# **POSITION**

# **KEEPER**

x IN KEEPER
IF (x) IN POSITION
AND position\_type == 'KEEPER'

## **DEFENDER**

x IN DEFENDER

IF (x) IN POSITION

AND position\_type == 'DEFENDER'

## **MIDFIELDER**

x IN MIDFIELDER
IF (x) IN POSITION
AND position\_type == 'MIDFIELDER'

## **ATTACKER**

x IN ATTACKER

IF (x) IN POSITION

AND position\_type == 'ATTACKER'