Team Level

1. For which formation, where do most shots come from? Identify positions of vulnerability according to where the defending team lost the ball before the shot happened. (We have to consider whether it was from a set-piece (free-kick or corner) or not).

Method: Mostly descriptive but we can try to fit spatial point processes to the locations.

1. How effective is to force shots on goal to earn set-pieces? (Want to consider the distance also, better teams will have more shots and crosses)

Method: We need shots from set-piece events (look 1 minute window after the set-piece) and compare the xG to the events when there was no set-piece.

1. How often the teams press? Pressure index of the team. How calm is a player/team under pressure? Possession index.

Method: Find a pressure event and the window after it, see if the ball is retained or turned over.

Player level

1. A) Track player locations and find minimum distance covered and can we identify when a player gets tired? Time to substitute?

Method: We record time, location, type of event a midfielder is involved in a match. Time since last bad event might be a way to trigger alarm for substitution.

B) Rash decisions (picking up cards, bad turnovers, haywire shots, bad behaviour) to get on field intelligence.

Now merge what we get in A and combine with B to get intelligence score.