# **Variables Description**

## **Output Variables**

* **GoalsScored:** Number of goals scored by the reference team (RefTeam).

## **Input Variables**

* **ATTDEF:** FIFA attacking rating of reference team minus FIFA defending rating of opposing team.
* **MIDMID**: FIFA midfield rating of reference team minus FIFA midfield rating of defending team.
* **DEFATT:** FIFA defending rating of reference team minus FIFA attacking rating of defending team.
* **OVROVR:** FIFA overall rating of reference team minus FIFA overall rating of defending team
* **Derby:** If the match is a derby, take a value of 1. Otherwise, take a value of 0.
* **RefGSF:** The goal scoring form of the reference team, taken from the past 6 games, and adjusted for past opponents’ defending strengths (as per FIFA ratings).
* **OppGDF**: The goal defending form of the opposing team, taken from the past 6 games, and adjusted for past opponents’ attacking strengths (as per FIFA ratings).
* **RefSF:** The shooting form of the reference team, taken from the past 6 games, and adjusted for past opponents’ defending strengths (as per FIFA ratings).
* **RefSTF:** The shots-on-target form of the reference team, taken from the past 6 games, and adjusted for past opponents’ defending strengths (as per FIFA ratings).
* **RefCF:** The corners form of the reference team, taken from the past 6 games, and adjusted for past opponents’ defending strengths (as per FIFA ratings).
* **RefBPF:** Measures the discipline form of the reference team. Lower values of this variable signify that the reference team has not been handed a lot of yellow/red cards in the past 6 games, hence being a well-disciplined team.
* **OppBPF:** Measures the discipline form of the opposing team. Higher values of this variable signify that the opposing team has been handed a lot of yellow/red cards in the past 6 games, hence being a poorly disciplined team.
* **Home:** If the reference team is playing in their home stadium, take a value of 1, if the reference team is playing away, take a value of 0.

## **Summary**

* Variables that measure long-term skill differences between reference and opposing teams: ATTDEF, MIDMID, DEFATT.
* Variables that measure the attacking form of the reference team: RefGSF, RefSF, RefSTF, RefCF.
* Variables that measure the defending form of the opposing team: OppGDF.
* Home-advantage effect: Home
* Derby effect: Derby
* Variable that measures the discipline of reference team: RefBPF
* Variable that measures the discipline of opposing team: OppBPF