**1. Game State Factors**

These variables influence both the urgency and the tactics of teams:

* **Current Scoreline** (e.g. 0-0 vs. 2-1)
  + Trailing teams usually become more aggressive.
  + Teams leading late may sit back or "park the bus."
* **Time Remaining**
  + Goal rates tend to rise in the last 15–20 minutes.
  + Injury time adds chaos and higher goal probabilities.
* **Match Importance**
  + Knockout games vs. low-stakes league matches can vary significantly in goal behavior.

**2. Team-Level Statistical Indicators**

Historical and season-long performance metrics:

* **Average Goals Scored / Conceded per Minute**
  + Useful to estimate a team’s goal rate.
  + Can be broken down by home/away and by match period.
* **Expected Goals (xG)**
  + A much better predictor than raw shots.
  + Teams generating high xG are more likely to score soon.
* **Possession Share**
  + More ball control generally leads to more attacking opportunities.
* **Attacking and Defensive Efficiency**
  + Shot conversion % (goals/shots) and save %.
  + Pressing efficiency and transition speed.

**3. Real-Time Match Context**

* **Shot Volume & Quality**
  + Recent shots and xG per shot in the last 5–15 minutes.
* **Momentum Indicators**
  + Live dashboards (e.g., Opta, StatsBomb) track which team is dominating play.
  + Sequences of passes, touches in the final third.
* **Player Positioning / Heatmaps**
  + Are backs pushed up?
  + Are strikers receiving the ball in dangerous zones?

**4. Tactical and Situational Changes**

* **Substitutions**
  + Fresh attackers vs. tired defenders = increased goal likelihood.
  + Defensive subs suggest intent to hold the scoreline.
* **Red Cards / Discipline**
  + A team down to 10 men is much more likely to concede.
* **Formation Changes**
  + Switching from 4-4-2 to 3-5-2 might signal a tactical push.
* **Set Piece Frequency**
  + Teams strong on corners/free kicks may score even with low xG from open play.

**5. Environmental & Contextual Variables**

* **Home vs. Away**
  + Home teams score more frequently due to crowd effect and familiarity.
* **Referee Tendencies**
  + Some refs call more fouls or allow more physical play, influencing game flow.
* **Weather Conditions**
  + Rain, wind, or heat may impact passing/shooting accuracy.
* **Pitch Quality**
  + Impacts the pace of the game and ball control.