

Package ‘indonesiaFootballScoutR’

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Type Package

Title Tools for Football Player Scouting in Indonesia

Version 0.1.3

Description Provides tools to scrape, clean, and analyze football player data from Indonesian leagues and perform similarity-based scouting analysis using standardized numeric features. The similarity approach follows common vector-space methods as described in Manning et al. (2008, ISBN:9780521865715) and Salton et al. (1975, <doi:10.1145/361219.361220>).

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Encoding UTF-8

Imports dplyr, rvest, purrr, tibble, stringr, readr, proxy

RoxygenNote 7.3.3

URL <https://github.com/tioanta/indonesiaFootballScoutR>

BugReports <https://github.com/tioanta/indonesiaFootballScoutR/issues>

NeedsCompilation no

Author Tio Anta Wibawa [aut, cre]

Maintainer Tio Anta Wibawa <tio158@gmail.com>

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clean_player_db	<i>Clean and standardize football player data</i>
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Description

This function converts character-based numeric fields into numeric values and prepares player data for further analysis.

Usage

```
clean_player_db(df)
```

Arguments

df A data frame containing raw football player data. Must include at least columns name, age, and market_value_est.

Details

The function performs safe numeric conversion and does not remove rows with missing values.

Value

A data frame with cleaned and standardized player data.

Examples

```
df <- data.frame(  
  name = c("Player A", "Player B"),  
  age = c("21", "23"),  
  market_value_est = c("€500k", "€750k"),  
  club = c("Club A", "Club B"),  
  league_country = c("Indonesia", "Indonesia"),  
  stringsAsFactors = FALSE  
)  
  
clean_player_db(df)
```

get_similar_players *Retrieve similar players based on cosine similarity*

Description

Retrieve similar players based on cosine similarity

Usage

```
get_similar_players(model, player_name, top_n = 5)
```

Arguments

model	A trained scouting model returned by <code>train_scout_brain()</code> .
player_name	Character string specifying the reference player.
top_n	Integer indicating the number of similar players to return.

Details

Similarity is computed using cosine similarity on standardized numeric features. The reference player is excluded from the results.

Value

A data frame with similarity scores for the most similar players.

Examples

```
df <- data.frame(  
  name = c("Player A", "Player B", "Player C"),  
  age = c(21, 23, 22),  
  market_value_est = c(500, 750, 600),  
  club = c("Club A", "Club B", "Club C"),  
  league_country = c("Indonesia", "Indonesia", "Indonesia"),  
  stringsAsFactors = FALSE  
)  
  
model <- train_scout_brain(df)  
get_similar_players(model, "Player A", top_n = 2)
```

init_real_scout	<i>Initialize scouting workflow</i>
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Description

This function initializes an in-memory scouting workflow. It does not create any directories or write files.

Usage

```
init_real_scout()
```

Details

This function is retained for API compatibility but performs no file system operations in order to comply with CRAN policies.

Value

NULL. Called for side effects only.

Examples

```
init_real_scout()
```

save_raw_data	<i>Save raw scouting data</i>
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Description

Save raw scouting data

Usage

```
save_raw_data(df, file = NULL)
```

Arguments

df	A data frame containing scouting data.
file	Optional file path. If NULL, no file is written.

Value

If file is provided, the file path. Otherwise, NULL.

Examples

```
df <- data.frame(  
  name = "Player A",  
  age = 21,  
  market_value_est = 500,  
  club = "Club A",  
  league_country = "Indonesia"  
)  
  
tmp <- tempfile(fileext = ".csv")  
save_raw_data(df, file = tmp)
```

scrape_club	<i>Scrape players from a club page</i>
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Description

Scrape players from a club page

Usage

```
scrape_club(club_url, league_country)
```

Arguments

club_url Character string specifying the club URL.
league_country Character string indicating league or country.

Value

A tibble containing player data for the club.

scrape_league	<i>Scrape football player data from a league</i>
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Description

Scrape football player data from a league

Usage

```
scrape_league(league_url, league_country = "Unknown League")
```

Arguments

league_url Character string specifying the league URL.
 league_country Character string indicating league or country.

Details

This function performs web scraping and returns the data in memory. No files are written to disk.

Value

A tibble containing raw player data.

scrape_player	<i>Scrape a single player row</i>
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Description

Scrape a single player row

Usage

```
scrape_player(node)
```

Arguments

node HTML node corresponding to a player row.

Value

A tibble with player information.

train_scout_brain	<i>Train a similarity-based scouting model</i>
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Description

This function prepares numeric player features for similarity-based scouting analysis.

Usage

```
train_scout_brain(df)
```

Arguments

df A cleaned data frame containing player information.

Details

The returned object is intended to be used as input for `get_similar_players()`.

Value

A list containing:

data A numeric matrix of standardized player features.

players Character vector of player names.

Examples

```
df <- data.frame(  
  name = c("Player A", "Player B"),  
  age = c(21, 23),  
  market_value_est = c(500, 750),  
  club = c("Club A", "Club B"),  
  league_country = c("Indonesia", "Indonesia"),  
  stringsAsFactors = FALSE  
)  
  
model <- train_scout_brain(df)
```

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