# A New FIFA ranking? 

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## Background

Current ranking system is flawed; points stack infinitely

| 18 | Hungary |
| :--- | :--- |
| 19 | $\boxed{\text { Romania }}$ |
| 20 | Bosnia-Herzegovina |
| 21 | $\square$ France |
| 22 | Ukraine |
| 23 | Croatia |



|  | 2) Con mex |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2 - Czech Republic |  |  |  |  |  |  |  |  |  |  |  |  | $\sim$ |
| 3 E Netherlands |  |  |  |  |  |  |  |  |  |  |  |  | $\sim$ |
| 4 䜿 USA |  |  |  |  |  |  |  |  |  |  |  |  | $\sim$ |
| 5 ESpain |  |  |  |  |  |  |  |  |  |  |  |  | $\checkmark$ |
| 6 Mexico |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 - France |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 Argentina |  |  |  |  |  |  | 0.00 |  |  | 0.00 |  | 0.0 | $\checkmark$ |
| 8 - Portugal | 0 (0) | 755 | 2 | - | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\checkmark$ |
| 10 England | 0 (0) | 756 | -1 | $\checkmark$ | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\sim$ |
| 11 DED Denmark | 0 (0) | 736 | 3 | - | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\checkmark$ |
| 12 - Nigeria | 0 (0) | 738 | 0 | 4 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\checkmark$ |
| 13 c. Turkey | 0 (0) | 743 | -2 | $\checkmark$ | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\sim$ |
| 14 - Italy | 0 (0) | 738 | -2 | $\checkmark$ | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\checkmark$ |
| 15 - Cameroon | 0 (0) | 726 | 0 | * | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\sim$ |
| 16 PE Sweden | 0 (0) | 725 | 0 | * | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\sim$ |
| 17 - Japan | 0 (0) | 712 | 1 | $\triangle$ | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\sim$ |
| 18 Egypt | 0 (0) | 714 | -1 | $\checkmark$ | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\checkmark$ |
| 19 Germany | 0 (0) | 700 | 3 | $\triangle$ | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 | $\checkmark$ |
| 19 谁 Greece | 0 (0) | 704 | 2 | - | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.0 | 0.00 |  |

## RESEARCH QUESTION:

- Can we create a "better" ranking system than FIFA's
- What makes one ranking system "better" than another?


## 3 Models

## 1. FIFA rankings

## $\mathbf{P}=\mathbf{M x I x T} \mathbf{C}$

2. Normal Bradley-Terry model

$$
\hat{\beta}_{\lambda}=\arg \min \left\{\|\mathbf{y}-\mathbf{X} \beta\|^{2}+\lambda\|\beta\|^{2}\right\}=\left(\mathbf{X}^{T} \mathbf{X}+\lambda \mathbf{I}\right)^{-1} \mathbf{x}^{T} \mathbf{y}
$$

3. OUR custom model

## How it works -

Scrape data for 10,000 most recently played matches

Train on first 9,000 matches; hold out last 1,000 to test on

Predict the results of the last 1,000 matches based on the rankings from the first 9,000

## Our model

## 1 point to winning team, -1 point to losing team

$$
2-\boldsymbol{e}^{-\log _{10}(x+1)}
$$

If winning team had fewer points, >1 point gained and lost

If winning team had more points, $<1$ point gained and lost

Also factored in: confederation strength, margin of victory

## FIFA

## B－T

| Rank | Team |
| :---: | :---: |
| 1 | $\ldots$ Argentina |
| 2 | －Belgium |
| 3 | －Chile |
| 4 | －Colombia |
| 5 | －Germany |
| 6 | －Spain |
| 7 | （6）Brazil |
| 8 | －Portugal |
| 9 | $\stackrel{\text { E Uruguay }}{ }$ |
| 10 | －England |
| 11 | －Austria |
| 12 | －Ecuador |
| 13 | C．Turkey |
| 14 | ＋Switzerland |
| 15 | －Italy |
| 16 | －Mexico |
| 17 | －Netherlands |
| 18 | 工 Hungary |
| 19 | －Romania |
| 20 | \ Bosnia and H |


| Rank | Team |
| :---: | :---: |
| 1 | －Brazil |
| 2 | －Argentina |
| 3 | －Mexico |
| 4 | E Spain |
| 5 | $\square$ Germany |
| 6 |  |
| 7 | －England |
| 8 | © Portugal |
| 9 | $\square$ Colombia |
| 10 | －France |
| 11 | ㅍ．．Honduras |
| 12 | \＃Uruguay |
| 13 | $\square \square$ Italy |
| 14 | －Costa Rica |
| 15 | $\underline{\square}$ Paraguay |
| 16 | －Ecuador |
| 17 | ＊Chile |
| 18 | \％Australia |
| 19 | $\because$ Iran |
| 20 | $\square$ Czech Republic |


| Rank | Team |
| :---: | :---: |
| 1 | －Germany |
| 2 | S Spain |
| 3 | （a）Brazil |
| 4 | E Netherlands |
| 5 | 豎 United States |
| 6 | $\square$ Russia |
| 7 | † England |
| 8 | －Portugal |
| 9 | －틀 Sweden |
| 10 | －Italy |
| 11 | －Ivory Coast |
| 12 | $\pm$ E Iran |
| 13 | 1 Bosnia and Herzegovina |
| 14 | －Ukraine |
| 15 | \％Australia |
| 16 | ＝Croatia |
| 17 | 娮 Greece |
| 18 | ＝Honduras |
| 19 | 三 Costa Rica |
| 20 | －France |

## BT results

- ~41\% using betas
- ~52\% using rankings


## FIFA results

- ~53\% using predictions


## Custom model results

$$
~ 49 \%
$$



## Limitations

- Home/Away
- Data set did not have match types
- Method of determining predicted draw was arbitrary
- Predicting match results are not a great metric


## Conclusion

- Were we able to create a "better" ranking system than FIFA was able to?
- No, but...


