



Data Cheat Sheet

BETTER DECISIONS, FASTER

You've got the data, now how do you recruit with it?

This cheat sheet gives you a role by role breakdown of the metrics that matter most when using Advanced Search in Wyscout.



Defenders

| | Ball-Playing CB | Combative CB / Stopper | Libero / Middle Pin CB | Wide CB (in 3) |
|-----------------------|--|--|--|--|
| What do they do → | Initiate build-up from the back, break opposition lines with passes, and maintain composure under pressure. | Win duels, clear danger, mark target forwards, and contest aerial challenges. | Sweep behind the backline, support both build-up and cover, dictate transitions from deep. | Cover half-spaces, support full backs, defend wide-to-central transitions, and build down their respective flank. |
| Metrics that matter → | <p>Passes per 90 (high volume suggests trusted ball progressor)</p> <p>Progressive passes per 90 + Accurate progressive passes % (ball progression ability)</p> <p>Accurate long passes % (passing range)</p> <p>Interceptions per 90 (reading play early)</p> | <p>Defensive duels per 90 + Defensive duels won % (high volume to fit profile; success rate points to ability)</p> <p>Aerials duels per 90 + Won aerial duels % (similarly, volume and ability in aerial duels)</p> <p>Shots blocked per 90 (defence of the penalty area)</p> | <p>Defensive duels per 90 + Defensive duels won % (below-average volume to fit less confrontational profile; good success rate when called into action)</p> <p>Interceptions per 90 (reading play early)</p> <p>Accurate passes % (reliable in possession)</p> <p>Accurate long passes % (passing range)</p> | <p>Defensive duels per 90 + Defensive duels won % (high volume to fit profile; success rate points to ability)</p> <p>Interceptions per 90 (reading play early)</p> <p>Progressive passes per 90 + Accurate progressive pass % (ability to step forward into midfield and distribute)</p> |

Midfielders

| | Defensive Midfielder #6 | Attacking Midfielder #8 | Deep-Lying Playmaker | Box-to-Box Midfielder |
|-----------------------|--|--|---|--|
| What do they do → | Screen the backline, intercept passes, dictate tempo from deep, recycle possession, and break up opposition transitions. | Connect midfield and attack, progress the ball, exploit half-spaces, support press, and arrive late in the box. | Orchestrate possession from deep areas, switch play, bypass press, and break lines with passing vision. | Cover large distances, contribute in both boxes, support transitions, and provide presence during both attacking and defensive phases. |
| Metrics that matter → | <p>Interceptions per 90 (reading play early)</p> <p>Defensive duels per 90 + Defensive duels won % (high volume to fit profile; success rate points to ability)</p> <p>Accurate passes % (reliable in possession)</p> <p>Average pass length (relatively short; wins possession and transfers ball to more creative players)</p> | <p>Progressive passes per 90 + Accurate progressive passes % (ball progression ability)</p> <p>Progressive runs per 90 (capable ball carrier)</p> <p>xA per 90 (chance-creation ability)</p> <p>Shots per 90 (not a core competency but enough volume to suggest they aren't shot shy)</p> | <p>Received passes per 90 (high volume suggests trusted outlet)</p> <p>Progressive passes per 90 + Accurate progressive passes % (ball progression ability)</p> <p>Accurate long passes % (passing range)</p> <p>Interceptions (reading play early)</p> | <p>Defensive duels per 90 + Defensive duels won % (defensive contribution; success rate points to ability)</p> <p>Progressive runs per 90 (capable ball carrier)</p> <p>Touches in box per 90 (above average for position; penalty area presence)</p> <p>Shots per 90 (above average for position)</p> |

Wide Players

| | Full-Back | Wing-Back | Classic Winger | Inverted Winger |
|-----------------------|--|--|---|---|
| What do they do → | Provide width in deeper zones, support buildup with overlapping runs, defend wide channels, block crosses and recover possession. | Hybrid role: provide width and depth, high involvement in final third and recovery runs. Key outlet in systems with three CBs. | Stretch the opposition horizontally, create width, deliver crosses, isolate in 1v1s, and provide assists or secondary assists. | Start wide, cut inside onto dominant foot, combine with overlapping FB, and shoot or create from central channels or half-spaces. |
| Metrics that matter → | <p>Defensive duels per 90 + Defensive duels won % (active defensively; competitive)</p> <p>Interceptions per 90 (reading play early)</p> <p>Crosses per 90 + Accurate crosses % (above-average volume + success rate; advances to provide attacking threat)</p> | <p>Interceptions per 90 (reading play early)</p> <p>Progressive runs per 90 (capable ball carrier)</p> <p>Crosses per 90 + Accurate crosses % (above-average volume + success rate; advances to provide attacking threat)</p> <p>Shot assists per 90 (creates chances)</p> | <p>Dribbles per 90 + Successful dribbles % (takes on and beats opponents)</p> <p>Progressive runs per 90 (capable ball carrier)</p> <p>Crosses per 90 + Accurate crosses % (above-average volume + success rate suggests classic winger profile)</p> <p>Shot assists per 90 (creates chances)</p> | <p>Shots per 90 (generates a good volume of shots)</p> <p>xG per 90 (above average filters out long-range volume padders)</p> <p>Progressive runs per 90 (attacks space with ball at feet)</p> <p>Shot assists per 90 (create chances)</p> <p>xA per 90 (average and above to capture quality)</p> |

Forwards

| | Playmaker #10 | Target Man #9 | Poacher | Pressing Forward |
|-----------------------|---|--|--|--|
| What do they do → | Drop into pockets between midfield and defence, dictate attacking tempo, assist final actions, and support both flanks and strikers. | Occupy central defenders, hold up play, win aerial duels, lay off for onrushing teammates, and finish inside the box. | Operate on the last line, exploit spaces behind the defence, focus on finishing chances in the box with minimal touches. | Lead the defensive phase from the front, apply constant pressure to defenders and GK, force errors in build-up. |
| Metrics that matter → | <p>Progressive passes per 90 + Accurate progressive passes % (ball progression ability)</p> <p>Deep completions per 90 (links play deep in opposition territory)</p> <p>Shot assists per 90 (create chances)</p> <p>xA per 90 (of above-average quality)</p> <p>Shots per 90 (sufficient volume to suggest they aren't shot shy)</p> | <p>Received long passes per 90 (outlet for team)</p> <p>Won aerial duels % (competitive in the air)</p> <p>Fouls suffered per 90 (shields ball and draws fouls)</p> <p>Passes to final third per 90 (receives and links play)</p> <p>xG per 90 (offers goal-scoring threat)</p> | <p>Touches in box per 90 (high volume; penalty box presence)</p> <p>Received passes per 90 (below average; runs stretch defence but not always found; most on-ball activity in and around area)</p> <p>xG per 90 (gets into good positions)</p> <p>Non-penalty goals per 90 (and scores at an acceptable rate)</p> <p>Goal conversion % (shot volume may not be all that high, but finishes well)</p> | <p>Defensive duels per 90 (well above-average for position)</p> <p>Pressing duels per 90 (harries opposition defence)</p> <p>Interceptions (reading play early)</p> <p>Shots per 90 (not just a hard-worker; provides some attacking output, too)</p> <p>Progressive runs per 90 (capable of transitioning team forward after winning the ball)</p> |



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