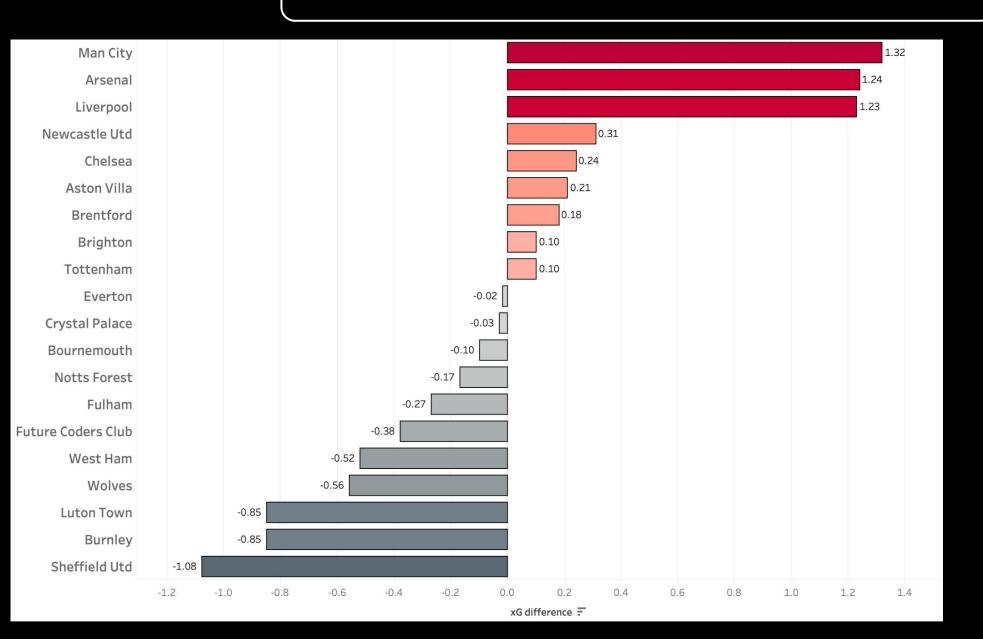
FUTURE CODERS CLUB

Recruitment plan to target identified weaknesses

Overall Performance

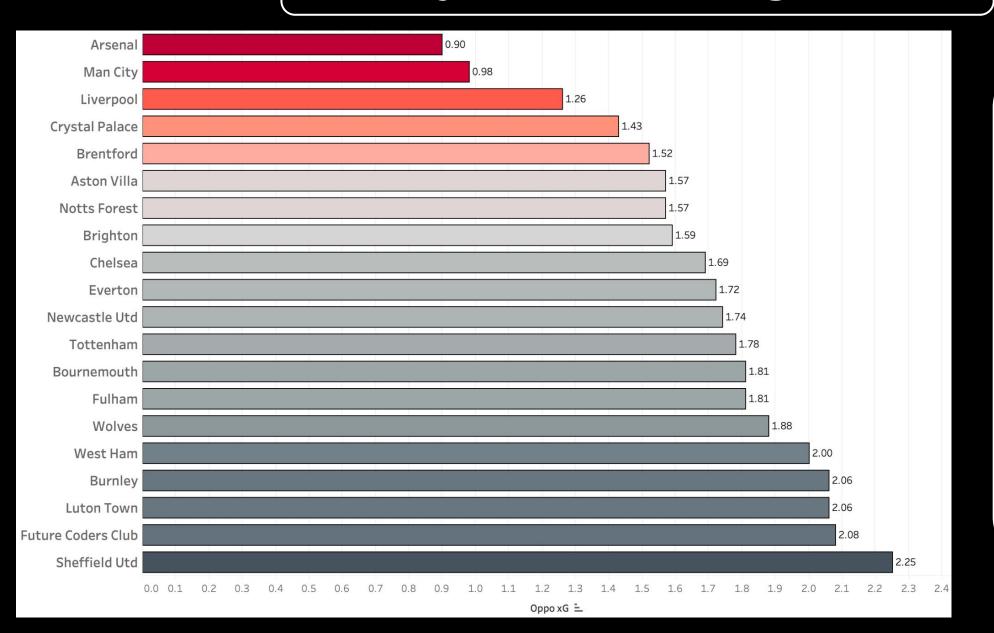


xG difference = (xG - xG conceded)

Valuable stat tends to correlate
with actual
performance (T3 +
bottom 3 identical)

Average <u>xG</u>
<u>difference</u> of <u>-0.38</u>
<u>per game indicates</u>
<u>inferiority</u> in most
games

Major issue: xG against

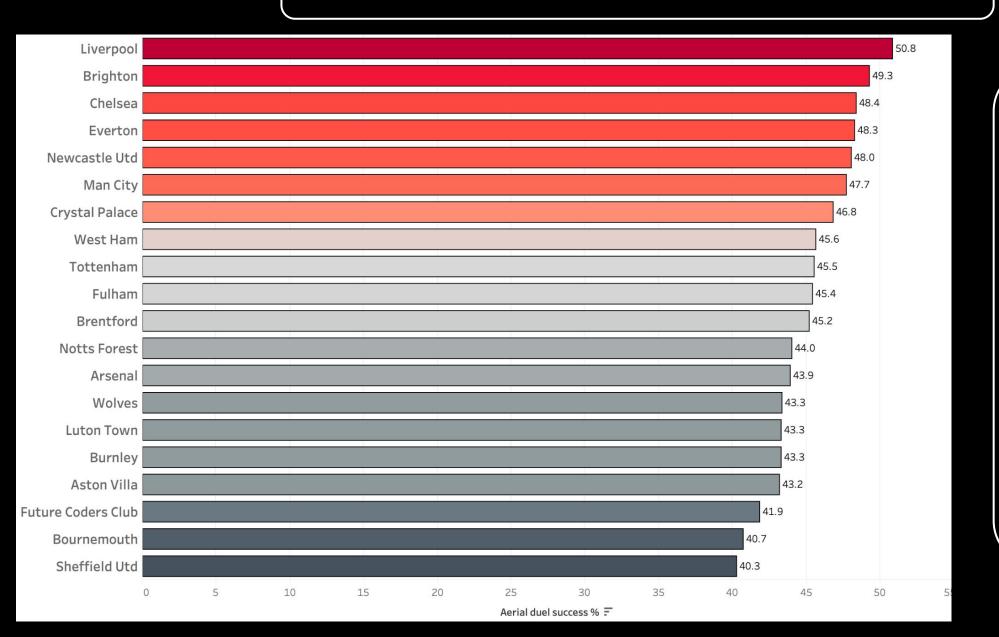


2nd worst defence in league conceding unsustainable amount of chances

Variety of factors identified:

- 1. Aerially poor
- 2. Vulnerable to counter
- 3. Set pieces
- 4. Inability to progress possession safely

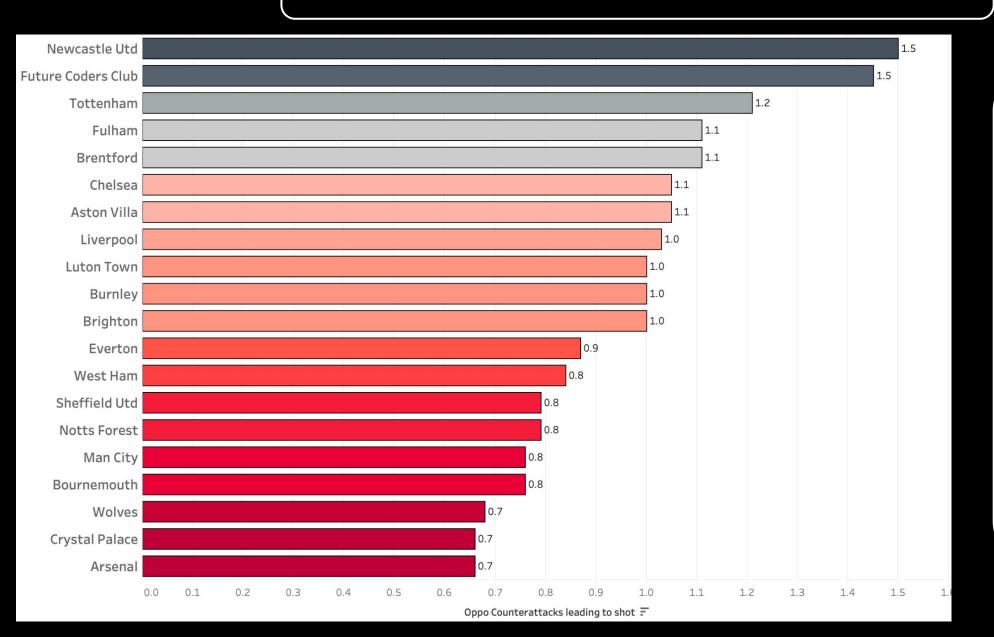
Cause: Aerial duels lost



Poor aerial win %:

- Vulnerable to set pieces
- Difficulty dealing with direct play
- Struggle to defend crosses into the box

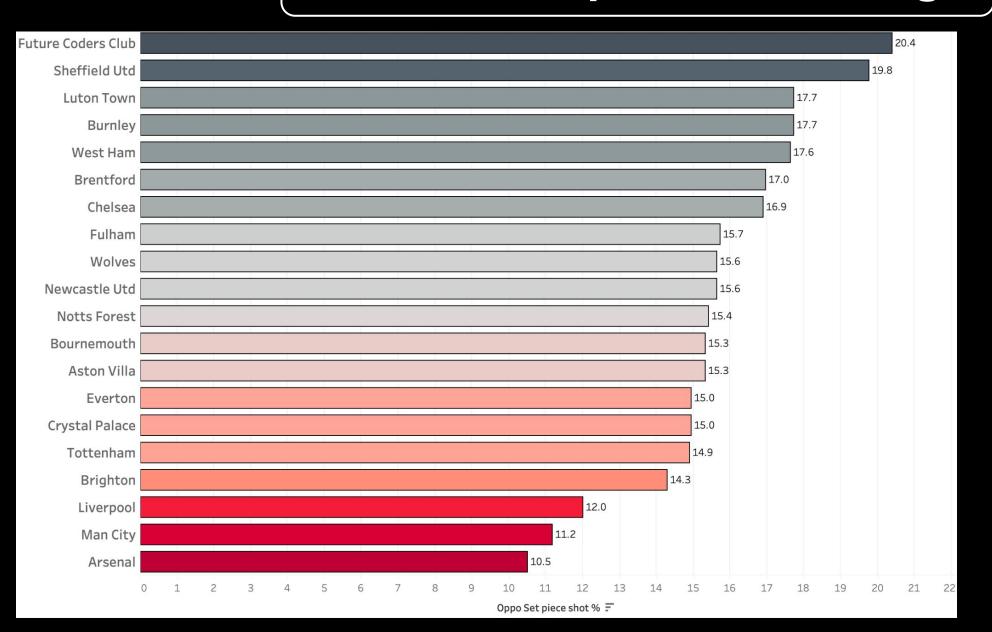
Cause: Counters conceded



Counter attacks are highest value xG chances:

- 2nd most conceded despite only having 50% possession
- Indicates poor 'rest defence' structure and too many mistakes on the ball

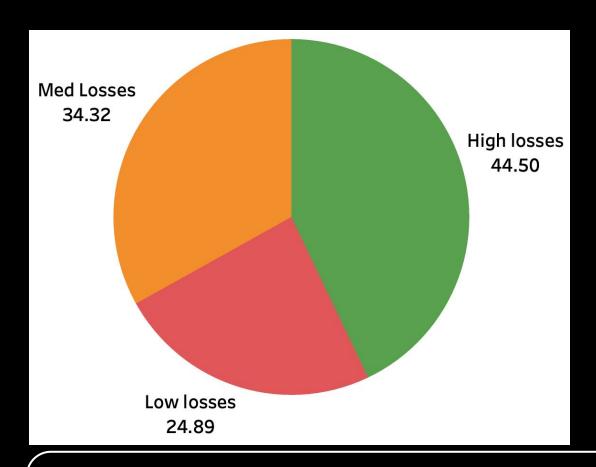
Cause: Set piece defending

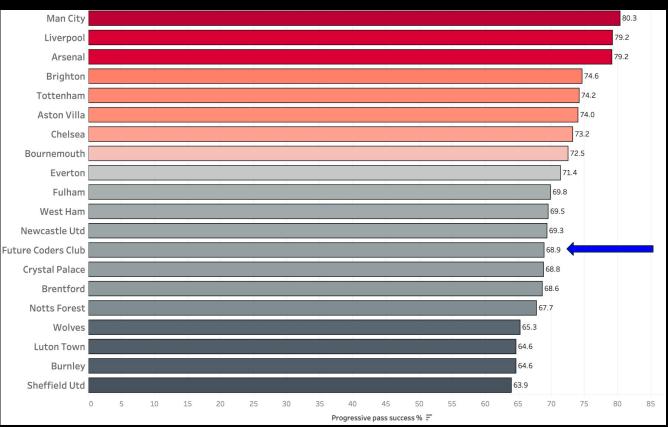


Set pieces are very underrated:

- 30% of shots in PL = set piece
- 20.4% of set pieces conceded ended in a shot league worst

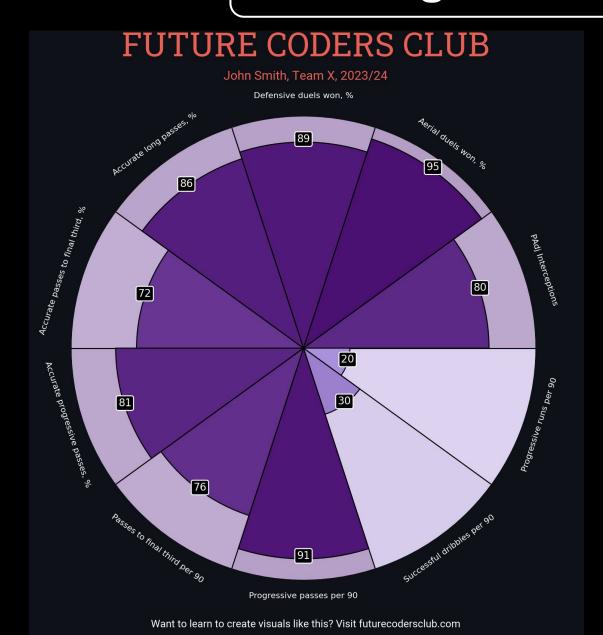
Transition Exposure





- ≈60 losses per game occurring before final third + highest % losses in def 3rd shorter distance to goal for opposition / less opportunity to recover
- Only 69% of progressive passes = successful

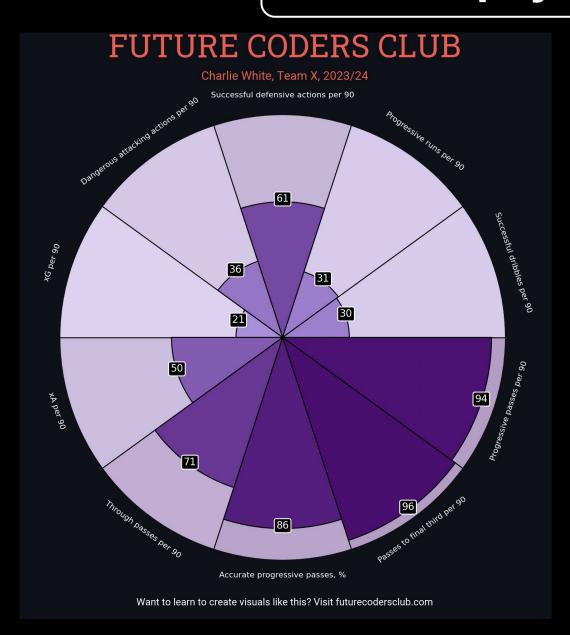
Progressive strong CB



- Top aerial winner and interceptions

 could solve the aerial weakness cutting out crosses, set pieces and dealing with direct play
- High volume of progressive passes and % success - could help build play into through the thirds and limit turnovers faced - thus less counter attacks

Deep lying playmaker



- Excels at progressing ball into middle and final third - and has an eye for through ball
 - Low progressive runs could indicate lack of mobility - which could be a concern when defending counter attacks