



DB Blitz Effectiveness from PFF Grades

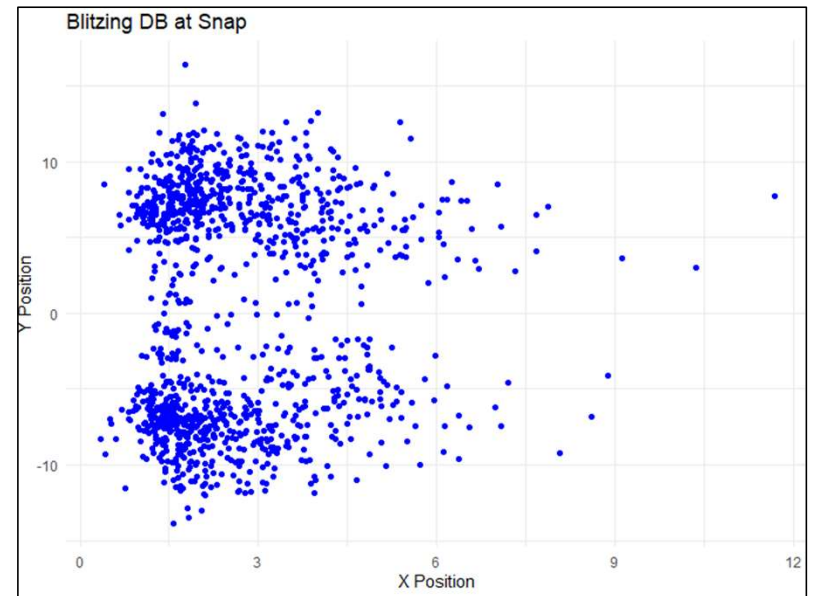
Eric Krusinski
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Background

- Last week, I submitted a project to the NFL Big Data Bowl
 - [Defensive Back Blitz Best Practices](#)
 - Wanted to piggyback off that study using PFF data
- The idea is to study if DB blitzes are more effective based on grades of the opposing offense
 - QB grade when blitzed
 - Pass blocking grade of the offensive line (as an average of all the offensive linemen on each play)
- Metrics used
 - PFF grade
 - EPA as result of play, particularly if it's positive or negative (with defense, negative is better)

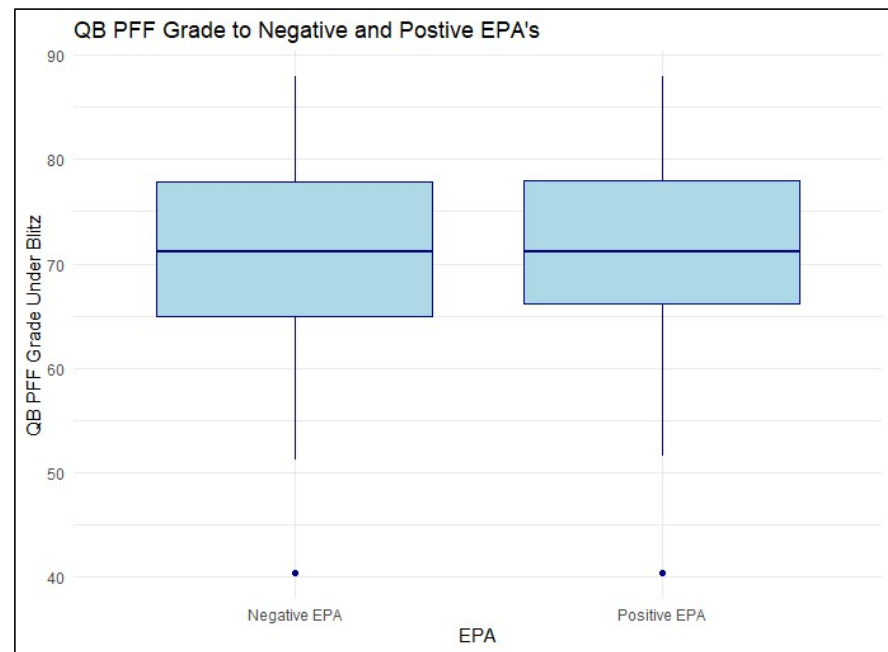
Plot of DB locations at the snap for every blitzing play

- 0,0 is the ball
- Y-axis represents line of scrimmage
- Play goes left to right



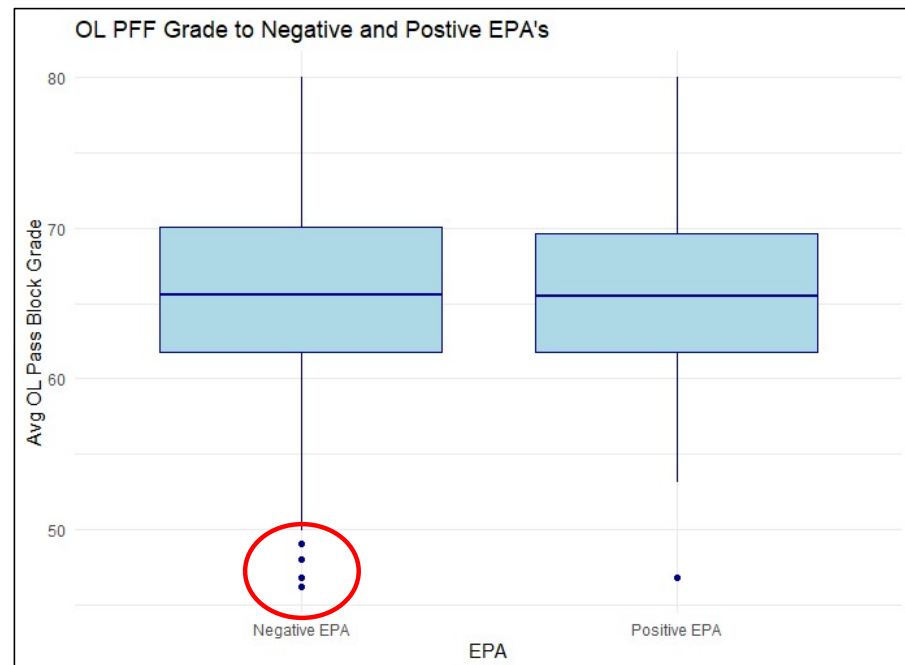
Effectiveness Against QB grades

- Box plot shows no significant difference whether the QB grade when blitzed will generate a positive or negative EPA from a DB blitz



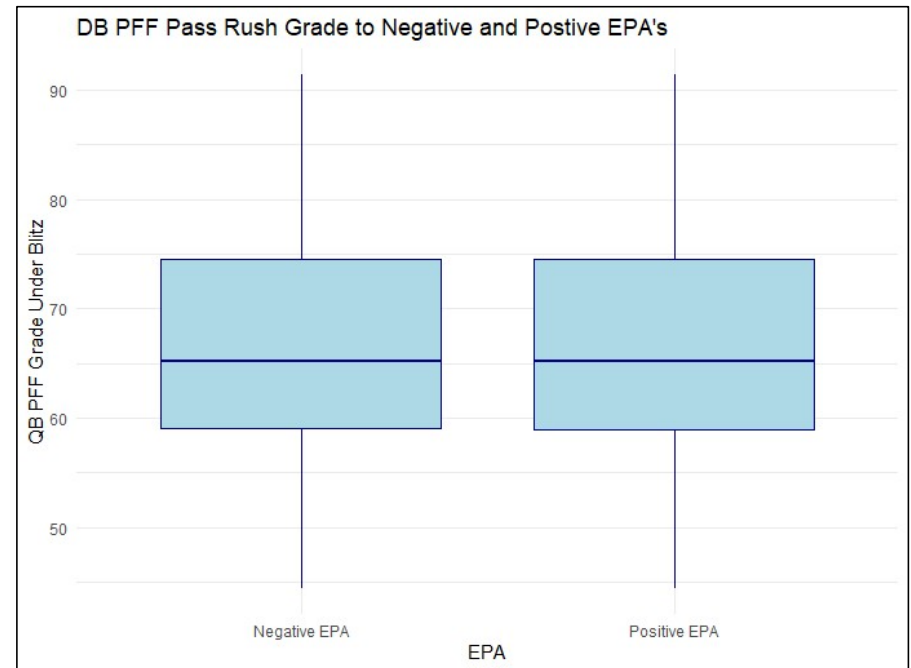
Effectiveness Against OL Pass Blocking Grades

- Box plot shows no significant difference from average pass blocking grade of the offensive line
 - However, outliers indicate that really bad grades can lead to negative EPA's



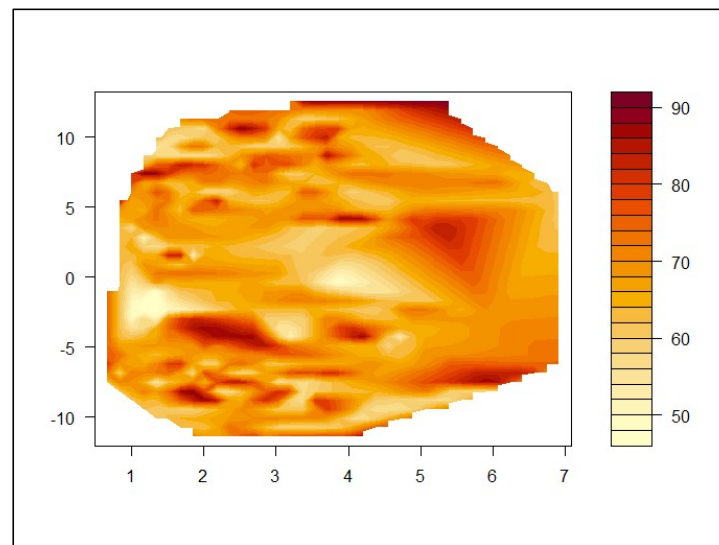
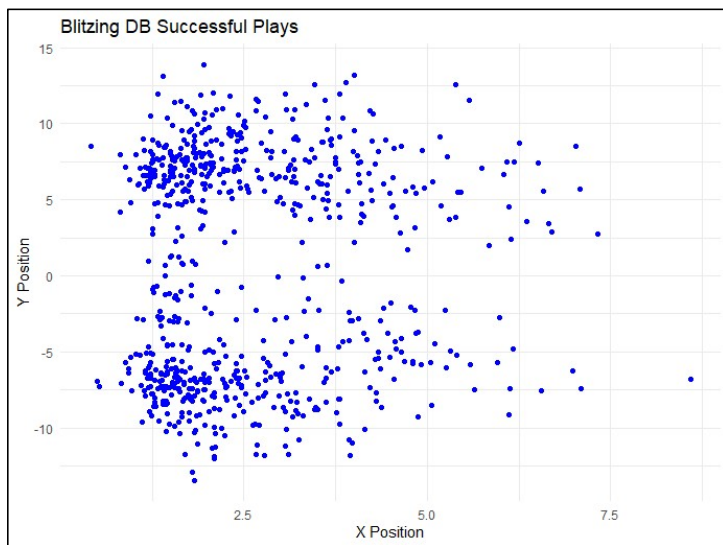
Effectiveness by Grade of Pass Rushing DB

- Box plot shows no significant difference whether a higher graded defensive back in pass rush is more successful at producing a negative EPA



Interpolation Plot Showing Location of DB

- Red indicates location of players with higher pass rush grades, white indicates lower grades
- All blitzes that were successful (negative EPA)
- Lower graded rushers can be successful if coming from the middle
 - This was found in general in Big Data Bowl study



Old Analysis for Fantasy Football Modeling

- Correlated offensive line rankings in PFF to points in fantasy football
 - Offensive line rankings can affect performances of QB's and RB's
 - Evaluated in 2022, before subscribing to PFF
 - More info shown ekrusinski.com, particularly ekrusinski.com/fff (shameless plug)

