



# Did we deserve to win?

A post-match analysis of Japan's performances against  
Germany and Spain in the 2022 World Cup

# A Quick Game: Guess the score!



CEL



BAR

Possession



3



Shots on Goal

8



5



Shot Attempts

25



1



Yellow Cards

2



2



Corner Kicks

7



7



Saves

1



# I would argue that . . .

- The soccer gods are just - whoever deserves to win will win.
- With a proper game plan, commitment, and dedication, David will beat Goliath.



## Group E

World Cup 2022



			GROUP				KNOCKOUT				
			1st	2nd	3rd	4th	Last 16	QF	SF	Final	WINNER
	1	Spain	50.5%	34%	12.2%	3.3%	84.5%	52.5%	30.1%	16.4%	8.9%
	2	Costa Rica	1.9%	7.9%	27%	63.2%	9.8%	2.7%	0.6%	0.1%	0%
	3	Germany	40.8%	39.5%	15.1%	4.6%	80.4%	49%	27.3%	14.7%	7.7%
	4	Japan	6.7%	18.6%	45.7%	29%	25.4%	8.9%	2.9%	0.9%	0.2%

**Spain and Germany expected to dominate, Japan written off as losers.**



Germany **1 - 2** Japan



## Match Stats

 GER

 JPN

### Possession



9	Shots on Goal	4
26	Shot Attempts	12
0	Yellow Cards	0
6	Corner Kicks	6
2	Saves	8

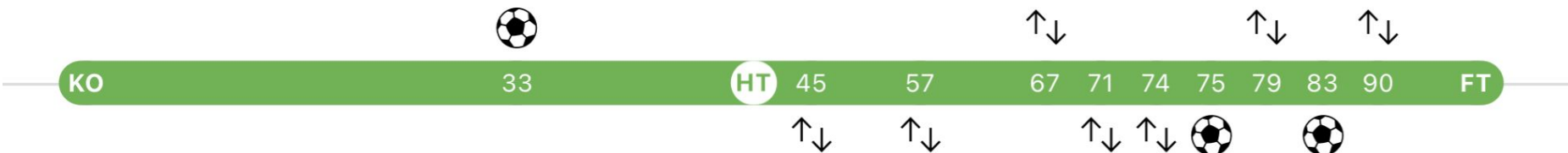
**Germany dominated possession and created more shots but still lost.  
Why?**

# Timeline: Japan flips the game in the last 15 minutes

## Match Timeline

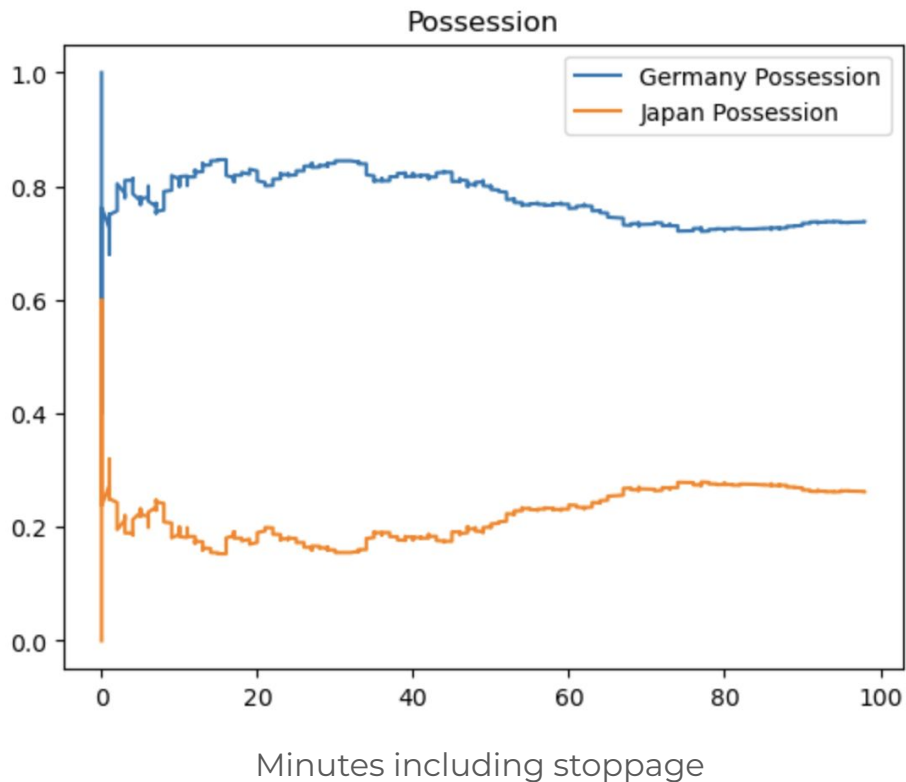


Germany



Japan

# Timeline: Germany dominates possession



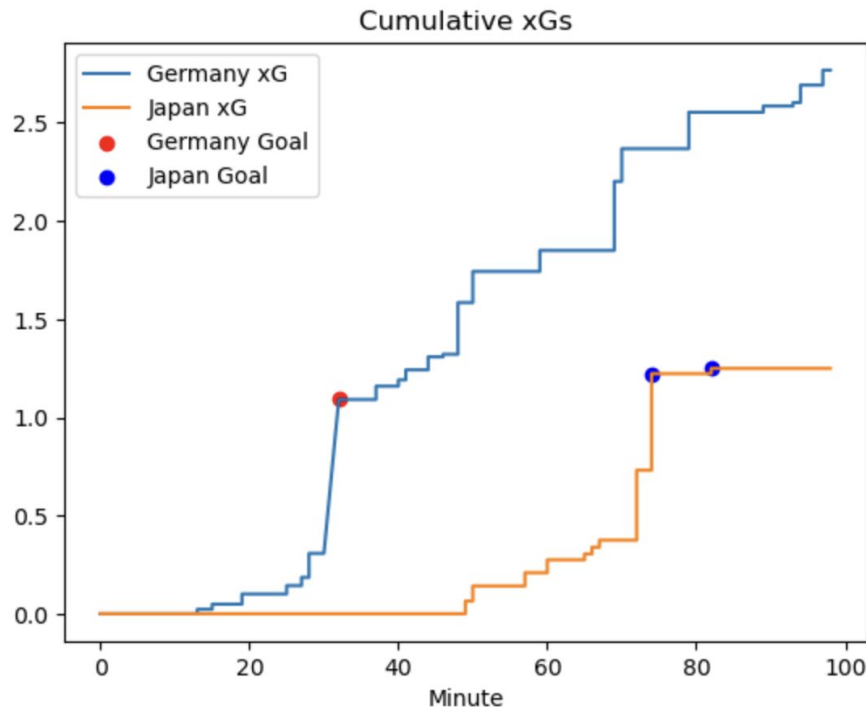


# Timeline: Cumulative xGs

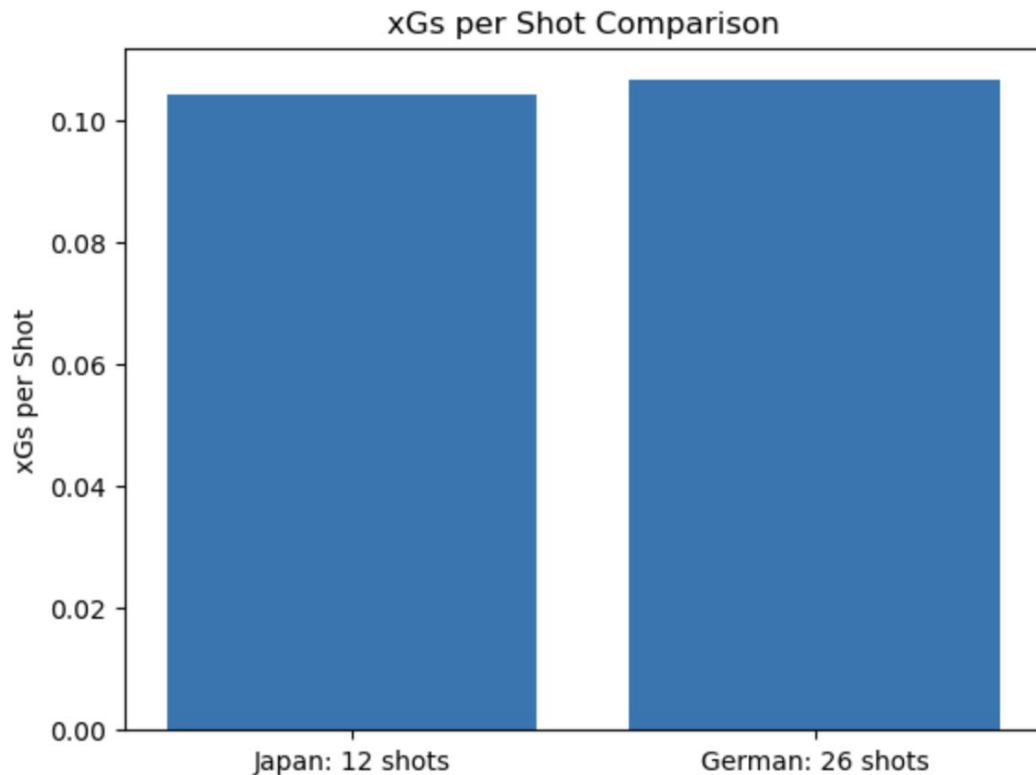
Total Cumulative xGs

- Japan: **1.25**
- Germany: **2.77**

Did Germany deserve to win? To answer this, let's take a deeper look at each individual shot.



# Average xGs per Shot



On average, both teams created similar quality chances. Yet, Germany had over double the shots. Statistically, Germany should have won. But ...

# Probability Theory

Each shot is (in theory) an **independent event**. This means that when looking specifically at shots, the outcome of one does not impact the outcome of another.

While xGs don't exactly represent probability, they represent the likelihood that a shot ends up a goal (I.E. a shot with an xG of .25 means the shot will be a goal with the likelihood of 25/100).

Therefore ...

**Total xGs can be deceiving, and a single, high-value shot is better than multiple, low-value shots.**

Example:

**Team A:**

Shot 1 (S1) = **0.25**, Shot 2 (S2) = **0.25**

$$P(S1) = 0.25 \quad P(S2) = 0.25$$

$$TotalTeamA = P(S1) + P(S2) = 0.5$$

**Team B:**

Shot 1 (S1) = **0.3**

$$P(S1) = 0.3$$

$$TotalTeamB = P(S1) = 0.3$$

Probability of converting all of their shots

$$P(S1) * P(S2) = 0.0625$$

$$P(S1) = .3$$

## **In the context of soccer . . .**

It is better to have a single shot from a cut-back cross on top of the 6-yard box with an xG of 0.8

instead of ten shots from outside of the box, each with an xG of 0.1.

## Top 5 xG shots using Statsbomb

	shot_statsbomb_xg	shot_outcome	minute	team
0	0.783500	Goal	32	Germany
1	0.477751	Goal	74	Japan
2	0.326579	Saved	69	Germany
3	0.287729	Off T	72	Japan
4	0.215083	Wayward	48	Germany

If we take into consideration that Germany's goal was a PK, Japan created better chances from open play

# Goals xGs

	shot_statsbomb_xg	shot_outcome	minute	team
0	0.783500	Goal	32	Germany
1	0.477751	Goal	74	Japan
31	0.026684	Goal	82	Japan

Japan scored from a shot with 0.03 xGs

# Conclusion: Japan deserved to win

## Japan

- Created the better chances and made the most of every opportunity.
- Full-team commitment to the game plan.
- Strong defensively.

## Germany

- Data highlights the weakness in their attack, mainly a lack of a goal-scorer.
- Weak defense, lapse in concentration lead to them conceding a goal with 0.03 xGs





Spain **1 - 2** Japan



Match Stats

 JPN

 ESP

Possession



3	Shots on Goal	5
6	Shot Attempts	12
3	Yellow Cards	0
0	Corner Kicks	2
4	Saves	1

Same story

**Timeline:** It took 3 minutes for Japan to flip the game

## Match Timeline

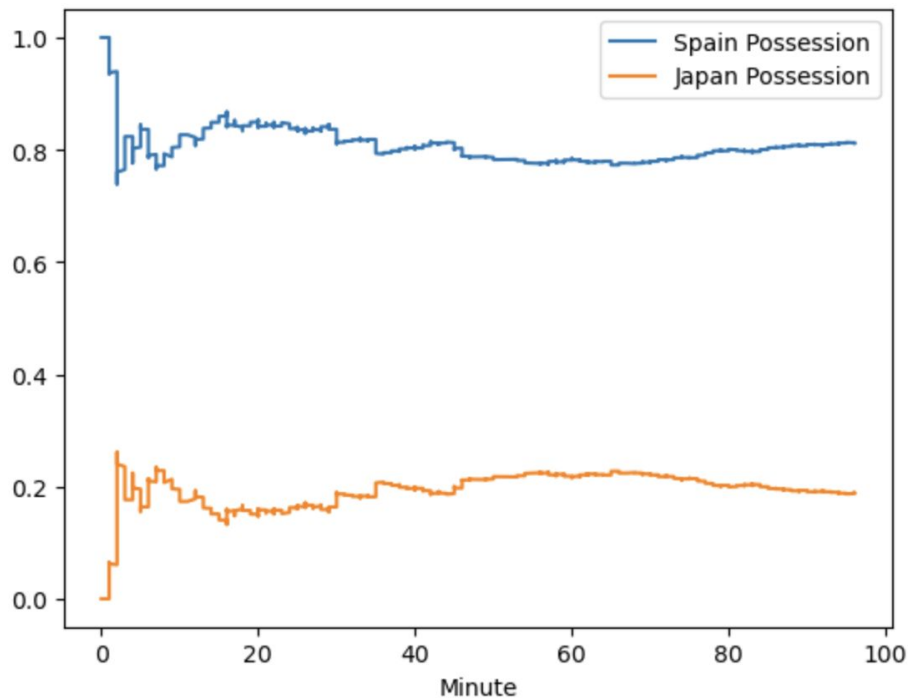


Japan



Spain

## Timeline: Spain dominates possession, again



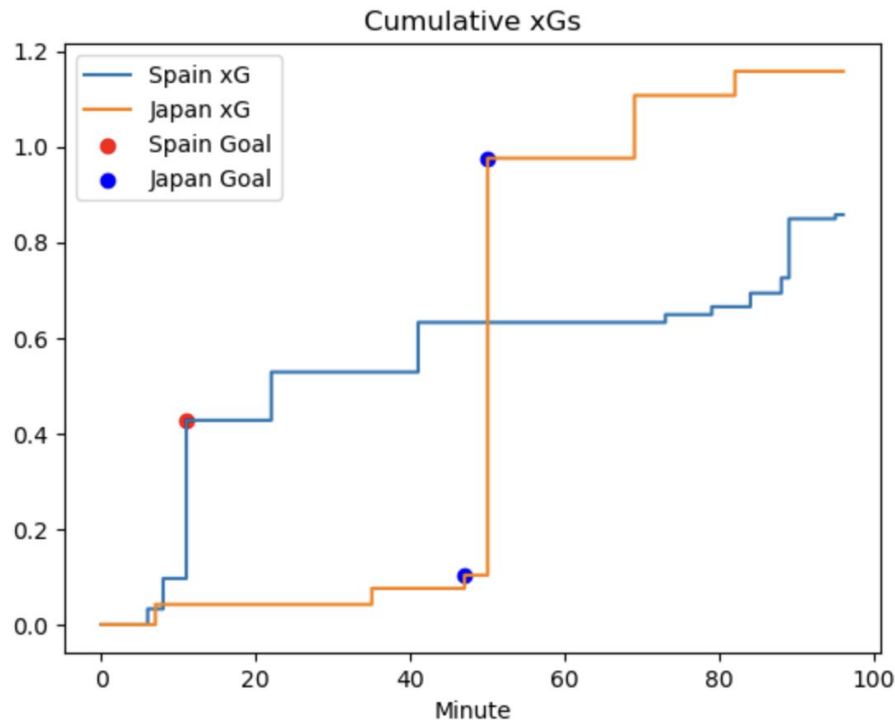
Minutes including stoppage

# Timeline: Cumulative xGs

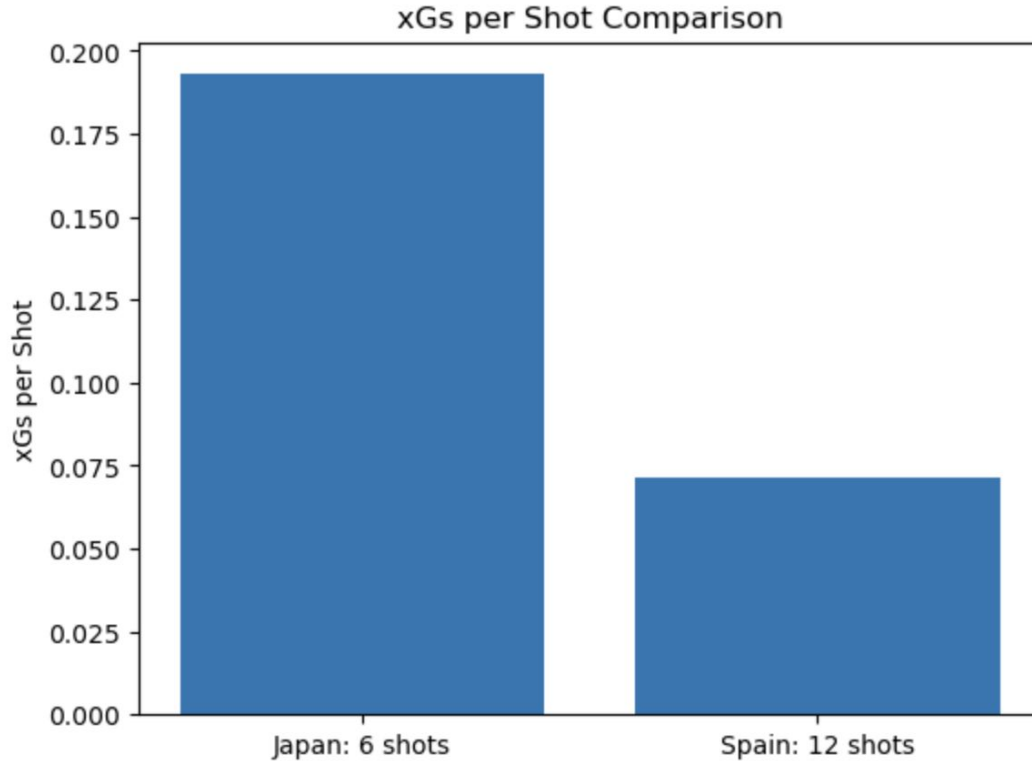
Total Cumulative xGs

- Japan: **1.16**
- Spain: **0.86**

Japan with a better total xGs.  
Let's examine each shot.



# Average xGs per Shot



Japan's average xG per shot is over double that of Spain's.

On top of that, Japan made the most of 6 shots, where as Spain had 12.

## Top 5 xG shots

	shot_statsbomb_xg	shot_outcome	minute	team
0	0.872618	Goal	50	Japan
1	0.331067	Goal	11	Spain
2	0.131218	Off T	69	Japan
3	0.123736	Saved	89	Spain
4	0.103853	Blocked	41	Spain

Japan created a very, very high-value chance and converted

## Goals xGs

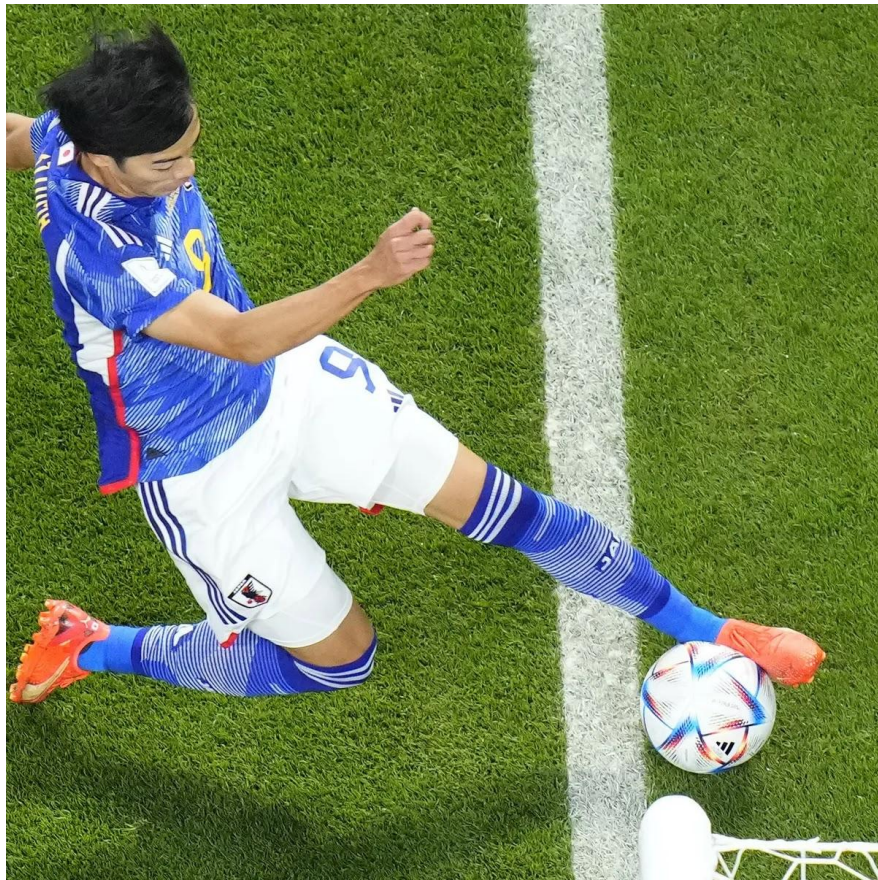
	shot_statsbomb_xg	shot_outcome	minute	team
0	0.872618	Goal	50	Japan
1	0.331067	Goal	11	Spain
12	0.027778	Goal	47	Japan

Japan scored from a shot with 0.03 xGs, again.



# The Controversy

Tanaka's goal resulted in the highest xG shot of the match. If this ball was out of bounds, the shot wouldn't have counted, lowering Japan's xGs significantly.



# Conclusion: Japan deserved to win

## Japan

- Higher quality chances.
- Took advantage of opportunities.
- Low possession, but highly productive.

## Spain

- Over-all low-value chances.
- Dominated possession but very little productivity.

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- [Link to other analysis](#)
- [My Analysis of the teams from the 2022 World Cup](#)
- [LinkedIn](#)
- [Github](#)

Please don't hesitate to reach out for more analysis on different teams or players!