Overview:

- ● KPI's for League Success
    - ○ Minimize goals conceded per game
    - ○ Maximize touches in opponents box
    - ○ Maximize goals per game
    - ○ Minimize shots against on target
- ● Increase Forward Pass Percentage (Passing forward more often) | Currently 2nd to last in Big West
- ● Come out stronger start of 2nd Half - Opponents get most dangerous shots against us during this time
- ● Need to be stronger in the midfield with less turnovers from defense to midfield
- ● Reduce passes into and around top of our box
- ● Reduce counter attacks (i.e. increase number of passes per scoring opportunity for opponent)

General League Success
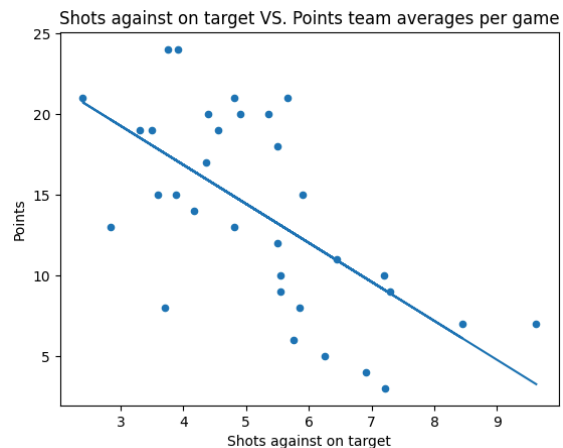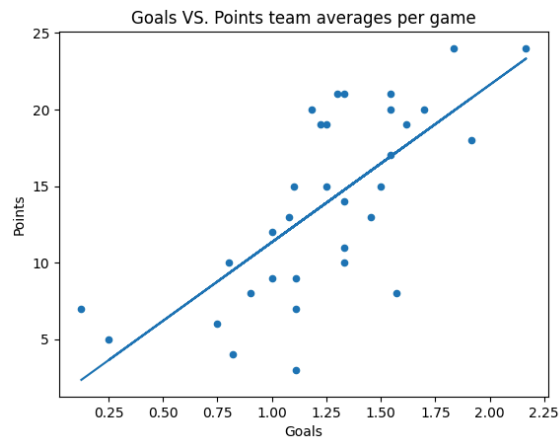
Key Performance Indicators:
1. Minimize Conceded Goals per Game
2. Touches in Penalty Area
3. Maximize Goals per Game
4. Reducing Shots Against on Target
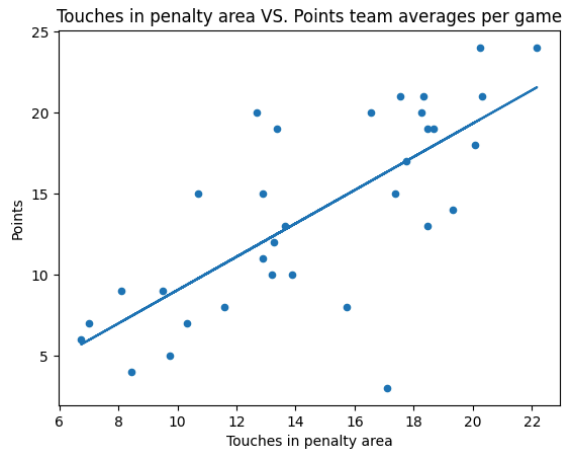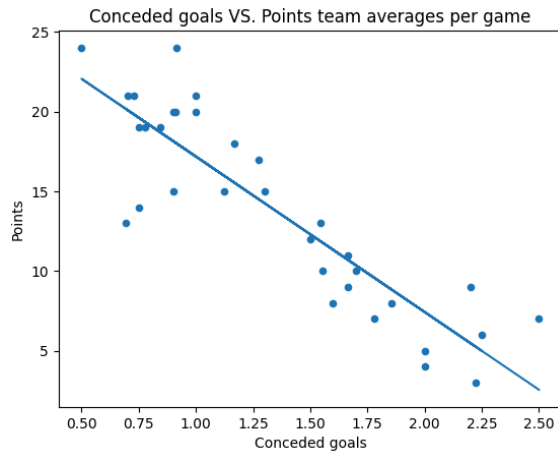
For every one goal conceded on average the points a team is expected to finish with decreases by 9.75

For Every Touch in Penalty area the points a team is expected to finish with increases by 1.03

For every 1 goal per game the expected points a team is expected to finish with increases by 10.28.

For every 1 shot against on target the expected points a team finishes with decreases by 2.42

Additional features that correlate to lower goals conceded per game:
1. Putting shots on target ourselves
2. Recovering the ball in the attacking third
3. Increasing the number of penalty area entries off runs/crosses in opponents area
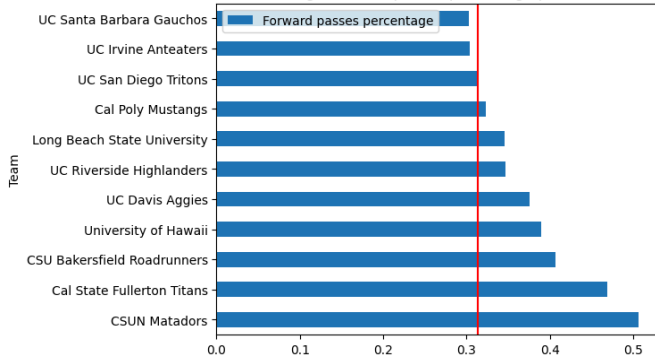
Additional features that correlate to increase goals per game:
4. Putting shots on target
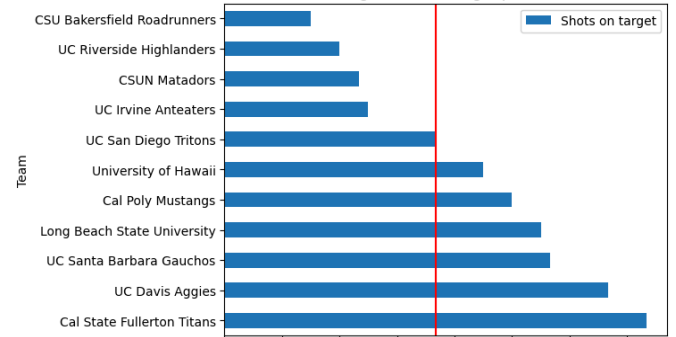5. Converting penalties
6. Getting touches in opponents box
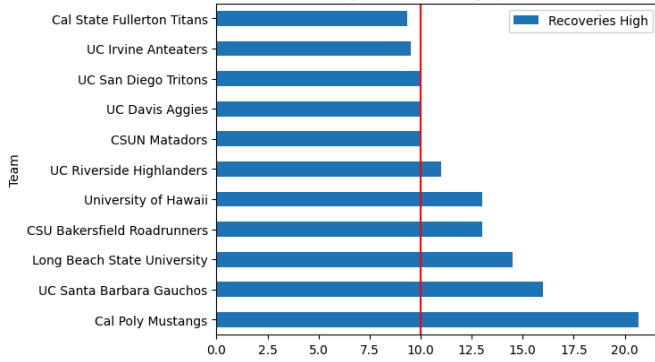
Current Big West Distribution in Each Feature
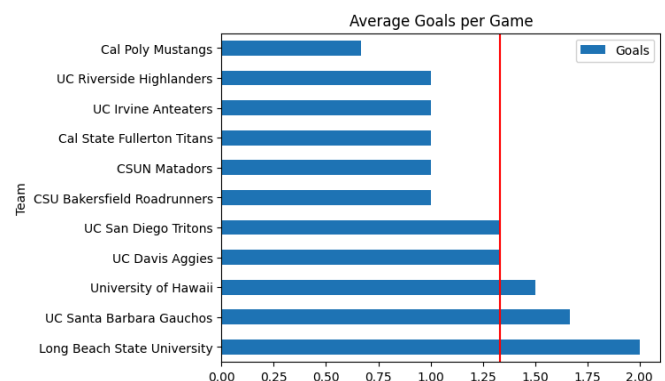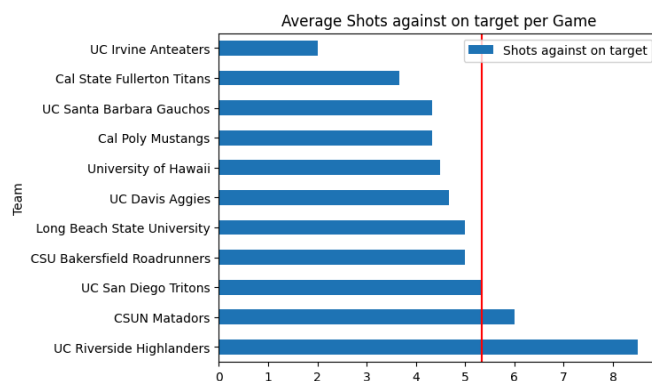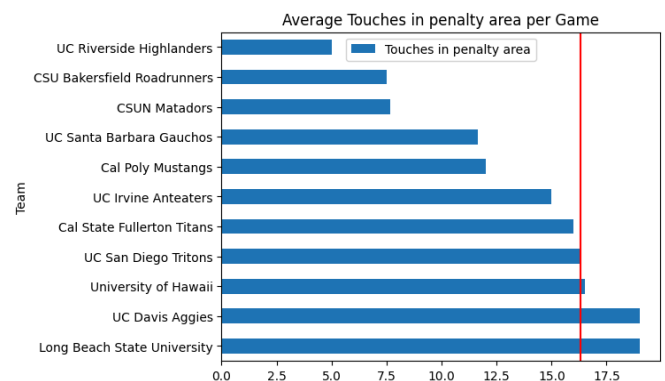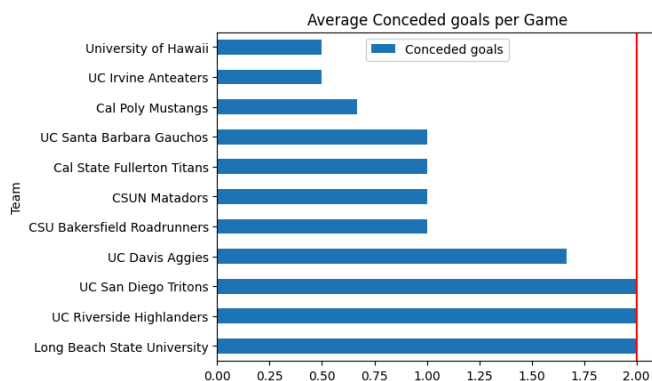
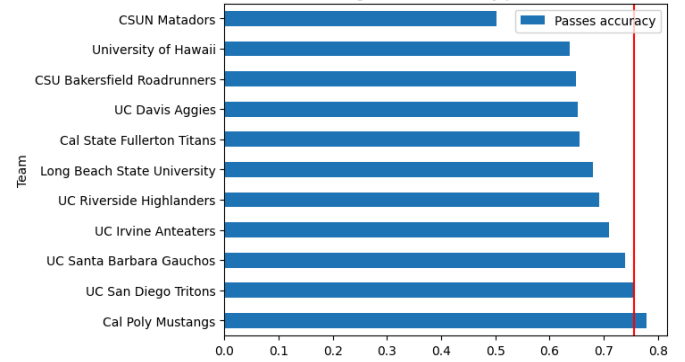### Average Forward passes percentage per Game
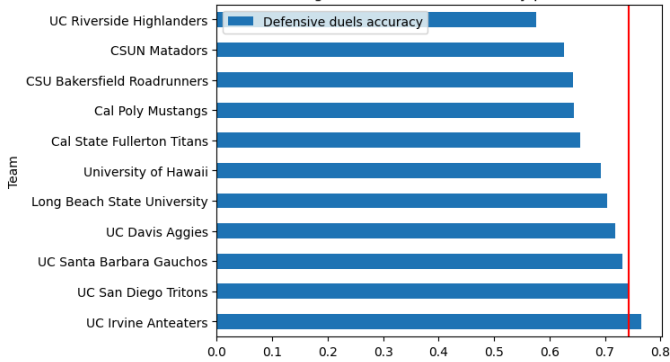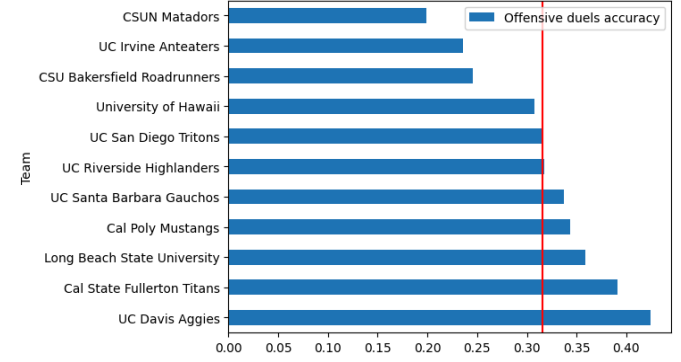
Average Shots on target per Game

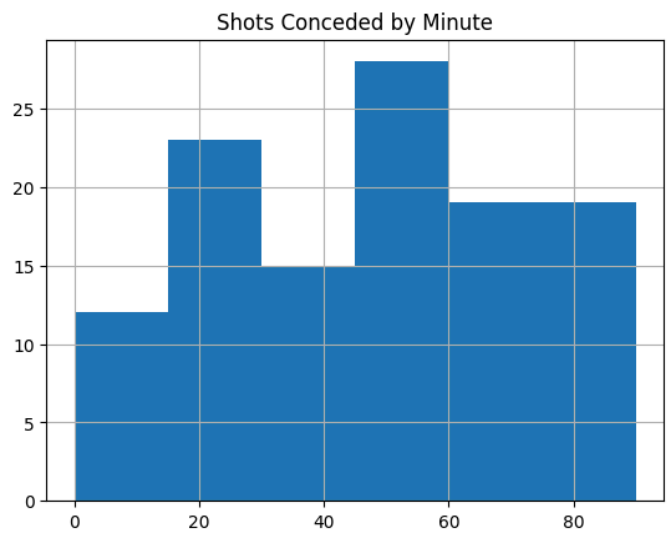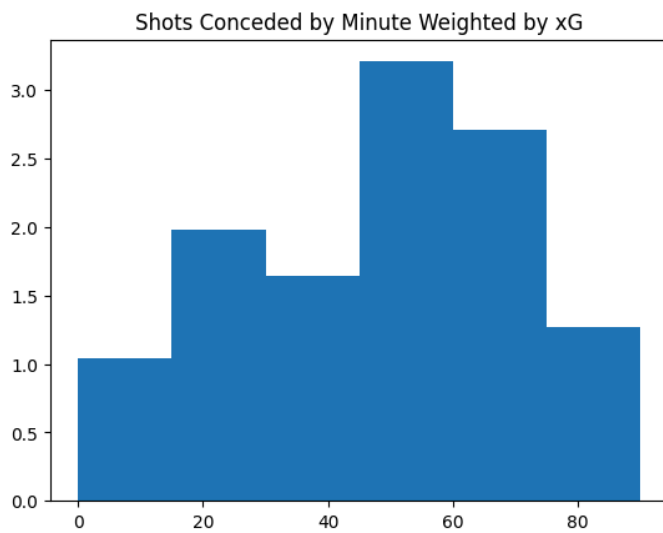### Average Recoveries High per Game

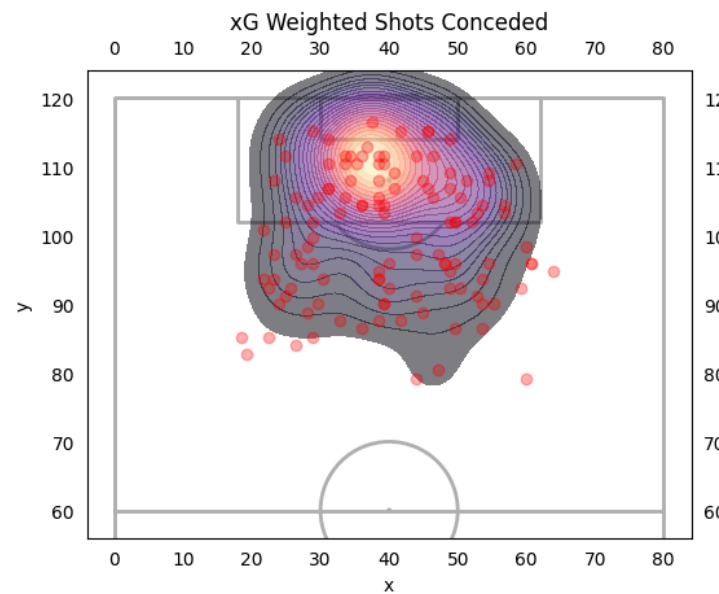### Average Passes accuracy per Game

Average Defensive duels accuracy per Game

Average Offensive duels accuracy per Game

Non-Weighted Shots Conceded

xG Weighted Shots Conceded

Shots Conceded by Minute Weighted by xG

Shots Conceded by Minute
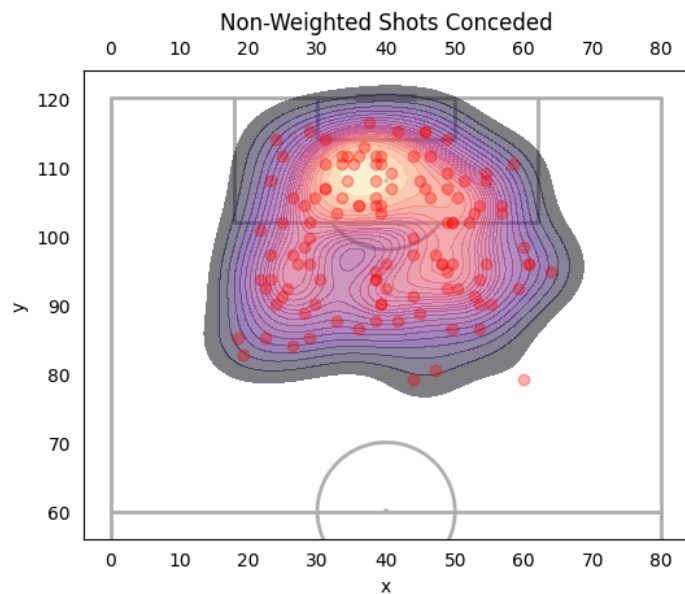
- UCSD Currently averages 11.1 Shots against
- More shots tended to be conceded as the game progressed with the exception of 2 peaks at the middle 15 minutes of the first half and first 15 minutes of second half.
- Most of the dangerous shots occur in the first 30 minutes of the second half
- The shots tend to follow a horseshoe shape at the top of the box while most of the dangerous shots are in the middle of the box.

Heat Map of Shots Conceded Origins

Opponent Shots Origin

Pass UCSD	30.2%
Set Piece Opponent	20.7%
Pass Opponent	3.4%
Throw-in UCSD	0.9%
Throw-in Opponent	15.5%
Tackle UCSD	0.9%
Tackle Opponent	28.4%

Legend (Heat Map): UCSD Pass, Opponent Throw-in, Opponent Pass, Opponent Tackle, UCSD Throw-in, Opponent Set Piece, UCSD Tackle
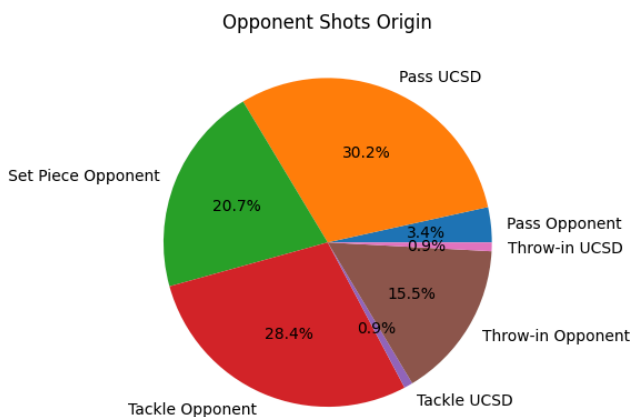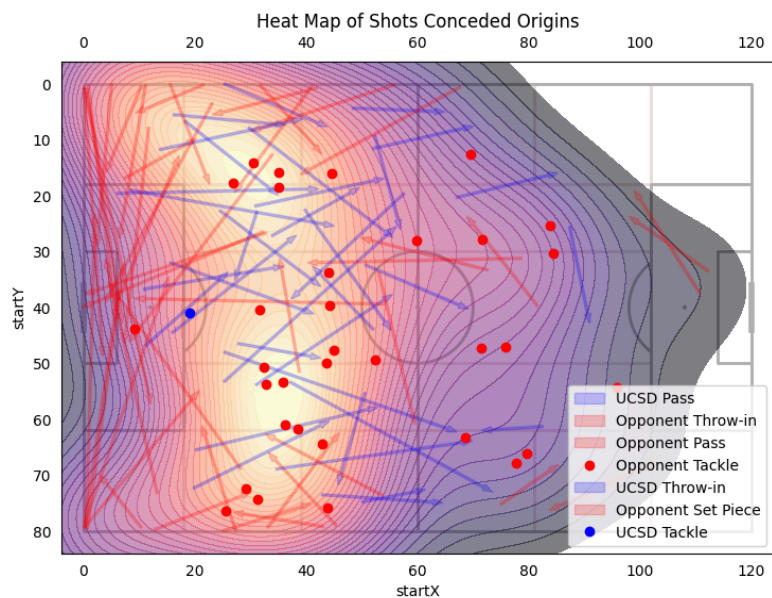
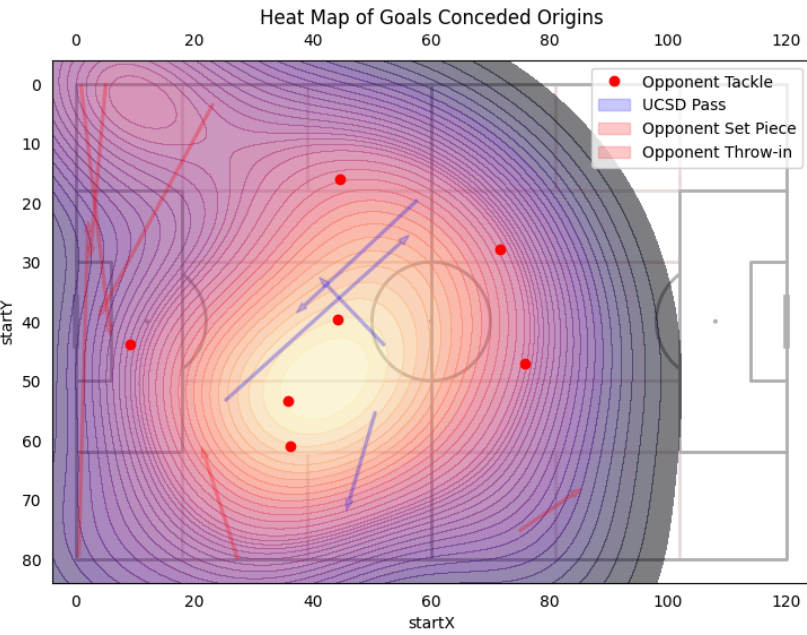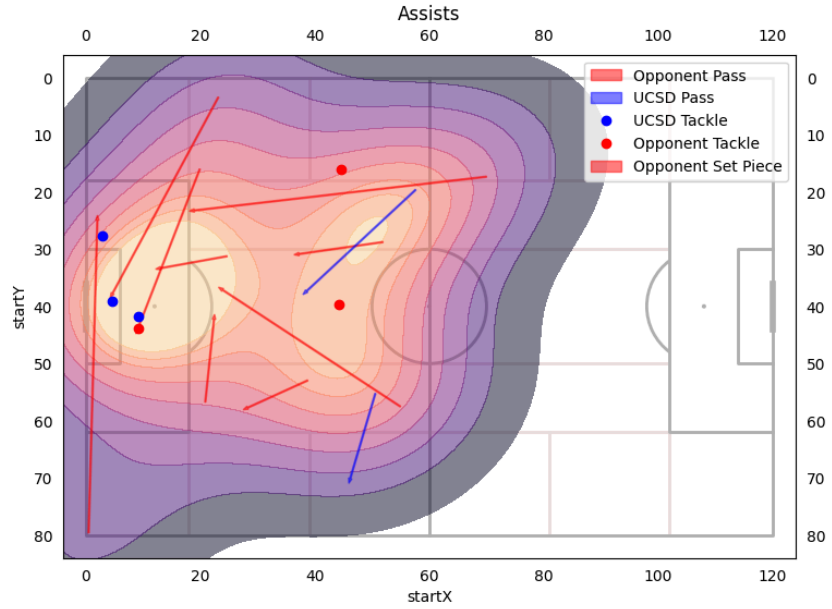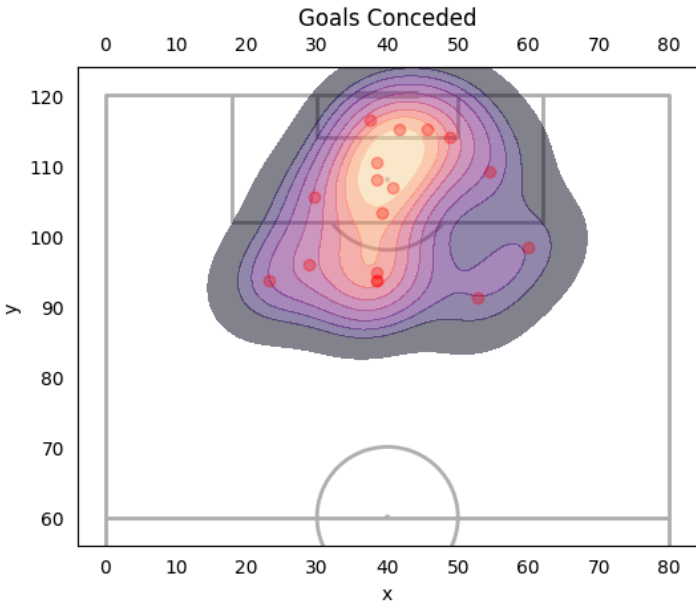| TurnoversToShots	
Player	
17	9
8	8
6	8
3	8
14	7
10	6
13	6
7	5
1	2
15	2
21	2
23	1
27	1
28	1
2	1
4	1
11	1

TurnOversToShots	
Game	
Pepperdine	11
Cal	9
SDSU	9
UCSB	9
Washington State	8
LBSU	6
SF	6
Nevada	4
CBU	3
Idaho	3
Pacific	1

Shot Assists

Legend: Opponent Pass, UCSD Tackle, Opponent Tackle, Opponent Set Piece, Opponent Throw-in, UCSD Pass

Distribution of # Passes in Each of Opponents Scoring Opportunities

Goals Conceded

Assists

Heat Map of Goals Conceded Origins

Opponent Goals Origin
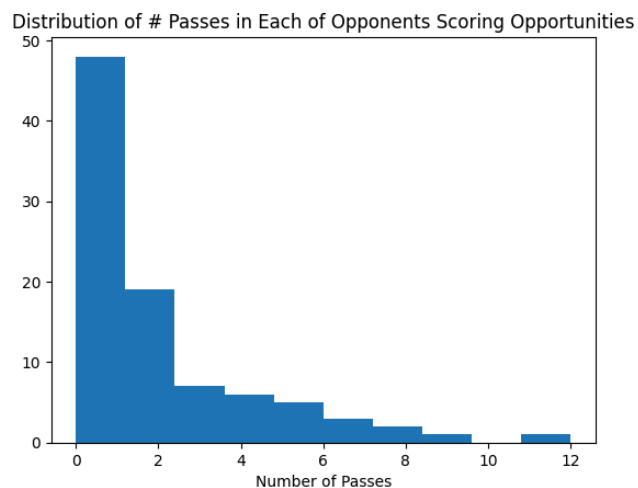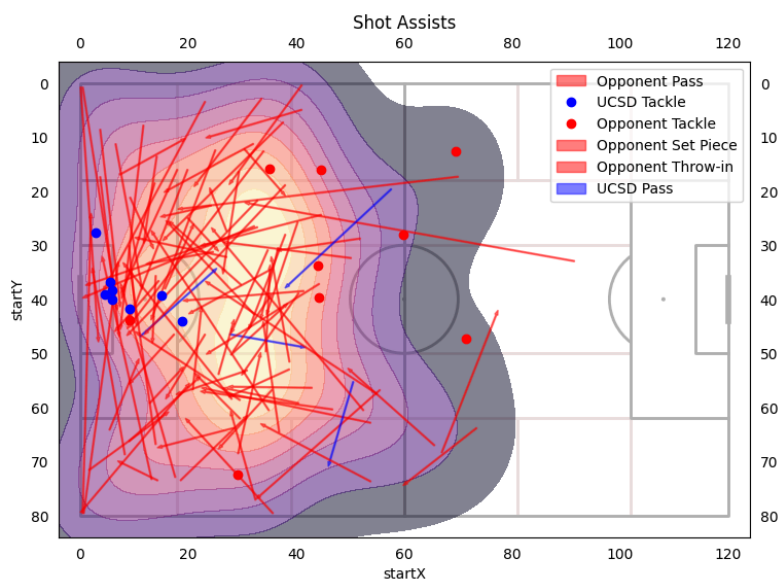
TurnoversToGoals	
Player	
3	3
17	2
1	1
10	1
23	1
4	1
7	1
8	1