

Wyscout main events description

Attacking duel – When the player has the possession of the ball and he is using his technique, vision and arsenal with feints, lying moves to pass through the opposite defenders or his ability to shield and guard the ball, using not his technique, but more his physical qualities, his body and strength. Mostly playing 1 vs. 1 against an opposite player (also he can dribble against more opponents, but with every single player it's a different duel). Offensive duel can be in his own penalty area, for example when the goalkeeper is dribbling against the opposite player, who is trying to steal the ball from him.

Defending duel – Individual game in defense, when the defender is playing 1 vs. 1 against the attacking player and trying to stop his attacking run or dribbling, when the possession of the ball is in the other team and the defender is playing personal with opposite attacking player, he is holding him, staying near in whole situation. Also he should try to steal the ball from the opponent or to stop him. He can be on the back of the opposite player or facing him in front, doesn't matter, when there is a contact between them or the opposite player is trying to dribble or eliminate the defensive player – it's a defensive duel. Defensive duel can be in the opposite penalty area, when the player is attacking the defender and trying to steal the ball from him.

Air Duel - It's not heading! Not every time when the player is playing with head it's Aerial Duel. There has to be duel in the air, the player to be not alone, when he jumps for the ball. He has to jump, to be in the air and to fight with some opposite player for the ball.

Loose Ball Duel - This is a duel when a player is fighting with an opponent to conquer a loose ball (no one has the ball possession). It's used when you can't tell who has advantage to reach first the ball.

Pass - Every not significant ground pass. Short or long passes on the ground, which are simple, not difficult to be done.

Head Pass - The player tries to pass the ball with the head. It's used when he is alone, or when the player wins an aerial duel easily and he manages also to direct the ball towards a teammate (or at least he tried to)

Smart Pass - It is for significant pass or smart pass in general. Something more than a simple pass, not so easy to be done. There has to be some idea in the pass, something creative, when the player is cutting the lines and winning some advantage for his teammates with this pass, leading them in good position to attack. The pass should be between 2-3 opposite players.

Long Range Kick - These are passes on the air, not on the ground, doesn't matter the distance, they can be 20-25 meters, can be 60-70 meters, long passes with specific target or idea.

Launch - Long range passes without a specific target or idea, when defender or the goalkeeper is just kicking the ball forward. Again it should be in the air.

Interception – It's used when the player is stopping the ball, intercepting it when the opponent is shooting, passing or crossing the ball. This is event, which is happening more in the head of the player – he sees the situation and what will happen before the action of the opposite player, his ability to “read” the game, understand his thoughts and move to intercept the ball before or after the pass, or stay to the right place, because he understood where will go the pass or the shot of the other player.

Cross - A cross from the side of the pitch into the penalty area, when the player is kicking the ball inside it, trying to find some of his teammates or to create some dangerous situation.

Shot - When there is a shot, the player shooting, trying to score a goal. You can see also where the shot is directed – inside the goal, in the cross bar or in out.

Acceleration - When a player is running with the ball faster and faster, using and changing his speed. The distance of his run with the ball should be not just 5-10 meters, but more longer.

Touch – When the player is just touching the ball, but it's not a pass or some other event. If some player is shooting and the ball hits his teammate – it's touch.

Pressing Duel - When the player, playing in defense, while the ball is in the possession of the opposite team and he is pressing, running aggressive against the opposite player, pushing him hard, leaving his zone and trying to disturb aggressively his opponent, to force him doing a mistake or clearing the ball. But if he tries to steal the ball, there is a contact between them or the opposite player is trying to dribble – it will be Defensive duel.

Off the ball movement – This is a significant movement, run of the player without the ball in empty spaces, looking for position in attack and showing with his movement that he wants to receive the ball from his teammates, showing them where he wants the pass. It's not needed the player, who wants the ball to receive it, but it's important to show his movement.

Defensive Positioning - The most simple explanation is – the movement of the player in defense and his run going back to take his position in his zone or to catch some opposite player, who is running forward. The ability of the player to move in defense to take good position, his fast run back to catch opposite player. It can be use also for some bad position took in phase defensive.

Covering Depth - It's defensive action, when there is an empty zone, one of the players is not in his position and his teammate is doing diagonal move, diagonal run to cover this empty zone, some back, diagonal movement of the player from one zone to another, when there is missing player there.

Throw In - Throw ins for the team.

Corner Kick - Corners for the team

Free Kick Cross - Crosses from fouls, when the player cross the ball into the penalty area from static event.

Free Kick Shot - Direct shots from fouls.

Free Kick - Any other free kicks taken by the players, doesn't matter if the player is passing the ball to 5 or 60 meters, if it's not a shot or a cross from the foul, it is Free Kick.

Penalty - When a player is taking a penalty kick.

Goal Kick - Any goal kick taken by the goalkeeper or some other player.

Hand Pass - Only for the goalkeeper - passes with the hands.

Save - When there is a shot and the goalkeeper saves it – he can punch the ball forward, in corner, save it in his hands. It's used for the shots from medium and long distance, most of the times long shots or easy shots from near distance.

Reflex - When there is a shot from near distance, most of the time inside from the penalty area and the goalkeeper has no time and has to react immediately to the shot, using his reflexes to save the ball.

Gk Leaving line - When there is a high cross or long pass in the air, doesn't matter from playing or static event (corner, free kick cross) and the goalkeeper goes out, leaves his area to take or punch the ball.

Late card foul - it's used when there is a foul, but the referee doesn't whistle and let the game continue, he gives advantage and when the game is stopped he give a card to the player, who did the foul.

Out of play foul - When the game is stopped and there is a card for some player. For example when there is a corner kick and 2 players are struggling for a better position in the penalty area and the referee give them a card.

Simulation foul – When there is no foul, but the player is trying to confuse the referee and win a foul. There should be given a card for the player.

Time lost foul – When the player is trying to win some time for his team.

Protest foul - When the player is arguing with the referee and he gives him a card.

Violent foul - Some violent action, kicks or punches without the ball, or very bad tackles, when the player is risking to injure his opponent.

Hand foul – When the player touch the ball with his hand.

Foul – Any other foul, which is not specific, it's not from the listed up in the page, normal, regular foul on the pitch.

Offside - When the player is in offside.

Whistle - When the game is continuing, but the referee stop it with whistle, because some player is injured and need some medical treatment.

Ball out - When the ball goes out of the pitch(in throw in, corner kick or goal kick).

Attributes

Head/Left/Right – It must be added to the player when he is shooting the ball.It's important to show how is he shooting – with his head, left or right leg.

Duels Left/Right - It must be added to the duels – Attacking and Defending. It's used when the player is dribbling to one of both directions with the idea to free himself to cross, shoot or pass the ball. He is not trying to pass through the opposite player, but more to find a position and space to try his cross or shot. With this event it's showed to which side the player prefers to go when he is dribbling against his opponent.

Duels Left take on/Right take on – It must be added to the duels. When the player is dribbling to one of both sides, playing 1 vs. 1, but with the idea to pass through the opposite player, to left him behind. When the player is using his technique, vision and arsenal with feints lying moves or his speed to pass through his opponent. Always it's important the idea, the attempt of the player to do it, doesn't matter is it or not successful.

Low/High/Blocked - It must be added to the crosses(free kicks and corners included).It's used to show how high is crossed the ball. If it's no more than 1 meter higher or on the ground – it will be Low; if it's more higher – High; if the first player, who is trying to stop the cross, intercept or block it – it will be Blocked. If there is a Free Kick Cross and the player, who is crossing, hit an opponent from the wall – it will be Blocked.

Clearance - It's used when the player is clearing the ball, when he has other options – to pass or hold the ball, but he decide to clear the ball forward or in throw in/corner kick, playing safe. It's used most of the times when he is under pressure.

Link Up Play - The connection between the attacking players with the midfield or defense, during the team playing.This event is used only for the attacking players, when they are going back to take and play with the ball, wanting to be involved in the team play.When they are receiving the ball from the defenders or midfielders with his back to opposite goalkeeper, with face and body turned to their teammates.

Through Pass - Direct pass in the empty spaces behind the defensive line, leading the attacking player alone against the goalkeeper. With this pass you will show the ideas and creativity of the player, his vision to create opportunities for his teammates. Pass, between 2 or more defenders, in "Czech street", intelligent passes. It can be added to Smart Pass (if the pass is on the ground or it's over the heads of the opposite players, but it's on short distance – 5-10 meters) and Long Range Kick (when it's high, long pass in the air, behind the defensive line).

Opportunity - When a player has a chance to score and he missed it. When he has to score, clear situation, 100% chance to score or dangerous shot from distance (most of the times situations, which will be replayed, when you watch the highlights). It's used more often with Shot, but it can be used also with Touch plus Ball missed (when there is a cross on the ground near the goal line, the striker is running, jumps to kick the ball, but he can't reach it for centimeters), or with Offensive Duel (there is a through pass for the striker, he receive the ball going 1 vs. 1 against the goalkeeper, trying to dribble him instead shooting, the goalkeeper steal the ball from him and he missed the chance to score).

Sliding Tackle - When a player is doing sliding tackle, slide aggressive on the ground in the legs of the opposite player to steal or clear the ball. It can be used with the duels (except Aerial Duels).

Ball Lost - Ball Lost is a result of some bad action of the player – some rookie, easy and stupid mistake, when the player loose the possession of the ball and there is some dangerous counterattack for the opposite team, his mistake let to some troubles for his team.

Under Pressure - This attribute must be added when the

Ball Missed/Ball Missed Feint – Ball Missed is used when the player is trying to play or stop the ball, but he can't reach it. He is trying to stop the ball, but it goes under his foot or he is jumping alone in the air to play with his head, but he can't reach it. Ball Missed Feint is used when the player miss the ball with purpose, with some idea, letting it for some of his teammate behind him or trying to pass through the defender, who is on his back. It can be used only with Touch.

Counterattack – The ball must be in the possession of the opposite team and to be stolen from some player, his teammates to run forward, changing fast from phase defense to attack, trying to catch their opponents unprepared.

Anticipation/Anticipated - It's used only with Defensive/Offensive Duel. This is event, which one is more happening in the head of the player – he sees the situation and what will happen before the action of the opposite player, his ability to "read" the game, understanding his thoughts and move to intercept the ball before or after the pass. It's similar with Interception, but the difference is coming from the position of the players before the pass. The defensive player has to go faster than the opposite player, going in front of him to take the ball before him. But in the moment of the pass, the defensive player should be behind the attacking player, who has to be more near to the ball, in better position to reach it first and to wait the ball coming to him. Anticipation is used with Defensive Duel and Anticipated is used with Offensive Duel.

Yellow/Red Card – When the referee gives a card to the player. It can be added to one of the fouls.

Own Goal – When a player is scoring an own goal.

Fairplay - When a player clear the ball, because some other player needs medical treatment. Also can be used when he is returning back the ball to the opposite team, after they cleared it before.

Scheme – It's used with the static events, when it's supposed that this is some action, trained and learned before.

Indirect/Direct Free Kick – It's used only with Free Kick Shot – Direct is when the player is shooting directly from the foul; Indirect is when some of his teammates touch or pass the ball and then he shoot it.

Key Involvement - When the player is involved in the attack of the goal. Example: the central midfielder pass the ball behind the defensive line, the winger reach and cross the ball and the striker scores with head...so, the striker is goal scorer, the winger is assistant to the goal and the previous player, central midfielder – he is Key Involvement. Key Involvement can be one player or five, without the scorer and the assistant, it depends how many players did something

important for the goal attack.

Key Pass - It's really important pass, cross, which creates clear situation and opportunity for goal, but the player miss it. This is pass, which creates real chance for scoring a goal, clear opportunity for his teammate. It's important to show that the player, who made the pass, created clear goal situation. Most of the times after Key Pass there has to be shot or head shot and Opportunity for the other player.

Assist - This is assist for the goal, the player who did the last pass, cross or whatever and his teammate scored a goal.

Goal – It should be used with Shot – when the player scores a goal. It shows also where the ball is going, in which angle of the goal, high or low, in the center. It can be used also for the goalkeeper when he receives a goal – added to Save or Reflex.

Good/Bad – Good is for really good actions of the players, which can be used in promo video for them, their best actions. It can be added to all events. You can use this event whenever you decide – it has to be something really good and successful action – really good 60 meters Long Range Kick...really good lying move, when the attacking player pass through successfully the opposite player...really good Tackle...If you are an agent to the player and you want to show him in his best light, trying to sell him – you will need his “Good” events.

Bad is for the worst actions, really bad mistakes and wrong actions for the player.