

Glossary (Glossaire) stats Fbref

- Goalkeeping

Rk -- **Rank**

This is a count of the rows from top to bottom.

It is recalculated following the sorting of a column.

Nation -- Nationality of the player.

First, we check our records in international play at senior level.

Then youth level.

Then citizenship presented on wikipedia.

Finally, we use their birthplace when available.

Pos -- **Position**

Position most commonly played by the player

GK - Goalkeepers

DF - Defenders

MF - Midfielders

FW - Forwards

FB - Fullbacks

LB - Left Backs

RB - Right Backs

CB - Center Backs

DM - Defensive Midfielders

CM - Central Midfielders

LM - Left Midfielders

RM - Right Midfielders

WM - Wide Midfielders

LW - Left Wingers

RW - Right Wingers

AM - Attacking Midfielders

Comp -- **Competition**

Competition

Number next to competition states which level in the country's league pyramid this league occupies.

Age -- **Current age**

Age at season start

Given on August 1 for winter leagues

and February 1 for summer leagues.

Born -- **Year of birth**

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

GA -- **Goals Against**

Goals Against

GA90 -- Goals Against/90

Goals Against per 90 minutes

SoTA -- Shots on Target Against

Shots on Target Against

Save% -- Save Percentage

Save Percentage

(Shots on Target Against - Goals Against)/Shots on Target Against

Note that not all shots on target are stopped by the keeper, many will be stopped by defenders

Does not include penalty kicks

W -- Wins

Wins

D -- Draws

Draws

L -- Losses

Losses

CS -- Clean Sheets

Clean Sheets

Full matches by goalkeeper where no goals are allowed.

CS% -- Clean Sheet Percentage

Clean Sheet Percentage

Percentage of matches that result in clean sheets.

Penalty Kicks

PKatt -- Penalty Kicks Attempted

Penalty Kicks Attempted

PKA -- Penalty Kicks Allowed

Penalty Kicks Allowed

PKsv -- Penalty Kicks Saved

Penalty Kicks Saved

PKm -- Penalty Kicks Missed

Penalty Kicks Missed

Save% -- Save% (Penalty Kicks)

Penalty Save Percentage

Penalty Kick Goals Against/Penalty Kick Attempts

Penalty shots that miss the target are not included

- Advanced Goal

Goals

GA -- Goals Against

Goals Against

PKA -- Penalty Kicks Allowed

Penalty Kicks Allowed

FK -- Free Kick Goals Against

Free Kick Goals Against

CK -- Corner Kick Goals Against

Corner Kick Goals Against

OG -- Own Goals Scored Against Goalkeeper

Own Goals Scored Against Goalkeeper

Expected

PSxG -- Post-Shot Expected Goals

Post-Shot Expected Goals

PSxG is expected goals based on how likely the goalkeeper is to save the shot

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.

PSxG/SoT -- Post-Shot Expected Goals per Shot on Target

Not including penalty kicks

PSxG is expected goals based on how likely the goalkeeper is to save the shot

Higher numbers indicate that shots on target faced are more difficult to stop and more likely to score

An underline indicates there is a match that is missing data, but will be updated when available.

PSxG+/- -- PSxG-GA

Post-Shot Expected Goals minus Goals Allowed

Positive numbers suggest better luck or an above average ability to stop shots

PSxG is expected goals based on how likely the goalkeeper is to save the shot

Note: Does not include own 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.

/90 -- PSxG-GA/90

Post-Shot Expected Goals minus Goals Allowed per 90 minutes

Positive numbers suggest better luck or an above average ability to stop shots

PSxG is expected goals based on how likely the goalkeeper is to save the shot

Note: Does not include own 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.

Launched

Cmp -- Passes Completed (Launched)

Passes Completed

Passes longer than 40 yards

Att -- Passes Attempted (Launched)

Passes Attempted

Passes longer than 40 yards

Cmp% -- Pass Completion Percentage (Launched)

Pass Completion Percentage

Passes longer than 40 yards

Passes

Att (GK) -- Passes Attempted (GK)

Passes Attempted (GK)

Not including goal kicks

Thr -- Throws Attempted

Throws Attempted

Launch% -- Launch %

Percentage of Passes that were Launched

Not including goal kicks
 Passes longer than 40 yards
AvgLen -- Average Pass Length
 Average length of passes, in yards
 Not including goal kicks
 Goal Kicks
Att -- Goal Kicks
 Goal Kicks Attempted
Launch% -- Launch% (Goal Kicks)
Percentage of Goal Kicks that were Launched
 Passes longer than 40 yards
AvgLen -- Avg. Length of Goal Kicks
 Average length of goal kicks, in yards
 Crosses
Opp -- Crosses Faced
 Opponent's attempted crosses into penalty area
Stp -- Crosses Stopped
 Number of crosses into penalty area which were successfully stopped by the goalkeeper
Stp% -- Crosses Stopped %
 Percentage of crosses into penalty area which were successfully stopped by the goalkeeper
 Sweeper
#OPA -- Def. Actions Outside Pen. Area
 # of defensive actions outside of penalty area
#OPA/90 -- Defensive actions outside of penalty area per 90 minutes
AvgDist -- Avg. Distance of Def. Actions
 Average distance from goal (in yards) of all defensive actions

- Shooting

Standard
Gls -- Goals
 Goals scored or allowed
Sh -- Shots Total
 Shots Total
 Does not include penalty kicks
SoT -- Shots on Target
 Shots on Target
 Note: Shots on target do not include penalty kicks
SoT% -- Shots on Target %
 Percentage of shots that are on target
 Minimum .395 shots per squad game to qualify as a leader
 Note: Shots on target do not include penalty kicks
Sh/90 -- Shots Total/90
 Shots total per 90 minutes
 Minimum 30 minutes played per squad game to qualify as a leader
SoT/90 -- Shots on target/90
 Shots on target per 90 minutes
 Minimum 30 minutes played per squad game to qualify as a leader
 Note: Shots on target do not include penalty kicks

G/Sh -- Goals/Shot

Goals per shot

Minimum .395 shots per squad game to qualify as a leader

G/SoT -- Goals/Shot on Target

Goals per shot on target

Minimum .111 shots on target per squad game to qualify as a leader

Note: Shots on target do not include penalty kicks

Dist -- Average Shot Distance

Average distance, in yards, from goal of all shots taken

Minimum .395 shots per squad game to qualify as a leader

Does not include penalty kicks

FK -- Shots from Free Kicks

Shots from Free Kicks

PK -- Penalty Kicks Made

Penalty Kicks Made

PKatt -- Penalty Kicks Attempted

Penalty Kicks Attempted

Expected

xG -- xG: Expected Goals

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.

npG -- npG: 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.

npG/Sh -- npG/Shot

Non-Penalty Expected Goals per shot

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

Minimum .395 shots per squad game to qualify as a leader

G-xG -- Goals - xG

Goals minus 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.

npG-xG -- Non-Penalty Goals - npG

Non-Penalty Goals minus Non-Penalty 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.

- Passing

Total

Cmp -- Passes Completed

Passes Completed

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Att -- Passes Attempted

Passes Attempted

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Cmp% -- Pass Completion %

Pass Completion Percentage

Minimum 30 minutes played per squad game to qualify as a leader

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

TotDist -- Total Passing Distance

Total distance, in yards, that completed passes have traveled in any direction

PrgDist -- Progressive Passing Distance

Progressive Distance

Total distance, in yards, that completed passes have traveled towards the opponent's goal.

Note: Passes away from opponent's goal are counted as zero progressive yards.

Short

Cmp -- Passes Completed (Short)

Passes Completed

Passes between 5 and 15 yards

Att -- Passes Attempted (Short)

Passes Attempted

Passes between 5 and 15 yards

Cmp% -- Pass Completion % (Short)

Pass Completion Percentage

Passes between 5 and 15 yards

Minimum 30 minutes played per squad game to qualify as a leader

Medium

Cmp -- Passes Completed (Medium)

Passes Completed

Passes between 15 and 30 yards

Att -- Passes Attempted (Medium)

Passes Attempted

Passes between 15 and 30 yards

Cmp% -- Pass Completion % (Medium)

Pass Completion Percentage

Passes between 15 and 30 yards

Minimum 30 minutes played per squad game to qualify as a leader

Long

Cmp -- Passes Completed (Long)

Passes Completed

Passes longer than 30 yards

Att -- Passes Attempted (Long)

Passes Attempted

Passes longer than 30 yards

Cmp% -- Pass Completion % (Long)

Pass Completion Percentage

Passes longer than 30 yards

Minimum 30 minutes played per squad game to qualify as a leader

Ast -- Assists

Assists

xAG -- xAG: Exp. Assisted Goals

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.

Expected

xA -- xA: Expected Assists

Expected Assists

The likelihood each completed pass becomes a goal assists given the pass type, phase of play, location and distance.

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

A-xAG -- Assists - xAG

Assists minus Expected Goals Assisted

Provided by Opta.

An underline indicates there is a match that is missing data, but will be updated when available.

KP -- Key Passes

Passes that directly lead to a shot (assisted shots)

1/3 -- Passes into Final Third

Completed passes that enter the 1/3 of the pitch closest to the goal

Not including set pieces

PPA -- Passes into Penalty Area

Completed passes into the 18-yard box

Not including set pieces

CrsPA -- Crosses into Penalty Area

Completed crosses into the 18-yard box

Not including set pieces

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

- Pass Type

Att -- Passes Attempted

Passes Attempted

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Pass Types

Live -- Live-ball Passes

Live-ball Passes

Dead -- Dead-ball Passes

Dead-ball Passes

Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks

FK -- Passes from Free Kicks

Passes attempted from free kicks

TB -- Through Balls

Completed pass sent between back defenders into open space

Sw -- Switches

Passes that travel more than 40 yards of the width of the pitch

Crs -- Crosses

Crosses

TI -- Throw-ins Taken

Throw-ins Taken

CK -- Corner Kicks

Corner Kicks

Corner Kicks

In -- Inswinging Corner Kicks

Inswinging Corner Kicks

Out -- Outswinging Corner Kicks

Outswinging Corner Kicks

Str -- Straight Corner Kicks

Straight Corner Kicks

Outcomes

Cmp -- Passes Completed

Passes Completed

Includes live ball passes (including crosses) as well as corner kicks, throw-ins, free kicks and goal kicks.

Off -- Passes Offside

Offsides

Blocks -- Passes Blocked

Blocked by the opponent who was standing in the path

- Goal and Shot Creation

SCA

SCA -- Shot-Creating Actions

Shot-Creating Actions

The two offensive actions directly leading to a shot, such as passes, take-ons and drawing fouls. Note: A single player can receive credit for multiple actions and the shot-taker can also receive credit.

SCA90 -- Shot-Creating Actions/90

Shot-Creating Actions per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

SCA Types

PassLive -- SCA (Live-ball Pass)

Completed live-ball passes that lead to a shot attempt

PassDead -- SCA (Dead-ball Pass)

Completed dead-ball passes that lead to a shot attempt.

Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks

TO -- SCA (Take-On)

Successful take-ons that lead to a shot attempt

Sh -- SCA (Shot)

Shots that lead to another shot attempt

Fld -- SCA (Fouls Drawn)

Fouls drawn that lead to a shot attempt

Def -- SCA (Defensive Action)

Defensive actions that lead to a shot attempt

GCA

GCA -- Goal-Creating Actions

Goal-Creating Actions

The two offensive actions directly leading to a goal, such as passes, take-ons and drawing fouls. Note: A single player can receive credit for multiple actions and the shot-taker can also receive credit.

GCA90 -- Goal-Creating Actions/90

Goal-Creating Actions per 90 minutes

Minimum 30 minutes played per squad game to qualify as a leader

GCA Types

PassLive -- GCA (Live-ball Pass)

Completed live-ball passes that lead to a goal

PassDead -- GCA (Dead-ball Pass)

Completed dead-ball passes that lead to a goal. Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks

TO -- GCA (Take-On)

Successful take-ons that lead to a goal

Sh -- GCA (Shot)

Shots that lead to another goal-scoring shot

Fld -- GCA (Fouls Drawn)

Fouls drawn that lead to a goal

Def -- GCA (Defensive Action)

Defensive actions that lead to a goal

- Defensives actions

Tackles

Tkl -- Tackles

Number of players tackled

TklW -- Tackles Won

Tackles in which the tackler's team won possession of the ball

Def 3rd -- Tackles (Def 3rd)

Tackles in defensive 1/3

Mid 3rd -- Tackles (Mid 3rd)

Tackles in middle 1/3

Att 3rd -- Tackles (Att 3rd)

Tackles in attacking 1/3

Challenges

Tkl -- Dribblers Tackled

Number of dribblers tackled

Att -- Dribbles Challenged

Number of unsuccessful challenges plus number of dribblers tackled

Tkl% -- % of Dribblers Tackled

Percentage of dribblers tackled

Dribblers tackled divided by number of attempts to challenge an opposing dribbler

Minimum .625 dribblers challenged per squad game to qualify as a leader

Lost -- Challenges Lost

Number of unsuccessful attempts to challenge a dribbling player

Blocks

Blocks -- Number of times blocking the ball by standing in its path

Sh -- Shots Blocked

Number of times blocking a shot by standing in its path

Pass -- Passes Blocked

Number of times blocking a pass by standing in its path

Int -- Interceptions

Interceptions

Tkl+Int -- Number of players tackled plus number of interceptions

Clr -- Clearances

Clearances

Err -- Errors

Mistakes leading to an opponent's shot

- Possession

Touches

Touches -- Number of times a player touched the ball. Note: Receiving a pass, then dribbling, then sending a pass counts as one touch

Def Pen -- Touches (Def Pen)

Touches in defensive penalty area

Def 3rd -- Touches (Def 3rd)

Touches in defensive 1/3

Mid 3rd -- Touches (Mid 3rd)

Touches in middle 1/3

Att 3rd -- Touches (Att 3rd)

Touches in attacking 1/3

Att Pen -- Touches (Att Pen)

Touches in attacking penalty area

Live -- Touches (Live-Ball)

Live-ball touches. Does not include corner kicks, free kicks, throw-ins, kick-offs, goal kicks or penalty kicks

Take-Ons

Att -- Take-Ons Attempted

Number of attempts to take on defenders while dribbling

Succ -- Successful Take-Ons

Number of defenders taken on successfully, by dribbling past them

Unsuccessful take-ons include attempts where the dribbler retained possession but was unable to get past the defender

Succ% -- Successful Take-On %

Percentage of Take-Ons Completed Successfully

Unsuccessful take-ons include attempts where the dribbler retained possession but was unable to get past the defender

Minimum .5 take-ons per squad game to qualify as a leader

Tkld -- Times Tackled During Take-On

Number of times tackled by a defender during a take-on attempt

Tkld% -- Tackled During Take-On Percentage

Percentage of time tackled by a defender during a take-on attempt

Minimum .5 take-ons per squad game to qualify as a leader

Carries

Carries -- Number of times the player controlled the ball with their feet

TotDist -- Total Carrying Distance

Total distance, in yards, a player moved the ball while controlling it with their feet, in any direction

PrgDist -- Progressive Carrying Distance

Progressive Distance

Total distance, in yards, a player moved the ball while controlling it with their feet towards the opponent's goal

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

1/3 -- Carries into Final Third

Carries that enter the 1/3 of the pitch closest to the goal

CPA -- Carries into Penalty Area

Carries into the 18-yard box

Mis -- Miscontrols

Number of times a player failed when attempting to gain control of a ball

Dis -- Dispossessed

Number of times a player loses control of the ball after being tackled by an opposing player.

Does not include attempted take-ons

Receiving

Rec -- Passes Received

Number of times a player successfully received a pass

PrgR -- Progressive Passes Rec

Progressive Passes Received

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

- Playing Time

Playing Time

MP -- Matches Played

Matches Played by the player or squad

Min -- Minutes

Mn/MP -- Minutes Per Match Played

Minutes Per Match Played

Min% -- Percentage of Squad Minutes Played

Percentage of Minutes Played

Percentage of team's total minutes in which player was on the pitch

Player minutes played divided by team total minutes played

Minimum 30 minutes played per squad game to qualify as a leader

90s -- 90s Played

90s played

Minutes played divided by 90

Starts

Starts -- Game or games started by player

Mn/Start -- Minutes Per Match Started

Minutes Per Match Started

Minimum 30 minutes played per squad game to qualify as a leader

Compl -- Complete Matches Played

Complete matches played

Subs

Subs -- Substitute Appearances

Games as sub

Game or games player did not start, so as a substitute

Mn/Sub -- Minutes Per Substitution

Minutes Per Substitution

Minimum 30 minutes played per squad game to qualify as a leader

unSub -- Matches as Unused Sub

Games as an unused substitute

Team Success

PPM -- Points per Match

Points per Match

Average number of points earned by the team from matches in which the player appeared

Minimum 30 minutes played per squad game to qualify as a leader

onG -- Goals Scored (on pitch)

Goals scored by team while on pitch

onGA -- Goals Allowed (on pitch)

Goals allowed by team while on pitch

+/- -- Plus/Minus

Plus/Minus

Goals scored minus goals allowed by the team while the player was on the pitch.

+/-90 -- Plus/Minus/90

Plus/Minus per 90 Minutes

Goals scored minus goals allowed by the team while the player was on the pitch per 90 minutes played.

Minimum 30 minutes played per squad game to qualify as a leader

On-Off -- Plus/Minus Net per 90 Minutes

Net goals per 90 minutes by the team while the player was on the pitch minus net goals allowed per 90 minutes by the team while the player was off the pitch.

Minimum 30 minutes played per squad game to qualify as a leader

Team Success (xG)

onxG -- xG (on pitch)

Expected goals by team while on pitch

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.

onxGA -- xGA (on pitch)

Expected goals allowed by team while on pitch

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.

xG+/- -- xG Plus/Minus

xG Plus/Minus

Expected goals scored minus expected goals allowed by the team while the player was on the pitch.

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.

xG+/-90 -- xG Plus/Minus/90

xG Plus/Minus per 90 Minutes

Expected goals scored minus expected goals allowed by the team while the player was on the pitch per 90 minutes played.

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

On-Off -- xG On-Off

xG Plus/Minus Net per 90 Minutes

Net expected goals per 90 minutes by the team while the player was on the pitch minus net expected goals per 90 minutes by the team while the player was off the pitch.

Minimum 30 minutes played per squad game to qualify as a leader

- Miscellaneous Stat

Performance

CrdY -- Yellow Cards

Yellow Cards

CrdR -- Red Cards

Red Cards

2CrdY -- Second Yellow Card

Second Yellow Card

Fls -- Fouls Committed

Fouls Committed

Fld -- Fouls Drawn

Fouls Drawn

Off -- Offsides

Offsides

Crs -- Crosses

Crosses

Int -- Interceptions

Interceptions

TklW -- Tackles Won

Tackles in which the tackler's team won possession of the ball

PKwon -- Penalty Kicks Won

Penalty Kicks Won

PKcon -- Penalty Kicks Conceded

Penalty Kicks Conceded

OG -- Own Goals

Own Goals

Recov -- Ball Recoveries

Number of loose balls recovered

Aerial Duels

Won -- Aerials Won

Aerials Won

Lost -- Aerials Lost

Aerials Lost

Won% -- % of Aerials Won

Percentage of aerials won

Minimum .97 aerial duels per squad game to qualify as a leader

- Columns list / Liste des colonnes

name country_of_citizenship Age Born sub_position height_in_cm contract_expiration_date
 current_club_domestic_competition_id current_club_name market_value_in_eur image_url
 MP Starts Min 90s GlS_per90 Ast_per90 G+A_per90 G-PK_per90 PK_per90 G+A-PK
 xG_per90 npG_per90 xAG_per90 npG+xAG_per90 PrgC_per90 xG+xAG G-xG np:G-xG
 A-xAG Sh_per90 SoT_per90 G/Sh G/SoT SoT% npG/Sh Dist PrgP_per90 PrgR_per90
 Cmp_per90 Cmp% xA_per90 KP_per90 1/3_per90 PPA_per90 CrsPA_per90 Live_per90
 Dead_per90 Att_per90 TotDist_per90 PrgDist_per90 AvgDist TB_per90 Sw_per90
 Crs_per90 TI_per90 CK_per90 In_per90 Out_per90 Str_per90 Tkl_per90 TklW_per90 Def
 3rd_per90 Mid 3rd_per90 Att 3rd_per90 Pass_per90 Int_per90 Tkl+Int_per90 Clr_per90
 Err_per90 SCA_per90 PassLive_per90 PassDead_per90 TO_per90 Fld_per90 Def_per90
 GCA_per90 Touches_per90 Def Pen_per90 Succ_per90 Tkld_per90 Carries_per90
 CPA_per90 Mis_per90 Dis_per90 Rec_per90 Fls_per90 PKwon_per90 PKcon_per90
 OG_per90 Recov_per90 Tkl% Succ% Tkld% FK_per90 Won_per90 Won% CrdY_per90
 CrdR_per90 GA_per90 SoTA_per90 Saves_per90 PSxG PSxG/SoT PSxG+/- /90 PKA_per90
 PKsv_per90 PKm_per90 Att (GK)_per90 Thr_per90 Opp_per90 Stp_per90 Save% CS%
 AvgLen Launch% Stp% #OPA_per90

- Columns list by position / Liste de colonne par position

- Goalkeepers / Gardien : Goalkeeper :

GA_per90, Saves_per90, PSxG, /90, PSxG+/-, Err_per90, AvgLen, Launch%, Att (GK)_per90, Thr_per90, Stp_per90, Stp%, #OPA_per90, CS%

- Central defenders / Défenseurs centraux : Centre-Back :

Won_per90, Won%, Tkl+Int_per90, Tkl%, Recov_per90, Clr_per90, Err_per90, Touches_per90, Sw_per90, PrgP_per90, PrgC_per90, Fls_per90, CrdY_per90, CrdR_per90

- Lateral Back / Défenseurs latéraux : Right-Back , Left-Back :

Gls_per90, xG_per90, Ast_per90, xA_per90, PrgC_per90, PrgP_per90, PrgR_per90, Touches_per90, Crs_per90, Tkl+Int_per90, Tkl%, Err_per90, Clr_per90, Fls_per90 , CrdY_per90, CrdR_per90

- Midfielder / Milieu de terrain : Left Midfield, Right Midfield, Central Midfield, Defensive Midfield :

Gls_per90, xG_per90, Ast_per90, xA_per90, PrgC_per90, PrgP_per90, PrgR_per90, Touches_per90, Won_per90, Won%, Tkl+Int_per90, Tkl%, Err_per90, CrdY_per90 CrdR_per90, Fld_per90

- Attacking midfielders / Wingers / Milieux offensifs / Ailiers : Attacking Midfield, Right Winger, Left Winger :

Gls_per90, xG_per90, Ast_per90, xA_per90, Sh_per90, G/Sh, Dist, PrgC_per90, PrgP_per90, PrgR_per90, Touches_per90, Succ_per90, Succ%, Dis_per90, Crs_per90, Fld_per90

- Forward / Attaquants : Second Stricker, Centre-Forward :

Gls_per90, xG_per90, Ast_per90, xA_per90, Sh_per90, G/Sh, Dist, PrgC_per90, , PrgP_per90, PrgR_per90, Touches_per90, 1/3_per90, Fld_per90, Tkl+Int_per90