* When you will check my parser, something may go wrong because of

**headers = {'User-Agent': 'Mozilla/5.0 (X11; Linux x86\_64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/44.0.2403.157 Safari/537.36'}**

inside of

**html = requests.get(url, headers = headers).content.decode()**.

To make it work on your computer you may need to change “header”.

* Also, you may erase “#” before “break”s for fast parsing (Note that if you apply it you will parse only one player instead of 660).

**P. S. Sorry for the inconvenience.**