**Performance**

**CrdY** -- Yellow Cards

**CrdR** -- Red Cards

**2CrdY** -- Second Yellow Card

**Fls** -- Fouls Committed

**Fld** -- Fouls Drawn

**Off** -- Offsides

**Crs** -- Crosses

**Int** -- Interceptions

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

**PKwon** -- Penalty Kicks Won

**PKcon** -- Penalty Kicks Conceded

**OG** -- Own Goals

**Recov** -- Number of loose balls recovered

**Aerial Duels**

**Won** -- Aerials won

**Lost** -- Aerials lost

**Won%** -- **Percentage of aerials won**  
Minimum .97 aerial duels per squad game to qualify as a leader

'Misc\_Stats\_CrdY',

'Misc\_Stats\_CrdR',

'Misc\_Stats\_2CrdY',

'Misc\_Stats\_Fls',

'Misc\_Stats\_Fld',

'Misc\_Stats\_Off',

'Misc\_Stats\_Crs',

'Misc\_Stats\_Int',

'Misc\_Stats\_TklW',

'Misc\_Stats\_PKwon',

'Misc\_Stats\_PKcon',

'Misc\_Stats\_OG',

'Misc\_Stats\_Recov',

'Misc\_Stats\_Aerial\_DuelsWon',

'Misc\_Stats\_Aerial\_DuelsLost',

'Misc\_Stats\_Aerial\_DuelsWon%',