New York Red Bulls' Performance Report

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Introduction

The New York Red Bulls (RBNY) have been a competitive force in Major League Soccer (MLS), yet their performance has fluctuated over the years. While the team has experienced periods of success, it has not demonstrated consistent year-over-year improvement. In professional sports, sustained success requires a thorough understanding of both strengths and weaknesses, allowing teams to refine their strategies and optimize player contributions. This report aims to conduct a comprehensive analysis of RBNY's performance over the past decade to identify key trends, factors influencing success, and areas requiring improvement.

To achieve this, we will evaluate RBNY's performance from 2010 to 2024 using data visualizations to highlight overall trends. A detailed statistical comparison will be conducted between 2024—a high-performing season—and 2021—a weaker season to uncover patterns that differentiate success from underperformance. Furthermore, we will segment the dataset by player roles—attackers, midfielders, and defenders—to assess individual contributions and identify outliers in key performance metrics. This approach will help determine how specific players impact overall team success and highlight areas for targeted improvement.

By analyzing these trends, this report aims to provide data-driven insights that can help RBNY enhance their strategic approach, optimize player development, and build a more consistent and competitive team for future seasons.

Dataset Overview

The dataset used in this analysis was sourced from FBref (link), a platform that provides detailed statistics on soccer teams. It contains yearly performance data for the New York Red Bulls (RBNY) from 2010 to 2024, covering various aspects of team and player performance.

1. Data Structure

The dataset is structured into multiple sheets, each focusing on a specific category of performance metrics. The number of rows (instances) varies slightly across years, reflecting changes in squad composition and match records. The key sheets and their attributes are outlined below:

- **2010 to 2017:**
    - Standard Statistics (33x34) – General performance metrics per player
    - Score (38x18) – Match-level data (one row per game)
    - Goalkeeping (3x24) – Basic goalkeeping statistics
    - Shooting (27x23) – Shot-related metrics per player
    - Playing Time (33x27) – Player availability and minutes played
    - Miscellaneous (27x22) – Various other performance indicators
- **2018 to 2024:** (Includes all above sheets plus additional advanced statistics)
    - Advanced Goalkeeping (2x31) – More detailed goalkeeper performance metrics
    - Passing (27x29) – Player passing accuracy and distribution
    - Pass Types (18x29) – Specific breakdown of pass styles

- Shot Creation (27x22) – Contributions to shot attempts
- Defensive Actions (27x22) – Defensive metrics such as tackles and interceptions
- Possession (27x28) – Metrics related to ball control and retention

2. Data Granularity

- Player-Level Data: All sheets (except the score sheet) list statistics per player, allowing for individual performance evaluation.
- Match-Level Data: The score sheet records game outcomes, providing an overview of team performance across matches.

A detailed glossary of attributes defining each column is available in the appendix, explaining the metrics included in the dataset.

Statistical Analysis

The statistical analysis for this project aims to assess the differences between the 2021 and 2024 metrics for the New York Red Bulls across various player roles.

1. Methodology

- **Normality Check:** To assess whether the data follows a normal distribution, we used the *Shapiro-Wilk test***.** This test evaluates whether the distribution of a dataset significantly deviates from normality.
- **Variance Check:** To examine the homogeneity of variances, we applied *Levene's test*. This test determines if the variance between the two groups is equal, which is an essential assumption for certain parametric tests.

- **Choice of Statistical Test**: Based on the results of normality and variance checks, the appropriate statistical test was chosen.
    - *Regular t-test*: Used when both normality and equal variance assumptions are met. This test compares the means of two independent groups.
    - *Welch's t-test*: Applied when normality is present but variances differ between the two groups. Welch's test is robust to unequal variances.
    - *Mann-Whitney U Test*: This non-parametric test was used when both normality and variance assumptions were violated. It compares the medians between two independent groups.

2. Data Exclusion Criteria

Instances with fewer than 3 data points were excluded from the analysis. This is because normality cannot be reliably assessed with small sample sizes, and distribution-based tests require a minimum sample size to be valid. In Parts 2 and 3, data related to goalkeepers and advanced goalkeepers was excluded due to having only 2 instances per metric. Statistical tests are not meaningful with such small samples. In Part 3, the score sheets were also excluded because they contain data on entire games rather than individual player performances. Since these records are not classified by player role, they cannot be divided into player positions for analysis. By using these methods, the analysis provides a robust comparison of the 2021 and 2024 metrics, while accounting for the underlying assumptions and limitations of the data.

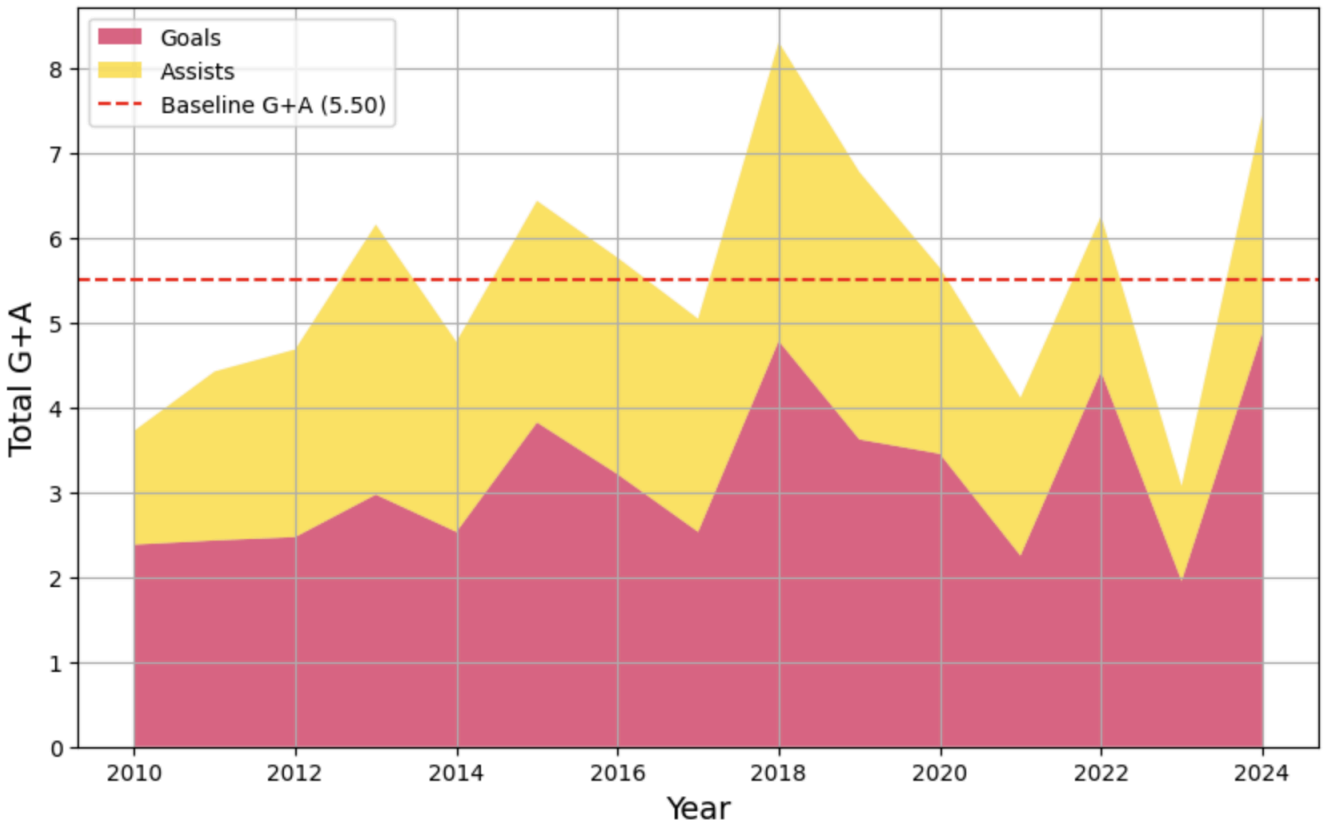
Results

1. Performance analysis

Graph 1.1 illustrates

Years with a cumulative total above 5.50 outperform the average, including 2024, 2022, 2018, 2015, and 2013. Conversely, years falling below this threshold reflect underperformance.

It is important to note that Goals/90 and Assists/90 were used to account for the varying playing time across seasons. This normalization ensures a fair comparison, as years with less playing time naturally have fewer opportunities for scoring or assisting.



Graph 1.1. Evolution of Goals and Assists Per Year. This graph is an area chart where the blue section represents Goals/90 (goals per 90 minutes) and the orange section represents Assists/90 (assists per 90 minutes). The cumulative value for each year is indicated by the highest point on the graph, which shows the combined total of goals and assists per 90 minutes.

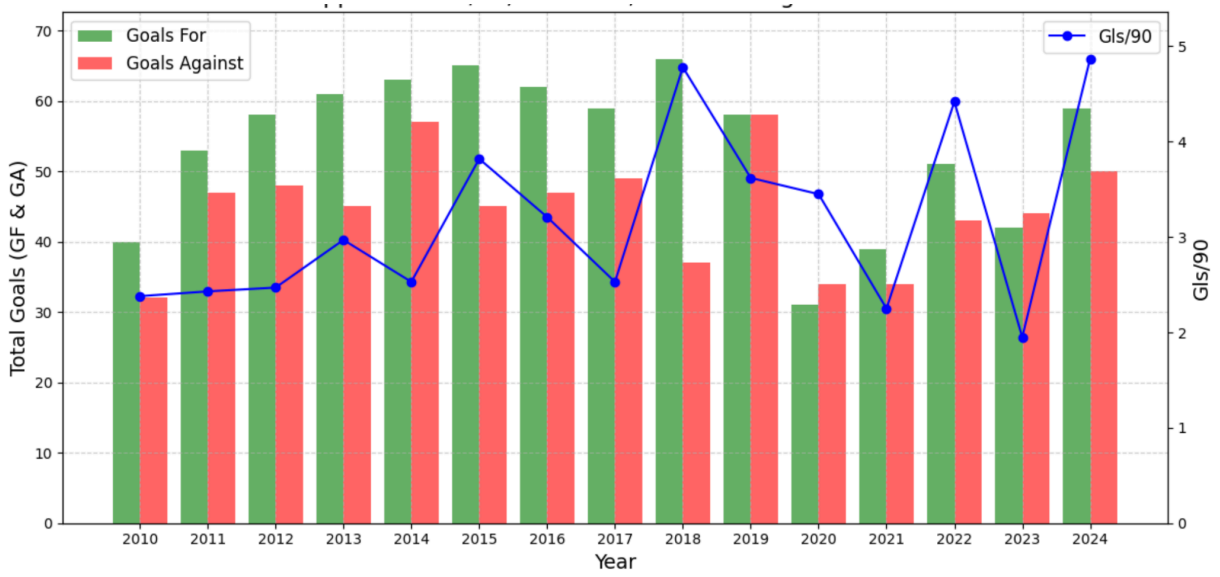
Analysis of Graph 2: Goals For and Goals Against (2010-2024)

Graph 1.2 presents the number of goals scored by the team ("Goals For") and the number of goals conceded ("Goals Against") from 2010 to 2024. Over the 15-year period, RBNY outscored their opponents in 12 of those years. While total goals for and against provide a general idea of performance, these raw metrics can be misleading, as they do not account for the total minutes played by the team. This is crucial because failing to adjust for playing time can lead to inaccurate conclusions.

To gain a more accurate assessment, the metric Goals per 90 Minutes (Gls/90) is used, which normalizes goal-scoring performance based on actual minutes played. For example, at first glance, the 2020 season appears to be an underperforming year based on total goals. However, due to the COVID-19 pandemic, RBNY played fewer games that year, affecting their total goal count. When analyzing Gls/90, it becomes evident that 2020 was actually a strong year in terms of scoring efficiency.

Conversely, seasons like 2021 and 2023 show lower performance levels when analyzed through Gls/90 and Points per Game (PPG) calculations. Comparing these seasons to 2024, where the team significantly outperformed expectations, can help identify key metrics that contribute to both high and low performance. Understanding these trends allows for a more informed approach to maintaining strengths and addressing areas for improvement.

Most seasons, RBNY have outscored their opponents. However, they recorded a negative goal difference of -3 in 2020 and -2 in 2023. In contrast, they had an impressive goal difference of 29 in 2018 and 9 in 2024.



Graph 1.2. Evaluating Yearly Goals with Playtime Consideration.

A statistical comparison of key performance metrics between 2021 and 2024 revealed eight significant differences, which are summarized in Table 2. The most notable findings are as follows:

- **Possession (Poss %):** In 2021, RBNY had a higher average possession (48.3%) compared to 2024 (43.2%). Despite this decline, overall team performance improved in 2024, suggesting that possession alone is not the primary determinant of success.
- **Total Completed Passes:** The 2024 squad completed more passes on average (73.6%) than in 2021 (68.3%). This suggests that pass completion rate is a stronger performance indicator than

possession percentage. Additionally, medium-length completed passes increased in 2024, contributing to improved ball distribution.

- **Goals Scored While on Pitch (onG):** Players recorded more goals while on the field in 2024 (26.4 on average) compared to 2021 (17.9), highlighting a stronger attacking performance.
- **Goals Conceded While on Pitch (onGA):** Similarly, opponents scored more against RBNY in 2024 (23.7 onGA) than in 2021 (15.0). This indicates that both RBNY and their opponents improved offensively, given that the number of matches played was similar (38 games in 2024 vs. 35 games in 2021). However, RBNY still outperformed opponents in goal-scoring efficiency.
- **Minutes per Substitution (Mn/Sub):** In 2024, substitutions were less frequent (19.8 minutes per substitution) compared to 2021 (27.3 minutes per substitution). This could suggest that in 2021, the coach reacted more to underperformance by frequently substituting players, whereas in 2024, players maintained more consistent performances.
- **Expected Goals Difference per 90 Minutes (xG+/-90):** This metric, which measures the net impact of a player on expected goals while on the pitch, was significantly higher in 2024 (0.49) than in 2021 (0.09). This further supports the conclusion that RBNY's offensive and defensive contributions were stronger in 2024.

These findings suggest that improvements in passing efficiency, goal-scoring, and overall player contributions played a more crucial role in RBNY's improved performance in 2024 than possession alone.

Table 2. Significant Statistical Test Results of RBNY in 2021 against 2024.

Significant metric	Average in 2021	Average in 2024	p-value
Pos Possession	48.3 ± 7.1	43.2 ± 10.0	0.015
Attendance Attendance	16042.4 ± 7285.6	21974.6 ± 5593.7	0.000019
Cmp% Total % of completed pass	68.3 ± 5.7	73.6 ± 9.4	0.032

Cmp%.2 Medium-length completed pass in %	74.1 ± 9.4	81.9 ± 10.2	0.0094
Mn/Sub Minutes per substitution	27.3 ± 10.7	19.8 ± 8.8	0.018
onG Goals scored on pitch	17.9 ± 12.2	26.4 ± 14.2	0.032
onGA Goals allowed on pitch	15.0 ± 9.9	23.7 ± 13.2	0.014
xG+/-90 Expected goals scored minus expected goals allowed divided by 90 minutes	0.09 ± 0.68	0.49 ± 0.59	0.042

A statistical comparison of key performance metrics by player roles between 2021 and 2024 revealed twelve significant differences, summarized in Table 3. These differences highlight improvements in attacking efficiency, defensive contribution, and midfield passing accuracy.

Attackers: Increased Offensive Output

- **Goals per 90 minutes (Gls.1):** Attackers in 2024 scored more goals per 90 minutes (0.212) compared to 2021 (0.094), reflecting improved finishing ability and offensive effectiveness.
- **Goals + Assists per 90 minutes (G+A.1):** A significant increase from 0.171 (2021) to 0.322 (2024) suggests attackers contributed more directly to goal creation, either through scoring or assisting.
- **Non-penalty Goals + Assists per 90 minutes (G+A-PK):** Attackers in 2024 produced 0.303 non-penalty goal contributions per 90 minutes, compared to 0.166 in 2021, indicating a rise in open-play effectiveness.
- **Expected Goals Differential (xG+/-90):** The value improved from 0.093 (2021) to 0.490 (2024), implying that teams generated significantly more high-quality scoring opportunities with attackers on the field.

Defenders: Greater Involvement in Build-Up Play and Stability

- **Goal-Creating Actions per 90 Minutes (GCA90):** Defenders contributed more to goal-scoring sequences in 2024 (0.280) than in 2021 (0.156), suggesting increased involvement in progressive play.
- **Completed Live-Ball Passes Leading to Goals (Passlive.1):** The number of goal-creating passes by defenders rose from 1.79 in 2021 to 3.04 in 2024, reinforcing the trend of greater defensive playmaking.
- **Minutes per Substitution (Mn/Sub):** Fewer substitutions were made in 2024, suggesting that defenders played longer stretches without being replaced, possibly due to improved fitness or tactical stability.
- **Goals Scored by Team While on Pitch (onG):** Defenders were on the field for significantly more team goals in 2024 (26.4) compared to 2021 (17.9), indicating their contribution to a more effective attacking setup.

Midfielders: Improved Passing and Shot Accuracy

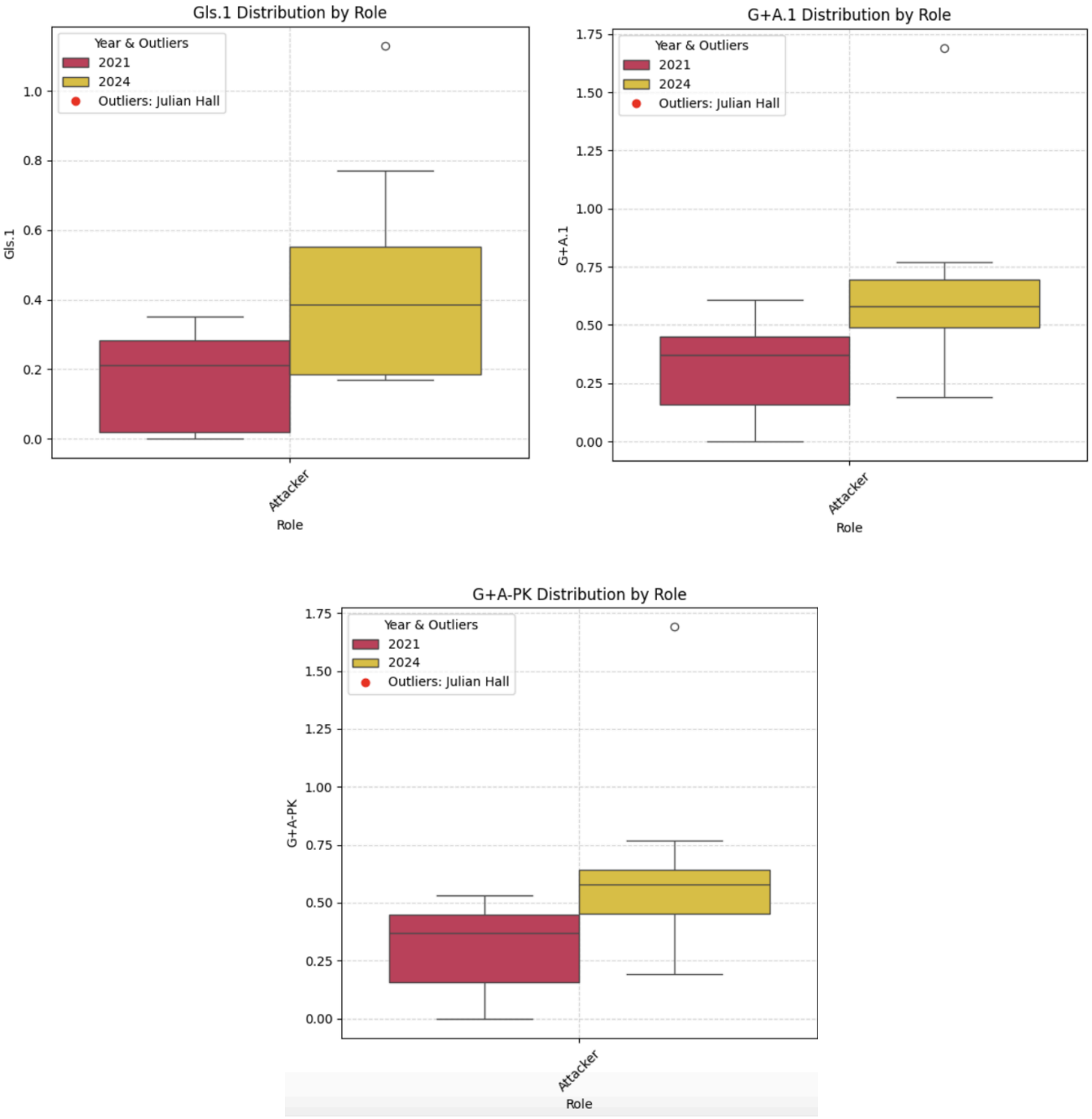
- **Shots on Target Percentage (SoT%):** Midfielders placed significantly more shots on target in 2024 (40.0% ± 23.4) than in 2021 (27.6% ± 13.8), demonstrating improved shooting precision.
- **Total Completed Pass Percentage (Cmp%):** Passing accuracy increased from 68.3% ± 5.7 in 2021 to 73.6% ± 9.4 in 2024, suggesting better ball retention and distribution.
- **Medium-Length Pass Completion Percentage (Cmp%.2):** Accuracy for medium-range passes improved significantly from 74.1% ± 9.4 (2021) to 81.9% ± 10.2 (2024), highlighting enhanced midfield control and buildup play.

Table 3. Significant Statistical Test Results by Player Role for RBNY 2021-2024.

Significant players' role	Sheet name	Significant metric	2021 average	2024 average	p-value
Attackers	Standard stats	Gls.1 Goals per 90 minutes.	0.094 ± 0.119	0.212 ± 0.298	0.028
		G+A.1 Goals + Assists per 90 minutes.	0.171 ± 0.189	0.322 ± 0.404	0.023
		G+A-PK Non-penalty goals + assists per 90 minutes.	0.166 ± 0.177	0.303 ± 0.386	0.014
	Playing time	xG+/-90 Expected goals scored minus expected goals allowed by the team while the player was on the pitch per 90 minutes played.	0.0933 ± 0.684	0.490 ± 0.589	0.013
Defenders	Shot creation	GCA90 Goal creating actions per 90 minutes.	0.156 ± 0.155	0.280 ± 0.353	0.039
		PassLive.1 Live-ball Pass per 90 minutes.	1.79 ± 2.21	3.04 ± 3.31	0.029
	Playing time	Mn/Sub Minutes per substitution.	27.3 ± 10.7	19.8 ± 8.8	0.015
		onG Goals scored on pitch	17.9 ± 12.2	26.4 ± 14.2	0.039
		onGA Goals allowed on pitch	15.0 ± 9.9	23.7 ± 13.2	0.0060
Midfielders	Shooting	SoT% % of shots on target.	27.6 ± 13.8	40.0 ± 23.4	0.025
	Passing	Cmp% % of completed pass	68.3 ± 5.7	73.6 ± 9.4	0.021
		Cmp%.2 % of medium-length completed pass	74.1 ± 9.4	81.9 ± 10.2	0.0054

Attacker Performance

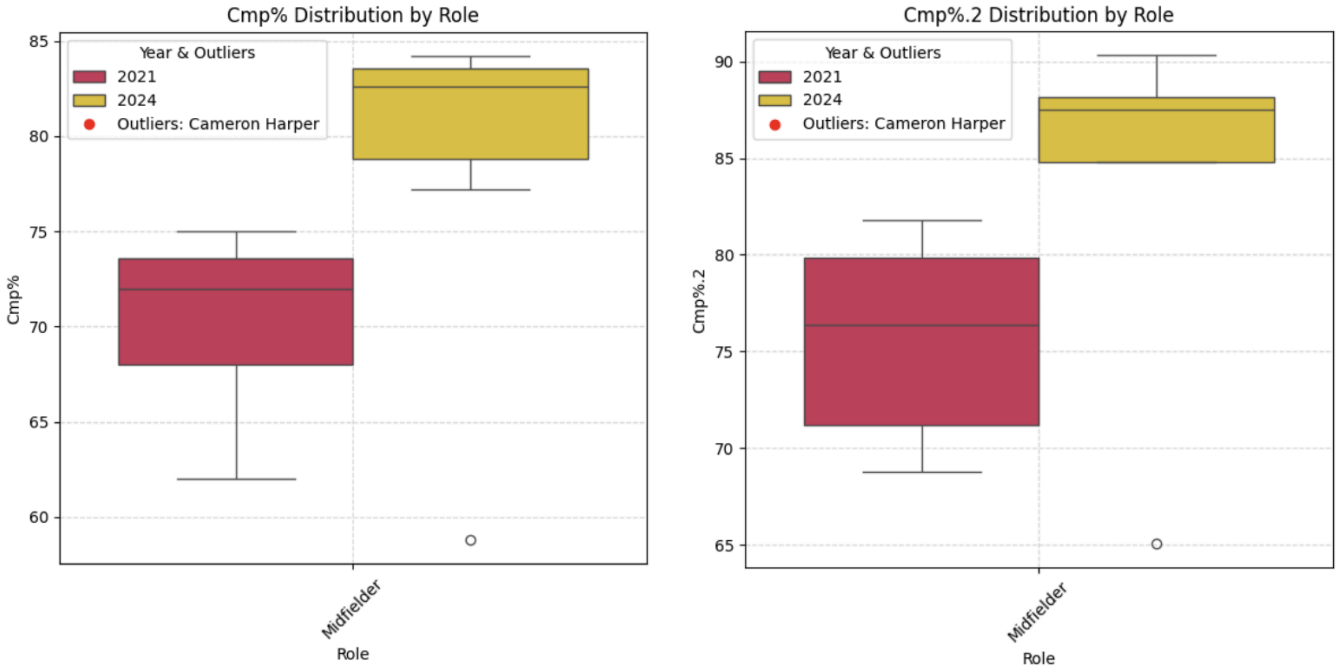
Among the team's attackers, Julian Hall stands out as a significant overperformer. Despite playing only 190 minutes, he managed to score two goals, leading to exceptionally high values in per-minute metrics such as Goals per 90 minutes (G/90), Goals and Assists minus Penalties (G+A-PK), and total Goals and Assists (G+A). His limited playtime inflates these statistics, making him appear as a statistical outlier. It will be valuable to track his performance in the 2025 season to assess whether he maintains this level of efficiency with increased minutes on the field.



Midfielder Performance

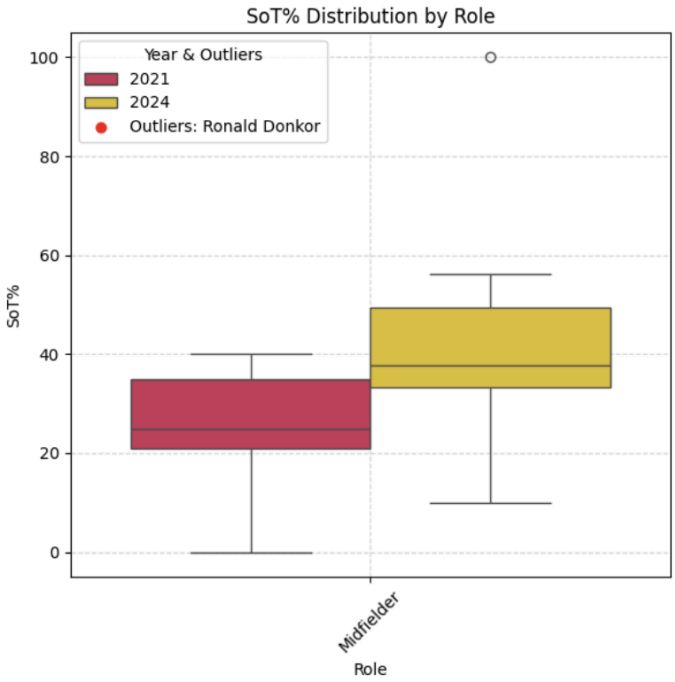
Within the midfield group, Cameron Harper has shown underperformance in passing metrics, particularly in total completed pass percentage. A more detailed breakdown reveals that his struggles are concentrated in medium-length completed passes, even though his number of attempts appears

reasonable. This may be attributed to his hybrid role, as he is also classified as a defender, which could influence his passing responsibilities and effectiveness compared to traditional midfielders.



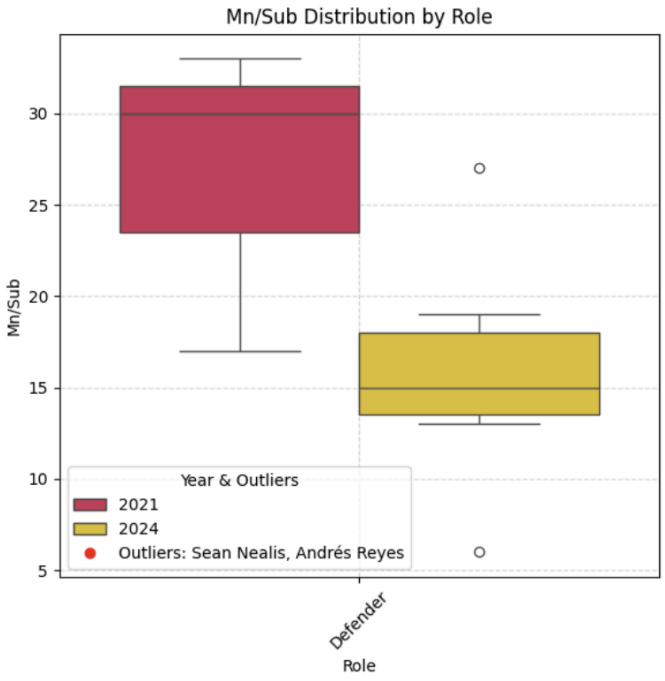
Shooting Accuracy

Ronald Donkor emerged as a top performer in terms of Shots on Target Percentage (SoT%). However, his accuracy appears inflated due to a very limited sample size, as he successfully placed his only shot on target. While this metric technically positions him as an outlier, further data is needed to determine whether this performance is sustainable over a larger number of attempts.



Substitution Patterns

Two players stand out as outliers in terms of minutes per substitution. Sean Nealis was substituted, on average, every 27 minutes, while Andres Reyes had an even shorter substitution interval of 6 minutes. These significant differences suggest distinct tactical or fitness-related considerations that may have influenced their playing time.



Appendix

Glossary

Metric	Metric description	Sheet name
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	Standard Stats Goalkeeping Advanced Goalkeeping Shooting Passing Pass Types Shot Creation Defensive Action Possession Miscellaneous
Pos Position most commonly played by the player.	Position most commonly played: GK - Goalkeepers DF - Defenders MF - Midfielders FW - Forwards	Standard Stats Goalkeeping Advanced Goalkeeping Shooting Passing

		Pass Types Shot Creation Defensive Action Possession Miscellaneous
Age Age at season start.	Given on August 1 for winter leagues and February 1 for summer leagues.	Standard Stats Goalkeeping Advanced Goalkeeping Shooting Passing Pass Types Shot Creation Defensive Action Possession Miscellaneous
MP Matches Played by the player or squad.	—	Standard Stats Goalkeeping Playing Time
Starts Game(s) started by the player.	—	Standard Stats Goalkeeping Playing Time
Min Minutes.	—	Standard Stats Goalkeeping Playing Time
90s 90 minutes played.	Minutes played divided by 90	Standard Stats Goalkeeping Advanced Goalkeeping Shooting Passing Pass Types Shot Creation Defensive Action Possession Miscellaneous
Gls Goals.	Goals scored or allowed	Standard Stats Shooting
Ast Assists.	—	Standard Stats Passing

G+A Goals + Assists.	—	Standard Stats
G-PK Non-Penalty Goals.	—	Standard Stats
PK Penalty Kicks Made.	—	Standard Stats Shooting
PKatt Penalty Kicks Attempted.	—	Standard Stats Goalkeeping Shooting
CrdY Yellow Cards.	—	Standard Stats Miscellaneous
CrdR Red Cards.	—	Standard Stats Miscellaneous
xG 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.	Standard Stats Score Advanced Goalkeeping Shooting Playing Time
npxG Non-Penalty Expected Goals.	Provided by Opta. An underline indicates there is a match that is missing data, but will be updated when available.	Standard Stats Shooting
xAG Expected Assisted Goals.	—	Standard Stats Passing
npxG+xAG Non-Penalty Expected Goals plus Assists Goals.	—	Standard Stats
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	Standard Stats Possession

PrgP 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	Standard Stats Possession
PrgR 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	Standard Stats Possession
GF Goals for	—	Score
GA Goals Against	—	Score
Result	—	
Poss Possession	Calculated as the percentage of passes attempted	Score
Formation Formation	Number of players in each row from defenders to forwards, not including the goalkeeper. Formations provided by Data Sports Group and Opta.	Score
Opp formation	Number of players in each row from defenders to forwards, not including the goalkeeper. Formations provided by Data Sports Group and Opta.	Score
GA90 Goals Against/90	Goals against per 90 minutes	Goalkeeping
SoTA	Shots on Target Against	Goalkeeping

Shots on Target Against		
Save% 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	Goalkeeping
W Wins	—	Goalkeeping
D Draws	—	Goalkeeping
L Losses	—	Goalkeeping
CS Clean sheets	Full matches by goalkeeper where no goals are allowed.	Goalkeeping
CS% Clean sheet percentage	Percentage of matches that result in clean sheets.	Goalkeeping
PKA Penalty Kicks Allowed	—	Goalkeeping Advanced Goalkeeping
PKsv Penalty Kicks Saved	—	Goalkeeping
PKm Penalty kicks missed	—	Goalkeeping
Save% Penalty Save Percentage	Penalty Kick Goals Against/Penalty Kick Attempts Penalty shots that miss the target are not included	Goalkeeping
CK Corner kick goals against	—	Advanced Goalkeeping Pass Types
OG Own goals scored against goalkeeper	—	Advanced Goalkeeping Miscellaneous
PSxG Post-Shot Expected Goals	PSxG is expected goals based on how likely the goalkeeper is to save the shot	Advanced Goalkeeping

	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.	Advanced Goalkeeping
PSxG+/- 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.	Advanced Goalkeeping
/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.	Advanced Goalkeeping

	An underline indicates there is a match that is missing data, but will be updated when available.	
Cmp Passes completed	Passes longer than 40 yards	Advanced Goalkeeping Passing Pass Types
Att Passes attempted	Passes longer than 40 yards	Advanced Goalkeeping Passing Pass Types Defensive Action Possession
Cmp% Pass completion percentage	Passes longer than 40 yards	Advanced Goalkeeping Passing
Att (GK) Passes Attempted	Not including goal kicks	Advanced Goalkeeping
Thr Throws attempted		Advanced Goalkeeping
Launch% Percentage of passes that were launched	Not including goal kicks. Passes longer than 40 yards	Advanced Goalkeeping
AvgLen Average pass length	Average length of passes, in yards Not including goal kicks	Advanced Goalkeeping
Goal Kicks: Att Goal Kicks Attempted		Advanced Goalkeeping
Goal Kicks: Launch% Percentage of Goal Kicks that were Launched.	Passes longer than 40 yards	Advanced Goalkeeping
Goal Kicks: AvgLen Average length of goal kicks.	yards	Advanced Goalkeeping
Crosses: Opp Cross Faced.	Opponent's attempted crosses into penalty area	Advanced Goalkeeping
Stp Crosses stopped.	Number of crosses into penalty area which were successfully stopped by the goalkeeper	Advanced Goalkeeping

Stp% Crosses stopped %.	Percentage of crosses into penalty area which were successfully stopped by the goalkeeper	Advanced Goalkeeping
#OPA # of defensive actions outside of the penalty area.	—	Advanced Goalkeeping
#OPA/90 Defensive actions outside of the penalty area per 90 minutes.	—	Advanced Goalkeeping
AvgDist Average distance from goal (in yards) of all defensive actions.	—	Advanced Goalkeeping
Sh Shots Total.	Shots Total Does not include penalty kicks.	Shooting
SoT Shots on Target.	Shots on Target Note: Shots on target do not include penalty kicks.	Shooting
Sh/90 Shots total per 90 minutes.	Shots total per 90 minutes Minimum 30 minutes played per squad game to qualify as a leader.	Shooting
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.	Shooting
G/Sh Goals per shot.	Goals per shot Minimum .395 shots per squad game to qualify as a leader.	Shooting
G/SoT Goals per 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.	Shooting
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	Shooting

FK Shots from Free Kicks.	—	Shooting Pass Types
npxG/Sh Non-Penalty Expected Goals per shot.	—	Shooting
G-xG Goals minus Expected Goals.	xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).	Shooting
np:G-xG Non-Penalty Goals minus Non-Penalty Expected Goals.	xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).	Shooting
TotDist Total Passing Distance.	Total distance, in yards, that completed passes have traveled in any direction.	Passing Possession
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.	Passing Possession
xA Expected Assists.	Expected Assists The likelihood each completed pass becomes a goal assists given the pass type, phase of play, location and distance.	Passing
A-xAG Assists minus Expected Goals Assisted.	—	Passing
KP Key Passes.	Passes that directly lead to a shot (assisted shots).	Passing
1/3 Passes into Final Third.	Completed passes that enter the 1/3 of the pitch closest to the goal Not including set pieces.	Passing Possession
PPA Passes into Penalty Area.	Completed passes into the 18-yard box Not including set pieces.	Passing
CrsPA Crosses into Penalty Area.	Completed crosses into the 18-yard box	Passing

	Not including set pieces.	
Live Live-ball Passes.	—	Pass Types Possession
Dead Dead-ball Passes.	Dead-ball Passes Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks	Pass Types
TB Through balls.	Completed pass sent between back defenders into open space.	Pass Types
Sw Switch	Passes that travel more than 40 yards of the width of the pitch.	Pass Types
Crs Crosses	—	Pass Types Miscellaneous
TI Throw-ins Taken	—	Pass Types
In Inswinging Corner Kicks	—	Pass Types
Out Outswinging Corner Kicks.	—	Pass Types
Str Straight Corner Kicks.	—	Pass Types
Blocks Passes blocked.	Blocked by the opponent who was standing in the path.	Pass Types
SCA	—	Shot Creation
SCA90	—	Shot Creation
PassLive Live ball pass.	Completed live-ball passes that lead to a goal.	Shot Creation
PassDead Dead ball pass.	Completed dead-ball passes that lead to a goal. Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks	Shot Creation
TO Take-on.	Successful take-ons that lead to a goal.	Shot Creation
Fld	Fouls drawn that lead to a goal.	Shot Creation

Fouls drawn.		Miscellaneous
Def Defensive action.	Defensive actions that lead to a goal.	Shot Creation
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.	Shot Creation
GCA90 Goal-Creating Actions per 90 minutes.	Minimum 30 minutes played per squad game to qualify as a leader.	Shot Creation
Def Defensive action.	Defensive actions that lead to a goal.	Shot Creation
Tkl Dribblers Tackled.	Number of dribblers tackled.	Defensive Action
TklW Tackles won.	Tackles in which the tackler's team won possession of the ball.	Defensive Action Miscellaneous
Def 3rd Touches in defensive ⅓.	—	Defensive Action Possession
Mid 3rd Touches in middle ⅓.	—	Defensive Action Possession
Att 3rd Touches in attacking ⅓.	—	Defensive Action Possession
Lost Challenges Lost.	Number of unsuccessful attempts to challenge a dribbling player.	Defensive Action
Pass Passes Blocked.	Number of times blocking a pass by standing in its path.	Defensive Action
Int Interceptions.	—	Defensive Action Miscellaneous
Clr	—	Defensive Action
Err Errors.	Mistakes leading to an opponent's shot.	Defensive Action

Touches	Number of times a player touched the ball. Note: Receiving a pass, then dribbling, then sending a pass counts as one touch.	Possession
Def Pen Touches in defensive penalty area.	—	Possession
Att Pen Touches in attacking penalty area.	—	Possession
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.	Possession
Succ% Percentage of Take-Ons Completed Successfully.	—	Possession
Tkld Times Tackled During Take-On	Number of times tackled by a defender during a take-on attempt.	Possession
tkld%	—	Possession
CPA Carries into Penalty Area.	Carries into the 18-yard box.	Possession
Mis Miscontrols.	Number of times a player failed when attempting to gain control of a ball.	Possession
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.	Possession
Rec Passes received.	Number of times a player successfully received a pass.	Possession
Mn/MP Minutes Per Match Played.	—	Playing Time
Mn/Start Minutes Per Match Started.	Minutes Per Match Started	Playing Time

	Minimum 30 minutes played per squad game to qualify as a leader.	
Compl Complete matches played.	—	Playing Time
Subs Substitute Appearances.	Game or games player did not start, so as a substitute	Playing Time
Mn/Sub Minutes Per Substitution.	Minutes Per Substitution Minimum 30 minutes played per squad game to qualify as a leader	Playing Time
unSub Games as an unused substitute.	—	Playing Time
PPM Average number of points earned by the team.	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	Playing Time
onG Goals scored by team while on pitch.	—	Playing Time
onGA Goals allowed by team while on pitch.	—	Playing Time
+/- Goals scored minus goals allowed.	Goals scored minus goals allowed by the team while the player was on the pitch.	Playing Time
On-Off Net goals 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	Playing Time
onXG Expected goals by team while on pitch.	Expected goals by team while on pitch xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).	Playing Time
onXGA Expected goals allowed by team while on pitch.	Expected goals allowed by team while on pitch	Playing Time

	xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).	
xG+/- Expected goals scored minus expected goals allowed.	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).	Playing Time
2CrdY Second Yellow Card	—	Miscellaneous
Fls Fouls Committed	—	Miscellaneous
Off Offsides	—	Miscellaneous
PKwon Penalty Kicks Won	—	Miscellaneous
PKcon Penalty Kicks Conceded	—	Miscellaneous
Recov Number of loose balls recovered	—	Miscellaneous
Won Aerials Won	—	Miscellaneous
Lost Aerials Lost	—	Miscellaneous