# Soccer Analytics with Two Pieces of Paper and a Pencil

Michael A. Rutter, Ph.D.

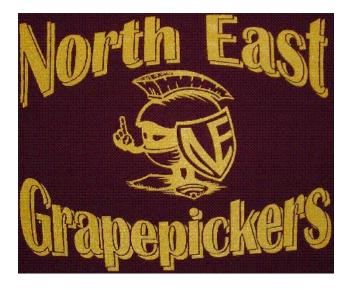
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JSM 2019 (7/31/19)

#### **Alternative Titles**

- "What Happens When a Statistician is Asked to do Statistics for a Varsity Soccer Team"
- "Please Stop Shooting From There"

Introduction Shot Percentages Expected Goals Conclusion



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- 10 wins, 8 losses, and 2 ties in 2018
- Region 4 co-champions, Lost in District 10 2A semi-finals
- Budget for statistics: \$0

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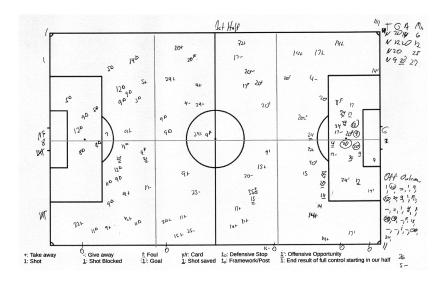
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# Typical Soccer Statistics

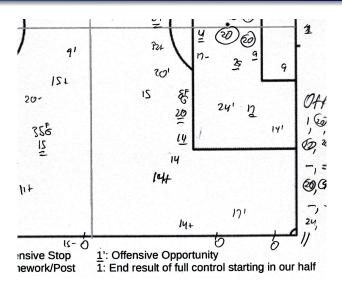
DATE		TIME										GΑ	ME CARI	D STATS
REFEREE		AR1		_	AR2		_		номе	AWAY	FIELD			
	OURTEAL	м											OPPONENT	
\$\text{SHOTS ON GOAL}\$  1 2 3 4 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 10TAL	, PLE	FER NAME	SHOTS GOALS	ASSISTS O	FK CX PK F	O YC RC		,	PLAYER NAME	SHOTS G	DALS ASSISTS C	OFIX CX	PK F O YC RC	SHOTS ON GOAL  1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 10TAL
GK SAVES  1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 10TAL														GR SW15  1 2 3 4  5 6 7 8  9 10 11 12  13 14 15 16  17 18 19 20  21 22 23 24  TOTAL
0 IRECT KOCKS 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 10 TAL	TEA	M TOTAL							TEAM TOTAL					1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
INDIRECT KICKS  1 2 3 4 5 6 7 8 9 10 11 12	# GO#	ALKEEPER	SHOTS AT GOAL	SAVES	GOALS IN FO	OULS YC RC		,	GOALKEEPER	SHOTS AT C	VOAL SAVES	GOALS	N FOULS YC RC	INDIRECT IXXXS  1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
13 14 15 16 17 18 19 20 21 22 23 24 TOTAL	TEAM OURS	1ST HALF	SCORESUMM 2ND HALF		SHOOT OUT	FINAL		DFK CK PK	DIRECT FREE KICK CORNER KICK PENALTY KICK	F 0	CFFSIDE	YC RC	YELLOW CARD RED CARD	13 14 15 16 17 18 19 20 21 22 23 24 TOTAL

https://www.brantwojack.com

# My Version



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- Digitized each shot recorded for season
- Labeled "Miss" or "Goal", team, and game number
- Did not distinguish type of shot (header, etc.)
- Used "WebPlotDigitizer" (https: //automeris.io/WebPlotDigitizer)
- Manipulated data using R (github: marutter/NEsoccer)

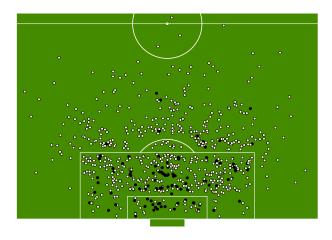
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#### All Shots Recorded





- Of 680 shots, 101 were goals (14.9% success rate)
- This ignores location
- Divide the pitch into six zones
- First introduced by Jacob Beckett
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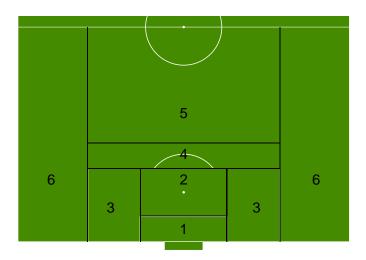
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# Scoring Zones



# Percentages by Scoring Area

Zone	Goals	Misses	Goal %	MLS Goal %
1	22	21	51.2%	31.1%
2	42	128	24.7%	17.7%
3	27	154	14.9%	7.1%
4	7	136	4.9%	5.3%
5	3	95	3.1%	2.3%
6	0	45	0.0%	3.5%

- This data set is much smaller than the MLS data set (680 vs. 8335 shots)
- Results are correlated based on the team
- Estimated the probability of a goal using a mixed logistic model
- All shots by the same team in the same game were assumed correlated

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#### **Updated Percentages**

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- Especially for high school soccer teams, shots attempted may not be a good metric of the quality of offensive play
- Ten shots from zones five and six are not the same as ten shots from zones one and two
- Given the number of shots per zone, the expected goals can be calculated
- $\bullet E_g = \sum_{z=1}^6 p_z n_z$

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Game vs. Conneaut, Ohio

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- High school players suffer from "selection bias" in terms of long distance shots due to highlight packages
- Expected goals based on zones useful data for both strategy discussions and post-game analysis
- Data set is small, but this shows usefulness of data collected by hand
- Questions?

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