

# INDIVIDUAL PLAYER ANALYSIS:



- **Number 4:**
- **Analysed 3 main “KPIs” across different game situations:**  
**Passing**  
**Interceptions**  
**Duels**
- **Observed “Perception, Decision, Execution” skills during those moments.**



# DEFENDING TRANSITION:

- PUSHING THE PLAYER AWAY FROM THE GOAL AND REACTING TO MISTAKES.



## PITCH ACTIVITY MAP



DUELS : WON 3/7



SUCCESS 43%

(ATTACK)

INTERCEPTIONS : WON 6/6



SUCCESS 100%



# OUT OF POSSESSION: OFF THE BALL MOVEMENTS

- CREATING SPACE FOR TEAMMATES TO EXPLOIT AND OCCUPYING SPACE IN BETWEEN LINES





# BUILD-UP PLAY :

# PITCH ACTIVITY MAP

- DROPPING DEEPING AND MAINTAINING DEFENSIVE SHAPE FACILIATED SUCCESSFUL BUILD-UP PLAY



BACK PASSES: 9/10



SUCCESS 90%

LATERAL PASSES: 6/7



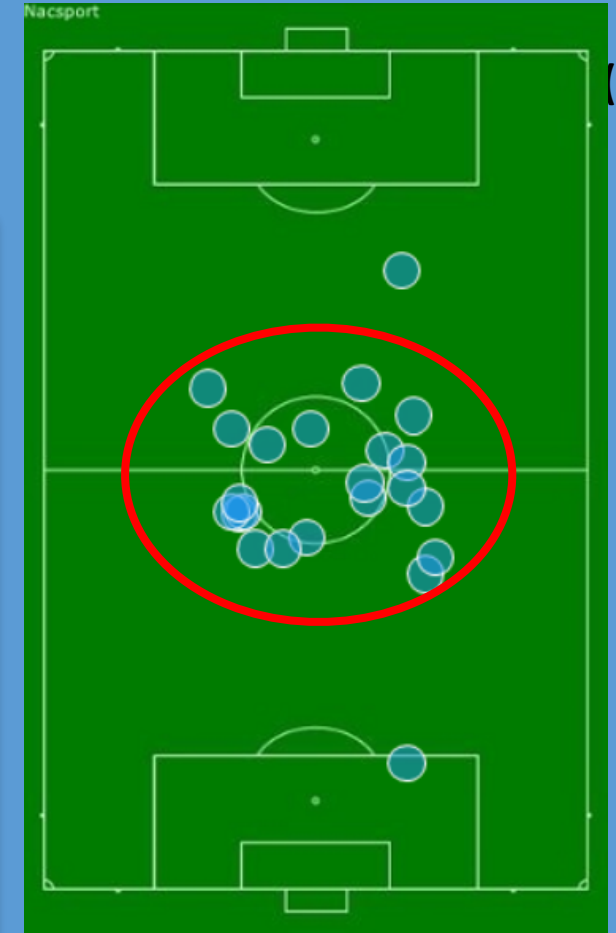
SUCCESS 86%



# ATTACKING TRANSITION :

- PLAYING THROUGH THE LINES AND FLANKS

## PITCH ACTIVITY MAP



FORWARD PASSES: 12/23



SUCCESS 52%

PASSES TO FINALTHIRD: 4/5

SUCCESS 80%

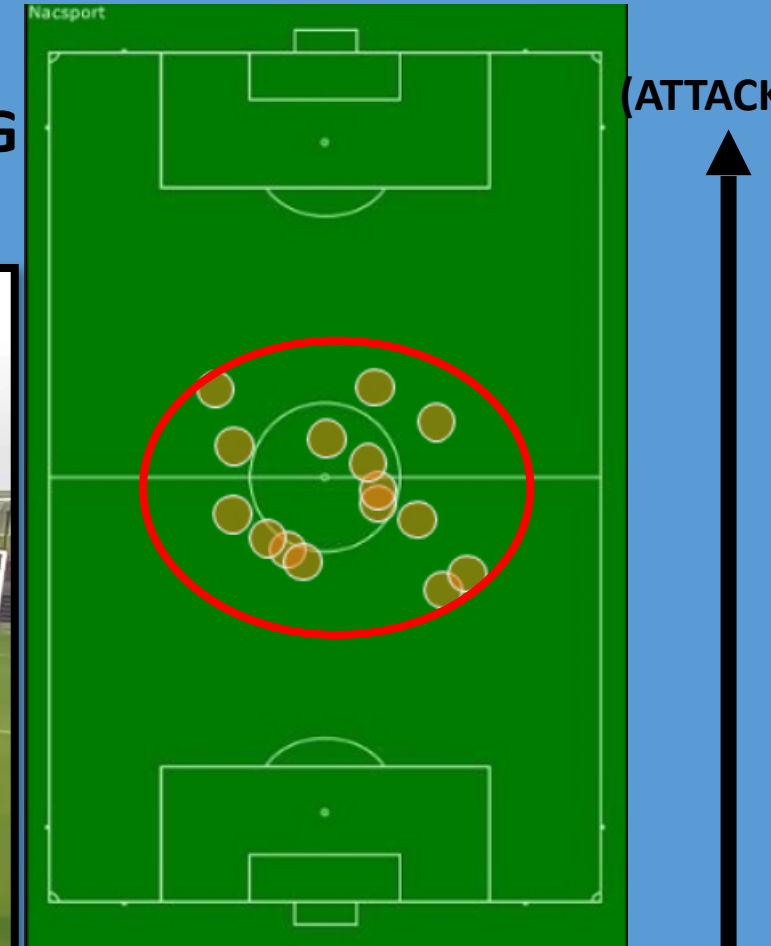




# LINE-BREAKING PASSES:

- PROVIDING WIDTH BY SWITCHING THE PLAY AND ALSO PAYING ATTENTION TO THE STRIKER RUNS

## PITCH ACTIVITY MAP



LINE-BREAKING PASSES: 

MADE 15 LINE-BREAKING PASSES

BEATING 56 PLAYERS

# FINAL REPORT CARD



- **GAME AWARENESS (HEADCHECKS)**
- **REACTING TO MISTAKES**
- **DIRECTION OF TOUCH TOWARDS THE GOAL**
- **BODY ORIENTATION**
- **POSITIONAL AWARENESS**
- **KNOWLEDGE OF SPACE CREATION AND EXPLOITATION**
- **SUPPORTING TEAMMATES**
- **AERIAL DUELS AND FORWARD PASSES**
- **INTERCEPTIONS**
- **LINE-BREAKING PASSES**



# CODE WINDOW AND DATA COLLECTION:



Data Matrix - videoplayback (1).nac

Time	Category	UNSUCCESSFUL	SUCCESSFUL	MID THIRD	DEFENSIVE THIRD	ATTACKING THIRD	PENALTY BOX	OWN PENALTY BOX	3	4	6	2	7	8	1	Total
	DUELS	4	3	6		1										7
	INTERCEPTIONS		6	5			1									8
	LATERAL PASS	1	6	2	4	1										7
	BACK PASSES		8	7	3											10
	LINE BREAKING			3					4	2	2	4	1	1	1	15
	PASSES TO FTE	1	4	5												5
	FORWARD PASSES	11	12	21		1		1								23
	Total	17	39	49	7	3	1	1	4	2	2	4	1	1	1	