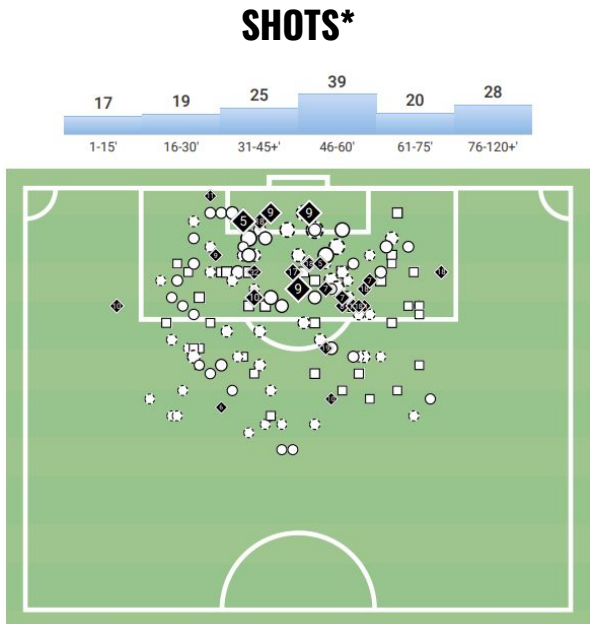


FORMATION: 4-3-1-2*



◆ Goal
○ On target
○ Miss

	Shots / on target		↓ xG	Goals
Total	148 / 59	39.9%	17.95	27
Foot shots	130 / 51	39.2%	15.67	24
Head shots	18 / 8	44.4%	2.28	3
Inside penalty area	93 / 44	47.3%	14.54	22
Outside penalty area	54 / 14	25.9%	2.65	4
After crosses	7 / 3	42.9%	1.72	2
After set pieces	31 / 9	29%	3.55	4
DFKs and penalties	6 / 3	50%	1.03	2

SEASON AVERAGES

Record: 16-0-2
NCAA RPI Ranking: 7
% Possession: 58.61
Match Tempo: 14.35
PPDA: 5.69

GS: 2.39
xG: 1.70
GA: 0.39
xGA: 0.66

THREAT



Tola Showunmi [9]
 9G 1A
 13 shot assists

VICTIM



Yannick Bright [6]
 238 losses
 104 losses in own half
 team-leading 5 yellow cards

AERIAL



Adam Savill [3]
 5'10"
 44% aerial win rate

*last 10 games

GLOSSARY

Offensive Duel: a ground duel for the player in possession of the ball; doesn't have to be taking a player on 1v1

Defensive Duel: when a player attempts to dispossess an opposition player to stop an attack progressing

Aerial Duel: when two or more players from opposing teams jump to compete for the ball.

Losses: any action that ends a possession of the current team

xG: the probability of a shot resulting in a goal based off of location, shot type, and type of pass leading to the shot

xA: the value of expected goals (xG) or the shot that this pass led to

Progressive Pass: A forward pass that attempts to advance a team significantly closer to the opponent's goal.

Key Pass: a pass that immediately creates a clear goal scoring opportunity for a teammate

Match Tempo: passes per minute of pure ball possession (ie. time that ball is out of play is not counted)

PPDA: the number of passes the opponent makes before a defensive action is made (ie. a defensive duel, interception or a sliding tackle)

