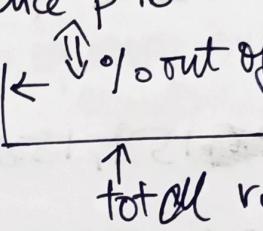
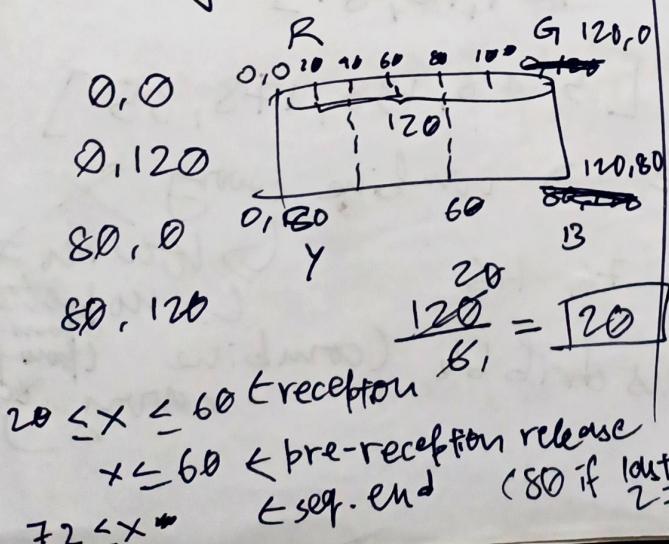


- only midfielders
- reception in  (pass started in own half)

- at least 3 pass / carry in sequence ending in attacking 40%
- top 90% of such reception/receiving players
- min. minutes/matches played
- such sequence p 90 (ranking)
- scatterplot 

- WHY?
- CAVEATS
- WHAT COULD HAVE MADE IT BETTER

* list of all midfielders



player-id, player-name,
position, team, total_minutes-
played,
total_receptions, total_involvement,
p90_involvements, p90_receptions,
p90_involv_pct

pass, carry, dribble

ball_recipient

✓ Pressure [20, 76, 99, 144, 160]

Ball Recovery

[4, 85, 123, 173, 28] → ally situation

Dispossessed

[49, 81, 102, 111, 129]

Duel

[66, 79, 89, 96, 140] → related to dispossess or

Foul Committed

[93, 26, 59, 65, 92] fainted dribble

Foul Won

[— do —]

[114, 119, 126,

160, 178]

✓ Interception [8, 38, 78, 101, 108]

✓ Block [85, 118, 128, 98, 39] ← pass X

✓ SD/SD [113, 84, 119]

Clearance [13, 86, 95, 159, 156] → pass X

Miscontrol

[15, 64, 94, 104, 119, 162,
164, 166, 67, 43]

Dribble
+ foul

✓ Ball Recovery [8, 18, 131, 133, 58]

✓ Duel [6, 50, 110, 166, 24]

✓ Clearance [23, 49, 69, 96, 51]

~~Foul Committed~~ [5, 48, 138, 178, 35]

↳ advantage → combine carry X

11, 26, 68, 76, 146

↳ low is X

↳ no better

↳ carry (pass-carry
(pass-carry
carry X) X)

check
dribble
& adv. foul
events

success dribble

(combine

(pass-carry
carry X) X)

under pressure reception

duration of transition → team/Hoyer
style

dribble

pitch config

yds
m

✓

carry > 5m

↓

convert
to
yds.

Pressure

Ball recovery

Dribble

Dispossessed → usually end of possession

Duel

Interception [8, 10, 11, 14, 23]

Block [10, 31, 39, 44, 73]

50/50 [11, 31, 84, 119]

Clearance [13, 23, 49, 51, 69]

Miscontrol [14, 15, 37, 38, 43] [57, 58, 63, 64, 67]

Error

Tactical Shift

Shield

Pass, Ball Receipt, Carry, Dribble

↑

incomplete/out

① Filter for events:

- Ball receipt (successful)
- by 'Midfielder'

& Findings / Results
Raw Data, Validation
from match video

✓ reception x-coordinate \rightarrow b/w 20 & 60

✓ find associated pass \rightarrow pass x-coordinate \rightarrow less than 60

$\Rightarrow \Rightarrow$ successful ball receipt

② \rightarrow init. \rightarrow event-cnt = 0, final-loc = receipt-x, ~~player-cnt = 0, last-carry = 0, last-carry dist = 0, dribble = 0, start = [0, 0]~~

for each ball receipt (successful) event:
~~last carry~~
- take subsequent events in the same possession

loop#1

for each event:

if 'Pass' & not 'Successful' then break

loop#2

- if 'Pass' & 'Successful' then event-cnt += 1
 & player-cnt += 1

else:

if 'Carry' & distance $\geq 5m$ then

~~dribble = 0~~

event-cnt += 1

& player-cnt += 1

& last-carry-dist = distance

& final-loc = carry-end-x

& last-carry-start = start-loc

~~player-cnt += 1~~

& last-carry-dist = distance

& final-loc = carry-end-x

if [Dispossessed / Miscontrol / Failed Dribble /
No advantage foul won / Failed Pass]
then break

Interception, Clearance,
Block, Shot

- if 'Successful Dribble' then [dribble = 1]
- if 'carry' & dribble = 1 & last-carry-dist > 5m:
 final_loc = carry_end - x
 & dribble = 0
 & last_carry_dist = dist(curr.)
 & last_carry_start = last_carry_start
 & player_cnt += 1
- if 'carry' & dribble = 1 & last_carry_dist < 5m:

 final_loc = carry_end - x
 & dribble = 0
 & last_carry_dist = dist(curr.)
 & last_carry_start = last_carry_start
 & player_cnt += 1
 if dist(curr.) > 5m then
 event_cnt += 1

- else: if dist(curr.) ≤ 5m then →
- if find_loc ≥ 72 or event_cnt ≥ 3 then break
 or player_cnt ≥ 3 (or == 3) ↗
 (or == 3)
 inner loop

{ outer loop

if find_loc ≥ 72 then 'successful transition'
else 'unsuccessful transition'

↓
f1 Rec1 Trans0

↓
f1 Rec1 Trans1

max # of players

losing ball by 2nd or 3rd player < who's fault?
should we consider only 2 max players?

ALL EVENT TYPES

~~Starting XI~~
~~Half Start~~
~~Pass~~
~~Ball Receipt*~~
~~Carry~~
~~Pressure~~
~~Block~~
~~Ball Recovery~~
~~Miscontrol~~

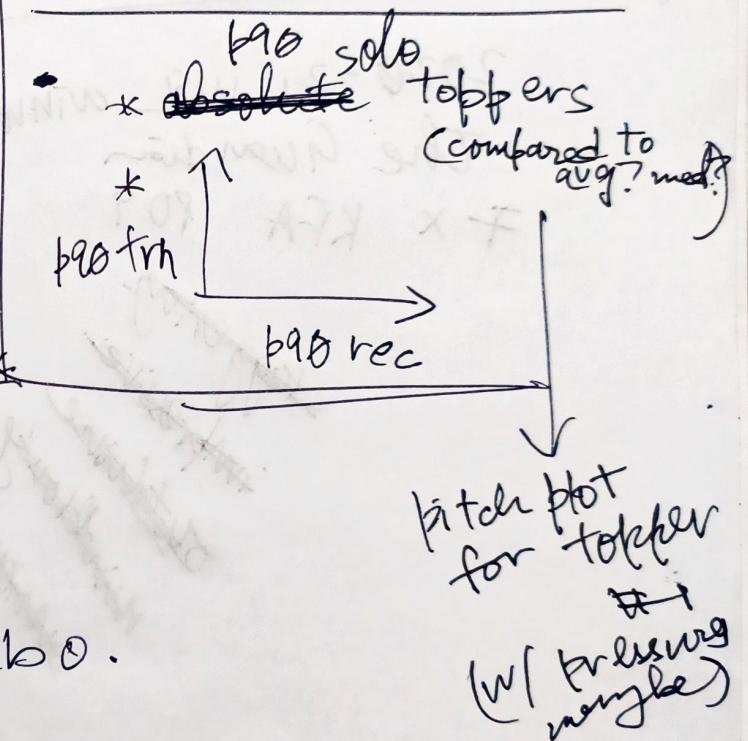
- min. min. played
- min. receptions

2 player comb.

~~Player pos w/ max val~~

Plot 1 → which team they are from

pass-outcome: na → complete
ball-receipt-outcome - "
dribble-outcome ✓
foul-way-advantage na → False
under-pressure



Intro

Logic/Rules

Code logic

Findings

Conclusion/Caveats/Disclaimer
Acknowledgement

5-lane half spaces

2020-21 WSL winners
The Guardian
FX KFA POY

~~stepping~~
~~intensive~~
~~defensive~~
~~national~~
~~stepping~~

- ~~write statements for 6 players~~
- ~~compose Email & kind through code & video~~
- ~~embed video in notebook~~
- write process report
- Prepare ppt

try embed by video & check if ppt (downloaded) play video or not.

- Submit to friends for review

- Bold some words.