**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.

npxG -- **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.

npxG/Sh -- **npxG/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.

np:G-xG -- **Non-Penalty Goals - npxG**  
**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 unsucessful 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 npxG\_per90 xAG\_per90 npxG+xAG\_per90 PrgC\_per90 xG+xAG G-xG np:G-xG A-xAG Sh\_per90 SoT\_per90 G/Sh G/SoT SoT% npxG/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\_per90Tkl% Succ% Tkld% FK\_per90 Won\_per90Won% 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

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"Défenseurs centraux": [ 'Won%', 'Tkl+Int\_per90', 'Tkl%', 'Clr\_per90', 'Err\_per90', 'Touches\_per90', 'Cmp%', 'Sw\_per90', 'PrgP\_per90', 'PrgC\_per90', 'Fls\_per90', 'CrdY\_per90'],

"Défenseurs latéraux": ['Gls\_per90', 'xG\_per90', 'Ast\_per90', 'xA\_per90', 'PrgC\_per90', 'PrgP\_per90', 'PrgR\_per90', 'Touches\_per90', 'Crs\_per90', 'Cmp%', 'Tkl+Int\_per90', 'Tkl%', 'Err\_per90', 'Clr\_per90', 'Fls\_per90', 'CrdY\_per90'],

"Milieux de terrain": ['Gls\_per90', 'xG\_per90', 'Ast\_per90', 'xA\_per90', 'PrgC\_per90', 'PrgP\_per90', 'PrgR\_per90', 'Touches\_per90', 'Cmp%', 'Won%', 'Tkl+Int\_per90', 'Tkl%', 'Err\_per90', 'CrdY\_per90'],

"Milieux offensifs / Ailiers": ['Gls\_per90', 'xG\_per90', 'Ast\_per90', 'xA\_per90', 'G/Sh', 'PrgC\_per90', 'PrgP\_per90', 'PrgR\_per90', 'Touches\_per90', 'Cmp%', '1/3\_per90', 'Succ\_per90', 'Succ%', 'Dis\_per90', 'Fld\_per90', 'Tkl+Int\_per90'],

"Attaquants": ['Gls\_per90', 'xG\_per90', 'Ast\_per90', 'xA\_per90', 'Sh\_per90', 'G/Sh', 'Dist', 'PrgC\_per90', 'PrgP\_per90', 'PrgR\_per90', 'Touches\_per90' , 'Cmp%', '1/3\_per90', 'Fld\_per90', 'Tkl+Int\_per90']

}

Gardien de but:

GA\_per90 -- **Goals Against per 90 minutes**: Goals Against

Saves\_per\_90 -- **Save per 90 minutes**: Number of Save

Save% -- **Save Percentage** per 90 minutes: Save Percentage (Shots on Target Against - Goals Against)/Shots on Target Against

/90 -- **PSxG-GA/90** : Post-Shot Expected Goals minus Goals Allowed per 90 minutes  
PSxG+/- -- **PSxG-GA** : Post-Shot Expected Goals minus Goals Allowed

Err\_per90 – **Errors per 90 minutes**: Mistakes leading to an opponent's shot

Cmp% -- **Pass Completion %** : Pass Completion Percentage  
AvgLen -- **Average Pass Length** : Average length of passes, in yards

Launch% -- **Launch %** : Percentage of Passes that were Launched

Stp% -- **Crosses Stopped %** : Percentage of crosses into penalty area which were successfully stopped by the goalkeeper

#OPA\_per90 -- **Def. Actions Outside Pen. Area** **per 90 minutes**: Number of defensive actions outside of penalty area

CS% -- **Clean Sheet Percentage** Percentage of matches that result in clean sheets.

Défenseurs centraux :

Won% -- **% of Aerials Won** : Percentage of aerials won

Tkl+Int\_per90 -- Number of players tackled plus number of interceptions per 90 minutes

Tkl% -- **% of Dribblers Tackled**: Percentage of dribblers tackled

Clr\_per90 – **Clearances:** Number of clearances per 90 minutes

Err\_per90 – **Errors per 90 minutes**: Mistakes leading to an opponent's shot

Touches\_per90 – **Touches per 90 minutes**-- Number of times a player touched the ball.

Cmp% -- **Pass Completion %**: Pass Completion Percentage

Sw\_per90 – **Switches per 90 minutes**: Passes that travel more than 40 yards of the width of the pitch

PrgP\_per90 -- **Progressive Passes per 90 minutes**: 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

PrgC\_per90 -- **Progressive Carries per 90 minutes:** 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

Fls\_per90 -- **Fouls Committed per 90 minutes**: Fouls Committed

CrdY\_per90 -- **Yellow Cards per 90 minutes:** Yellow Cards

Défenseurs latéraux :

Gls\_per90 – **Goals** per 90 minutes: Goals scored or allowed

xG\_per90 -- **xG: Expected Goals** per 90 min: xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Ast\_per90 – **Assists per 90 minutes**

xA\_per90 -- **xA: Expected Assists per 90 minutes** : The likelihood each completed pass becomes a goal assists given the pass type, phase of play, location and distance.

PrgP\_per90 -- **Progressive Passes per 90 minutes**: 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

PrgC\_per90 -- **Progressive Carries per 90 minutes** : 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

PrgR\_per90 -- **Progressive Passes Received per 90 minutes:** 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

Touches\_per90 – **Touches per 90 minutes**-- Number of times a player touched the ball.

Crs\_per90 – **Crosses** **per 90 min**

Cmp% -- **Pass Completion %** : Pass Completion Percentage

Tkl+Int\_per90 -- Number of players tackled plus number of interceptions per 90 minutes

Tkl% -- **% of Dribblers Tackled**: Percentage of dribblers tackled

Err\_per90 – **Errors per 90 minutes**: Mistakes leading to an opponent's shot

Clr\_per90 – **Clearances:** Number of clearances per 90 minutes

Fls\_per90 -- **Fouls Committed per 90 minutes**: Fouls Committed

CrdY\_per90 -- **Yellow Cards per 90 minutes:** Yellow Cards

Milieux de terrain :

Gls\_per90 – **Goals** per 90 minutes: Goals scored or allowed

xG\_per90 -- **xG: Expected Goals** per 90 min: xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Ast\_per90 – **Assists per 90 minutes**

xA\_per90 -- **xA: Expected Assists per 90 minutes** : The likelihood each completed pass becomes a goal assists given the pass type, phase of play, location and distance.

PrgP\_per90 -- **Progressive Passes per 90 minutes**: 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

PrgC\_per90 -- **Progressive Carries per 90 minutes** : 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

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Touches\_per90 – **Touches per 90 minutes**-- Number of times a player touched the ball.

Cmp% -- **Pass Completion %** : Pass Completion Percentage

Won% -- **% of Aerials Won** : Percentage of aerials won

Tkl+Int\_per90 -- Number of players tackled plus number of interceptions per 90 minutes

Tkl% -- **% of Dribblers Tackled**: Percentage of dribblers tackled

Err\_per90 – **Errors per 90 minutes**: Mistakes leading to an opponent's shot

CrdY\_per90 -- **Yellow Cards per 90 minutes:** Yellow Cards

Milieux offensifs / Ailiers :

Gls\_per90 – **Goals** per 90 minutes: Goals scored or allowed

xG\_per90 -- **xG: Expected Goals** per 90 min: xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Ast\_per90 – **Assists per 90 minutes**

xA\_per90 -- **xA: Expected Assists per 90 minutes** : The likelihood each completed pass becomes a goal assists given the pass type, phase of play, location and distance.

G/Sh -- **Goals/Shot** : Goals per shot

PrgP\_per90 -- **Progressive Passes per 90 minutes**: 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

PrgC\_per90 -- **Progressive Carries per 90 minutes** : 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

PrgR\_per90 -- **Progressive Passes Received per 90 minutes:** 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

Touches\_per90 – **Touches per 90 minutes**-- Number of times a player touched the ball.

Cmp% -- **Pass Completion %** : Pass Completion Percentage

1/3\_per90 -- **Passes into Final Third per 90 minutes**: Completed passes that enter the 1/3 of the pitch closest to the goal

Succ\_per\_90 -- **Successful Take-Ons per 90 minutes** : Number of defenders taken on successfully, by dribbling past them

Succ% -- **Successful Take-On %** : Percentage of Take-Ons Completed Successfully

Dis\_per90 – **Dispossessed per 90 minutes :** Number of times a player loses control of the ball after being tackled by an opposing player.

Fld -- **Fouls Drawn** : Fouls Drawn

Tkl+Int\_per90 -- Number of players tackled plus number of interceptions per 90 minutes

Attaquants :

Gls\_per90 – **Goals** per 90 minutes: Goals scored or allowed

xG\_per90 -- **xG: Expected Goals** per 90 min: xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).

Ast\_per90 – **Assists per 90 minutes**

xA\_per90 -- **xA: Expected Assists per 90 minutes** : The likelihood each completed pass becomes a goal assists given the pass type, phase of play, location and distance.

G/Sh -- **Goals/Shot** : Goals per shot

Dist -- **Average Shot Distance**  
Average distance, in yards, from goal of all shots taken

SoT\_per90 -- **Shots on Target per 90 minutes**

PrgP\_per90 -- **Progressive Passes per 90 minutes**: 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

PrgC\_per90 -- **Progressive Carries per 90 minutes** : 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

PrgR\_per90 -- **Progressive Passes Received per 90 minutes:** 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

Touches\_per90 – **Touches per 90 minutes**-- Number of times a player touched the ball.

Cmp% -- **Pass Completion %** : Pass Completion Percentage

1/3\_per90 -- **Passes into Final Third per 90 minutes**: Completed passes that enter the 1/3 of the pitch closest to the goal

Fld -- **Fouls Drawn** : Fouls Drawn

Tkl+Int\_per90 -- Number of players tackled plus number of interceptions per 90 minutes