

Nation -- Nationality of the player.

First, we check our records in international play at senior level.

Then youth level.

Then citizenship presented on wikipedia.

Finally, we use their birthplace when available.

Pos -- Position

Position most commonly played by the player

GK - Goalkeepers

DF - Defenders

MF - Midfielders

FW - Forwards

FB - Fullbacks

LB - Left Backs

RB - Right Backs

CB - Center Backs

DM - Defensive Midfielders

CM - Central Midfielders

LM - Left Midfielders

RM - Right Midfielders

WM - Wide Midfielders

LW - Left Wingers

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AM - Attacking Midfielders

Age -- Age at season start

Given on August 1 for winter leagues

and February 1 for summer leagues.

MP -- Matches Played

Matches Played by the player or squad

Playing Time

Starts -- Game or games started by player

Min -- Minutes

90s -- 90s Played

90s played

Minutes played divided by 90

Performance

Gls -- Goals

Goals scored or allowed

Ast -- Assists

Assists

G+A -- Goals + Assists

Goals and Assists

G-PK -- Non-Penalty Goals

Non-Penalty Goals

PK -- Penalty Kicks Made

Penalty Kicks Made

PKatt -- Penalty Kicks Attempted

Penalty Kicks Attempted

CrdY -- Yellow Cards

Yellow Cards

CrdR -- Red Cards

Red Cards

Expected**xG -- xG: Expected Goals**

Expected Goals

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

npG -- npG: Non-Penalty xG**Non-Penalty Expected Goals**

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An underline indicates there is a match that is missing data, but will be updated when available.

xAG -- xAG: Exp. Assisted Goals**Expected Assisted Goals**

xG which follows a pass that assists a shot

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An underline indicates there is a match that is missing data, but will be updated when available.

npG+xAG -- npG + xAG

Non-Penalty Expected Goals plus Assisted Goals

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

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Minimum 30 minutes played per squad game to qualify as a leader

Progression**PrgC -- Progressive Carries**

Carries that move the ball towards the opponent's goal line at least 10 yards from its furthest point in the last six passes, or any carry into the penalty area. Excludes carries which end in the defending 50% of the pitch

PrgP -- Progressive Passes

Progressive Passes

Completed passes that move the ball towards the opponent's goal line at least 10 yards from its furthest point in the last six passes, or any completed pass into the penalty area. Excludes passes from the defending 40% of the pitch

PrgR -- Progressive Passes Rec

Progressive Passes Received

Completed passes that move the ball towards the opponent's goal line at least 10 yards from its furthest point in the last six passes, or any completed pass into the penalty area. Excludes passes from the defending 40% of the pitch

Per 90 Minutes**Gls -- Goals/90**

Goals Scored per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

Ast -- Assists/90

Assists per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

G+A -- Goals + Assists/90

Goals and Assists per 90 minutes

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G-PK -- Non-Penalty Goals/90

Goals minus Penalty Kicks made per 90 minutes

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G+A-PK -- Non-Penalty Goals + Assists/90

Goals plus Assists minus Penalty Kicks made per 90 minutes

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xAG -- xAG/90

Expected Assisted Goals per 90 minutes

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Goals and Assists per 90 minutes

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G-PK -- Non-Penalty Goals/90

Goals minus Penalty Kicks made per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

G+A-PK -- Non-Penalty Goals + Assists/90

Goals plus Assists minus Penalty Kicks made per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

xG -- xG/90

Expected Goals per 90 minutes

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Expected Assisted Goals per 90 minutes

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xG+xAG -- xG + xAG/90

Expected Goals plus Assisted Goals per 90 minutes

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

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npxG -- npxG/90

Non-Penalty Expected Goals per 90 minutes

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Minimum 30 minutes played per squad game to qualify as a leader

npxG+xAG -- npxG + xAG

Non-Penalty Expected Goals plus Assisted Goals per 90 minutes

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Minimum 30 minutes played per squad game to qualify as a leader

Playing Time

MP -- Matches Played

Matches Played by the player or squad

Starts -- Game or games started by player

Min -- Minutes

90s -- 90s Played**90s played**

Minutes played divided by 90

Performance**GA -- Goals Against**

Goals Against

GA90 -- Goals Against/90

Goals Against per 90 minutes

SoTA -- Shots on Target Against

Shots on Target Against

Save% -- Save Percentage

Save Percentage

$(\text{Shots on Target Against} - \text{Goals Against}) / \text{Shots on Target Against}$

Note that not all shots on target are stopped by the keeper, many will be stopped by defenders

Does not include penalty kicks

W -- Wins

Wins

D -- Draws

Draws

L -- Losses

Losses

CS -- Clean Sheets

Clean Sheets

Full matches by goalkeeper where no goals are allowed.

CS% -- Clean Sheet Percentage

Clean Sheet Percentage

Percentage of matches that result in clean sheets.

Penalty Kicks**PKatt -- Penalty Kicks Attempted**

Penalty Kicks Attempted

PKA -- Penalty Kicks Allowed

Penalty Kicks Allowed

PKsv -- Penalty Kicks Saved

Penalty Kicks Saved

PKm -- Penalty Kicks Missed

Penalty Kicks Missed

Save% -- Save% (Penalty Kicks)

Penalty Save Percentage

Penalty Kick Goals Against/Penalty Kick Attempts

Penalty shots that miss the target are not included

Goals**GA -- Goals Against**

Goals Against

PKA -- Penalty Kicks Allowed

Penalty Kicks Allowed

FK -- Free Kick Goals Against

Free Kick Goals Against

CK -- Corner Kick Goals Against

Corner Kick Goals Against

OG -- Own Goals Scored Against Goalkeeper

Own Goals Scored Against Goalkeeper

Expected**PSxG -- Post-Shot Expected Goals**

Post-Shot Expected Goals

PSxG is expected goals based on how likely the goalkeeper is to save the shot

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

PSxG/SoT -- Post-Shot Expected Goals per Shot on Target

Not including penalty kicks

PSxG is expected goals based on how likely the goalkeeper is to save the shot

Higher numbers indicate that shots on target faced are more difficult to stop and more likely to score

An underline indicates there is a match that is missing data, but will be updated when available.

PSxG+/- -- PSxG-GA

Post-Shot Expected Goals minus Goals Allowed

Positive numbers suggest better luck or an above average ability to stop shots

PSxG is expected goals based on how likely the goalkeeper is to save the shot

Note: Does not include own goals

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

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/90 -- PSxG-GA/90

Post-Shot Expected Goals minus Goals Allowed per 90 minutes

Positive numbers suggest better luck or an above average ability to stop shots

PSxG is expected goals based on how likely the goalkeeper is to save the shot

Note: Does not include own goals

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

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Launched

Cmp -- Passes Completed (Launched)

Passes Completed

Passes longer than 40 yards

Att -- Passes Attempted (Launched)

Passes Attempted

Passes longer than 40 yards

Cmp% -- Pass Completion Percentage (Launched)

Pass Completion Percentage

Passes longer than 40 yards

Passes

Att (GK) -- Passes Attempted (GK)

Passes Attempted (GK)

Not including goal kicks

Thr -- Throws Attempted

Throws Attempted

Launch% -- Launch %

Percentage of Passes that were Launched

Not including goal kicks

Passes longer than 40 yards

AvgLen -- Average Pass Length

Average length of passes, in yards

Not including goal kicks

Goal Kicks**Att -- Goal Kicks**

Goal Kicks Attempted

Launch% -- Launch% (Goal Kicks)**Percentage of Goal Kicks that were Launched**

Passes longer than 40 yards

AvgLen -- Avg. Length of Goal Kicks

Average length of goal kicks, in yards

Crosses**Opp -- Crosses Faced**

Opponent's attempted crosses into penalty area

Stp -- Crosses Stopped

Number of crosses into penalty area which were successfully stopped by the goalkeeper

Stp% -- Crosses Stopped %

Percentage of crosses into penalty area which were successfully stopped by the goalkeeper

Sweeper**#OPA -- Def. Actions Outside Pen. Area**

of defensive actions outside of penalty area

#OPA/90 -- Defensive actions outside of penalty area per 90 minutes

AvgDist -- Avg. Distance of Def. Actions

Average distance from goal (in yards) of all defensive actions

Standard**Gls -- Goals**

Goals scored or allowed

Sh -- Shots Total

Shots Total

Does not include penalty kicks

SoT -- Shots on Target

Shots on Target

Note: Shots on target do not include penalty kicks

SoT% -- Shots on Target %

Percentage of shots that are on target

Minimum .395 shots per squad game to qualify as a leader

Note: Shots on target do not include penalty kicks

Sh/90 -- Shots Total/90

Shots total per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

SoT/90 -- Shots on target/90

Shots on target per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

Note: Shots on target do not include penalty kicks

G/Sh -- Goals/Shot

Goals per shot

Minimum .395 shots per squad game to qualify as a leader

G/SoT -- Goals/Shot on Target

Goals per shot on target

Minimum .111 shots on target per squad game to qualify as a leader

Note: Shots on target do not include penalty kicks

Dist -- Average Shot Distance

Average distance, in yards, from goal of all shots taken

Minimum .395 shots per squad game to qualify as a leader

Does not include penalty kicks

FK -- Shots from Free Kicks

Shots from Free Kicks

PK -- Penalty Kicks Made

Penalty Kicks Made

PKatt -- Penalty Kicks Attempted

Penalty Kicks Attempted

Expected**xG -- xG: Expected Goals**

Expected Goals

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

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npxG -- npxG: Non-Penalty xG**Non-Penalty Expected Goals**

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

npxG/Sh -- npxG/Shot

Non-Penalty Expected Goals per shot

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

Minimum .395 shots per squad game to qualify as a leader

G-xG -- Goals - xG**Goals minus Expected Goals**

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

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np:G-xG -- Non-Penalty Goals - npxG**Non-Penalty Goals minus Non-Penalty Expected Goals**

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Minutes played divided by 90

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SoT/90 -- Shots on target/90

Shots on target per 90 minutes

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Expected**xG -- xG: Expected Goals**

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np:G-xG -- Non-Penalty Goals - np:G**Non-Penalty Goals minus Non-Penalty Expected Goals**

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

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Total**Cmp -- Passes Completed**

Passes Completed

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Att -- Passes Attempted

Passes Attempted

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Cmp% -- Pass Completion %

Pass Completion Percentage

Minimum 30 minutes played per squad game to qualify as a leader

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TotDist -- Total Passing Distance

Total distance, in yards, that completed passes have traveled in any direction

PrgDist -- Progressive Passing Distance

Progressive Distance

Total distance, in yards, that completed passes have traveled towards the opponent's goal.

Note: Passes away from opponent's goal are counted as zero progressive yards.

Short

Cmp -- Passes Completed (Short)

Passes Completed

Passes between 5 and 15 yards

Att -- Passes Attempted (Short)

Passes Attempted

Passes between 5 and 15 yards

Cmp% -- Pass Completion % (Short)

Pass Completion Percentage

Passes between 5 and 15 yards

Minimum 30 minutes played per squad game to qualify as a leader

Medium**Cmp -- Passes Completed (Medium)**

Passes Completed

Passes between 15 and 30 yards

Att -- Passes Attempted (Medium)

Passes Attempted

Passes between 15 and 30 yards

Cmp% -- Pass Completion % (Medium)

Pass Completion Percentage

Passes between 15 and 30 yards

Minimum 30 minutes played per squad game to qualify as a leader

Long**Cmp -- Passes Completed (Long)**

Passes Completed

Passes longer than 30 yards

Att -- Passes Attempted (Long)

Passes Attempted

Passes longer than 30 yards

Cmp% -- Pass Completion % (Long)

Pass Completion Percentage

Passes longer than 30 yards

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Ast -- Assists

Assists

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Expected Assisted Goals

xG which follows a pass that assists a shot

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Expected

xA -- xA: Expected Assists

Expected Assists

The likelihood each completed pass becomes a goal assists

given the pass type, phase of play, location and distance.

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Minimum 30 minutes played per squad game to qualify as a leader

A-xAG -- Assists - xAG

Assists minus Expected Goals Assisted

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KP -- Key Passes

Passes that directly lead to a shot (assisted shots)

1/3 -- Passes into Final Third

Completed passes that enter the 1/3 of the pitch closest to the goal

Not including set pieces

PPA -- Passes into Penalty Area

Completed passes into the 18-yard box

Not including set pieces

CrsPA -- Crosses into Penalty Area

Completed crosses into the 18-yard box

Not including set pieces

PrgP -- Progressive Passes

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Pass Completion Percentage

Passes between 5 and 15 yards

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Cmp -- Passes Completed (Medium)

Passes Completed

Passes between 15 and 30 yards

Att -- Passes Attempted (Medium)

Passes Attempted

Passes between 15 and 30 yards

Cmp% -- Pass Completion % (Medium)

Pass Completion Percentage

Passes between 15 and 30 yards

Minimum 30 minutes played per squad game to qualify as a leader

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Cmp -- Passes Completed (Long)

Passes Completed

Passes longer than 30 yards

Att -- Passes Attempted (Long)

Passes Attempted

Passes longer than 30 yards

Cmp% -- Pass Completion % (Long)

Pass Completion Percentage

Passes longer than 30 yards

Minimum 30 minutes played per squad game to qualify as a leader

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Att -- Passes Attempted

Passes Attempted

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Pass Types**Live -- Live-ball Passes**

Live-ball Passes

Dead -- Dead-ball Passes

Dead-ball Passes

Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks

FK -- Passes from Free Kicks

Passes attempted from free kicks

TB -- Through Balls

Completed pass sent between back defenders into open space

Sw -- Switches

Passes that travel more than 40 yards of the width of the pitch

Crs -- Crosses

Crosses

TI -- Throw-ins Taken

Throw-ins Taken

CK -- Corner Kicks

Corner Kicks

Corner Kicks**In -- Inswinging Corner Kicks**

Inswinging Corner Kicks

Out -- Outswinging Corner Kicks

Outswinging Corner Kicks

Str -- Straight Corner Kicks

Straight Corner Kicks

Outcomes**Cmp -- Passes Completed**

Passes Completed

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Off -- Passes Offside

Offsides

Blocks -- Passes Blocked

Blocked by the opponent who was standing in the path

Nation -- Nationality of the player.

First, we check our records in international play at senior level.

Then youth level.

Then citizenship presented on wikipedia.

Finally, we use their birthplace when available.

Pos -- Position

Position most commonly played by the player

GK - Goalkeepers

DF - Defenders

MF - Midfielders

FW - Forwards

FB - Fullbacks

LB - Left Backs

RB - Right Backs

CB - Center Backs

DM - Defensive Midfielders

CM - Central Midfielders

LM - Left Midfielders

RM - Right Midfielders

WM - Wide Midfielders

LW - Left Wingers

RW - Right Wingers

AM - Attacking Midfielders

Age -- Age at season start

Given on August 1 for winter leagues
and February 1 for summer leagues.

90s -- 90s Played**90s played**

Minutes played divided by 90

Att -- Passes Attempted

Passes Attempted

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Pass Types**Live -- Live-ball Passes**

Live-ball Passes

Dead -- Dead-ball Passes

Dead-ball Passes

Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks

FK -- Passes from Free Kicks

Passes attempted from free kicks

TB -- Through Balls

Completed pass sent between back defenders into open space

Sw -- Switches

Passes that travel more than 40 yards of the width of the pitch

Crs -- Crosses

Crosses

TI -- Throw-ins Taken

Throw-ins Taken

CK -- Corner Kicks

Corner Kicks

Corner Kicks**In -- Inswinging Corner Kicks**

Inswinging Corner Kicks

Out -- Outswinging Corner Kicks

Outswinging Corner Kicks

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Passes Completed

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Off -- Passes Offside

Offsides

Blocks -- Passes Blocked

Blocked by the opponent who was standing in the path

SCA

SCA -- Shot-Creating Actions

Shot-Creating Actions

The two offensive actions directly leading to a shot, such as passes, take-ons and drawing fouls. Note: A single player can receive credit for multiple actions and the shot-taker can also receive credit.

SCA90 -- Shot-Creating Actions/90

Shot-Creating Actions per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

SCA Types

PassLive -- SCA (Live-ball Pass)

Completed live-ball passes that lead to a shot attempt

PassDead -- SCA (Dead-ball Pass)

Completed dead-ball passes that lead to a shot attempt.

Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks

TO -- SCA (Take-On)

Successful take-ons that lead to a shot attempt

Sh -- SCA (Shot)

Shots that lead to another shot attempt

Fld -- SCA (Fouls Drawn)

Fouls drawn that lead to a shot attempt

Def -- SCA (Defensive Action)

Defensive actions that lead to a shot attempt

GCA

GCA -- Goal-Creating Actions

Goal-Creating Actions

The two offensive actions directly leading to a goal, such as passes, take-ons and drawing

fouls. Note: A single player can receive credit for multiple actions and the shot-taker can also receive credit.

GCA90 -- Goal-Creating Actions/90

Goal-Creating Actions per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

GCA Types

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Completed live-ball passes that lead to a goal

PassDead -- GCA (Dead-ball Pass)

Completed dead-ball passes that lead to a goal. Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks

TO -- GCA (Take-On)

Successful take-ons that lead to a goal

Sh -- GCA (Shot)

Shots that lead to another goal-scoring shot

Fld -- GCA (Fouls Drawn)

Fouls drawn that lead to a goal

Def -- GCA (Defensive Action)

Defensive actions that lead to a goal

Nation -- Nationality of the player.

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Then youth level.

Then citizenship presented on wikipedia.

Finally, we use their birthplace when available.

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WM - Wide Midfielders
LW - Left Wingers
RW - Right Wingers
AM - Attacking Midfielders

Age -- Age at season start
Given on August 1 for winter leagues
and February 1 for summer leagues.

90s -- 90s Played

90s played

Minutes played divided by 90

SCA

SCA -- Shot-Creating Actions

Shot-Creating Actions

The two offensive actions directly leading to a shot, such as passes, take-ons and drawing fouls. Note: A single player can receive credit for multiple actions and the shot-taker can also receive credit.

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Fouls drawn that lead to a shot attempt

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Defensive actions that lead to a shot attempt

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Sh -- GCA (Shot)

Shots that lead to another goal-scoring shot

Fld -- GCA (Fouls Drawn)

Fouls drawn that lead to a goal

Def -- GCA (Defensive Action)

Defensive actions that lead to a goal

Tackles

Tkl -- Tackles

Number of players tackled

TklW -- Tackles Won

Tackles in which the tackler's team won possession of the ball

Def 3rd -- Tackles (Def 3rd)

Tackles in defensive 1/3

Mid 3rd -- Tackles (Mid 3rd)

Tackles in middle 1/3

Att 3rd -- Tackles (Att 3rd)

Tackles in attacking 1/3

Challenges

Tkl -- Dribblers Tackled

Number of dribblers tackled

Att -- Dribbles Challenged

Number of unsuccessful challenges plus number of dribblers tackled

Tkl% -- % of Dribblers Tackled**Percentage of dribblers tackled**

Dribblers tackled divided by number of attempts to challenge an opposing dribbler

Minimum .625 dribblers challenged per squad game to qualify as a leader

Lost -- Challenges Lost

Number of unsuccessful attempts to challenge a dribbling player

Blocks

Blocks -- Number of times blocking the ball by standing in its path

Sh -- Shots Blocked

Number of times blocking a shot by standing in its path

Pass -- Passes Blocked

Number of times blocking a pass by standing in its path

Int -- Interceptions

Interceptions

Tkl+Int -- Number of players tackled plus number of interceptions

Clr -- Clearances

Clearances

Err -- Errors

Mistakes leading to an opponent's shot

Nation -- Nationality of the player.

First, we check our records in international play at senior level.

Then youth level.

Then citizenship presented on wikipedia.

Finally, we use their birthplace when available.

Pos -- Position

Position most commonly played by the player

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RM - Right Midfielders
WM - Wide Midfielders
LW - Left Wingers
RW - Right Wingers
AM - Attacking Midfielders

Age -- Age at season start
Given on August 1 for winter leagues
and February 1 for summer leagues.

90s -- 90s Played

90s played

Minutes played divided by 90

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Tkl -- Tackles

Number of players tackled

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Tackles in which the tackler's team won possession of the ball

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Tackles in defensive 1/3

Mid 3rd -- Tackles (Mid 3rd)

Tackles in middle 1/3

Att 3rd -- Tackles (Att 3rd)

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Number of times blocking a pass by standing in its path

Int -- Interceptions

Interceptions

Tkl+Int -- Number of players tackled plus number of interceptions

Clr -- Clearances

Clearances

Err -- Errors

Mistakes leading to an opponent's shot

Touches

Touches -- Number of times a player touched the ball. Note: Receiving a pass, then dribbling, then sending a pass counts as one touch

Def Pen -- Touches (Def Pen)

Touches in defensive penalty area

Def 3rd -- Touches (Def 3rd)

Touches in defensive 1/3

Mid 3rd -- Touches (Mid 3rd)

Touches in middle 1/3

Att 3rd -- Touches (Att 3rd)

Touches in attacking 1/3

Att Pen -- Touches (Att Pen)

Touches in attacking penalty area

Live -- Touches (Live-Ball)

Live-ball touches. Does not include corner kicks, free kicks, throw-ins, kick-offs, goal kicks or penalty kicks

Take-Ons

Att -- Take-Ons Attempted

Number of attempts to take on defenders while dribbling

Succ -- Successful Take-Ons

Number of defenders taken on successfully, by dribbling past them

Unsuccessful take-ons include attempts where the dribbler retained possession but was unable to get past the defender

Succ% -- Successful Take-On %

Percentage of Take-Ons Completed Successfully

Unsuccessful take-ons include attempts where the dribbler retained possession but was unable to get past the defender

Minimum .5 take-ons per squad game to qualify as a leader

Tkld -- Times Tackled During Take-On

Number of times tackled by a defender during a take-on attempt

Tkld% -- Tackled During Take-On Percentage

Percentage of time tackled by a defender during a take-on attempt

Minimum .5 take-ons per squad game to qualify as a leader

Carries

Carries -- Number of times the player controlled the ball with their feet

TotDist -- Total Carrying Distance

Total distance, in yards, a player moved the ball while controlling it with their feet, in any direction

PrgDist -- Progressive Carrying Distance

Progressive Distance

Total distance, in yards, a player moved the ball while controlling it with their feet towards the opponent's goal

PrgC -- Progressive Carries

Carries that move the ball towards the opponent's goal line at least 10 yards from its furthest point in the last six passes, or any carry into the penalty area. Excludes carries which end in the defending 50% of the pitch

1/3 -- Carries into Final Third

Carries that enter the 1/3 of the pitch closest to the goal

CPA -- Carries into Penalty Area

Carries into the 18-yard box

Mis -- Miscontrols

Number of times a player failed when attempting to gain control of a ball

Dis -- Dispossessed

Number of times a player loses control of the ball after being tackled by an opposing player.
Does not include attempted take-ons

Receiving**Rec -- Passes Received**

Number of times a player successfully received a pass

PrgR -- Progressive Passes Rec

Progressive Passes Received

Completed passes that move the ball towards the opponent's goal line at least 10 yards from its furthest point in the last six passes, or any completed pass into the penalty area. Excludes passes from the defending 40% of the pitch

Nation -- Nationality of the player.

First, we check our records in international play at senior level.

Then youth level.

Then citizenship presented on wikipedia.

Finally, we use their birthplace when available.

Pos -- Position

Position most commonly played by the player

GK - Goalkeepers

DF - Defenders

MF - Midfielders

FW - Forwards

FB - Fullbacks

LB - Left Backs

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LM - Left Midfielders

RM - Right Midfielders

WM - Wide Midfielders

LW - Left Wingers

RW - Right Wingers

AM - Attacking Midfielders

Age -- Age at season start

Given on August 1 for winter leagues
and February 1 for summer leagues.

90s -- 90s Played

90s played

Minutes played divided by 90

Touches

Touches -- Number of times a player touched the ball. Note: Receiving a pass, then dribbling, then sending a pass counts as one touch

Def Pen -- Touches (Def Pen)

Touches in defensive penalty area

Def 3rd -- Touches (Def 3rd)

Touches in defensive 1/3

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Att 3rd -- Touches (Att 3rd)

Touches in attacking 1/3

Att Pen -- Touches (Att Pen)

Touches in attacking penalty area

Live -- Touches (Live-Ball)

Live-ball touches. Does not include corner kicks, free kicks, throw-ins, kick-offs, goal kicks or penalty kicks

Take-Ons

Att -- Take-Ons Attempted

Number of attempts to take on defenders while dribbling

Succ -- Successful Take-Ons

Number of defenders taken on successfully, by dribbling past them

Unsuccessful take-ons include attempts where the dribbler retained possession but was unable to get past the defender

Succ% -- Successful Take-On %

Percentage of Take-Ons Completed Successfully

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Minimum .5 take-ons per squad game to qualify as a leader

Tkld -- Times Tackled During Take-On

Number of times tackled by a defender during a take-on attempt

Tkld% -- Tackled During Take-On Percentage

Percentage of time tackled by a defender during a take-on attempt

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TotDist -- Total Carrying Distance

Total distance, in yards, a player moved the ball while controlling it with their feet, in any direction

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Progressive Distance

Total distance, in yards, a player moved the ball while controlling it with their feet towards the opponent's goal

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Carries into the 18-yard box

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Number of times a player loses control of the ball after being tackled by an opposing player. Does not include attempted take-ons

Receiving**Rec -- Passes Received**

Number of times a player successfully received a pass

PrgR -- Progressive Passes Rec

Progressive Passes Received

Completed passes that move the ball towards the opponent's goal line at least 10 yards from its furthest point in the last six passes, or any completed pass into the penalty area. Excludes passes from the defending 40% of the pitch

MP -- Matches Played

Matches Played by the player or squad

Playing Time

Min -- Minutes

Mn/MP -- Minutes Per Match Played

Minutes Per Match Played

Min% -- Percentage of Squad Minutes Played

Percentage of Minutes Played

Percentage of team's total minutes in which player was on the pitch

Player minutes played divided by team total minutes played

Minimum 30 minutes played per squad game to qualify as a leader

90s -- 90s Played

90s played

Minutes played divided by 90

Starts

Starts -- Game or games started by player

Mn/Start -- Minutes Per Match Started

Minutes Per Match Started

Minimum 30 minutes played per squad game to qualify as a leader

Compl -- Complete Matches Played

Complete matches played

Subs

Subs -- Substitute Appearances

Games as sub

Game or games player did not start, so as a substitute

Mn/Sub -- Minutes Per Substitution

Minutes Per Substitution

Minimum 30 minutes played per squad game to qualify as a leader

unSub -- Matches as Unused Sub

Games as an unused substitute

Team Success

PPM -- Points per Match

Points per Match

Average number of points earned by the team from matches in which the player appeared

Minimum 30 minutes played per squad game to qualify as a leader

onG -- Goals Scored (on pitch)

Goals scored by team while on pitch

onGA -- Goals Allowed (on pitch)

Goals allowed by team while on pitch

+/- -- Plus/Minus**Plus/Minus**

Goals scored minus goals allowed by the team while the player was on the pitch.

+/-90 -- Plus/Minus/90**Plus/Minus per 90 Minutes**

Goals scored minus goals allowed by the team while the player was on the pitch per 90 minutes played.

Minimum 30 minutes played per squad game to qualify as a leader

On-Off -- Plus/Minus Net per 90 Minutes

Net goals per 90 minutes by the team while the player was on the pitch minus net goals allowed per 90 minutes by the team while the player was off the pitch.

Minimum 30 minutes played per squad game to qualify as a leader

Team Success (xG)**onxG -- xG (on pitch)**

Expected goals by team while on pitch

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

onxGA -- xGA (on pitch)

Expected goals allowed by team while on pitch

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

xG+/- -- xG Plus/Minus**xG Plus/Minus**

Expected goals scored minus expected goals allowed by the team while the player was on the pitch.

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

xG+/-90 -- xG Plus/Minus/90

xG Plus/Minus per 90 Minutes

Expected goals scored minus expected goals allowed by the team while the player was on the pitch per 90 minutes played.

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

Minimum 30 minutes played per squad game to qualify as a leader

On-Off -- xG On-Off

xG Plus/Minus Net per 90 Minutes

Net expected goals per 90 minutes by the team while the player was on the pitch minus net expected goals per 90 minutes by the team while the player was off the pitch.

Minimum 30 minutes played per squad game to qualify as a leader

Nation -- Nationality of the player.

First, we check our records in international play at senior level.

Then youth level.

Then citizenship presented on wikipedia.

Finally, we use their birthplace when available.

Pos -- Position

Position most commonly played by the player

GK - Goalkeepers

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Age -- Age at season start

Given on August 1 for winter leagues
and February 1 for summer leagues.

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Matches Played by the player or squad

Playing Time

Min -- Minutes

Mn/MP -- Minutes Per Match Played

Minutes Per Match Played

Min% -- Percentage of Squad Minutes Played

Percentage of Minutes Played

Percentage of team's total minutes in which player was on the pitch

Player minutes played divided by team total minutes played

Minimum 30 minutes played per squad game to qualify as a leader

90s -- 90s Played

90s played

Minutes played divided by 90

Starts

Starts -- Game or games started by player

Mn/Start -- Minutes Per Match Started

Minutes Per Match Started

Minimum 30 minutes played per squad game to qualify as a leader

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Complete matches played

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Game or games player did not start, so as a substitute

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Minutes Per Substitution

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Goals allowed by team while on pitch

+/- -- Plus/Minus**Plus/Minus**

Goals scored minus goals allowed by the team while the player was on the pitch.

+/-90 -- Plus/Minus/90**Plus/Minus per 90 Minutes**

Goals scored minus goals allowed by the team while the player was on the pitch per 90 minutes played.

Minimum 30 minutes played per squad game to qualify as a leader

On-Off -- Plus/Minus Net per 90 Minutes

Net goals per 90 minutes by the team while the player was on the pitch minus net goals allowed per 90 minutes by the team while the player was off the pitch.

Minimum 30 minutes played per squad game to qualify as a leader

Team Success (xG)**onxG -- xG (on pitch)**

Expected goals by team while on pitch

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

onxGA -- xGA (on pitch)

Expected goals allowed by team while on pitch

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

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xG+/- -- xG Plus/Minus

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xG+/-90 -- xG Plus/Minus/90

xG Plus/Minus per 90 Minutes

Expected goals scored minus expected goals allowed by the team while the player was on the pitch per 90 minutes played.

xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

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Minimum 30 minutes played per squad game to qualify as a leader

On-Off -- xG On-Off

xG Plus/Minus Net per 90 Minutes

Net expected goals per 90 minutes by the team while the player was on the pitch minus net expected goals per 90 minutes by the team while the player was off the pitch.

Minimum 30 minutes played per squad game to qualify as a leader

Performance

CrdY -- Yellow Cards

Yellow Cards

CrdR -- Red Cards

Red Cards

2CrdY -- Second Yellow Card

Second Yellow Card

Fls -- Fouls Committed

Fouls Committed

Fld -- Fouls Drawn

Fouls Drawn

Off -- Offsides

Offsides

Crs -- Crosses

Crosses

Int -- Interceptions

Interceptions

TklW -- Tackles Won

Tackles in which the tackler's team won possession of the ball

PKwon -- Penalty Kicks Won

Penalty Kicks Won

PKcon -- Penalty Kicks Conceded

Penalty Kicks Conceded

OG -- Own Goals

Own Goals

Recov -- Ball Recoveries

Number of loose balls recovered

Aerial Duels**Won -- Aerials Won**

Aerials Won

Lost -- Aerials Lost

Aerials Lost

Won% -- % of Aerials Won

Percentage of aerials won

Minimum .97 aerial duels per squad game to qualify as a leader

Nation -- Nationality of the player.

First, we check our records in international play at senior level.

Then youth level.

Then citizenship presented on wikipedia.

Finally, we use their birthplace when available.

Pos -- Position

Position most commonly played by the player

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Age -- Age at season start
Given on August 1 for winter leagues
and February 1 for summer leagues.

90s -- **90s Played**

90s played

Minutes played divided by 90

Performance

CrdY -- **Yellow Cards**

Yellow Cards

CrdR -- **Red Cards**

Red Cards

2CrdY -- **Second Yellow Card**

Second Yellow Card

Fls -- **Fouls Committed**

Fouls Committed

Fld -- **Fouls Drawn**

Fouls Drawn

Off -- **Offsides**

Offsides

Crs -- **Crosses**

Crosses

Int -- **Interceptions**

Interceptions

TklW -- Tackles Won

Tackles in which the tackler's team won possession of the ball

PKwon -- Penalty Kicks Won

Penalty Kicks Won

PKcon -- Penalty Kicks Conceded

Penalty Kicks Conceded

OG -- Own Goals

Own Goals

Recov -- Ball Recoveries

Number of loose balls recovered

Aerial Duels**Won -- Aerials Won**

Aerials Won

Lost -- Aerials Lost

Aerials Lost

Won% -- % of Aerials Won

Percentage of aerials won

Minimum .97 aerial duels per squad game to qualify as a leader

Team

Team of the player

Years of Contract Remaining

Number of years remaining on the player's current contract

Market Value (EUR)

Estimated market value of the player in euros