We apply the Python library scikit-learn to evaluate scoring probabilities and Expected Points in the National Football League. Expected Points (EP) is a metric common to many sports that quantifies the value of a given in-game situation in terms of the number of points that a team is expected to score or concede from that situation. We first create a model based on the widely-used nflScrapR EP model, and use a submodelling approach to separate data and handle it with one of several submodels trained only on relevant data for that particular scenario. This submodelling approach obtains significant accuracy improvements over using a single model in each considered scenario.