

# The points-after-touchdown problem

## 1 The problem

- In an NFL football game, after scoring a touchdown, a team is given the option to try for:
  - a **1-point conversion**: 1 extra point by a field goal from the 15-yard line, or
  - a **2-point conversion**: 2 extra points by advancing the ball into the end zone from the 2-yard line
- Whether to “go for 2” is a classic debate – some recent discussions on the topic:
  - <https://theringer.com/nfl-two-point-conversions-pittsburgh-steelers-mike-tomlin-65d47282d853>
  - <https://fivethirtyeight.com/features/more-nfl-teams-are-going-for-two-just-as-they-should-be/>
- Adding to the debate: in 2015, 1-point attempts were moved from the 2-yard line to the 15-yard line
- Conversion success rates from the past 3 regular seasons (from <http://www.pro-football-reference.com/>):

	2014	2015	2016
1-point conversion success rate	0.993	0.942	0.936
2-point conversion success rate	0.483	0.479	0.486

- Based on the current score and time remaining, should a team “go for 1” or “go for 2” in order to maximize the probability that it wins the game?
- How does the 2015 rule change affect a team’s optimal conversion strategy?
- Let’s try to answer these questions by modeling this problem as a stochastic dynamic program
- We will be roughly following this paper:

H. Sackrowitz (2000). Refining the point(s)-after-touchdown decision. *Chance* 13(3): 29-34.

## 2 Data

- Two teams: A and B
  - Assume that we (the decision-makers) are Team A
- Suppose we have the following data:

$T$  = total number of possessions

$p_n = \Pr\{1\text{-pt. conv. successful for Team } n \mid 1\text{-pt. conv. attempted by Team } n\}$  for  $n = A, B$

$q_n = \Pr\{2\text{-pt. conv. successful for Team } n \mid 2\text{-pt. conv. attempted by Team } n\}$  for  $n = A, B$

$b_1 = \Pr\{1\text{-pt. conv. attempted by Team B}\}$

$b_2 = \Pr\{2\text{-pt. conv. attempted by Team B}\}$

$t_n = \Pr\{\text{TD by Team } n \text{ in 1 possession}\}$  for  $n = A, B$

$g_n = \Pr\{\text{FG by Team } n \text{ in 1 possession}\}$  for  $n = A, B$

$z_n = \Pr\{\text{no score by Team } n \text{ in 1 possession}\}$  for  $n = A, B$

$r = \Pr\{\text{Team A wins in overtime}\}$

- What is the relationship between  $b_1$  and  $b_2$ ?

- What is the relationship between  $t_n$ ,  $g_n$  and  $z_n$ ?

- What is the probability that Team B scores 0 after a touchdown?

### 3 The stochastic DP

- Stages:

$$t = 0, 1, \dots, T - 1 \quad \leftrightarrow \quad \text{end of possession } t$$

$$t = T \quad \leftrightarrow \quad \text{end of game}$$

- For our purposes, a possession ends when a team scores (TD or FG), or loses possession without scoring

- States:

$$(n, k, d) \quad \leftrightarrow \quad \begin{array}{ll} \text{Team } n\text{'s possession just ended} & \text{for } n \in \{A, B\} \\ \text{Team } n \text{ just scored } k \text{ points} & \text{for } k \in \{0, 3, 6\} \\ \text{Team A is ahead by } d \text{ points} & \text{for } d \in \{\dots, -1, 0, 1, \dots\} \end{array}$$

- Value-to-go function:

$$f_t(n, k, d) = \text{maximum probability that Team A wins when in state } (n, k, d) \text{ at the end of possession } t \\ \text{for } n \in \{A, B\}, k \in \{0, 3, 6\}, d \in \{\dots, -1, 0, 1, \dots\}$$

- Allowable decisions  $x_t$  at stage  $t$  and state  $(n, k, d)$ :

$$\begin{array}{ll} x_t \in \{1, 2\} & \text{if } n = A \text{ and } k = 6 \\ x_t = \text{none} & \text{if } n = A \text{ and } k \in \{0, 3\} \\ x_t = \text{none} & \text{if } n = B \text{ and } k \in \{0, 3, 6\} \end{array}$$

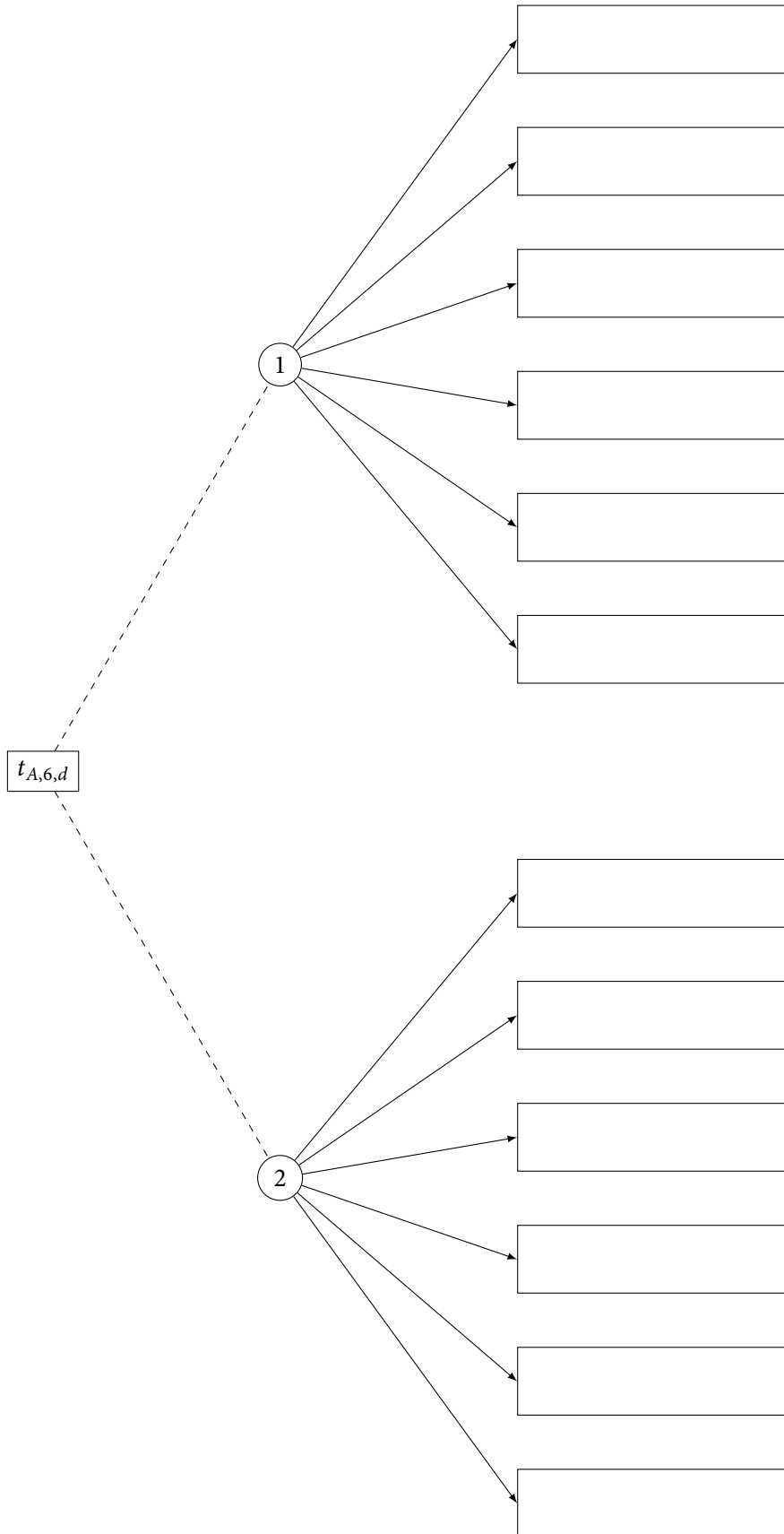
- We need to consider transitions from the following states:

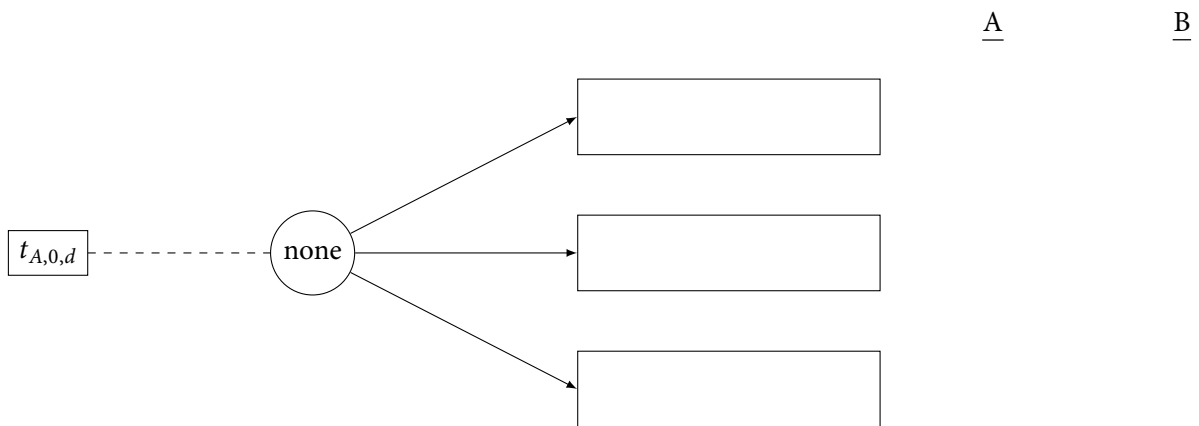
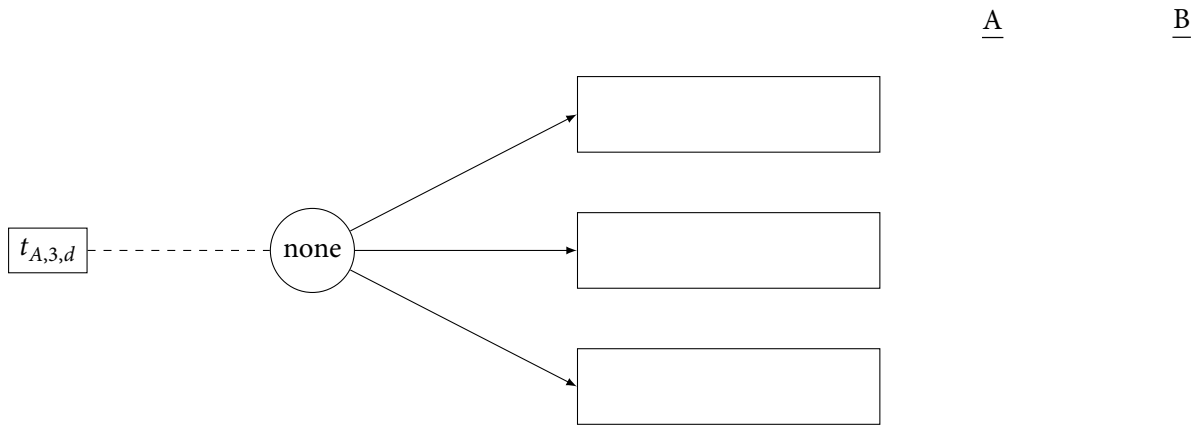
$$\begin{array}{lll} (A, 6, d) & (A, 3, d) & (A, 0, d) \\ (B, 6, d) & (B, 3, d) & (B, 0, d) \end{array} \quad \text{for all } d$$

- Since our objective is to maximize the probability of winning, we set all the contributions in stages  $t = 0, 1, \dots, T - 1$  to 0, just like in the investment problem in Lesson 16

A

B





A

B

