7. PLAYER SUMMARY

	Age	Position	Height	Weight	BHR	History MHR	Time
▓▓▓▓▓▓▓▓▓▓▓▓	10	-	137cm	32KG	70	210	46′18″

7.1 Overview

Fitness Stats

Metrics	Stats	Ranking
MHR (bpm)	202	6
Avg. HR (bpm)	147	12
Physical Load	40.9	13
Intensity	0.9	13
VO2 Max (ml/(kg.min))	43.0	8
Distance Covered (m)	3551	12
Effective Running Distance (m)	1103	11
High-speed Running Distance (m)	412	8
High-speed Runs	31	7
Sprint Distance (m)	232	6
Sprints	8	8
Avg. Intensive Run Intervals	01′37″	11

Technical and Tactical Performance

Metrics	Stats	Ranking
Touches	21	11
Passes	14	12
Pass Completion	28.6%	14
Passes Forward	5	10
Pass Completion (forward)	0%	-
Passes Forward (%)	35.7%	9
Interceptions	0	-

7.2 Fitness Stats

HR-Time
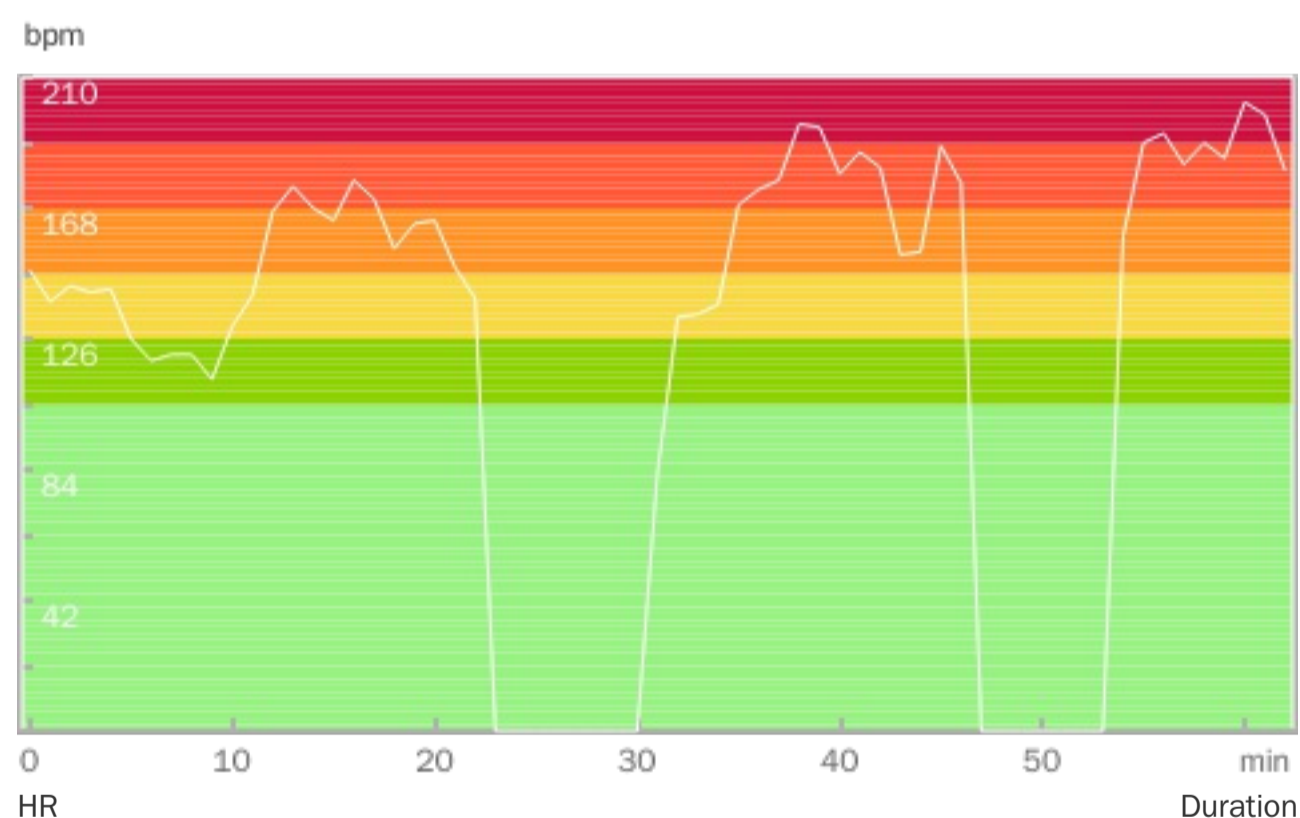
HR	Duration
90%-100%	02′13″
80%-90%	11′01″
70%-80%	11′54″
60%-70%	11′59″
50%-60%	05′54″
0-50%	10′29″
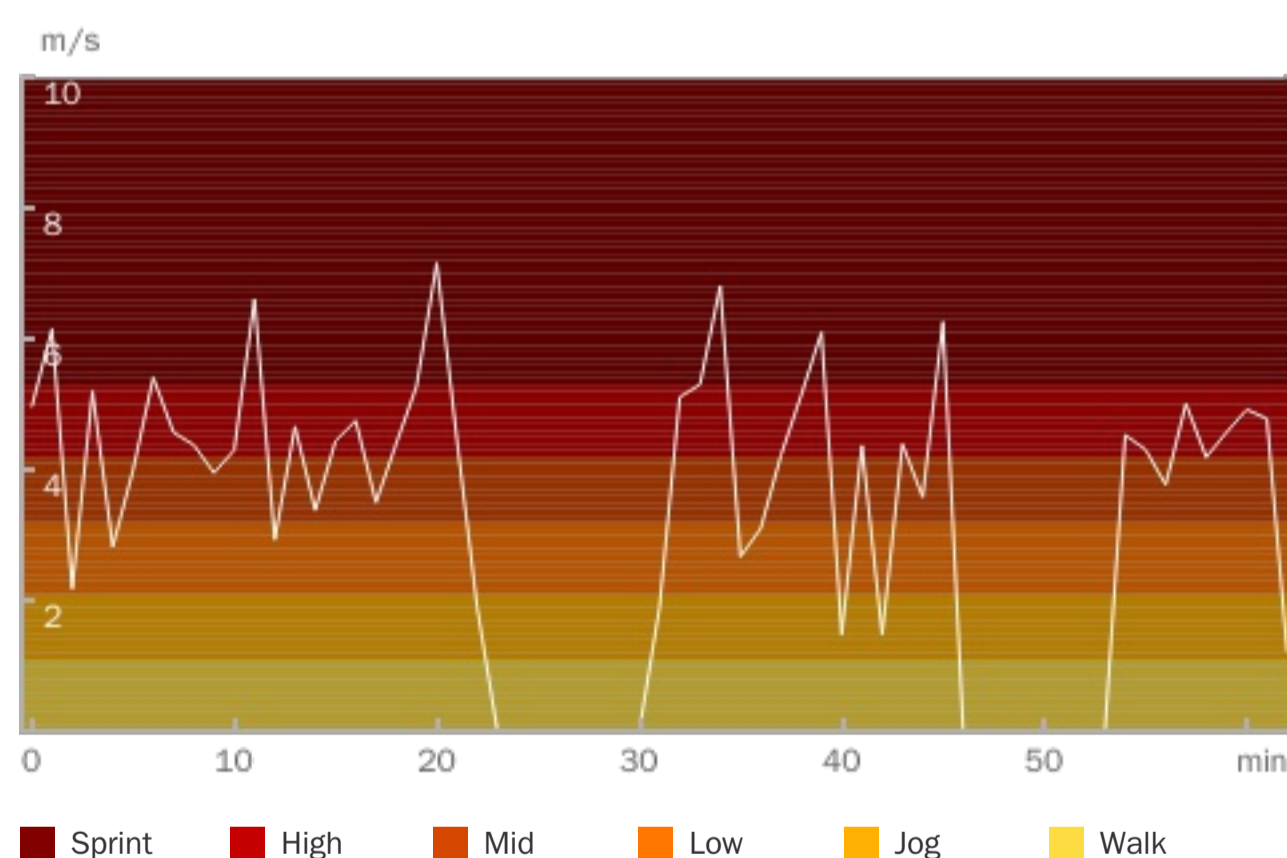
Physical Load	40.9	Calories (kcal)	502.0
1st Half	5.4	1st Half	213.0
2nd Half	35.5	2nd Half	289.0

Speed-Time

Sprint ▮ High ▮ Mid ▮ Low ▮ Jog ▮ Walk

Highest Speed (m/s)	Highest Dribble Speed (m/s)
7.16 (2nd)	7.16 (1st)

7. PLAYER SUMMARY

Age	Position	Height	Weight	BHR	History MHR	Time
10	-	137cm	32KG	70	210	46´18˝

7.2 Fitness Stats

Distance Covered - Intensive Runs

Legend: Intensive Runs, Distance

	1st Half			2nd Half		
min	0-15	15-30	30-32	0-15	15-30	30-31
Distance (m)	1127	526	0	1095	653	149
Intensive Runs	(12)	(7)	(0)	(13)	(6)	(1)

Distance Covered - Speed

Legend: 1st Half, 2nd Half

	Walk	Jog	Low	Mid	High	Sprint
m	452	1324	672	459	412	233
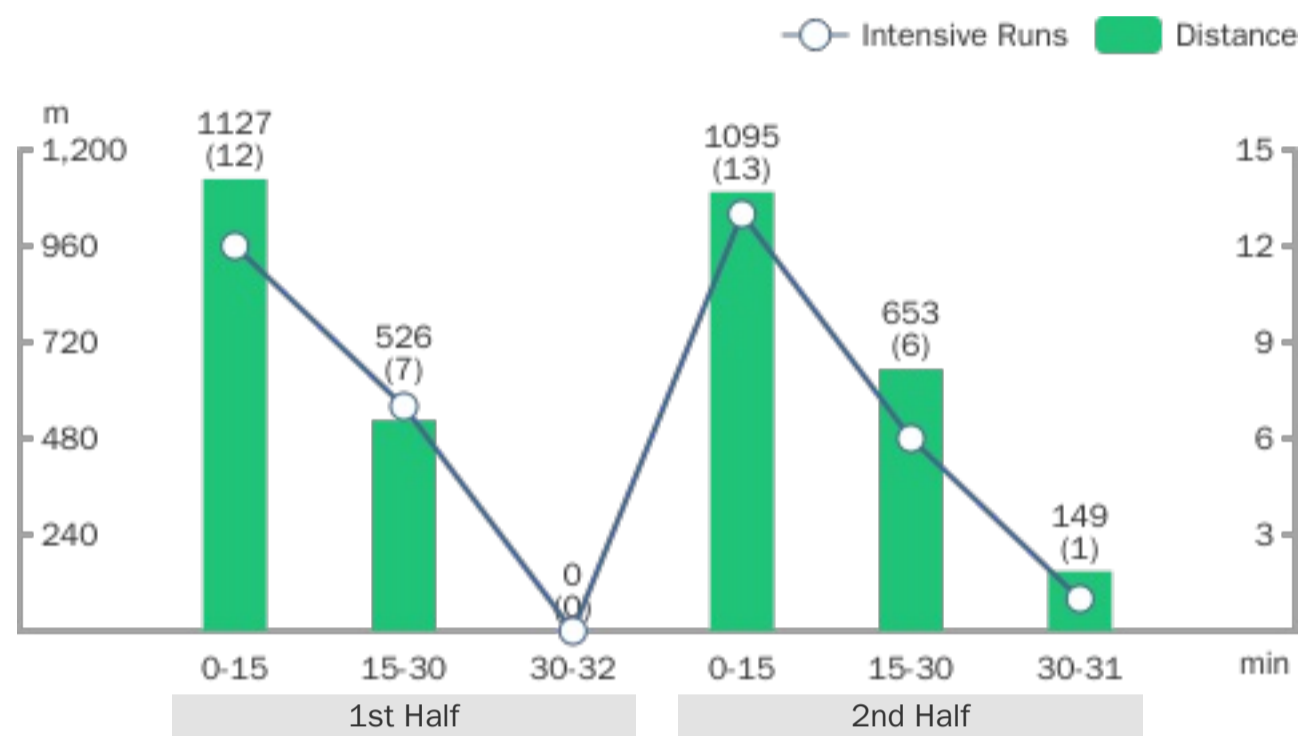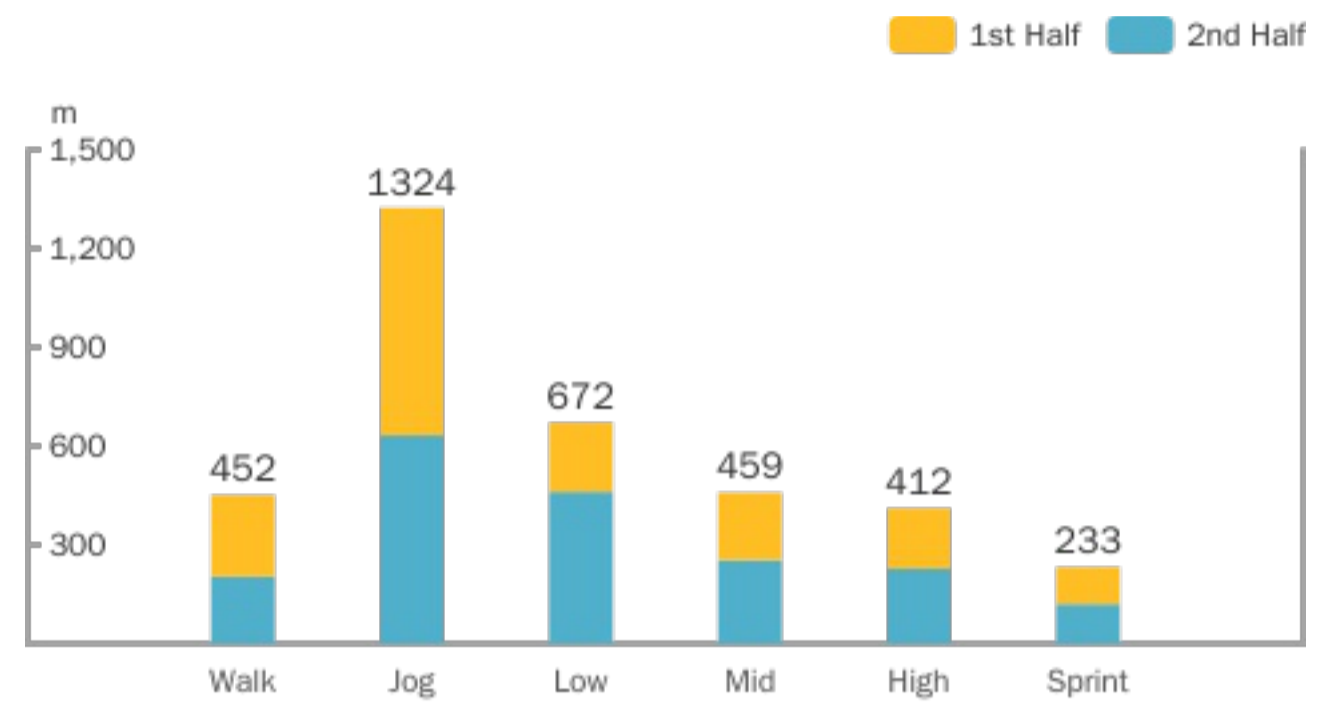
7.3 Technical and Tactical Performance

Offense →

Passes from Different Areas

0 0%	0 0%	0 0%	1 0%	1 100.0%	1 0%
0 0%	0 0%	2 50.0%	1 0%	2 0%	0 0%
0 0%	1 100.0%	2 50.0%	0 0%	1 0%	2 0%
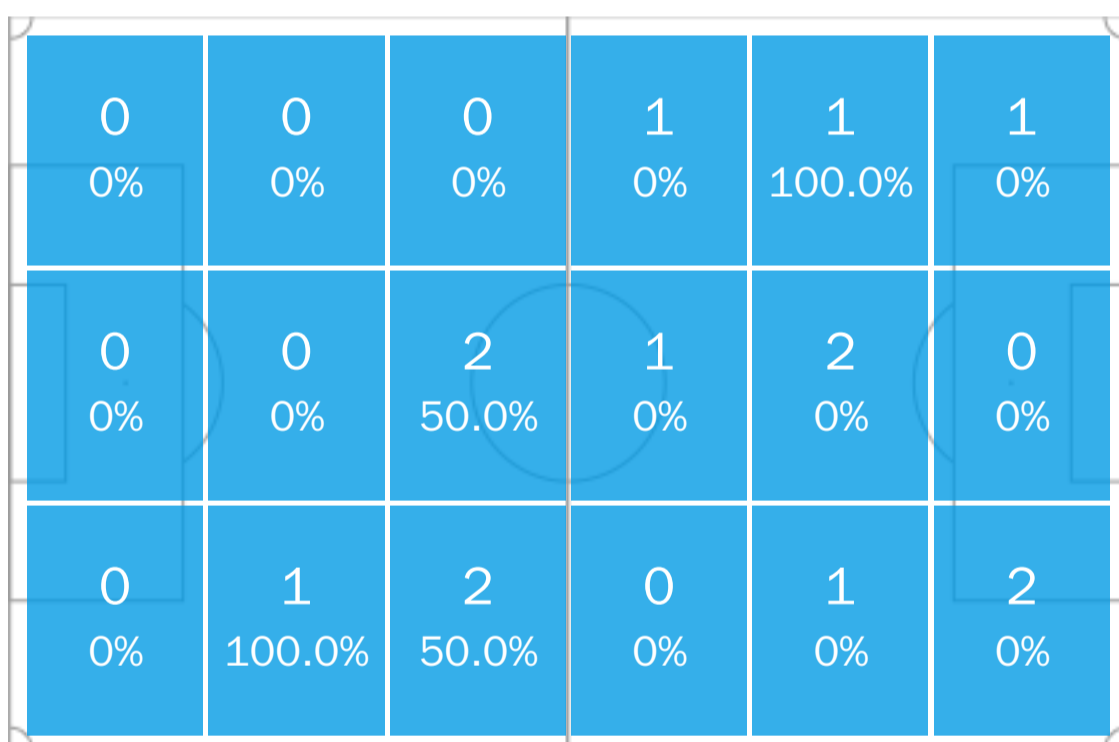
Heat Map

Player Connection

9 Boele Zwartela
7 Max Boskamp
2 Jayden Jansen
8 Yordi van der Velde
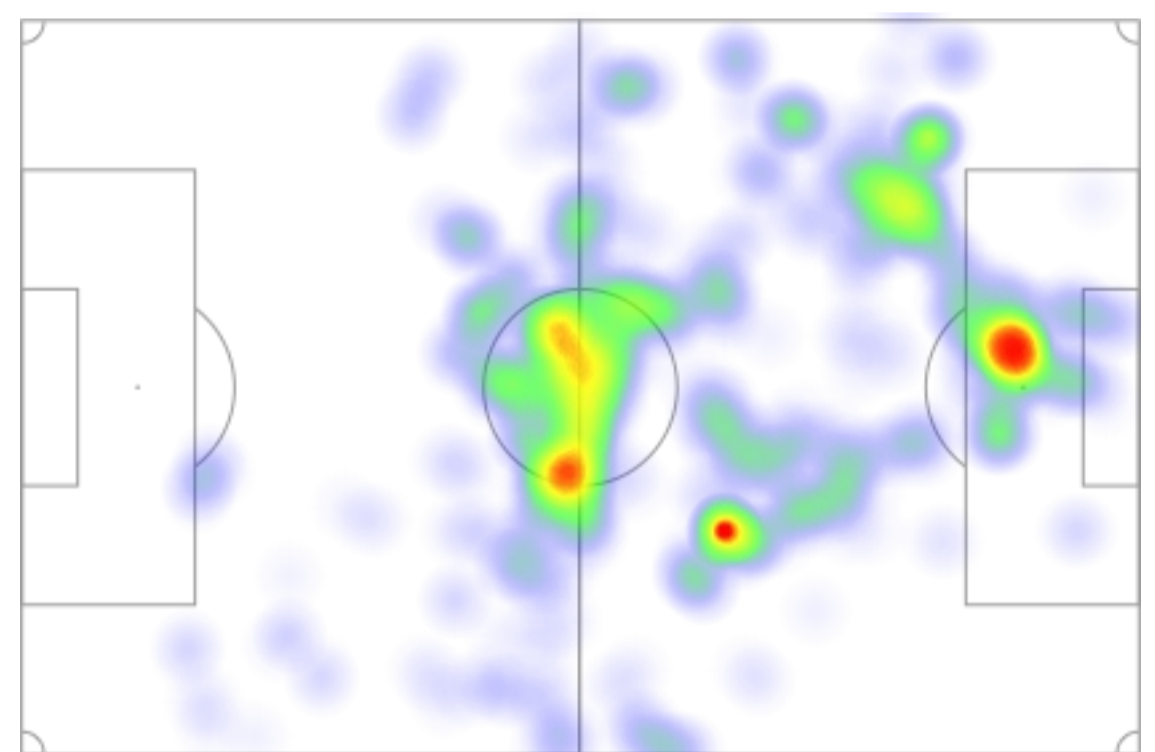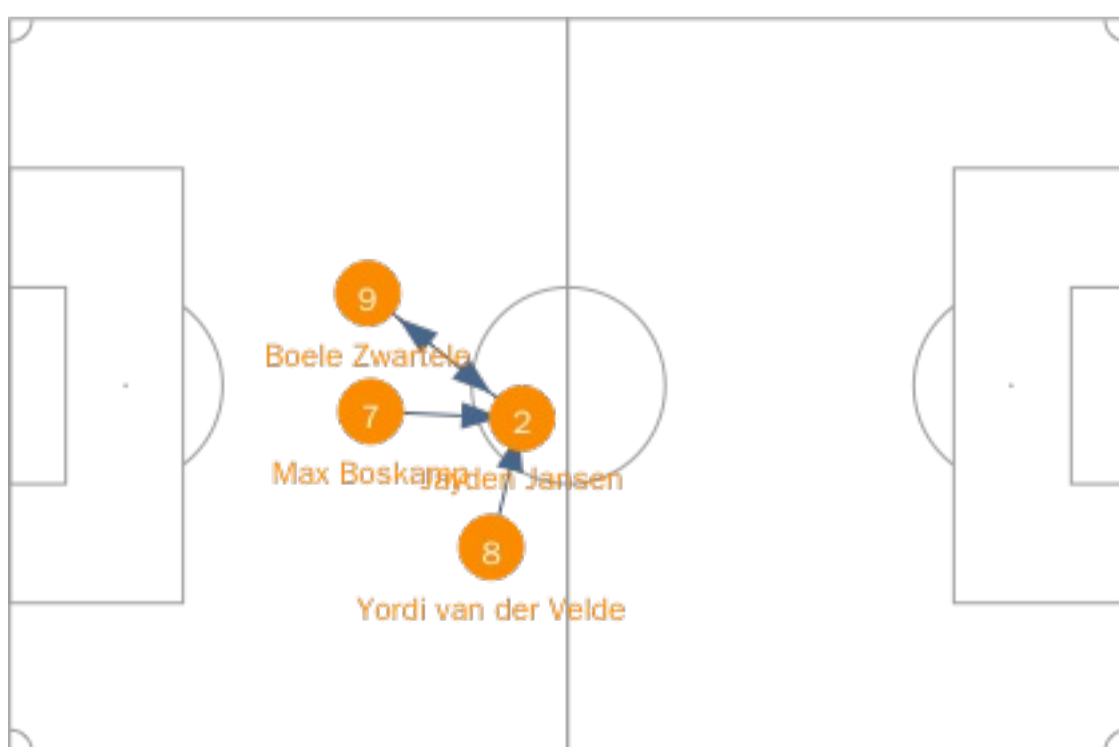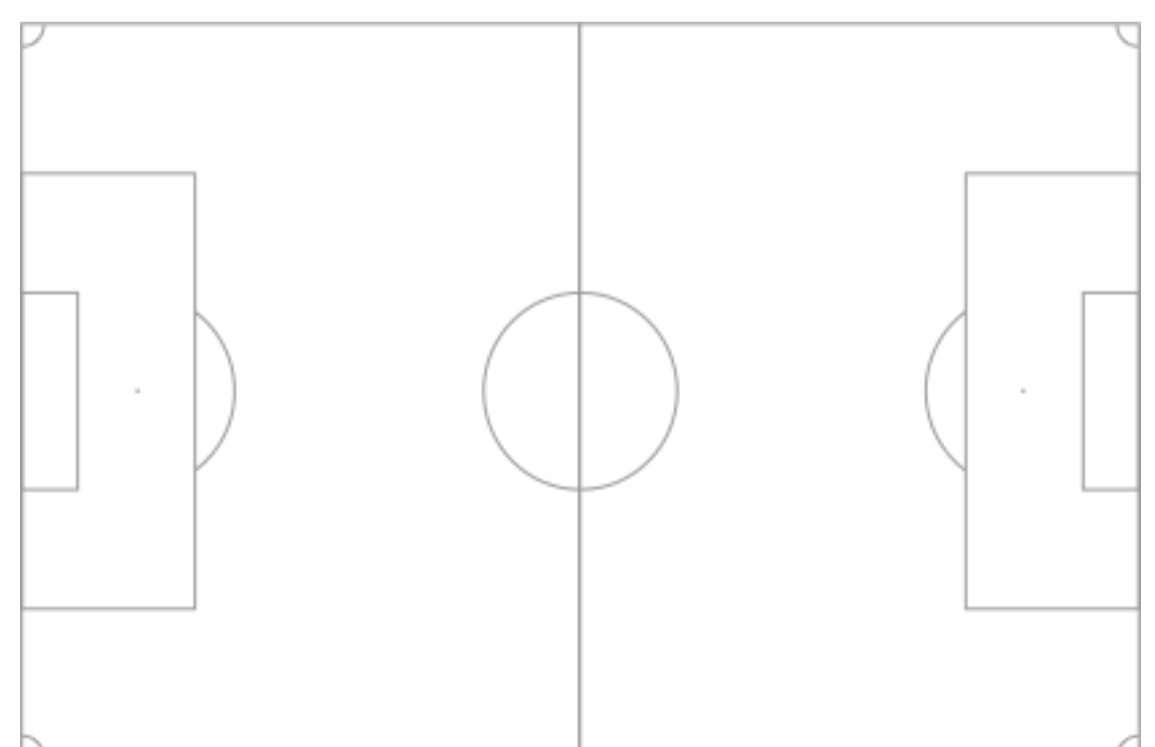
Interceptions

✕ refers to the location of a tackle or an intercept

7. PLAYER SUMMARY

Age	Position	Height	Weight	BHR	History MHR	Time
10	-	137cm	32KG	70	210	46´18˝

7.3 Technical and Tactical Performance

Inertance Movement Analysis

Right: 10 24 6
Left: 5 19 4
Decelerations: 110 80 5
Accelerations: 160 91 1

Intensity: ■ Low ■ Medium ■ High
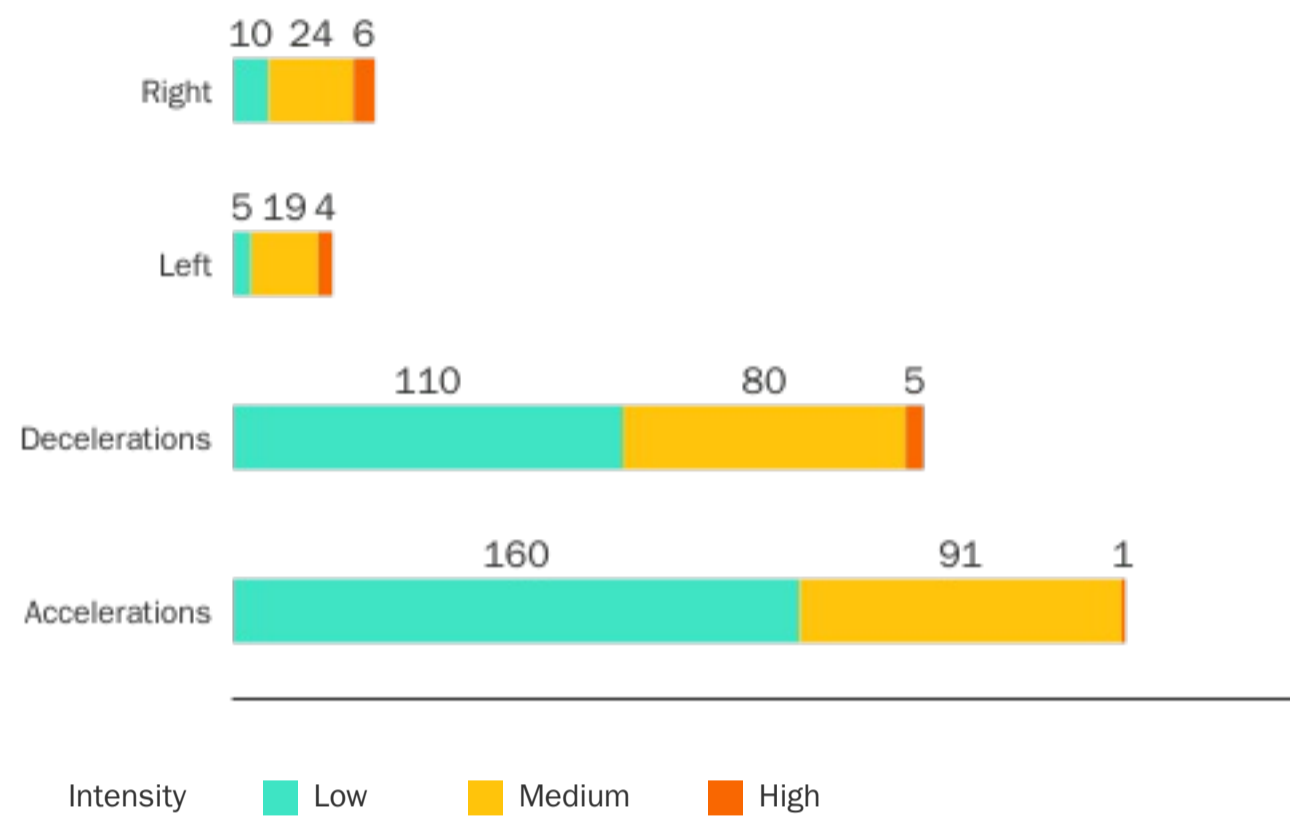
Definition: Fitness Stats

Home Team /Away Team

In this report, Home Team refers to vv UNO Brian. and Away Team refers to vv UNO Lindon.

HR

Heart rate per minute of an individual player.

BHR

Basic heart rate (BHR) measured on an empty stomach before the player gets up in the morning.

History MHR

Max heart rate (MHR) of the player on record.

MHR

Max heart rate (MHR) of the player in the present match.

Physical Load

Physical load demonstrates the physical load on a player's body in sports activities. The physical load index is calculated by adopting Stagno's Trimp method, in which heart rate and playing time of the player are considered to be factors affecting the physical load. Higher physical load index reflects more fatigue a player experiences.

Intensity

The average physical load per minute, i.e. total physical load being divided by time played, illustrates the intensity of a player during a game.

VO2 Max

VO2 Max is the maximum rate of oxygen consumption as measured during incremental exercise. Maximal oxygen consumption reflects the aerobic physical fitness of the individual, and is an important determinant of their endurance capacity during prolonged, sub-maximal exercise.

Calorie

Calorie consumption of the player (kcal).

Home Team Speed Ranges

Walk/Stand(0.0m/s≤V<1.2m/s)
Jog(1.2m/s≤V<2.4m/s)
Low-speed(2.4m/s≤V<3.7m/s)
Medium-speed(3.7m/s≤V<4.9m/s)
High-speed(4.9m/s≤V<6m/s)
Sprint(6m/s≤V)

Away Team Speed Ranges

Walk/Stand(0.0m/s≤V<1.2m/s)
Jog(1.2m/s≤V<2.4m/s)
Low-speed(2.4m/s≤V<3.7m/s)
Medium-speed(3.7m/s≤V<4.9m/s)
High-speed(4.9m/s≤V<6m/s)
Sprint(6m/s≤V)

Distance Covered

The total distance covered by a player during his/her playing time.

High-speed Running Distance

The total distance covered by a player when the player's speed is within the range of "high speed"

Effective Running Distance

Total running distance when the player's running speed reaches medium-speed or above.

High-speed Runs

A high-speed run is counted when the player's running speed stays within the range of "high-speed" for over 0.6s.

Sprint Distance

Total distance covered by the player when he/she is sprinting during his/her playing time.

Sprints

A sprint is counted when the player's running speed stays within the range of "sprint" for over 0.6s.

Definition: Fitness Stats

Intensive Runs

Intensive runs refer to high-speed runs and sprints.

Avg. Intensive Run Intervals

Intervals between each two intensive runs will be counted. Average intervals between intensive runs = accumulated length of intervals/total amount of intervals.

Inertance Movement Analysis

Definition of IMA as a player's movements and micro-motions in a short time interval (currently defined as 0.5 seconds - 5 seconds) resulting in a certain degree of change in player speed.

Inertance Movement Analysis Strength

The intensity is defined as the average acceleration over the time interval of the IMA event. Strength can be classified into high strength, medium strength and low strength

Low (Intensity < 3 ms^{-2})

Medium (3 ms^{-2} <= Intensity < 6 ms^{-2})

High (Intensity >= 6 ms^{-2})

Highest Dribble Speed

Highest speed of the player during his/her ball possession time.

Highest Speed

Highest speed of a player during a certain period of time.

Inertance Movement Analysis direction

The angle change of the player during a given period of time according to the initial speed and the ending speed and classify it into acceleration, right turn, left turn and deceleration:
Acceleration: The angle of change between the starting speed and the ending speed is between -45 degrees and 45 degrees.
Deceleration: The angle change between the start speed and the end speed is greater than 135 degrees or less than -135 degrees.
Turn left: the angle between the start speed and the end speed varies between -45 degrees and -135 degrees.
Turn right: the angle between the start speed and the end speed varies between 45 degrees and 135 degrees.

Definition: Technical and Tactical Stats

Possession

Possession of Team A = Completed passes of Team A / Completed passes of both teams

Passes

Player intentionally plays the ball to another teammate. Throw-ins will not be counted as passes. Set pieces (free kicks and corners) will be counted as passes.

Pass Completion

The ratio reflecting the percentage of successful passes out of total pass attempts of the player

Passes from Different Areas

We divide the field into 18 areas and calculate total passes and pass completion from each area.

Interceptions

Interception includes tackles and ball interceptions.
A tackle is defined as where a player connects with the ball in a challenge where he successfully takes the ball away from the opponent in possession. If the ball goes out of play when the tackle is made, the action is deemed as a failed one.A ball interception is counted when a player intentionally intercepts a pass by moving into the line of the intended ball. The following three conditions will not be counted as ball interceptions:
1.The ball goes out of play when an interception attempt is made.
2.The ball goes to an opposition player when an interception attempt is made.
3.The ball stays with the opposition player.

Action Zones

We divide the pitch equally along the side line into three areas: defense third, middle third and attack third.
Ratio of activities in each area = ball possessions in each area / total ball possessions.

Attack Sides

We divide the pitch equally along the goal line into three areas: left, middle and right.
Ratio of activities in each area = ball possessions in each area / total ball possessions.