DATA VARIABLES GLOSSARY

Source: https://fbref.com/

Types of data extracted:

1. Standard Stats

2. Shooting Stats

3. Passing Stats

4. Pass Types: Stats

5. Goal & Creation Stats

6. Defense Stats

7. Possesion Stats

8. Player Stats

9. Miscellaneous Stats

10. Goalkeeper Stats

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1. STANDARD STATS

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

- **Age** -- **Current age**
  Age is shown in YY-DDD format
  Note: Ages are based on the player's age relative to UTC when the web page is first created. This may cause some issues where a player's age differs by one day from what you might expect

- **Born** -- Year of birth

- **Playing Time**

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

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

- **Min** – Minutes
-
- **90s** -- **90s played**
  Minutes played divided by 90

- **Performance**

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

- **Ast** – Assists

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

- **PK** -- Penalty Kicks Made

- **PKatt** -- Penalty Kicks Attempted

- **CrdY** -- Yellow Cards

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

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

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

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

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

- **xG** -- **Expected Goals**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.
  An underline indicates there is a match that is missing data, but will be updated when available.

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

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

- **npxG+xA** -- **Non-Penalty Expected Goals plus xG Assisted**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.
  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** -- **Expected Goals per 90 minutes**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.
  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

- **xA** -- **xG Assisted per 90 minutes**
  Provided by StatsBomb.
  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+xA** -- **Expected Goals plus Assist per 90 minutes**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.
  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** -- **Non-Penalty Expected Goals per 90 minutes**
  Provided by StatsBomb.
  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+xA** -- **Non-Penalty Expected Goals plus xG Assisted per 90 minutes**
  Provided by StatsBomb.
  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

2. SHOOTING STATS

- **Competition Name** -- Name the competition was known as for that season

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

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

- **Sh** -- **Shots Total**
  Does not include penalty kicks

- **SoT** -- **Shots on target**
  Note: Shots on target do not include penalty kicks

- **SoT%** -- **Shots on target percentage**
  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

- **G/Sh** -- **Goals per shot**
  Minimum .395 shots per squad game to qualify as a leader

- **G/SoT** -- **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 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
  PK -- Penalty Kicks Made
  PKatt -- Penalty Kicks Attempted

- **xG** -- **Expected Goals**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.
  An underline indicates there is a match that is missing data, but will be updated when available.

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

- **npxG/Sh** -- **Non-Penalty Expected Goals per shot**
  Provided by StatsBomb.
  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 minus Expected Goals**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.
  An underline indicates there is a match that is missing data, but will be updated when available.

- **np:G-xG** -- **Non-Penalty Goals minus Non-Penalty Expected Goals**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.
  An underline indicates there is a match that is missing data, but will be updated when available.

3. PASSING STATS

TOTAL
- **Cmp** -- Passes Completed

- **Att** -- Passes Attempted

- **Cmp%** -- **Pass Completion Percentage**
  Minimum 30 minutes played per squad game to qualify as a leader

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

- **PrgDist** -- **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**
  Passes between 5 and 15 yards

- **Att** -- **Passes Attempted**
  Passes between 5 and 15 yards

- **Cmp%** -- **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**
  Passes between 15 and 30 yards

- **Att** -- **Passes Attempted**
  Passes between 15 and 30 yards

- **Cmp%** -- **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**
  Passes longer than 30 yards

- **Att** -- **Passes Attempted**
  Passes longer than 30 yards

- **Cmp%** -- **Pass Completion Percentage**
  Passes longer than 30 yards
  Minimum 30 minutes played per squad game to qualify as a leader

- **Ast** – Assists

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

- **A-xA** -- **Assists minus xG Assisted**
  Provided by StatsBomb.
  An underline indicates there is a match that is missing data, but will be updated when available.

- **KP** -- Passes that directly lead to a shot (assisted shots)

- **1/3** -- Completed passes that enter the 1/3 of the pitch closest to the goal
  Not including set pieces

- **PPA** -- Completed passes into the 18-yard box
  Not including set pieces

- **CrsPA** -- Completed crosses into the 18-yard box
  Not including set pieces

- **Prog** -- **Progressive Passes**
  Completed passes that move the ball towards the opponent's goal 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

4. PASS TYPES STATS

PASS TYPES
- **Live** -- Live-ball passes

- **Dead** -- Dead-ball passes
  Includes free kicks, corner kicks, kick offs, throw-ins and goal kicks

- **FK** -- Passes attempted from free kicks

- **TB** -- Completed pass sent between back defenders into open space

- **Press** -- Passes made while under pressure from opponent

- **Sw** -- Passes that travel more than 40 yards of the width of the pitch

- **Crs** – Crosses

- **CK** -- Corner Kicks

CORNER KICKS
- **In** -- Inswinging Corner Kicks

- **Out** -- Outswinging Corner Kicks

- **Str** -- Straight Corner Kicks

HEIGHT
- **Ground** -- Ground passes

- **Low** -- Passes that leave the ground, but stay below shoulder-level

- **High** -- Passes that are above shoulder-level at the peak height

BODY PARTS
- **Left** -- Passes attempted using left foot

- **Right** -- Passes attempted using right foot

- **Head** -- Passes attempted using head

- **TI** -- Throw-Ins taken

- **Other** -- Passes attempted using body parts other than the player's head or feet

OUTCOMES

- **Cmp** -- Passes Completed

- **Off** – Offsides

- **Out** -- Out of bounds

- **Int** – Intercepted

- **Blocks** -- Blocked by the opponent who was standing it the path

5. GOAL & SHOT CREATION STATS

SCA TYPES

- **SCA** -- **Shot-Creating Actions**
  The two offensive actions directly leading to a shot, such as passes, dribbles and drawing fouls. Note: A single player can receive credit for multiple actions and the shot-taker can also receive credit.

- **PassLive** -- Completed live-ball passes that lead to a shot attempt

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

- **Drib** -- Successful dribbles that lead to a shot attempt

- **Sh** -- Shots that lead to another shot attempt

- **Fld** -- Fouls drawn that lead to a shot attempt

- **Def** -- Defensive actions that lead to a shot attempt

GCA TYPES

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

- **PassLive** -- Completed live-ball passes that lead to a goal

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

- **Drib** -- Successful dribbles that lead to a goal

- **Sh** -- Shots that lead to another goal-scoring shot

- **Fld** -- Fouls drawn that lead to a goal

- **Def** -- Defensive actions that lead to a goal

6. DEFENSE ACTIONS STATS

TACKLES
- **Tkl** -- Number of players tackled

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

- **Def 3rd** -- Tackles in defensive 1/3

- **Mid 3rd** -- Tackles in middle 1/3

- **Att 3rd** -- Tackles in attacking 1/3

VS DRIBBLES
- **Tkl** -- Number of dribblers tackled

- **Att** -- Number of times dribbled past plus number of tackles

- **Tkl%** -- **Percentage of dribblers tackled**
  Dribblers tackled divided by dribblers tackled plus times dribbled past
  Minimum .625 dribblers contested per squad game to qualify as a leader

- **Past** -- Number of times dribbled past by an opposing player

PRESSURES
- **Press** -- Number of times applying pressure to opposing player who is receiving, carrying or releasing the ball

- **Succ** -- Number of times the squad gained possession withing five seconds of applying pressure

- **%** -- **Successful Pressure Percentage**
  Percentage of time the squad gained possession withing five seconds of applying pressure
  Minimum 6.44 pressures per squad game to qualify as a leader

- **Def 3rd** -- Number of times applying pressure to opposing player who is receiving, carrying or releasing the ball, in the defensive 1/3

- **Mid 3rd** -- Number of times applying pressure to opposing player who is receiving, carrying or releasing the ball, in the middle 1/3

- **Att 3rd** -- Number of times applying pressure to opposing player who is receiving, carrying or releasing the ball, in the attacking 1/3

BLOCKS

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

- **Sh** -- Number of times blocking a shot by standing in its path

- **ShSv** -- Number of times blocking a shot that was on target, by standing in its path

- **Pass** -- Number of times blocking a pass by standing in its path

- **Int** – Interceptions

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

- **Clr** – Clearances

- **Err** -- Mistakes leading to an opponent's shot

7. POSSESION STATS

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 in defensive penalty área

- **Def 3rd** -- Touches in defensive 1/3

- **Mid 3rd** -- Touches in middle 1/3

- **Att 3rd** -- Touches in attacking 1/3

- **Att Pen** -- Touches in attacking penalty área

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

DRIBBLES
- **Succ** -- Dribbles Completed Successfully

- **Att** -- Dribbles Attempted

- **Succ%** -- **Percentage of Dribbles Completed Successfully**
  Minimum .5 dribbles per squad game to qualify as a leader

- **#Pl** -- Number of Players Dribbled Past

- **Megs** -- Number of times a player dribbled the ball through an opposing player's legs

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

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

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

- **Prog** -- Carries that move the ball towards the opponent's goal at least 5 yards, or any carry into the penalty area. Excludes carries from the defending 40% of the pitch

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

- **CPA** -- Carries into the 18-yard box

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

- **Dis** -- Number of times a player loses control of the ball after being tackled by an opposing player. Does not include attempted dribbles

RECEIVING
- **Targ** -- Number of times a player was the target of an attempted pass

- **Rec** -- Number of times a player successfully received a pass

- **Rec%** -- **Passes Received Percentage**
  Percentage of time a player successfully received a pass
  Minimum 30 minutes played per squad game to qualify as a leader

- **Prog** -- **Progressive Passes Received**
  Completed passes that move the ball towards the opponent's goal 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

8. PLAYER PLAYING TIME STATS

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

- **Mn/Start** -- **Minutes Per Match Started**
  Minimum 30 minutes played per squad game to qualify as a leader

- **Compl** -- Complete matches played

- **Subs** -- **Games as sub**
  Game or games player did not start, so as a substitute

- **Mn/Sub** -- **Minutes Per Substitution**
  Minimum 30 minutes played per squad game to qualify as a leader

- **unSub** -- Games as an unused substitute

- **PPM** -- **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 by team while on pitch

- **onGA** -- Goals allowed by team while on pitch

- **+/-** -- **Plus/Minus**
  Goals scored minus goals allowed by the team while the player was on the pitch.

- **+/-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

- **onxG** -- **Expected goals by team while on pitch**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.
  An underline indicates there is a match that is missing data, but will be updated when available.

- **onxGA** -- **Expected goals allowed by team while on pitch**
  xG totals include penalty kicks, but do not include penalty shootouts (unless otherwise noted).
  Provided by StatsBomb.

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

- **xG+/- -- 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 StatsBomb.
  An underline indicates there is a match that is missing data, but will be updated when available.

- **xG+/-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 StatsBomb.
  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 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

9. MISCELLANEOUS STATS

- **CrdY** -- Yellow Cards

- **CrdR** -- Red Cards

- **2CrdY** -- Second Yellow Card

- **Fls** -- Fouls Committed

- **Fld** -- Fouls Drawn

- **Off** – Offsides

- **Crs** – Crosses

- **Int** – Interceptions

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

- **PKwon** -- Penalty Kicks Won

- **PKcon** -- Penalty Kicks Conceded

- **OG** -- Own Goals

- **Recov** -- Number of loose balls recovered

AERIAL DUELS
- **Won** -- Aerials won

- **Lost** -- Aerials lost

- **Won%** -- **Percentage of aerials won**
  Minimum .97 aerial duels per squad game to qualify as a leader

10. GOALKEEPER STATS

- **GA** -- Goals Against

- **SoTA** -- Shots on Target Against

- **Save%** -- **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

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

- **PKatt** -- Penalty Kicks Attempted

- **PKA** -- Penalty Kicks Allowed

- **PKsv** -- Penalty Kicks Saved

- **PKm** -- Penalty Kicks Missed

- **Save%** -- **Penalty Save Percentage**
  Penalty Kick Goals Against/Penalty Kick Attempts

- **PSxG** -- **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 StatsBomb.
  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+/-** -- **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 StatsBomb.
  An underline indicates there is a match that is missing data, but will be updated when available.

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

- **Cmp** -- **Passes Completed**
  Passes longer than 40 yards

- **Att** -- **Passes Attempted**
  Passes longer than 40 yards

- **Cmp%** -- **Pass Completion Percentage**
  Passes longer than 40 yards

- **Att** -- **Passes Attempted**
  Not including goal kicks
- **Thr** -- Throws Attempted

- **Launch%** -- **Percentage of Passes that were Launched**
  Not including goal kicks
  Passes longer than 40 yards

- **AvgLen** -- **Average length of passes, in yards**
  Not including goal kicks

- **Att** -- Goal Kicks Attempted

- **Launch%** -- **Percentage of Goal Kicks that were Launched**
  Passes longer than 40 yards

- **AvgLen** -- Average length of goal kicks, in yards

- **Opp** -- Opponent's attempted crosses into penalty área

- **Stp** -- Number of crosses into penalty area which were successfully stopped by the goalkeeper

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

- **#OPA** -- # of defensive actions outside of penalty área

- **#OPA/90** -- Defensive actions outside of penalty area per 90 minutes

- **AvgDist** -- Average distance from goal (in yards) of all defensive actions