

# Using Machine Learning to Analyze NFL Penalty Data

...

Leo DiPerna, Eric Uehling



[https://en.wikipedia.org/wiki/  
National\\_Football\\_League](https://en.wikipedia.org/wiki/National_Football_League)

# Introduction

- Studying effects of different penalties on the outcomes of drives
- Studying which referee crews tend to call which penalties more often than others
- Finding insights that fans, teams, and analysts will find interesting and valuable
- Steps:
  - Data collection - Pro Football Reference
  - Data cleaning
  - Data analysis



<https://www.pro-football-reference.com/>

# Related Works

- [1] Blaikie, Andrew D., et al. "NFL & NCAA Football Prediction Using Artificial Neural Networks." Proceedings of the Midstates Conference for Undergraduate Research in Computer Science and Mathematics, Denison University, Granville, OH. 2011.
- [2] Anyama, Oscar Uzoma, and Chinwe Peace Igiri. "An Application of Linear Regression & Artificial Neural Network Model in the NFL Result Prediction." (2015).
- [3] Snyder, Kevin, and Michael Lopez. "Consistency, Accuracy, and Fairness: A Study of Discretionary Penalties in the NFL." Journal of Quantitative Analysis in Sports 11.4 (2015): 219-230.
- [4] Craig, Curtis, et al. "A Relationship Between Temperature and Aggression in NFL Football Penalties." Journal of Sport and Health Science, vol. 5, no. 2, 21 June 2016, pp. 205–210, <https://doi.org/10.1016/j.jshs.2015.01.001>.
- [5] McDaniel, Zachary. NFL Penalty Analysis, Referee Influence and Penalty Trends Over Time. Diss. University of Iowa, 2021.




[San Francisco 49ers](#)

22

14-6

« Prev Game

[Kansas City Chiefs](#)

25

15-6

« Prev Game

Coach: [Kyle Shanahan](#)

Sunday Feb 11, 2024  
**Start Time:** 6:30pm  
**Stadium:** [Allegiant Stadium](#)  
**Attendance:** [61,629](#)  
**Time of Game:** 4:06  
*Logos via [Sports Logos.net](#) / [About logos](#)*

	1	2	3	4	OT	Final
 <a href="#">San Francisco 49ers</a>	0	10	0	9	3	22
 <a href="#">Kansas City Chiefs</a>	0	3	10	6	6	25



# Data Scraping

```

1 game_id,team_id,num,quarter,time,los,plays,length,net_yds,result
2 2009_1_TEN_PIT,PIT,1,1,15:00,PIT 42,3,1:44,2,Punt
3 2009_1_TEN_PIT,PIT,2,1,11:24,TEN 43,5,3:04,2,Punt
4 2009_1_TEN_PIT,PIT,3,1,6:44,PIT 27,3,1:55,-6,Punt
5 2009_1_TEN_PIT,PIT,4,1,1:38,PIT 21,3,1:32,3,Interception
6 2009_1_TEN_PIT,PIT,5,2,13:04,PIT 5,9,5:50,33,Punt
7 2009_1_TEN_PIT,PIT,6,2,2:14,PIT 21,5,0:52,79,Touchdown
8 2009_1_TEN_PIT,PIT,7,2,0:48,PIT 27,6,0:48,18,Interception
9 2009_1_TEN_PIT,PIT,8,3,11:57,PIT 46,3,2:04,9,Punt

```

```

1 Penalty,Date,Opp,Player,Pos,Week,Ref Crew,Quarter,Time,Down,Dist,Declined,Offsetting,Yardage,Home,Phase,Team,Year
2 Offensive Pass Interference,09/13/2009,San Francisco,L.Fitzgerald,WR,1,Don Carey,1,09:43,2,9,No,No,10,Yes,Off,arizona-cardinals,2009
3 False Start,09/13/2009,San Francisco,M.Gandy,T,1,Don Carey,1,09:13,2,19,No,No,5,Yes,Off,arizona-cardinals,2009
4 Defensive Offside,09/13/2009,San Francisco,A.Wilson,SS,1,Don Carey,1,07:23,2,2,No,No,5,Yes,Def,arizona-cardinals,2009
5 Low Block,09/13/2009,San Francisco,R.Johnson,FS,1,Don Carey,1,05:34,0,0,No,No,8,Yes,ST,arizona-cardinals,2009
6 Unnecessary Roughness,09/13/2009,San Francisco,A.Wilson,SS,1,Don Carey,1,02:55,1,10,No,No,15,Yes,Def,arizona-cardinals,2009
7 False Start,09/13/2009,San Francisco,A.Becht,TE,1,Don Carey,1,00:38,1,10,No,No,5,Yes,Off,arizona-cardinals,2009
8 Defensive Offside,09/13/2009,San Francisco,D.Dockett,DT,1,Don Carey,2,12:14,1,10,No,No,5,Yes,Def,arizona-cardinals,2009
9 False Start,09/13/2009,San Francisco,A.Highsmith,ILB,1,Don Carey,2,05:36,4,2,No,No,5,Yes,ST,arizona-cardinals,2009
10 Delay of Game,09/13/2009,San Francisco,K.Warner,QB,1,Don Carey,3,01:32,2,4,No,No,5,Yes,Off,arizona-cardinals,2009
11 Defensive Offside,09/13/2009,San Francisco,D.Dockett,DT,1,Don Carey,4,07:39,2,7,No,No,4,Yes,Def,arizona-cardinals,2009

```

# Data Cleaning

```

1 Penalty,Date,Opp,Player,Pos,Week,Ref Crew,Quarter,Time,Down,Dist,Declined,Offsetting,Yardage,Home,Phase,Team,Year
2 Offensive Pass Interference,09/13/2009,San Francisco,L.Fitzgerald,WR,1,Don Carey,1,09:43,2,9,No,No,10,Yes,Off,arizona-cardinals,2009
3 False Start,09/13/2009,San Francisco,M.Gandy,T,1,Don Carey,1,09:13,2,19,No,No,5,Yes,Off,arizona-cardinals,2009
4 Defensive Offside,09/13/2009,San Francisco,A.Wilson,SS,1,Don Carey,1,07:23,2,2,No,No,5,Yes,Def,arizona-cardinals,2009
5 Low Block,09/13/2009,San Francisco,R.Johnson,FS,1,Don Carey,1,05:34,0,0,No,No,8,Yes,ST,arizona-cardinals,2009
6 Unnecessary Roughness,09/13/2009,San Francisco,A.Wilson,SS,1,Don Carey,1,02:55,1,10,No,No,15,Yes,Def,arizona-cardinals,2009
7 False Start,09/13/2009,San Francisco,A.Becht,TE,1,Don Carey,1,00:38,1,10,No,No,5,Yes,Off,arizona-cardinals,2009
8 Defensive Offside,09/13/2009,San Francisco,D.Dockett,DT,1,Don Carey,2,12:14,1,10,No,No,5,Yes,Def,arizona-cardinals,2009
9 False Start,09/13/2009,San Francisco,A.Highsmith,ILB,1,Don Carey,2,05:36,4,2,No,No,5,Yes,ST,arizona-cardinals,2009
10 Delay of Game,09/13/2009,San Francisco,K.Warner,QB,1,Don Carey,3,01:32,2,4,No,No,5,Yes,Off,arizona-cardinals,2009
11 Defensive Offside,09/13/2009,San Francisco,D.Dockett,DT,1,Don Carey,4,07:39,2,7,No,No,4,Yes,Def,arizona-cardinals,2009

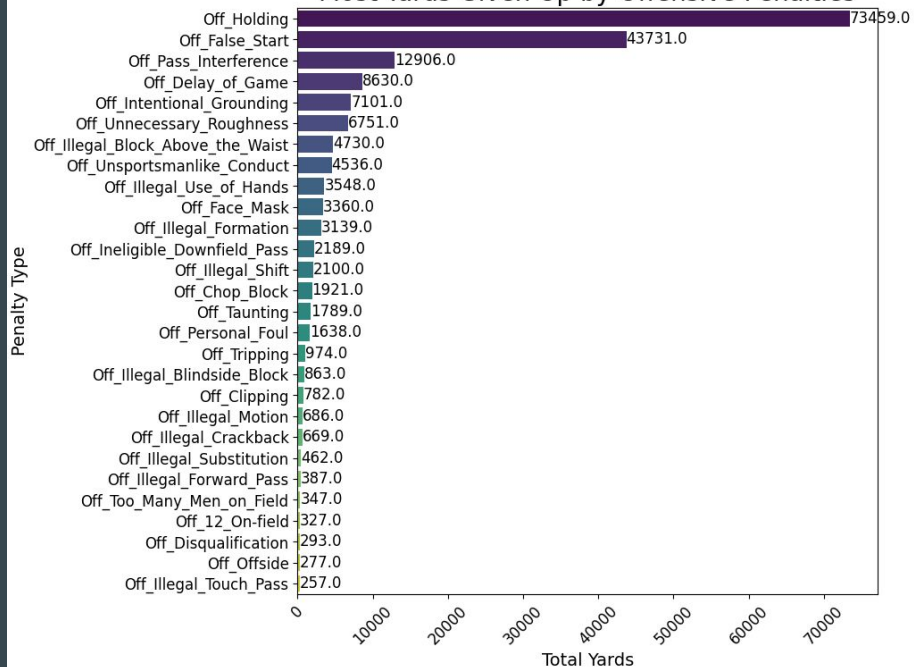
```

```
1 game_id,team_id,num,quarter,time,los,plays,length,net_yds,result
2 2009_1_TEN_PIT,PIT,1,1,15:00,PIT 42,3,1:44,2,Punt
3 2009_1_TEN_PIT,PIT,2,1,11:24,TEN 43,5,3:04,2,Punt
4 2009_1_TEN_PIT,PIT,3,1,6:44,PIT 27,3,1:55,-6,Punt
5 2009_1_TEN_PIT,PIT,4,1,1:38,PIT 21,3,1:32,3,Interception
6 2009_1_TEN_PIT,PIT,5,2,13:04,PIT 5,9,5:50,33,Punt
7 2009_1_TEN_PIT,PIT,6,2,2:14,PIT 21,5,0:52,79,Touchdown
8 2009_1_TEN_PIT,PIT,7,2,0:48,PIT 27,6,0:48,18,Interception
9 2009_1_TEN_PIT,PIT,8,3,11:57,PIT 46,3,2:04,9,Punt
```

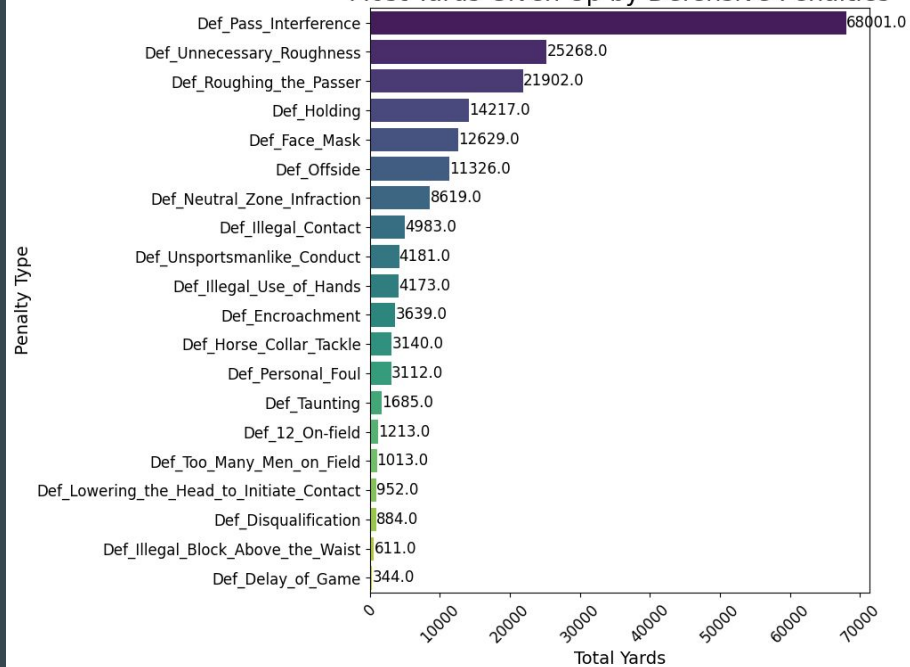
[illegible]

# Exploratory Data Analysis

## Most Yards Given Up by Offensive Penalties



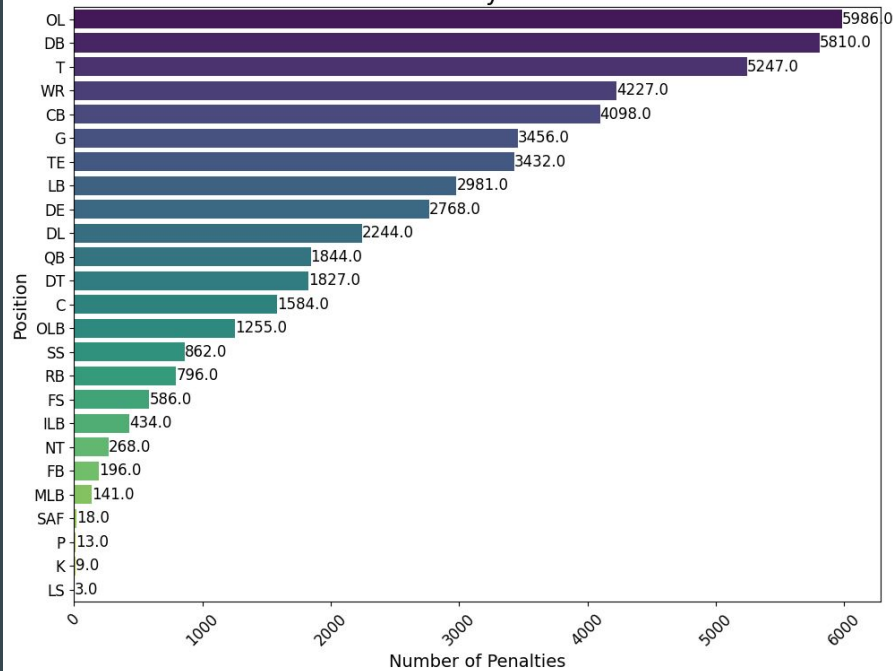
## Most Yards Given Up by Defensive Penalties



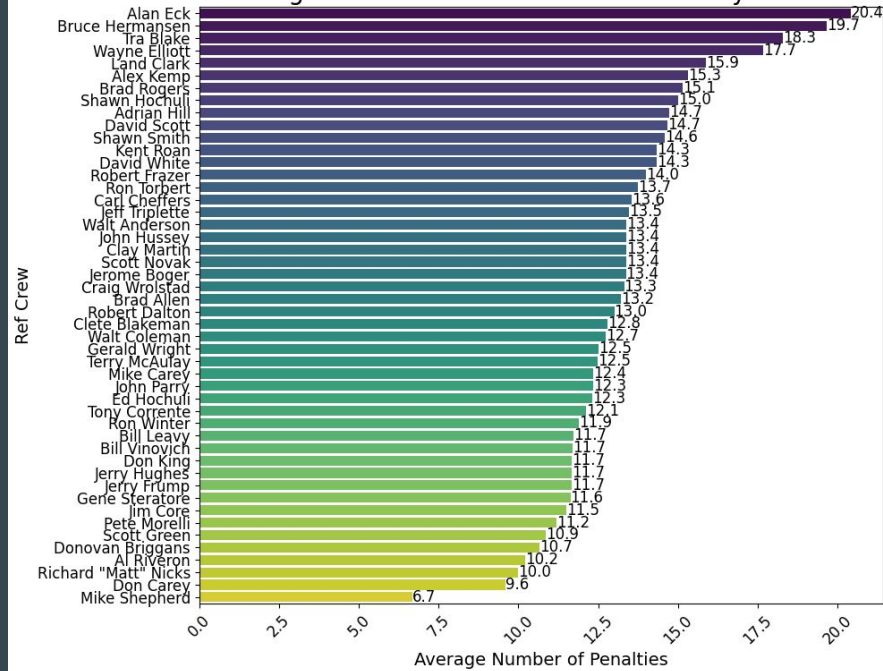


# Exploratory Data Analysis, Pt. 2

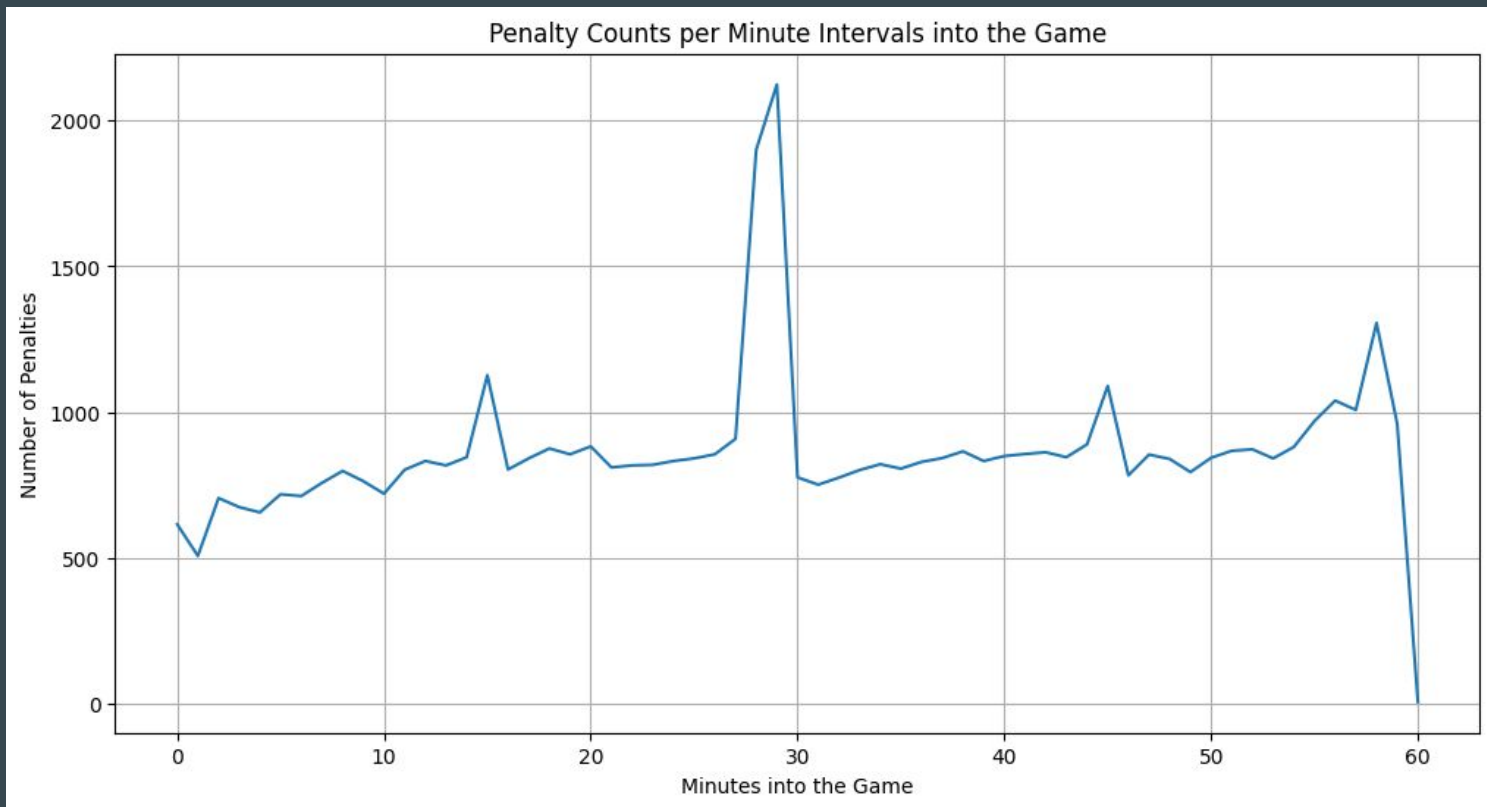
## Penalties by Position



## Average Number of Penalties Per Game by Ref Crew



# Exploratory Data Analysis, Pt. 3





# Drive's Model - Predicting Drive Outcomes

```
from sklearn.ensemble import GradientBoostingRegressor
from sklearn.metrics import mean_squared_error, r2_score

# Initialize the Gradient Boosting Regressor
gbm_regressor = GradientBoostingRegressor(n_estimators=100, learning_rate=0.1, max_depth=3, random_state=42)

# Train the regressor
gbm_regressor.fit(X_train_reg, y_train_reg)

# Predicting the test set results
y_pred_reg = gbm_regressor.predict(X_test_reg)

# Evaluate the regression model
mse = mean_squared_error(y_test_reg, y_pred_reg)
r2 = r2_score(y_test_reg, y_pred_reg)
print("Mean Squared Error:", mse)
print("R^2 Score:", r2)
```

✓ 2.5s

Mean Squared Error: 6.88506327387569

R^2 Score: 0.13576086162277534

3 Def Penalties, 30 Yards, 800 seconds

0 Def Penalties, 0 Yards, 25 los



```
def predict_points(total_off_pen, total_def_pen, total_off_pen_yard
    input_features = pd.DataFrame([
        'total_off_pen': total_off_pen,
        'total_def_pen': total_def_pen,
        'total_off_pen_yards': total_off_pen_yards,
        'total_def_pen_yards': total_def_pen_yards,
        'los': los,
        'time_left_seconds': time_left_seconds
    ])
    predicted_points = gbm_regressor.predict(input_features)
    return predicted_points[0]
```

```
# Example usage of the prediction function for regression
points = predict_points(0, 3, 0, 30, 25, 800)
print(f"Predicted Points: {points}")
```

✓ 0.0s

Predicted Points: 5.046858987798735

# Drive's Model - Predicting Drive Outcomes, Pt. 2

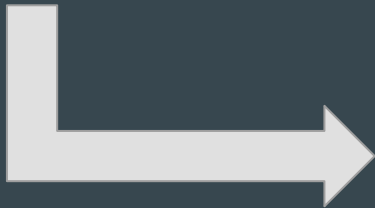
```
# Initialize the Gradient Boosting Classifier
gbm_model = GradientBoostingClassifier(n_estimators=100, learning_rate=0.1, max_depth=3, random_state=42)

# Train the model
gbm_model.fit(X_train, y_train)

# Predicting the test set results
y_pred = gbm_model.predict(X_test)

# Evaluate the model by specifying all labels known to the LabelEncoder
classification_report_result = classification_report(y_test, y_pred, labels=np.arange(len(le.classes_)),
print("Classification Report:\n", classification_report_result)

# Extracting and printing the feature importance
feature_importance = gbm_model.feature_importances_
features_df = pd.DataFrame({'Feature': features.columns, 'Importance': feature_importance}).sort_values(by
print("\nFeature Importance:\n", features_df)
```



Classification Report:	precision	recall	f1-score	support
Field Goal	0.43	0.02	0.03	4034
Touchdown	0.54	0.21	0.30	5857
Zero	0.68	0.97	0.80	18001
accuracy			0.67	27892
macro avg	0.55	0.40	0.38	27892
weighted avg	0.62	0.67	0.58	27892

Feature Importance:	Feature	Importance
1	total_def_pen	0.429765
4	los	0.242568
5	time_left_seconds	0.187329
3	total_def_pen_yards	0.080356
2	total_off_pen_yards	0.031086
0	total_off_pen	0.028895

# Penalty's Model - Predicting Number

```
# Define predictor variables
predictors = ['team_id', 'opp_id', 'year', 'week', 'ref_crew', 'home', 'postseason']

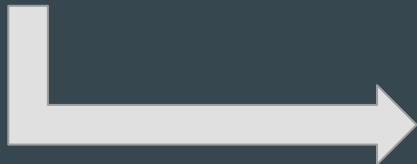
# Identify the top 5 most common penalty types
top_penalty_codes = df_grouped['penalty'].value_counts().nlargest(5).index.tolist()

# Store MSE and R-squared values for overall evaluation
overall_mse = []
overall_r2 = []

# Train and evaluate a model for each of the top 5 penalty types
for penalty_code in top_penalty_codes:
    # Filter data for the current penalty type
    df_penalty = df_grouped[df_grouped['penalty'] == penalty_code]

    # Model formula
    formula = 'count ~ ' + ' + '.join(predictors)

    # Fit the model with explicit alpha to avoid warnings
    model = glm(formula, data=df_penalty, family=NegativeBinomial(alpha=1.0)).fit()
    models[penalty_code] = model
```



```
def predict_penalties(team_id, opp_id, year, week, ref_crew, home, postseason):
    # Encode input data
    input_data = {
        'team_id': label_encoders['team_id'].transform([team_id])[0],
        'opp_id': label_encoders['opp_id'].transform([opp_id])[0],
        'year': year,
        'week': week,
        'ref_crew': label_encoders['ref_crew'].transform([ref_crew])[0],
        'home': label_encoders['home'].transform([home])[0],
        'postseason': label_encoders['postseason'].transform([postseason])[0]
    }

    predictions = {}
    for penalty_code, model in models.items():
        features_df = pd.DataFrame([input_data])
        predicted_count = model.predict(features_df)[0]
        penalty_type = label_encoders['penalty'].inverse_transform([penalty_code])[0]
        predictions[penalty_type] = max(0, predicted_count) # Ensure non-negative predictions

    return pd.DataFrame([predictions], index=['Predicted Count'])

# Example prediction
predict_penalties('DAL', 'SEA', 2023, 10, 'Bill Leavy', 'Yes', 'No')
✓ 0.0s
```

	Off_Holding	Off_False_Start	Def_Pass_Interference	Def_Holding	Def_Offside
Predicted Count	2.174033	1.920161	1.610521	1.691706	1.573771

# Use Cases - What do the Models Uncover?

- Sports Betting
  - Prop Bets
  - Regular Bets
- Team Strategy
  - Deciding Schemes
  - Deciding Targets



# Conclusion and Future Work

- We have found some interesting insights on the effect of penalties on games
- Some penalties tend to have a much bigger impact on games than others
- We intend to create some additional models:
  - The effect of penalties on team performance over the course of a game
  - The effect of penalties on the final standings of a season

Questions?