rk: unique id of a player observation. This is the primary key of the dataset.

player: the name of the player.

nation: the nationality of the player.

squad: the club of the player.

comp: the competition the player plays in.

age: the age of the player at the beginning of the season.

born: the year of birth of the player.

x90s: the number of minutes the player played divided by 90.

goals: the number of goals the player scored per 90 minutes.

non\_penalty\_goals: the number of non-penalty goal scored per 90 minutes.

shots: the number of shots took per 90 minutes, not including penalty kicks.

shots\_on\_target: the number of shots on target took per 90 minutes, not including penalty kicks.

percentage\_of\_shots\_on\_target: the percentage of shots that are on target.

shots\_per\_90\_minutes: the number of shots took per 90 minutes, not including penalty kicks.

shots\_on\_target\_per\_90\_minutes: the number of shots on target took per 90 minutes, not including penalty kicks.

goal\_per\_shot: the number of goals scored per shot, not including penalty kicks.

goal\_per\_shot\_on\_target: the number of goals scored per shot on target, not including penalty kicks.

average\_distance\_of\_shots: the average distance of every shot in yards, not including penalty kicks.

goals\_from\_free\_kicks: number of goals from free kicks per 90 minutes.

goals\_from\_penalty\_kicks: number of goals from penalty kicks per 90 minutes.

penalty\_kicks\_attempted: number of penalty kicks attempted per 90 minutes.

expected\_goals: the expected goals per 90 minutes.

non\_penalty\_expected\_goals: the expected goals per 90 minutes, not including penalty kicks.

non\_penalty\_expected\_goals\_per\_shot: the expected goals per shot, not including penalty kicks.

goals\_minus\_expected\_goals: the difference between goals and expected goals per 90 minutes.

non\_penalty\_goals\_minus\_non\_penalty\_expected\_goals: the difference between non-penalty goals and non-penalty expected goals per 90 minutes.

passes\_completed: the number of passes completed per 90 minutes.

passes\_attempted: the number of passes attempted per 90 minutes.

percentage\_of\_passes\_completed: the percentage of passes completed.

total\_passing\_distance: the total distance the ball travelled from completed passes in any direction per 90 minutes in yards.

progressive\_passing\_distance: the total distance the ball travelled from completed passes towards the goal per 90 minutes in yards.

short\_passes\_completed: the number of passes between 5 and 15 yards completed per 90 minutes.

short\_passes\_attempted: the number of passes between 5 and 15 yards attempted per 90 minutes.

percentage\_of\_short\_passes\_completed: the percentage of passes between 5 and 15 yards completed.

medium\_passes\_completed: the number of passes between 15 and 30 yards completed per 90 minutes.

medium\_passes\_attempted: the number of passes between 15 and 30 yards attempted per 90 minutes.

percentage\_of\_medium\_passes\_completed: the percentage of passes between 15 and 30 yards completed.

long\_passes\_completed: the number of passes longer than 30 yards completed per 90 minutes.

long\_passes\_attempted: the number of passes longer than 30 yards attempted per 90 minutes.

percentage\_of\_long\_passes\_completed: the percentage of passes longer than 30 yards completed.

assists: the number of assists a player makes per 90 minutes.

expected\_assists: the number of expected assists per 90 minutes.

assists\_minus\_expected\_assists: the difference between assists and expected assists per 90 minutes.

key\_passes: passes that directly lead to a shot per 90 minutes.

passes\_into\_final\_third: completes passes that gets into the third of the pitch closest to the opponent goal per 90 minutes, not including set pieces.

passes\_into\_penalty\_area: completes passes that gets into the 18-yard box per 90 minutes, not including set pieces.

crosses\_into\_penalty\_area: completes crosses that gets into the 18-yard box per 90 minutes, not including set pieces.

progressive\_passes: completed passes that moved towards the opponents at least 10 yards from the furthest point from the last 6 passes or any passes into the penalty area per 90 minutes, not including passes from the 40% of the pitch farthest from the opponent goal.

live\_ball\_passes: the number of live ball passes attempted per 90 minutes.

dead\_ball\_passes: the number of dead ball passes attempted per 90 minutes, including free kicks, corner kicks, kickoffs, throw-ins, and goal kicks.

passes\_from\_free\_kicks: the number of passes attempted from free kicks per 90 minutes.

through\_balls: completed passes sent between back defenders into open space per 90 minutes.

passes\_under\_pressure: completed passes when pressured by opponent players per 90 minutes.

switches: passes that travelled at least 40 yards horizontally per 90 minutes.

crosses: crosses attempted per 90 minutes.

corner\_kicks: corner kicks attempted per 90 minutes.

inswinging\_corner\_kicks: inswinging corner kicks attempted per 90 minutes.

outswinging\_corner\_kicks: outswinging corner kicks attempted per 90 minutes.

straight\_corner\_kicks: straight corner kicks attempted per 90 minutes.

ground\_passes: passes attempted that stayed on the ground per 90 minutes.

low\_passes: passes attempted that left the ground but below shoulder level per 90 minutes.

high\_passes: passes attempted above shoulder level per 90 minutes.

passes\_attempted\_by\_left\_foot: passes attempted by left foot per 90 minutes.

passes\_attempted\_by\_right\_foot: passes attempted by right foot per 90 minutes.

passes\_attempted\_by\_head: passes attempted by head per 90 minutes.

throw\_ins: thrown-in takens per 90 minutes.

passes\_attempted\_by\_other\_body\_parts: passes attempted by body parts other than head and feet per 90 minutes.

offside\_passes: passes attempted that went offside per 90 minutes.

out\_of\_bound\_passes: passes attempted that went out of bound per 90 minutes.

intercepted\_passes: passes attempted that got intercepted per 90 minutes.

blocked\_passes: passes attempted that got blocked due to a player standing in its path per 90 minutes.

tackles\_attempted: the number of tackles attempted per 90 minutes.

tackles\_won: the number of tackles won per 90 minutes.

tackles\_in\_defensive\_third: the number of tackles attempted in the third of the pitch farthest from opponent goal per 90 minutes.

tackles\_in\_middle\_third: the number of tackles attempted in the third of the pitch in the middle per 90 minutes.

tackles\_in\_attacking\_third: : the number of tackles attempted in the third of the pitch closest from opponent goal per 90 minutes.

dribblers\_tackled: the number of dribblers tackled per 90 minutes.

dribblers\_confronted: the number of dribblers confronted per 90 minutes.

percentage\_of\_dribblers\_tackled: the percentage of dribblers tackled.

dribbled\_past: the number of time got dribbled past per 90 minutes.

pressures: the number of times attempted to apply pressure to opponent player per 90 minutes.

pressure\_successes: the number of times completed applying pressure to opponent player per 90 minutes.

pressure\_success\_rate: : the percentage of completion of applying pressure to opponent player.

pressures\_in\_defensive\_third: the number of times completed applying pressure to opponent player attempted in the third of the pitch farthest from opponent goal per 90 minutes.

pressures\_in\_middle\_third: the number of times completed applying pressure to opponent player attempted in the middle third of the pitch per 90 minutes.

pressures\_in\_attacking\_third: the number of times completed applying pressure to opponent player attempted in the third of the pitch closest from opponent goal per 90 minutes.

blocks: the number of times blocking the ball by standing its path per 90 minutes.

shots\_blocked: the number of shots blocked per 90 minutes.

shots\_on\_target\_blocked: the number of shots on target blocked per 90 minutes.

passes\_blocked: the number of passes blocked per 90 minutes.

interceptions: the number of interceptions made per 90 minutes.

tackles\_plus\_interceptions: the number of tackles and interceptions made per 90 minutes.

clearances: the number of clearances made per 90 minutes.

errors: the number of mistakes leading to an opponent shot per 90 minutes.

touches: the number of times a player touches the ball per 90 minutes.

touches\_in\_own\_penalty\_area: the number of times a player touches the ball in own penalty area per 90 minutes.

touches\_in\_defensive\_third: the number of times a player touches the ball in the third of the pitch farthest from opponent goal per 90 minutes.

touches\_in\_middle\_third: the number of times a player touches the ball in the middle third of the pitch per 90 minutes.

touches\_in\_attacking\_third: the number of times a player touches the ball in the third of the pitch closest from opponent goal per 90 minutes.

touches\_in\_opponent\_penalty\_area: the number of times a player touches the ball in opponent’s penalty area per 90 minutes.

live\_ball\_touches: the number of times a player touches the ball in live-ball situation per 90 minutes.

dribbles\_completed: the number of dribbles completed per 90 minutes.

dribbles\_attempted: the number of dribbles attempted per 90 minutes.

percentage\_of\_dribbles\_completed: the percentage of dribbles completed.

number\_of\_players\_dribbled\_past: the number of players dribbled past per 90 minutes.

nutmegs: the number of times dribbling past a player by sending the ball between their legs per 90 minutes.

carries: the number of times moving the ball while controlling it with their feet per 90 minutes.

total\_carrying\_distance: the distanced covered by moving the ball while controlling it with their feet in any direction per 90 minutes in yards.

progressive\_carrying\_distance: the distanced covered by moving the ball while controlling it with their feet towards opponent goal per 90 minutes in yards.

progressive\_carries: the number of times moving the ball while controlling it with their feet towards opponent goal per 90 minutes.

carries\_into\_final\_third: the number of times moving the ball while controlling it with their feet in the third of the pitch closest from opponent goal per 90 minutes.

carries\_into\_penalty\_area: the number of times moving the ball while controlling it with their feet into opponent penalty area per 90 minutes.

miscontrols: the number of times losing possessions due to failing to control the ball per 90 minutes.

dispossessed: the number of times losing possessions due to being tackled per 90 minutes.

pass\_targets: the number of times attempting to receive a pass per 90 minutes.

passes\_received: the number of times successfully received a pass per 90 minutes.

percentage\_of\_passes\_received: the percentage of passes successfully received.

progressive\_passes\_received: the percentage of passes that moved towards the opponents at least 10 yards from the furthest point from the last 6 passes or any passes into the penalty area successfully received per 90 minutes, not including passes from the 40% of the pitch farthest from the opponent goal.

yellow\_cards: the number of yellow cards received per 90 minutes.

red\_cards: the number of red cards received per 90 minutes.

second\_yellow\_cards: the number of second yellow cards in a game received per 90 minutes.

fouls\_committed: the number of fouls committed per 90 minutes.

fouls\_drawn: the number of fouls drawn from opponent player per 90 minutes.

offsides: the number of offside runs per 90 minutes.

penalty\_kicks\_won: the number of penalty kicks won per 90 minutes.

penalty\_kicks\_conceded: the number of penalty kicks given away per 90 minutes.

own\_goals: the number of own goals scored per 90 minutes.

recoveries: the number of loose balls recovered per 90 minutes.

aerial\_duels\_won: the number of aerial duels won per 90 minutes.

aerial\_duels\_engaged: the number of aerial duels engaged in per 90 minutes.

aerial\_duels\_lost: the number of aerial duels lost per 90 minutes.

percentage\_of\_aerial\_duels\_won: the percentage of aerial duels won.

position: the usual position of the player on the pitch.

rating: the average rating player receives during the season.