**Standard Stats**

**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.

**Born** -- **Year of birth**

**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**

**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.

**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.

**xAG** -- **xAG: Exp. Assisted Goals**  
**Expected Assisted Goals**  
xG which follows a pass that assists a shot  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.

**npxG+xAG** -- **npxG + xAG**  
Non-Penalty Expected Goals plus Assisted 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.  
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  
Minimum 30 minutes played per squad game to qualify as a leader

**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  
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

**xAG** -- **xAG/90**  
Expected Assisted Goals per 90 minutes  
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

**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).  
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

**npxG** -- **npxG/90**  
Non-Penalty Expected Goals per 90 minutes  
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

**npxG+xAG** -- **npxG + xAG**  
Non-Penalty Expected Goals plus Assisted Goals per 90 minutes  
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

**Goalkeeping**

**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  
(Shots on Target Against - Goals Against)/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

**Advanced Goalkeeping**

**90s** -- **90s Played**  
**90s played**  
Minutes played divided by 90

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

**/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).  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.

**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

**Player Shooting**

**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).  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.

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

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

**Player Passing**

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

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

**Ast** -- **Assists**  
Assists

**xAG** -- **xAG: Exp. Assisted Goals**  
**Expected Assisted Goals**  
xG which follows a pass that assists a shot  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.

**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.  
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

**A-xAG** -- **Assists - xAG**  
**Assists minus Expected Goals Assisted**  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.

**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**  
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

**Pass Types**

**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

**Goal and Shot Creation**

**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**

**PassLive** -- **GCA (Live-ball Pass)**  
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

**Defensive Actions**

**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 unsucessful 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

**Posession**

**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

**Playing Time**

**Playing Time**

**MP** -- **Matches Played**  
Matches Played by the player or squad

**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

**Miscellaneous Stats**

**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