

FUTSAL WORLD CUP ANALYSIS



FUTSAL WORLD CUP
LITHUANIA 2021

TASKS TO COMPLETE

Areas to investigate and clip would be:

- * Set Pieces (Corners, Free Kicks, Kick in's from attacking half/defensive half) - How many passes and movements, blocks are made before a shot is taken, how simple, technical are they, how successful are they in creating a shooting opportunity or goal, how many goals are scored from sets across differing nations, who are the best and most drilled in this area.
- * Flying GK – when is it used during the game and for what purpose. What style?, How much success, how many goals conceded, risk vs reward.
- * Transition/counter attacks, where on the court do these generate from, where are most of the goals scored from (i.e far post)
- * Playing styles – which teams use a fixed/static striker (Pivot we call it in Futsal) and which teams are more interchangeable in positions and fluid (this might need more education)
- * How many goals / shots are scored from outside the 10m mark (you will see the spot 10m from the goal where penalties are given for accumulated fouls, 5 allowed in each half and on the 6th the team is awarded a 10m Pen)

HOME/AWAY SET-PIECES SHOTS & GOALS

Home Team	Home Te..		
Argentina	Fluid	9	91
Brazil	Fixed	4	80
Spain	Fluid	3	49
Portugal	Fluid	3	42
Kazakhstan	Fixed	6	34
Iran	Fluid	1	32
RFU	Fixed	6	31
Thailand	Fixed	2	26
Costa Rica	Fixed	1	20
Lithuania	Fixed	0	20
Panama	Fluid	3	20
Solomon Isles	Fixed	5	20
Egypt	Fixed	2	17
Morocco	Fluid	3	17
Uzbekistan	Fixed	2	17
Angola	Fixed	3	12
Czech Republic	Fluid	0	12
Paraguay	Fixed	0	12
Serbia	Fluid	1	12
Venezuela	Fixed	1	11
USA	Fixed	0	10
Guatemala	Fixed	0	9
Japan	Fixed	0	7
Vietnam	Fixed	1	6

PLAYING STYLES:
FIXED OR FLUID?

Measure Names

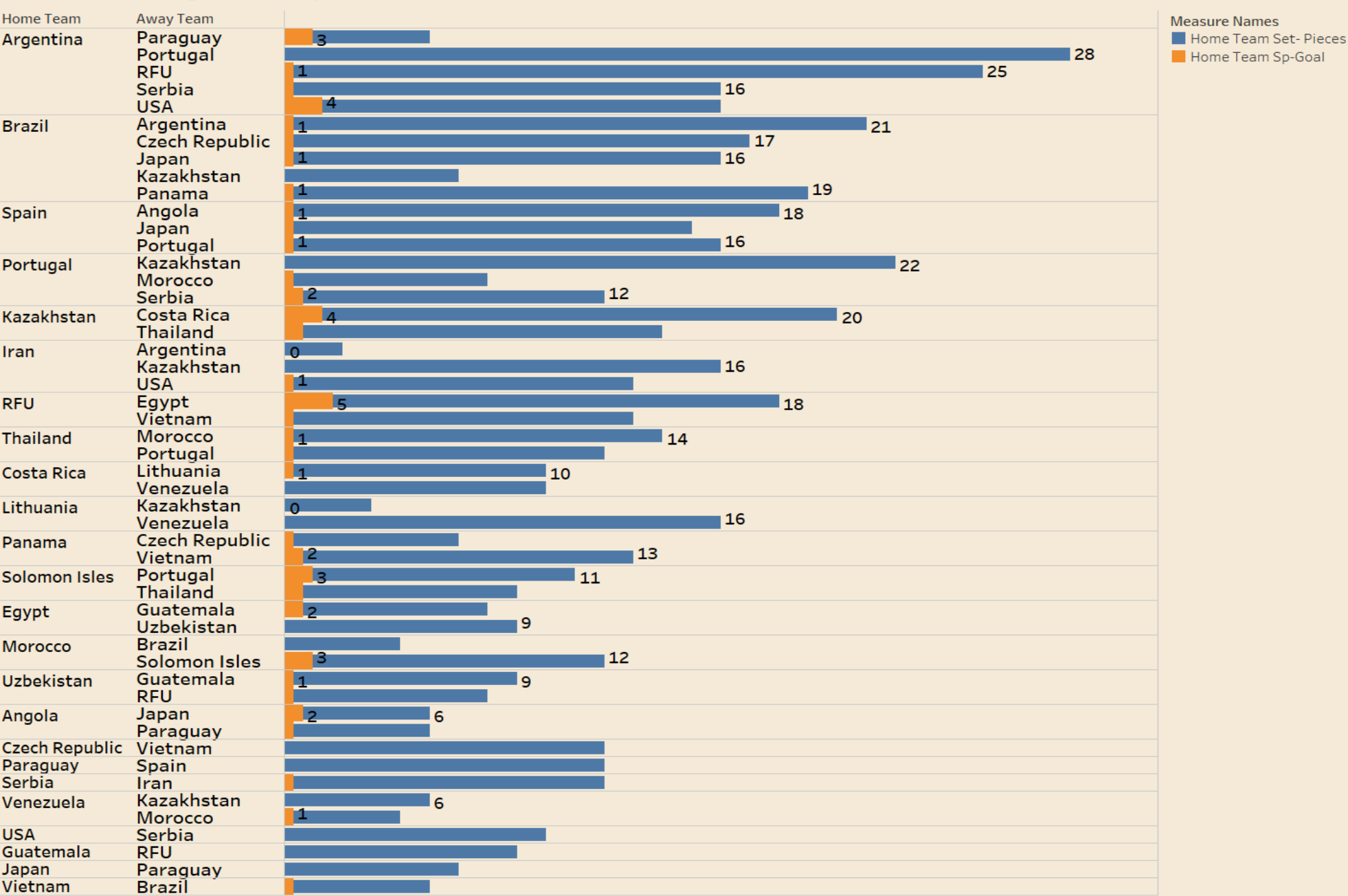
■ Away Team Set- Pieces
■ Away Team Sp-Goal

Measure Names

■ Home Team Set- Pieces
■ Home Team Sp-Goal

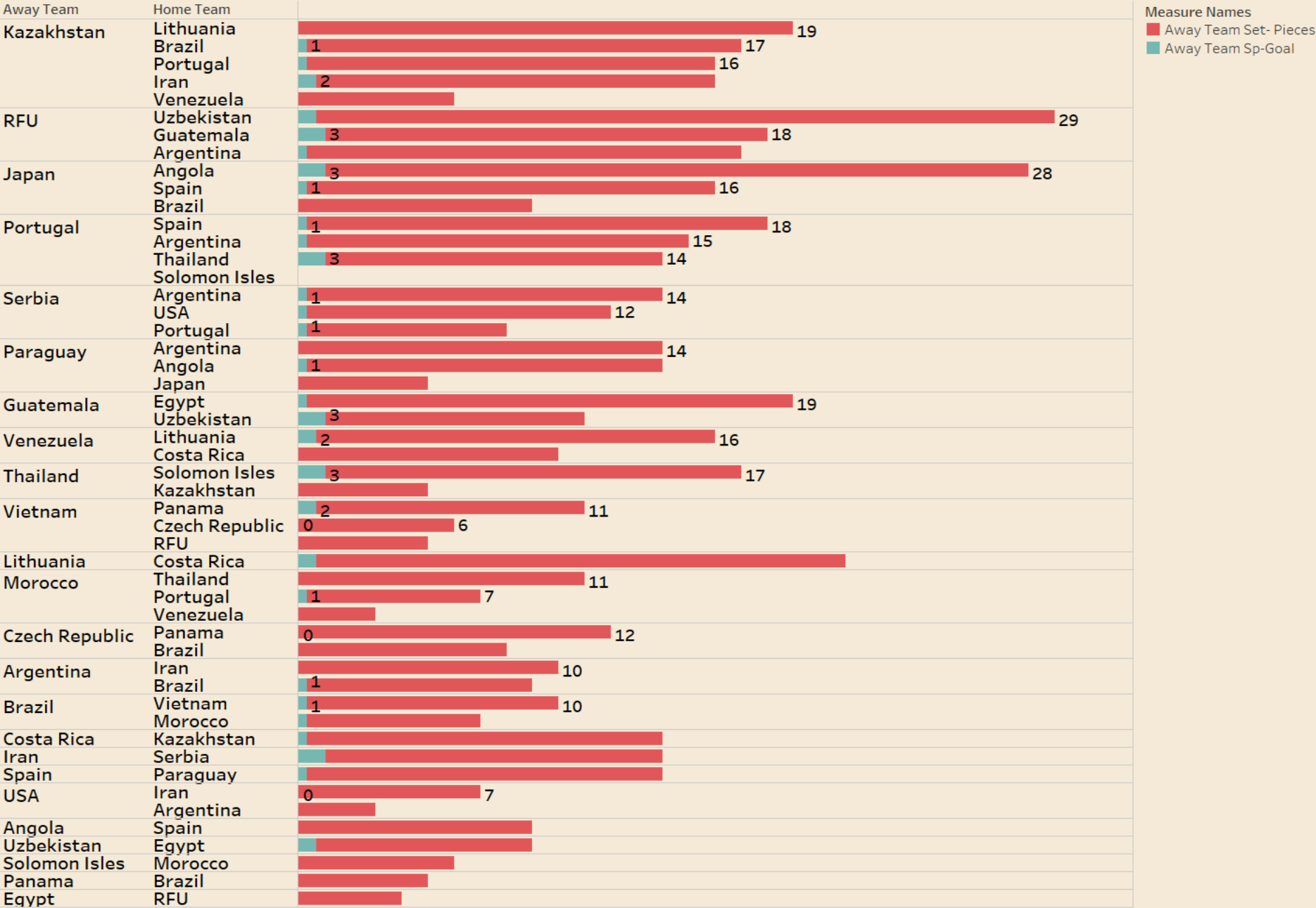
Away Team	Away Te..		
Kazakhstan	Fixed	4	74
RFU	Fixed	5	47
	Fluid	1	17
Japan	Fixed	4	53
Portugal	Fluid	5	47
Serbia	Fluid	3	34
Paraguay	Fixed	1	33
Guatemala	Fixed	4	30
Venezuela	Fixed	2	26
Thailand	Fixed	3	22
Vietnam	Fixed	2	22
Lithuania	Fixed	2	21
Morocco	Fluid	1	21
Czech Republic	Fluid	0	20
Argentina	Fluid	1	19
Brazil	Fixed	2	17
Costa Rica	Fixed	1	14
Iran	Fluid	3	14
Spain	Fluid	1	14
USA	Fixed	0	3
	Fluid	0	7
Angola	Fixed	0	9
Uzbekistan	Fixed	2	9
Solomon Isles	Fixed	0	6
Panama	Fluid	0	5

Home Team SP against Away



Home Team Set- Pieces and Home Team Sp-Goal for each Away Team broken down by Home Team. Color shows details about Home Team Set- Pieces and Home Team Sp-Goal. For pane Sum of Home Team Set- Pieces: The marks are labeled by Home Team Set- Pieces. For pane Sum of Home Team Sp-Goal: The marks are labeled by Home Team Sp-Goal.

Away Team SP against Home

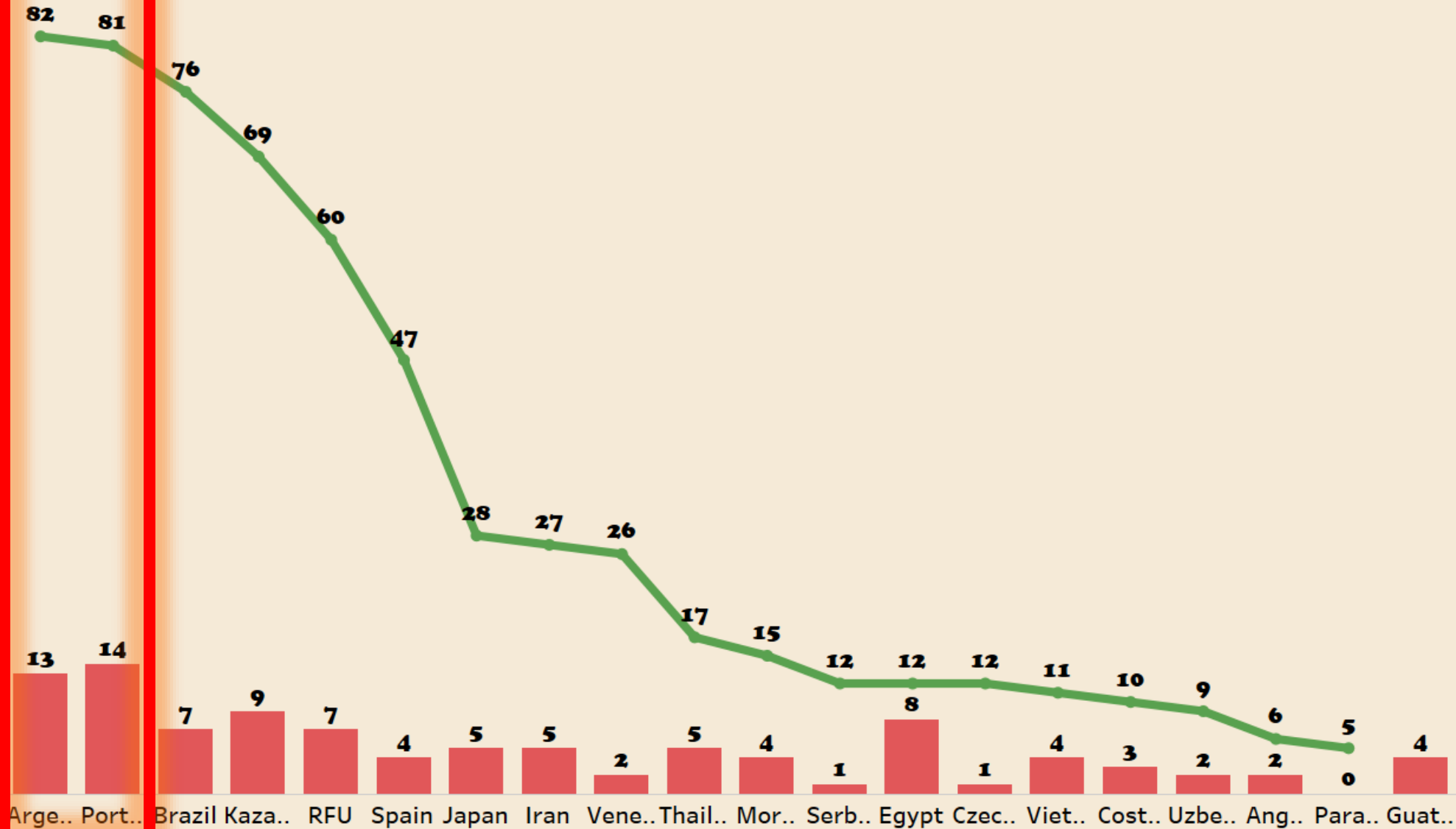


Away Team Set- Pieces and Away Team Sp-Goal for each Home Team broken down by Away Team. Color shows details about Away Team Set- Pieces and Away Team Sp-Goal. For pane Sum of Away Team Set- Pieces: The marks are labeled by Away Team Set- Pieces. For pane Sum of Away Team Sp-Goal: The marks are labeled by Away Team Sp-Goal.

Winner






Winner

Measure Names
Total SP Goals
Winner-SP Shots



The trends of Total SP Goals and Winner-SP Shots for Winner. Color shows details about Total SP Goals and Winner-SP Shots. For pane Sum of Winner-SP Shots: The marks are labeled by Winner-SP Shots. For pane Sum of Total SP Goals: The marks are labeled by Total SP Goals. The view is filtered on Winner, which excludes Draw.

Flying GK

 68	 16	 169	 26	 17
68 Reward - Shot On Target	16 Reward - Goal	169 No Outcome	26 Risk - Shot On Target	17 Risk - Goal

Sum of Reward - Shot On Target, sum of Reward - Goal, sum of No Outcome, sum of Risk - Shot On Target and sum of Risk - Goal vs. count of Match Id. For pane Sum of Reward - Shot On Target: The marks are labeled by sum of Reward - Shot On Target. For pane Sum of Risk - Shot On Target: The marks are labeled by sum of Risk - Shot On Target. For pane Sum of Reward - Goal: The marks are labeled by sum of Reward - Goal. For pane Sum of Risk - Goal: The marks are labeled by sum of Risk - Goal. For pane Sum of No Outcome: The marks are labeled by sum of No Outcome.

Risk - Goal: **6.5%**

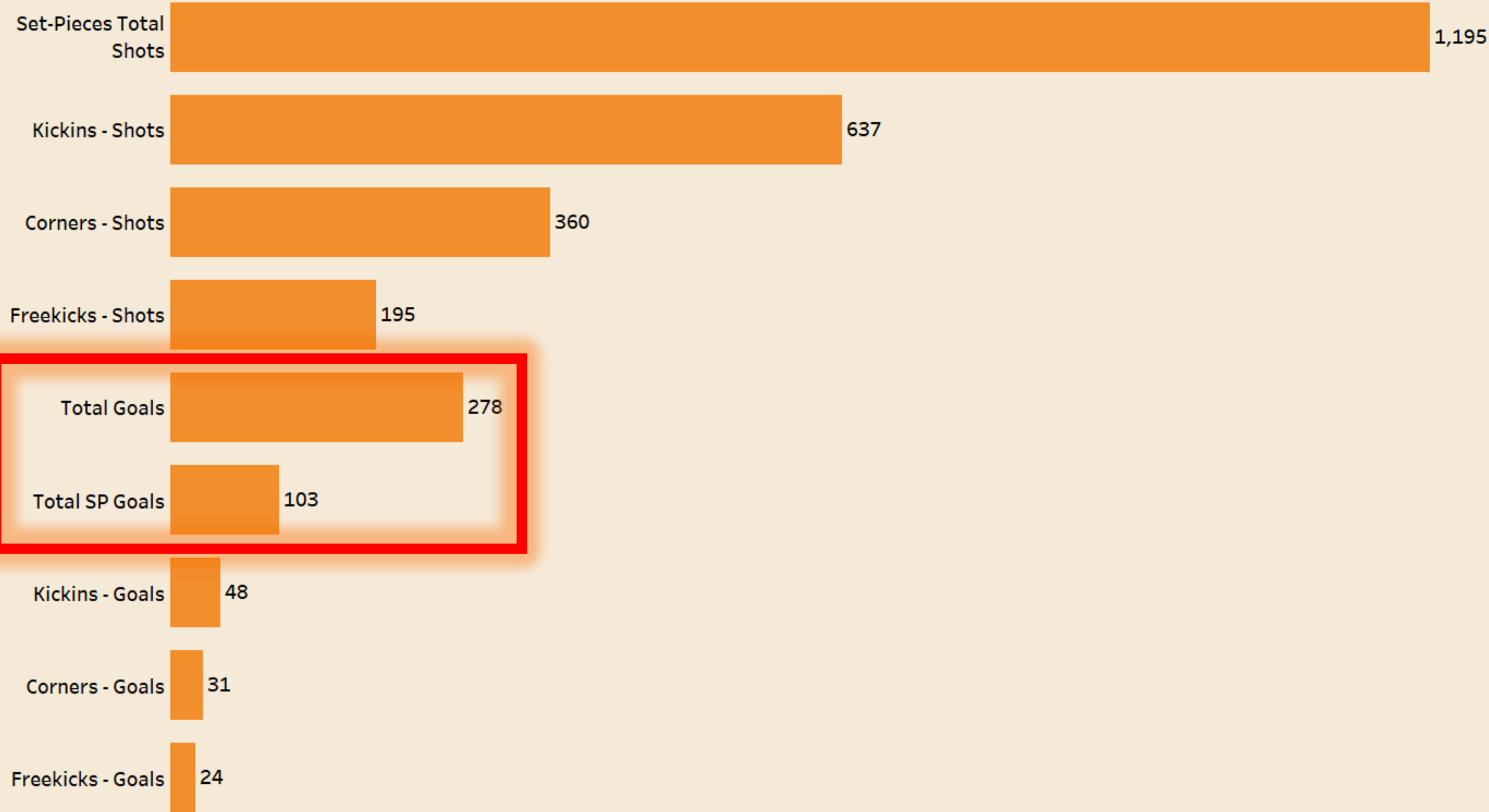
Reward - Goal: **6%**

Risk - Shot on Target: **9.8%**

Reward - Shot on Target: **25.9%**

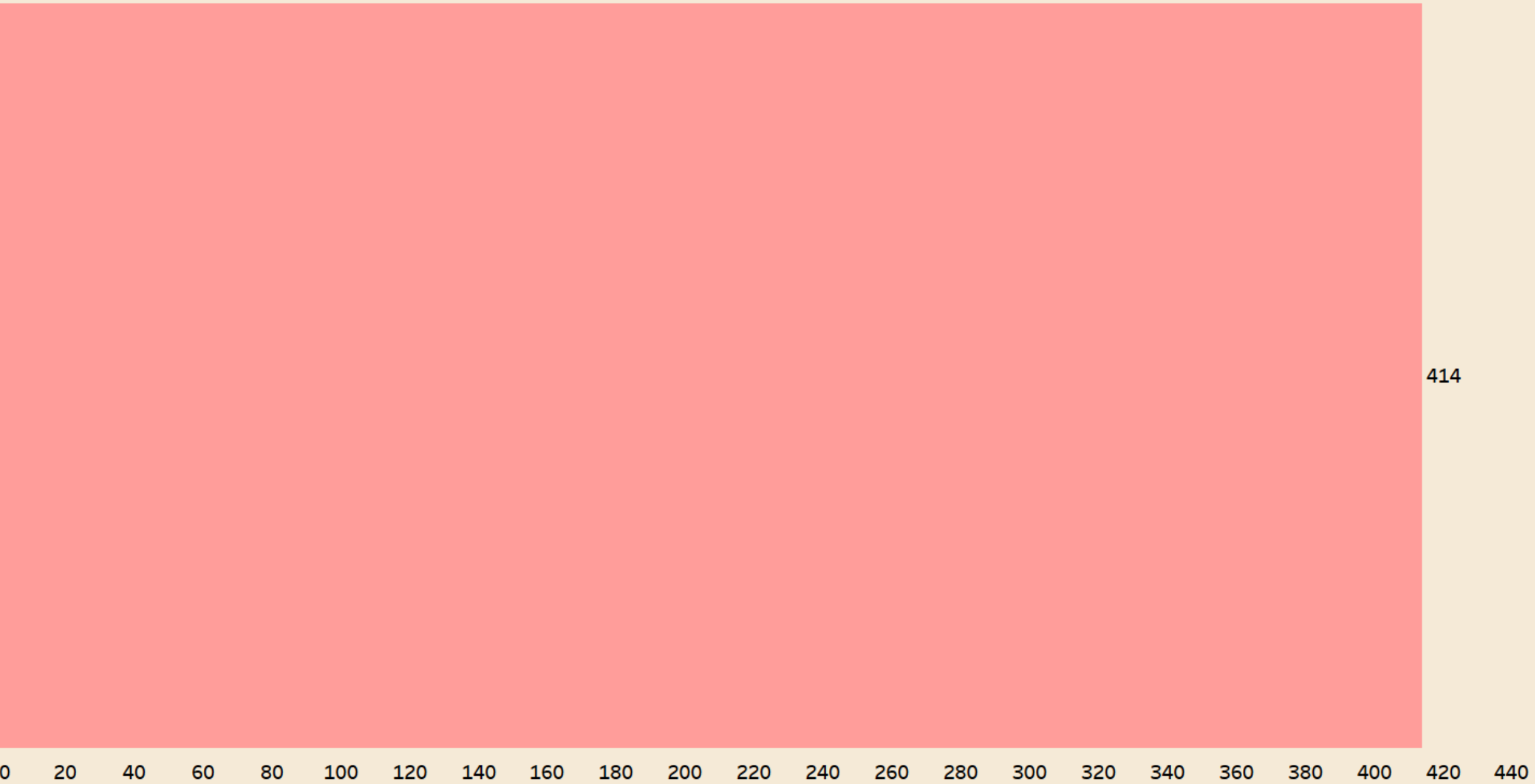
No Outcome: **64.2%**

Breakdown of SP-Shots



Set-Pieces Total Shots, Kickins - Shots, Corners - Shots, Freekicks - Shots, Total Goals, Total SP Goals, Kickins - Goals, Corners - Goals and Freekicks - Goals. The marks are labeled by Set-Pieces Total Shots, Kickins - Shots, Corners - Shots, Freekicks - Shots, Total Goals, Total SP Goals, Kickins - Goals, Corners - Goals and Freekicks - Goals.

TCA1



Sum of Transitions/Counter Attacks. The marks are labeled by sum of Transitions/Counter Attacks.

T/Ca Middle Third

167.00

T/Ca Defsensive
Third

143.00

T/Ca Attacking
Third

104.00

TCA3



67

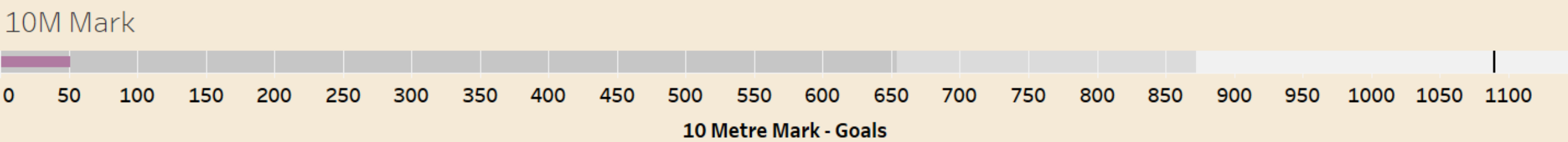
0 5 10 15 20 25 30 35 40 45 50 55 60 65 70

T/Ca Goals

Sum of T/Ca Goals. The marks are labeled by sum of T/Ca Goals.



T/Ca - Far Post and T/Ca Goals - Near Post. The marks are labeled by T/Ca - Far Post and T/Ca Goals - Near Post.



Sum of 10 Metre Mark - Goals.