

# Style of play of teams

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To determine teams' playing styles, the CIES Football Observatory's approach is based on a total of 27 indicators calculated using data provided by our partners [Impect](#), i.e. nine for each of the three phases of play structuring the analysis: defence, build-up and attack.

Each phase was analysed according to three axes reflecting the tactical options chosen by teams: a more or less high, active or tight defence; a more or less short, horizontal or elaborate build-up; and a more or less grounded, placed or grouped attack.

For each tactical option, three complementary key performance indicators (KPIs) were selected and combined to obtain a score on a scale of 100, calculated from the KPIs' ratio to league (or to all clubs depending on the circumstances) standardised values.

For the defensive phase, a composite metric on a scale of 100 was also calculated from the ratio to league (or to all clubs) standardised values of the three corresponding tactical options, reflecting the teams' general propensity to apply pressure on opponents (pressure index).

Similarly, for build-up, a specific score was calculated to reflect the clubs' propensity to control the game (control index), whilst in attack, the corresponding general metric reflects teams' collective presence in the offensive zone (occupation index).

From the values of these three indices, we also calculate a 100-point index measuring the teams' willingness and ability to dictate the game (game dictating index).

## Phase: Defence

### >>> Tactical option: Low / High

Performance indicators

- Distance from own goal of pressures on opponents
- Distance from own goal of ball recoveries
- % of ball recoveries in last third

### >>> Tactical option: Passive / Active

Performance indicators

- Average number of passes conceded before any defensive action
- % of opponents' possessions from their first third with  $\geq 1$  pass in each third
- % of ball recoveries in own third

### >>> Tactical option: Lenient / Tight

Performance indicators

- Passes conceded from own third per 90' of effective play
- Passes conceded from own box per 90' of effective play
- Shots conceded from own box central rectangle per 90' of effective play

## **Phase: Build up**

### **>>> Tactical option: Long / Short**

Performance indicators

- Average length of passes completed
- % of long passes (>30 meters)
- Average length of goalkeepers open play passes

### **>>> Tactical option: Vertical / Horizontal**

Performance indicators

- % of passes not directed forwards (lateral or backward)
- Average meters of ground won per successful pass forwards
- Average meters of ground won per pass between possessions' start and end

### **>>> Tactical option: Simple / Elaborate**

Performance indicators

- Average duration of possessions
- Passes completed per minute with the ball
- % of possessions from own third with  $\geq 1$  pass in each of the three thirds

## **Phase: Attack**

### **>>> Tactical option: Aerial / Grounded**

Performance indicators

- % of last third entry passes received below knee height
- % of corners taken short and on the ground
- % of throw-ins from last third not directed towards opponents' box

### **>>> Tactical option: Rapid / Placed**

Performance indicators

- % of time with the ball in an "in-possession" attacking phase
- % of shots resulting from an "in-possession" attacking phase
- % of xG resulting from an "in-possession" attacking phase

### **>>> Tactical option: Scattered / Grouped**

Performance indicators

- Average number of passes for possessions resulting in a shot
- Average length of passes from opponent half leaving  $\geq 3$  opponents farther from their goal than the ball
- Average length of last third entry passes