**# Pl** -- **# of Players**  
Number of Players used in Games

**Age** -- **Average Age**  
Age is weighted by minutes played

**Poss** -- **Possession**  
**Possession**  
Calculated as the percentage of passes attempted

**Playing Time**

**MP** -- **Matches Played**  
Matches Played by the player or squad

**Starts** -- Game or games started by player

**Min** -- **Minutes**

**90s** -- **90s Played**  
**90s played**  
Minutes played divided by 90

**Performance**

**Gls** -- **Goals**  
Goals scored or allowed

**Ast** -- **Assists**  
Assists

**G+A** -- **Goals + Assists**  
Goals and Assists

**G-PK** -- **Non-Penalty Goals**  
Non-Penalty Goals

**PK** -- **Penalty Kicks Made**  
Penalty Kicks Made

**PKatt** -- **Penalty Kicks Attempted**  
Penalty Kicks Attempted

**CrdY** -- **Yellow Cards**  
Yellow Cards

**CrdR** -- **Red Cards**  
Red Cards

**Expected**

**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.

**npxG** -- **Non-Penalty xG**  
**Non-Penalty Expected Goals**  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.

**xAG** -- **Expected Assisted Goals**  
xG which follows a pass that assists a shot  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.

**npxG+xAG** -- **npxG + xAG**  
Non-Penalty Expected Goals plus Assisted 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.  
Minimum 30 minutes played per squad game to qualify as a leader

**Progression**

**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

**PrgP** -- **Progressive Passes**  
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

**Per 90 Minutes**

**Gls** -- **Goals/90**  
Goals Scored per 90 minutes  
Minimum 30 minutes played per squad game to qualify as a leader

**Ast** -- **Assists/90**  
Assists per 90 minutes  
Minimum 30 minutes played per squad game to qualify as a leader

**G+A** -- **Goals + Assists/90**  
Goals and Assists per 90 minutes  
Minimum 30 minutes played per squad game to qualify as a leader

**G-PK** -- **Non-Penalty Goals/90**  
Goals minus Penalty Kicks made per 90 minutes  
Minimum 30 minutes played per squad game to qualify as a leader

**G+A-PK** -- **Non-Penalty Goals + Assists/90**  
Goals plus Assists minus Penalty Kicks made per 90 minutes  
Minimum 30 minutes played per squad game to qualify as a leader

**xG** -- **xG/90**  
Expected Goals per 90 minutes  
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.  
Minimum 30 minutes played per squad game to qualify as a leader

**xAG** -- **xAG/90**  
Expected Assisted Goals per 90 minutes  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.  
Minimum 30 minutes played per squad game to qualify as a leader

**xG+xAG** -- **xG + xAG/90**  
Expected Goals plus Assisted Goals per 90 minutes  
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.  
Minimum 30 minutes played per squad game to qualify as a leader

**npxG** -- **npxG/90**  
Non-Penalty Expected Goals per 90 minutes  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.  
Minimum 30 minutes played per squad game to qualify as a leader

**npxG+xAG** -- **npxG + xAG**  
Non-Penalty Expected Goals plus Assisted Goals per 90 minutes  
Provided by Opta.  
An underline indicates there is a match that is missing data, but will be updated when available.  
Minimum 30 minutes played per squad game to qualify as a leader