

Metric	Purpose	Football Use Case
Mean	Average value, more affected by outliers	Average goals scored by a player or team
Median	Average value, less affected by outliers	Median number of goals scored per game by a player
Standard Deviation	Measure of spread/variability in the data	Variability in player performance in a given metric e.g. consistency
Range	Difference between the highest and lowest values	Range of possession % across a season to assess adaptability
Correlation	Measures relationship between two variables	Correlation between shot distance and xG
Z-Score	Measures how many standard deviations from the mean	Reward or punish player scores in a recruitment model, give more fair assessment as it compares as standard deviation
Percentiles	Divides data into 100 equal parts	Convert 'techy' stats like xG, xA into 0-100 scale, more readable