



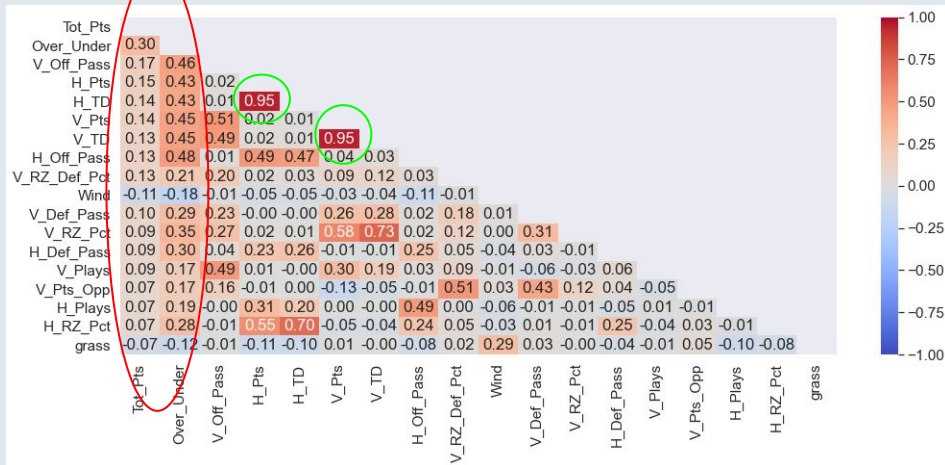
Do Game Conditions Impact Total Score?

Wind has a significant effect on Total Points output

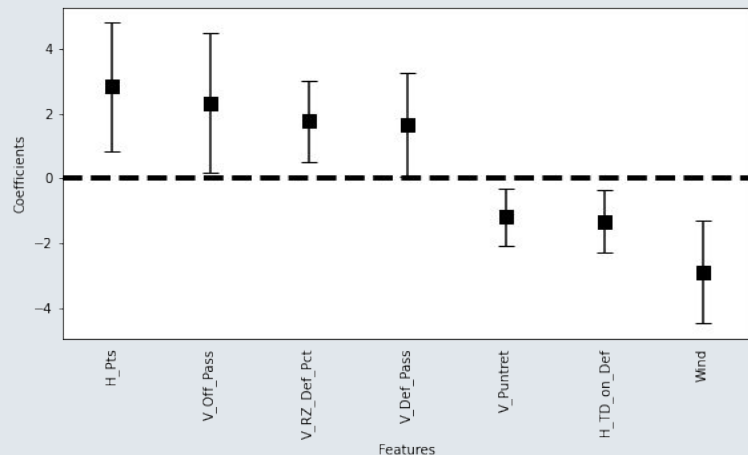


- Higher scoring in **Dome** games but not as much as assumed in **Over/Under**

Predicting Total Score – What Are the Important Features?



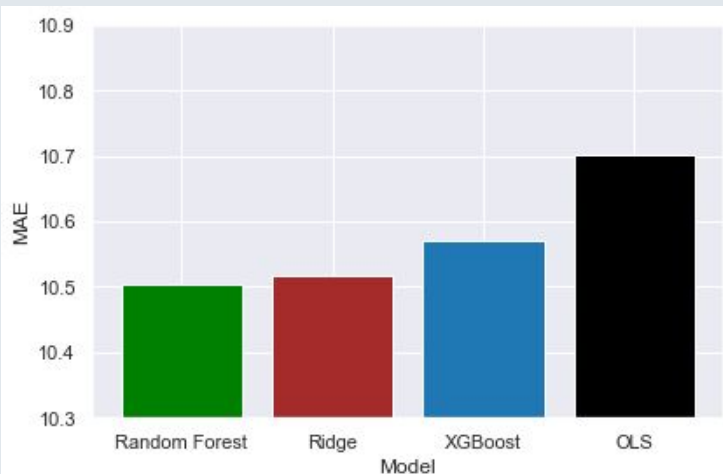
- No dominant feature
- **V_RZ_Def_Pct** has greater relative importance in **Total Points** than in **Over/Under**
- **_TD** high multicollinearity with **_Pts**



- **Wind** only significant feature with neg. correlation to **Total Points**
- Visitor features > home features
- Lack of offensive rushing features

Which Model to Choose?

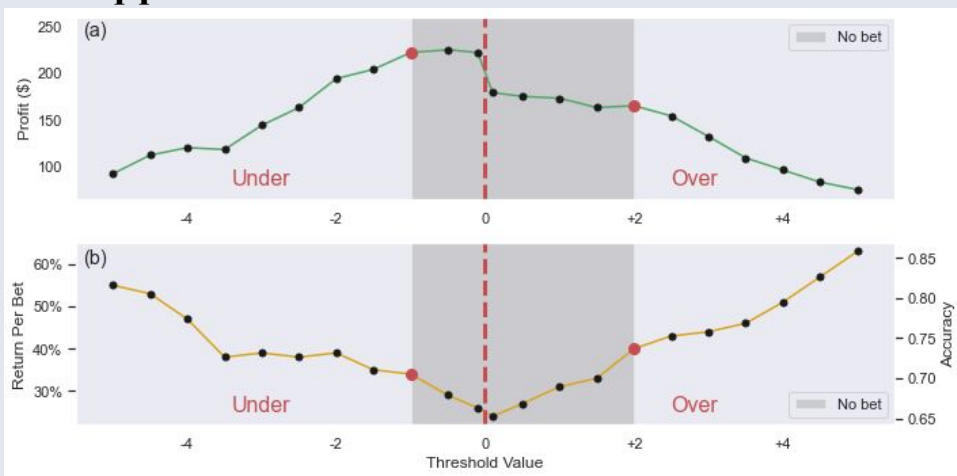
- Recursive feature elimination, hyperparameter tuning used to optimize models
- All optimized models contain large # of features
- Random Forest gives best results



Regression Model	Ordinary Least Squares	Ridge	Random Forest	XGBoost
# of Features	38	45	37	41
Tuned Hyperparameters		alpha = 0.44	n_estimators = 25, max_depth = 5, min_samples_leaf = 1	learning_rate = 0.11, n_estimators = 50, max_depth = 3, subsample = 1.0, colsample_bytree = 0.3, gamma = 0.0, min_child_weight = 1, reg_alpha = 0
Top five features	V_Off_Pass, H_Pts, V_Pass_Metric, Wind, H_Pass_Metric	Wind, V_Off_Pass, H_Pts, V_RZ_Def_Pct, grass	V_Off_Pass, H_Off_Pass, H_Pass_Metric, V_RZ_Def_Pct, V_Pts_Opp	H_TO_Lost, H_Off_Pass, V_Off_Pass, V_TD, H_TD
Test MAE	10.701	10.516	10.505	10.571

Threshold Tuning

- Threshold of deviation of **Total Score** from **Over/Under** is applied to optimize betting strategy
- A threshold of -1 (Under) and +2 (Over) is most optimal, yielding a seasonal return of 42% when applied to the test set



Threshold	Training Set	Test Set	Threshold	Training Set	Test Set
-5	\$92 \$0.55	-\$24 -\$0.19	All Over	\$179 \$0.24	\$42 \$0.05
-4.5	\$112 \$0.53	-\$5 -\$0.03	0.5	\$175 \$0.27	\$31 \$0.04
-4	\$120 \$0.47	\$7 \$0.04	1	\$173 \$0.31	\$18 \$0.03
-3.5	\$118 \$0.38	\$32 \$0.12	1.5	\$163 \$0.33	\$53 \$0.09
-3	\$144 \$0.39	\$39 \$0.12	2	\$165 \$0.40	\$29 \$0.06
-2.5	\$163 \$0.38	\$29 \$0.07	2.5	\$154 \$0.43	\$13 \$0.30
-2	\$194 \$0.39	\$19 \$0.04	3	\$132 \$0.44	\$9 \$0.03
-1.5	\$204 \$0.35	\$8 \$0.02	3.5	\$109 \$0.46	\$33 \$0.13
-1	\$222 \$0.34	\$9 \$0.01	4	\$96 \$0.51	\$47 \$0.25
-0.5	\$225 \$0.29	\$21 \$0.03	4.5	\$83 \$0.57	\$63 \$0.44
All Under	\$222 \$0.26	\$45 \$0.06	5	\$75 \$0.63	\$47 \$0.43

Conclusions

- Passing yards is most important single statistic for **Total Score**.
- **Wind, temperature** have significant effect on **Total Score**, not adequately taken into account in **Over/Under** determinations.
- No dominating feature in the prediction of total score, many features exhibit similar levels of importance – all optimized models employ a large number of features.
- Random forest model with **37** features produces the best results
- Threshold of **Total Score** with respect to **Over/Under** can be applied to optimize results