



Data Science in Soccer

Michael Lucio

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How is Data Science Used in Soccer?

1. Scouting & Recruiting

- Use vast data and statistics such as goals scored, assists, minutes played, etc. to discover and gain insights on players.
- “Moneyball”

2. Technical Analysis

- Opposition Analysis
- Player & Team Analysis
- Set-Piece Analysis

3. Sport Science & Athlete Monitoring

- Use data to keep track of player fitness.

Types of Data

1. Event Data

- Chronological event-by-event tabulation of on-the-ball actions (pass/tackle/shot).
- A single game of Event Data features around ~2-3 thousand individual events.

2. Tracking Data

- Coordinate position of the ball and every player on the field, typically recorded at 25 frames per second. More in-depth analysis, beyond statistics.
- A single game of Tracking Data represents 2+ million individual measurements.

3. Physical Data

- Speed, strength, VO_2 levels, heart rate, metabolic rate, and even sleep.
- Recorded through GPS vests, force plates, and other machinery.

STATSBOMB

 **STATS
PERFORM**



SKILLcorner

wyscout

 **Second
Spectrum**


CATAPULT

 **CHYRONHEGO**

Typical Data Flow/Architecture

