



Experimental 3-6-1 // Season Analysis
Twenty Games In

Foreword

Background

Following on from the initial 'first 10 games' report in mid-October, I've settled upon 10 matches as a 'baseline frequency' for producing these. This is far from a finished product and the rate of evolution is dictated the amount of time I have spare, although I'm very happy with the amount I've been able to add since the last report.

Introduction

Even with the relative paucity of data at this level there remains much to be explored and I will be making a more concerted effort going forward to publish new and updated content on the blog between report iterations. The approach remains unashamedly experimental – the most significant additions in this version are:

- 'Situation maps' which use area and colour to (pretty abstractly) visualise the frequency and outcome of various match situations;
- Shot distributions over time, which have been tucked in under the existing goal distributions to compare attacking behaviours with outcomes;
- Percentages of points won from winning and losing positions.

Data

This report covers the first 20 matches for each team, the last of which was played on Sunday 2nd December and conveniently left every team having played exactly 20. The data used has been collected and enhanced from publicly-available sources such as BBC match reports (powered by Press Association data) and from watching match highlights. Where possible I've validated it to remove any errors.

Information on how I've chosen to define various terms used and the approach I've taken in developing some of the graphics is available on the blog's 'Explanations' page – see the Acknowledgements section at the back for links.

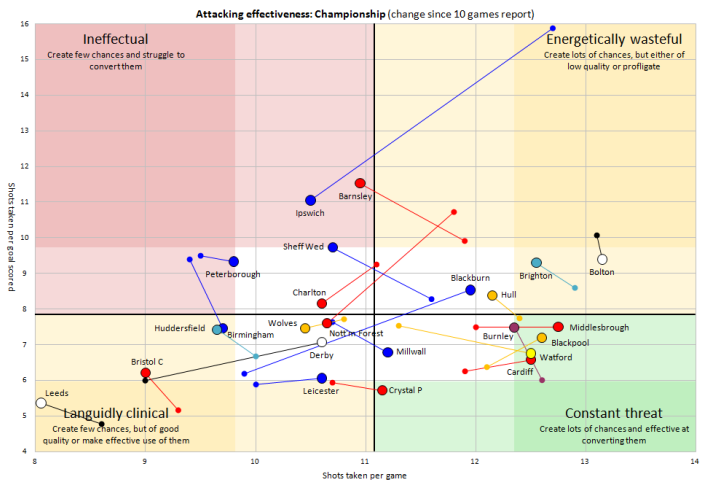
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Explanations: Divisional summaries

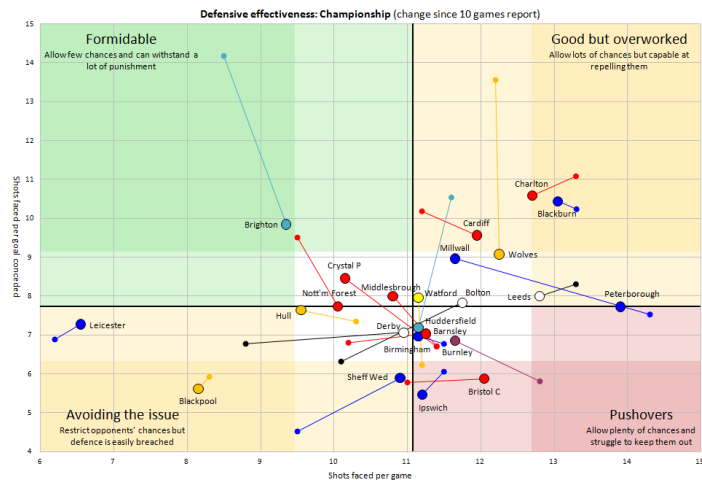
Each of the 3 divisional sections opens with a pair of graphs familiar to regular readers of the blog, although they've evolved significantly from last season. The first shows attacking performance, the second defensive, each by comparing an activity measure (shots taken or faced per match) against an efficiency measure (shots per goal scored or conceded). **Put simply, it's quantity on the horizontal and quality on the vertical.**

The axes are centred on the divisional averages for both measures and the white central zone shows everything within one standard deviation of the average. The coloured zones show everything outside this range and the colouring and text used reflects how good or bad each zone is. The lines attached to each club's 'dot' show movement since the 10 games report.



Attack

The green bottom right quadrant is clearly the place to be, where teams take more shots while requiring less shots to score, but you can get by just fine in one of the yellow zones, as long as your lack of shots is matched by increased accuracy or your lack of accuracy is balanced out by creating more chances.



Defence

Now the desirable quadrant is top left, where less shots are faced and more shots are required to breach the defence. Again, the yellow zones are perfectly respectable – some teams are happy to soak up pressure while others are adept at restricting their opponents chances.

Explanations: Club summaries

Each club has its own individual page in a standard format, coded by colour and kit and comprising the components below. More stats exist than I could fit on the page, but this covers most of the bases. The paragraph at the top and the 'bite size' stats in the bottom left occasionally reference stats or levels of granularity not included in the diagrams.

A short summary of the club's performance based on the data analysed – this is my own observation and hence is far from exhaustive and is intended to be illustrative.

A graph of shot (wide faint bars) & goal (narrow dark bars) timings split into six 15 minute segments, where blue shows the percentage of goals scored and shots taken and red goals conceded and shots faced. This can tell us about the balance of play and shooting efficiency over time.

Points from winning & losing positions. Situation maps are explained on the next page.

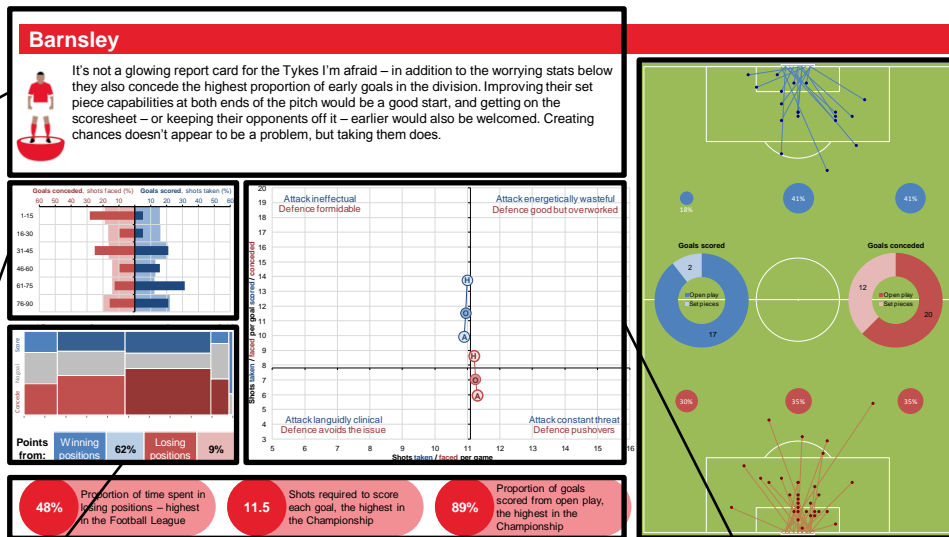
3 'bite size' stats for each club – some are more profound than others as there are always a few clubs which are stubbornly average at everything. These often reference stats which are more granular than those shown in the diagrams.

A club-specific version of the attack and defence effectiveness plots, showing both attack (blue) and defence (red) split by (H)ome, (A)way and (O)verall records on a single graph. The titles are colour coded so that you can see which text refers to which elements.

A pitch diagram showing the trajectory of all goals scored (blue, top) and conceded (red, bottom) as dots and lines. This goal-level data is the most significant addition to my analyses this season.

The 2 doughnut charts show the number and proportion of goals scored from open play vs. set pieces (comprising corner, free kick, throw in and penalty situations).

Finally the 2 rows of bubbles show the areas of the pitch where the goals scored from open play were created.



Explanations: Situation maps

The situation map is a recent invention of mine, designed to visualise how long teams spend in certain situations and how these tend to be resolved. There are 5 columns, each representing one of 5 situations a team can find itself in, which from left to right are:

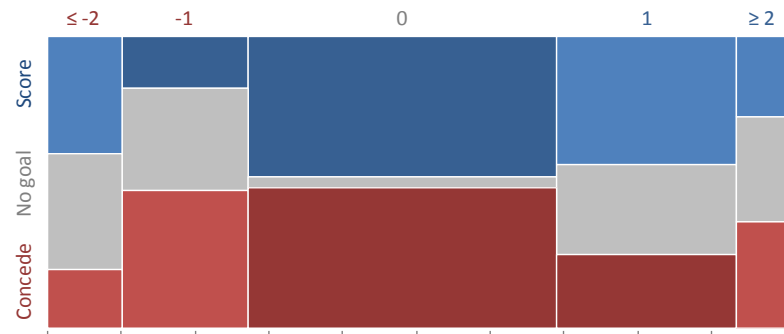
- 2 or more goals down (i.e. Goal Difference is ≤ -2)
- 1 goal down
- Drawing
- 1 goal ahead
- 2 or more goals ahead (i.e. Goal Difference is ≥ 2)

The width of each column is directly proportional to how much time the team has spent in that situation over the season, while the vertical dimension is used to measure how these situations pan out. Any situation in a match can be resolved in 1 of 3 ways:

- The team scores
- Their opponents score
- Nobody scores (i.e. the match ends without any more goals being scored)

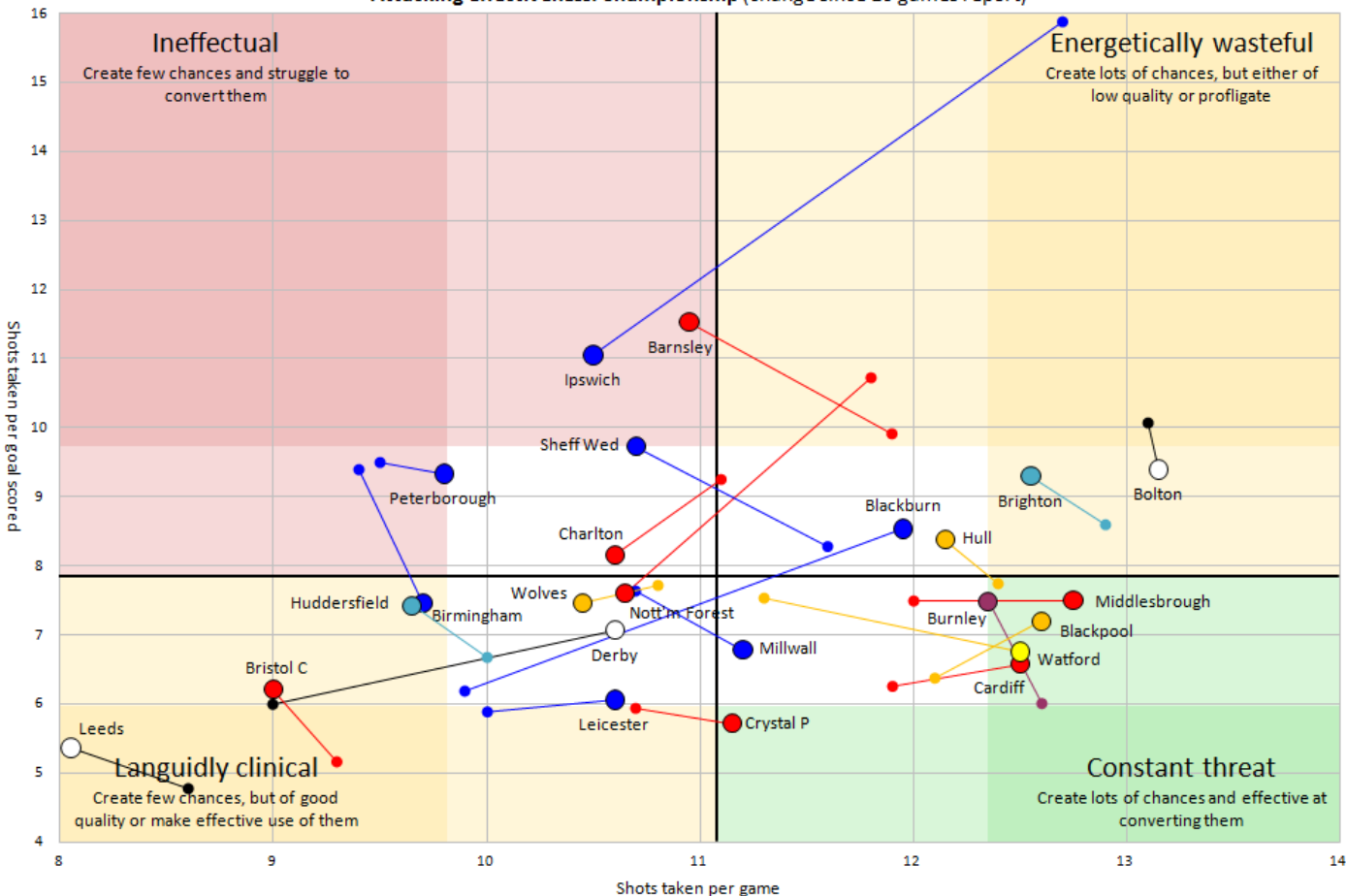
Each of the 5 columns is also effectively a stacked column chart showing the relative occurrence of these 3 outcomes as percentages. Following the colour coding used throughout the report, blue denotes the team scoring, red denotes them conceding and grey denotes nobody scoring. Events which change the outcome of a game, i.e. a goal which sees one team equalise or take the lead, are shaded more darkly. Along the base and right hand side of the map there are 10% interval markers to make visual measurement a bit easier.

In essence, the bluer the better, although we can learn quite a bit from these diagrams, for example which teams are particularly good (and bad) at holding on to leads and responding to going behind by the relative proportions of blue, grey and red. I appreciate that this is quite a complex (and possibly over-engineered) addition to the report, but I needed to come up with something compact to fit the page and I'm actually pretty pleased with how it's turned out.



Championship: Attacking

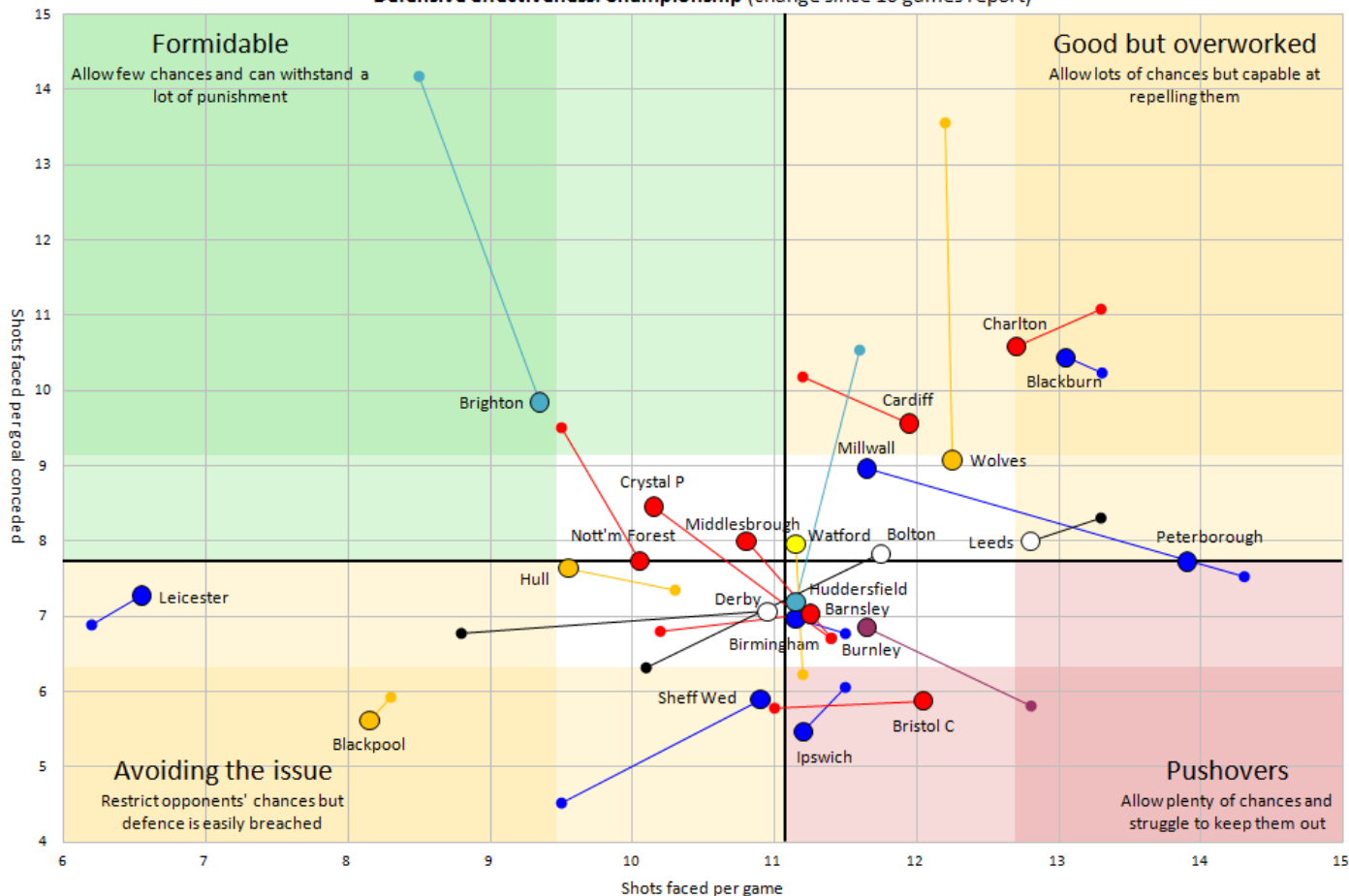
Attacking effectiveness: Championship (change since 10 games report)



- Ipswich** have moved the most: their attack has made strides in efficiency at the expense of the number of chances created, possibly due to the manager's more disciplined approach.
- Many of the more effective attacks have remained relatively static in the bottom left, although **Watford** have made significant inroads here after a strong recent run.
- Blackburn** are another large mover – their new regime has seen a marked increase in the number of chances created but also increased wastefulness in front of goal, as have **Derby**.
- Sheff Wed** and **Barnsley's** attacks have made the poorest showings of late, with both doing less with less.

Championship: Defending

Defensive effectiveness: Championship (change since 10 games report)

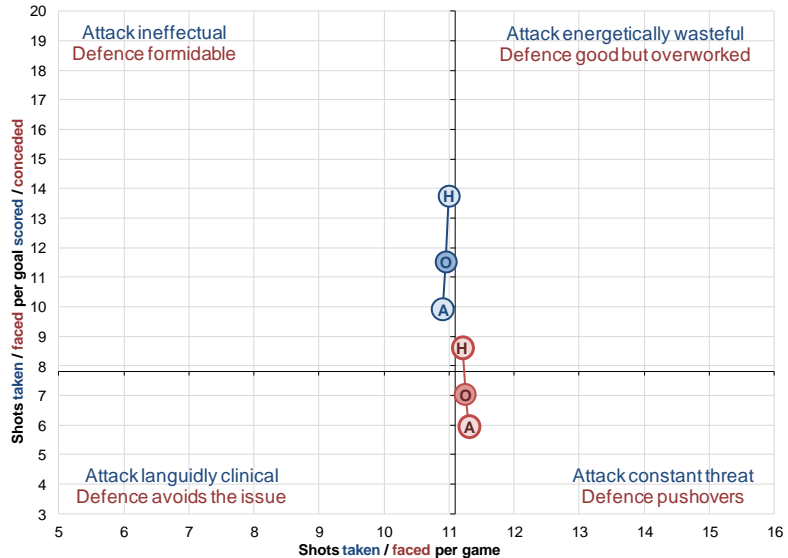
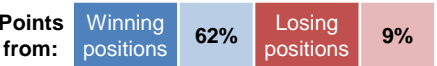
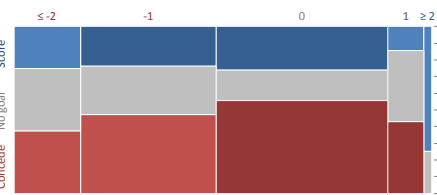
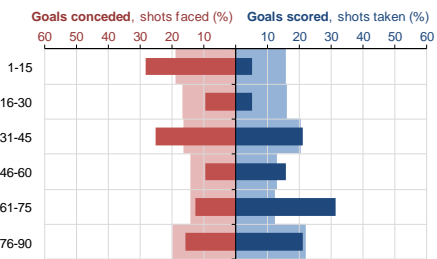


- **Millwall's** excellent run of form shows up strongly here – their defence was one of the division's worst but has tightened considerably. If we were just looking at the last 10 games they'd be firmly in the green quadrant.
- **Wolves** and **Brighton** now look a lot more porous after poorer runs of late, but both are still among the more resilient sides in the division.
- **Leicester** still stand apart in their impressive ability to restrict their opponents' chances.
- It's a bit messy in the middle as a lot of teams have seen changes in fortunes, with **Crystal Palace** notably lurching from the worst to best quadrant as they go from strength to strength.

Barnsley



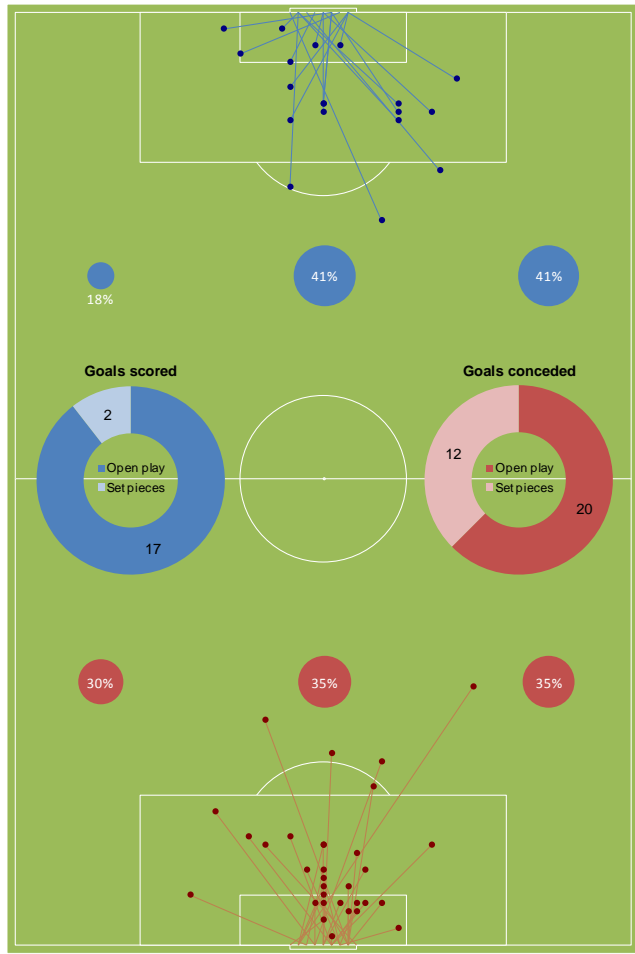
It's not a glowing report card for the Tykes I'm afraid – in addition to the worrying stats below they also concede the highest proportion of early goals in the division. Improving their set piece capabilities at both ends of the pitch would be a good start, and getting on the scoresheet – or keeping their opponents off it – earlier would also be welcomed. Creating chances doesn't appear to be a problem, but taking them does.



48% Proportion of time spent in losing positions – highest in the Football League

11.5 Shots required to score each goal, the highest in the Championship

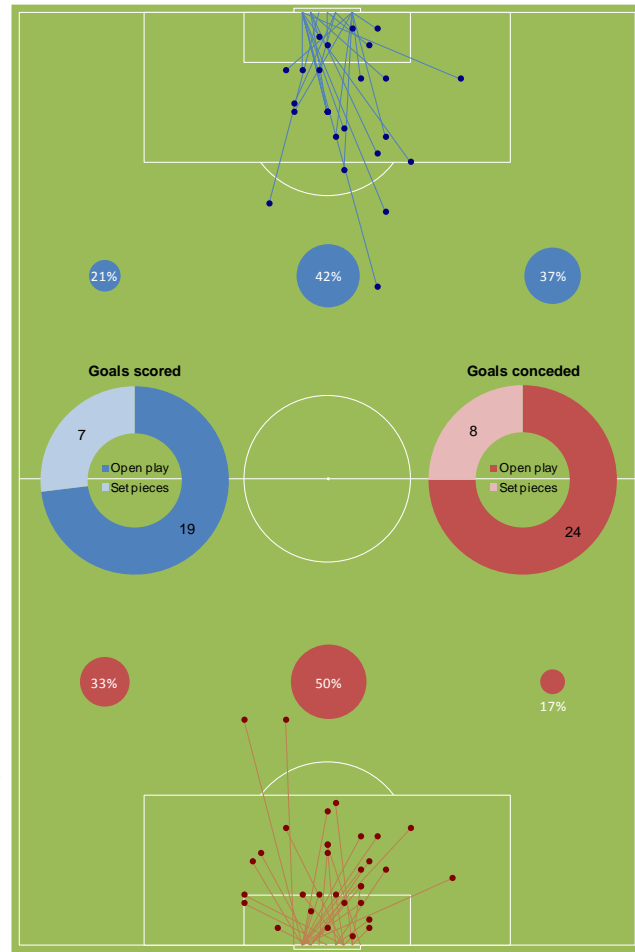
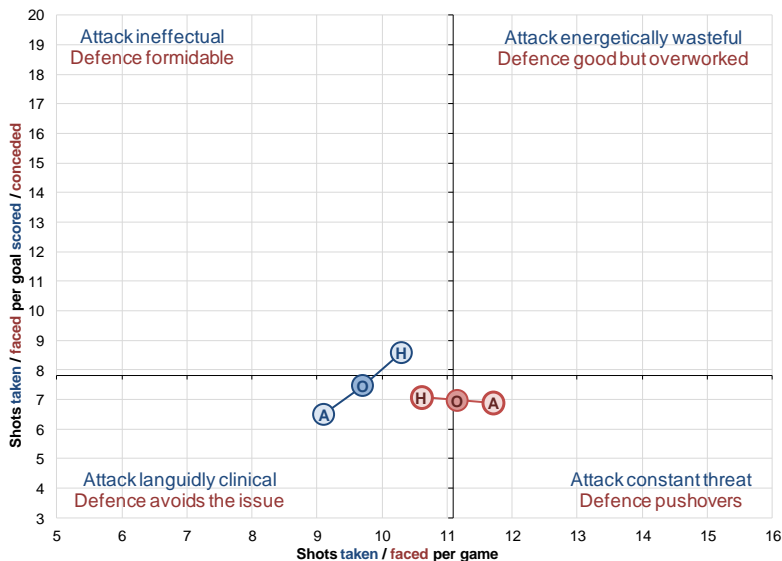
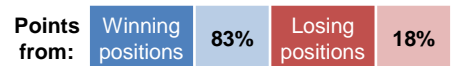
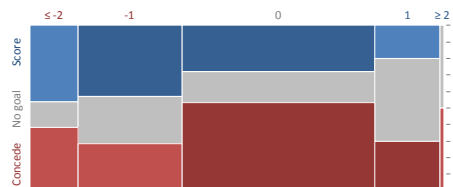
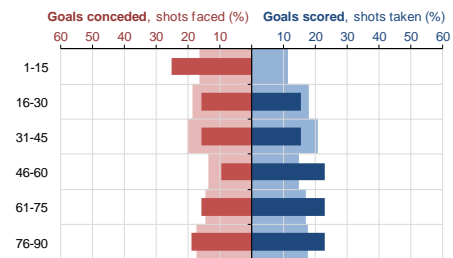
89% Proportion of goals scored from open play, the highest in the Championship



Birmingham City



Leaving it late is often the order of the day this season, with more goals coming in stoppage time than the opening half hour. The amount of goals conceded from close range and in good shooting positions should be as much of a concern as getting the strikers firing more consistently. The situation map shows how little time has been spent leading by more than a single goal.



41% Proportion of goals conceded from inside the 6 yard box – joint highest in the Championship

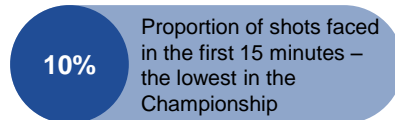
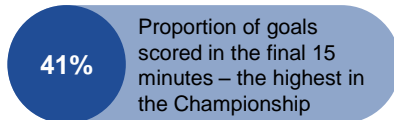
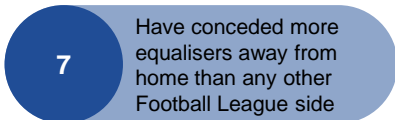
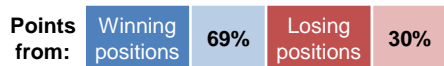
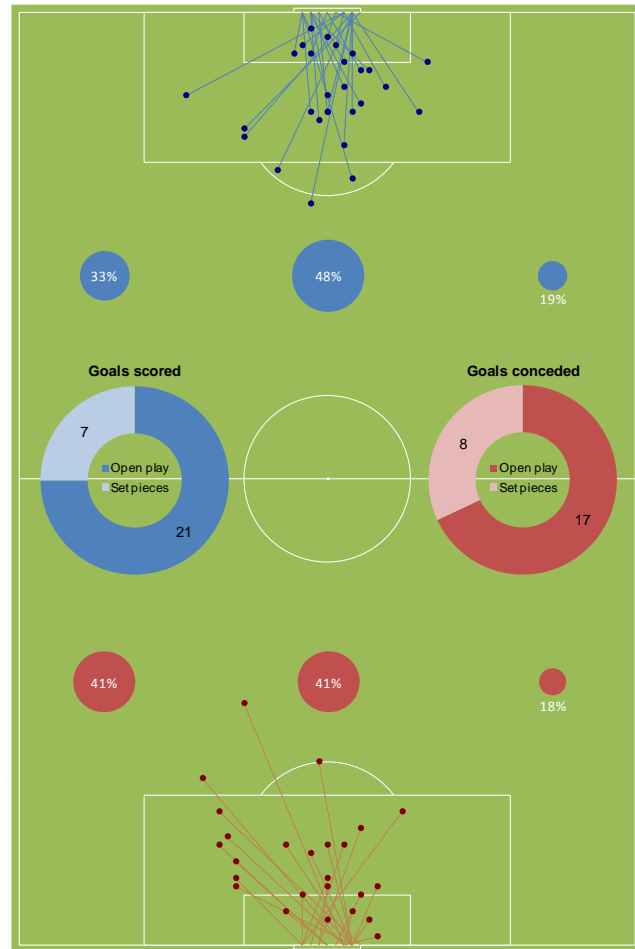
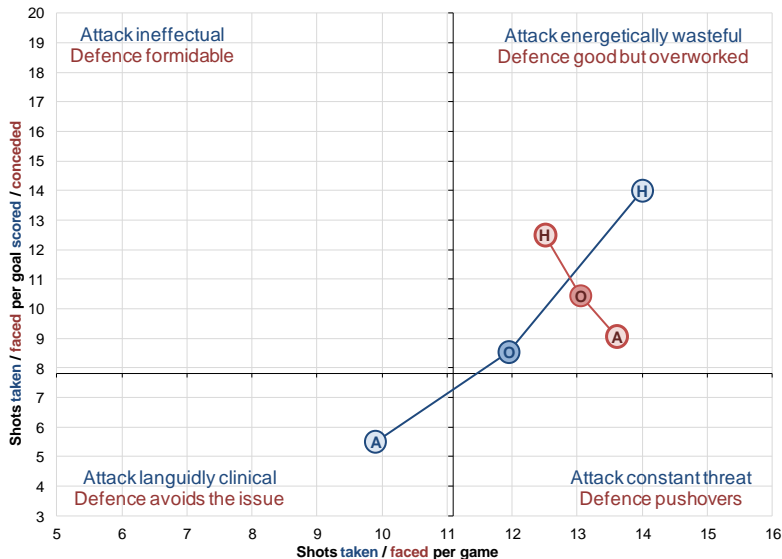
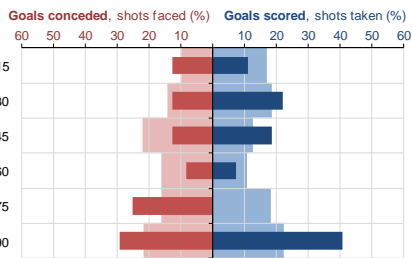
19% Have scored the highest proportion of stoppage time goals in the Championship

0 1 of 3 Football League sides not to have scored in the opening 15 minutes of matches

Blackburn Rovers



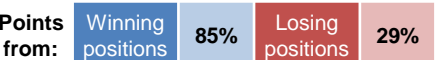
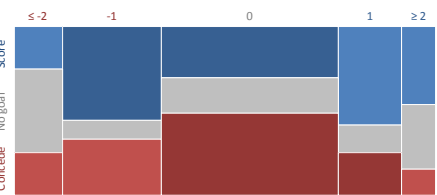
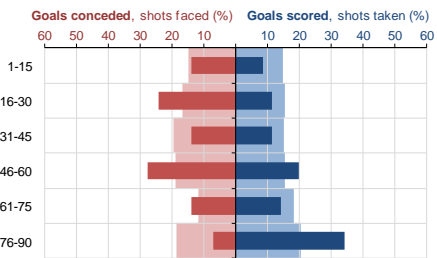
Blackburn are adept at scoring late, which at home at least is a belated reward for their tenacious (if often wasteful) efforts in front of goal. Unfortunately over half of the goals they concede come late too, in the final half hour – the situation map shows that they need to improve their ability to defend leads if they're to climb the table.



Blackpool



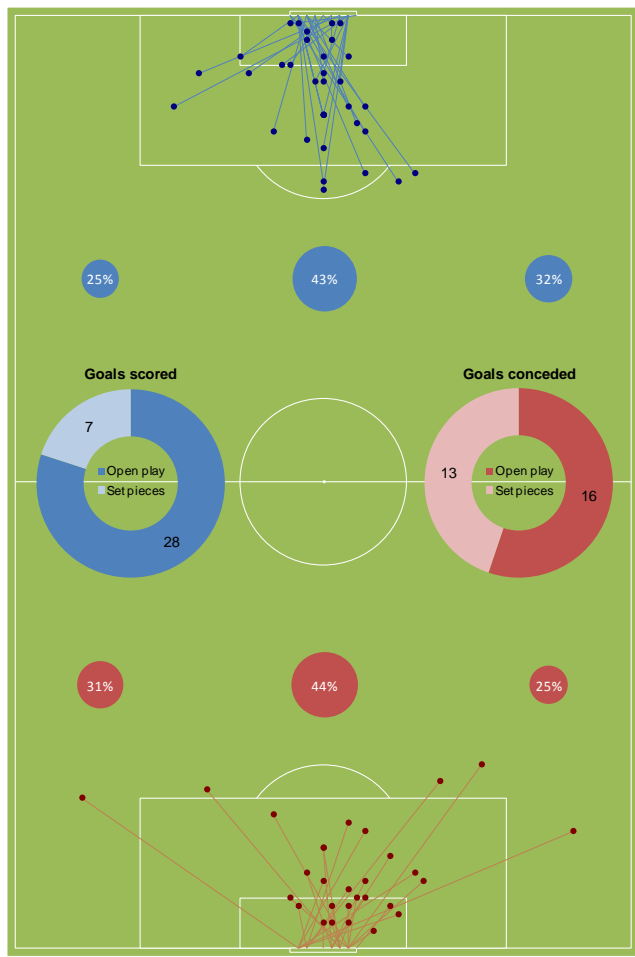
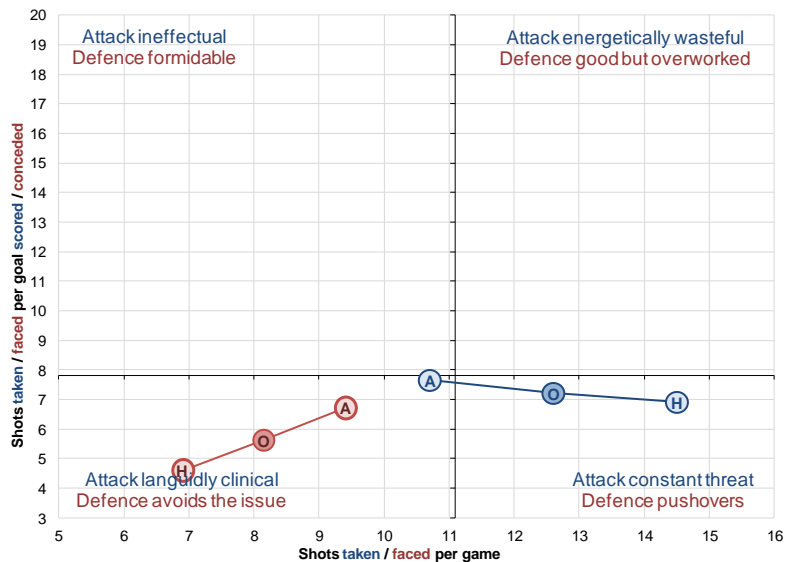
It's the second half when Blackpool really get going, with the last half an hour in particular seeing them invariably on top. Going forward they're always a threat, even when behind, but need to reduce the amount of goals conceded from set pieces and should be concerned about how many are shipped from close range.



41% Proportion of goals conceded from inside the 6 yard box – joint highest in the Championship

69% Proportion of goals scored in the second half – the joint highest in the Championship

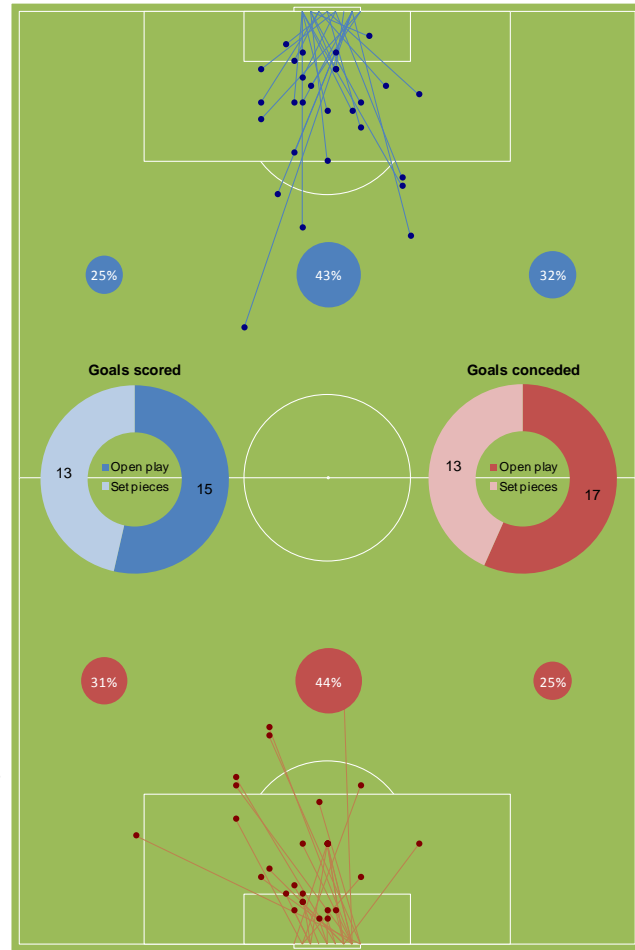
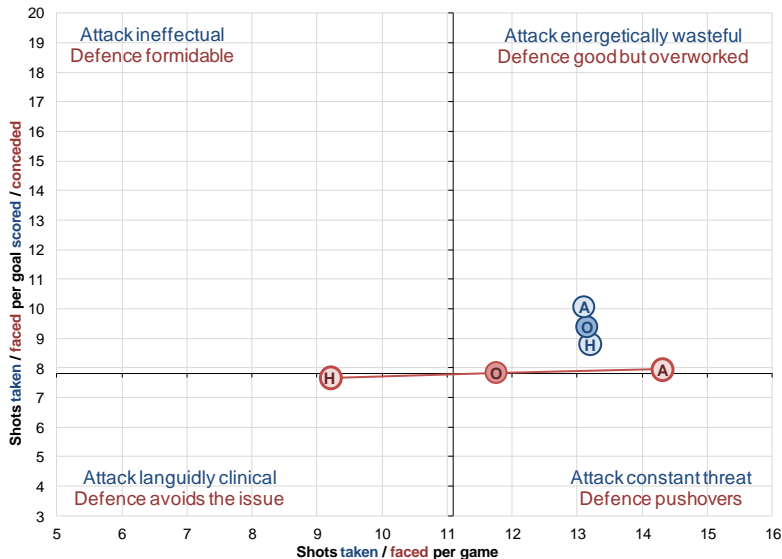
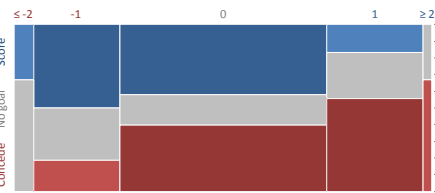
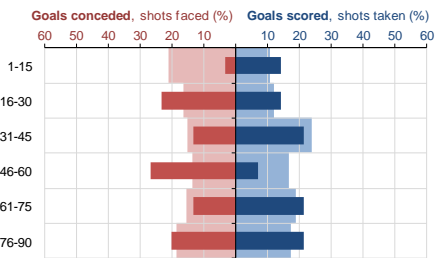
4.6 Average shots faced for each goal conceded at home – joint lowest in the Championship



Bolton Wanderers



Bolton give a great example of how the situation map can be useful: it shows that the better the position they're in, the more prone they are to conceding. They've lost two thirds of their 2 goal leads and over half of their 1 goal leads, but once they go behind seldom concede again. While they're a threat from set pieces (and free kicks in particular) they're also vulnerable to conceding this way. They also need to reduce the number of chances they allow opponents when away from home.



13.2 Average shots taken per match – the highest in the Football League

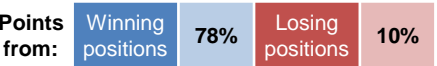
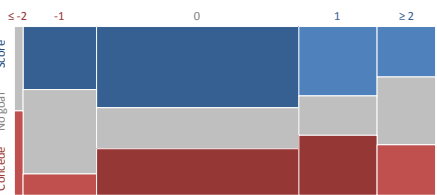
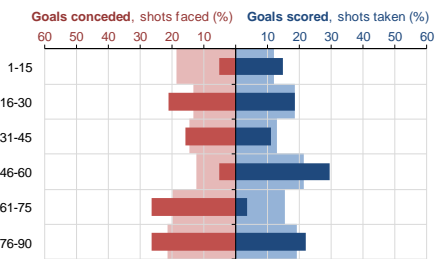
4 Scored the most goals direct from free kicks in the Football League

44% Points taken from winning positions away from home – the lowest in the Championship

Brighton & Hove Albion



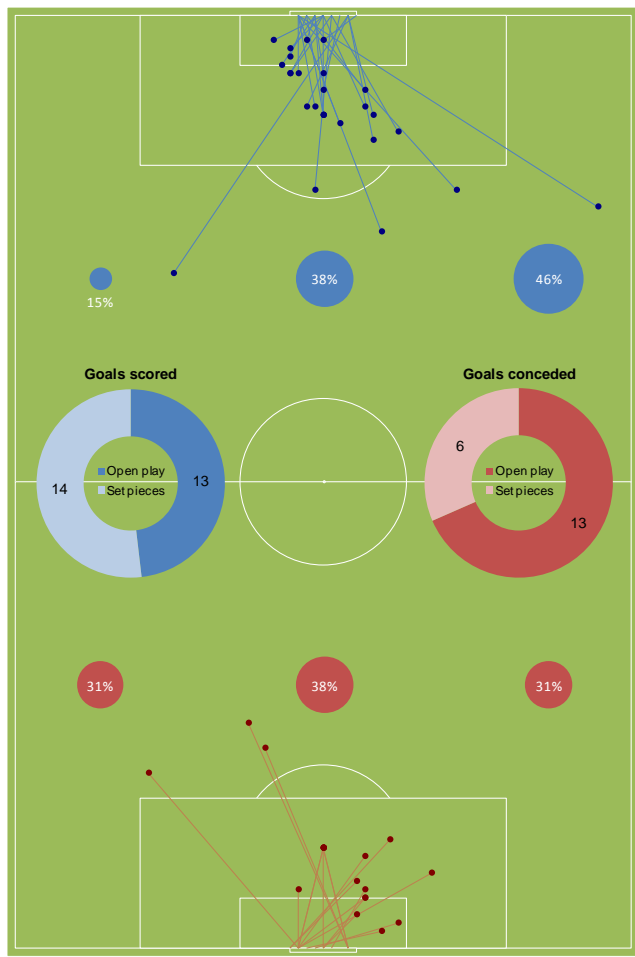
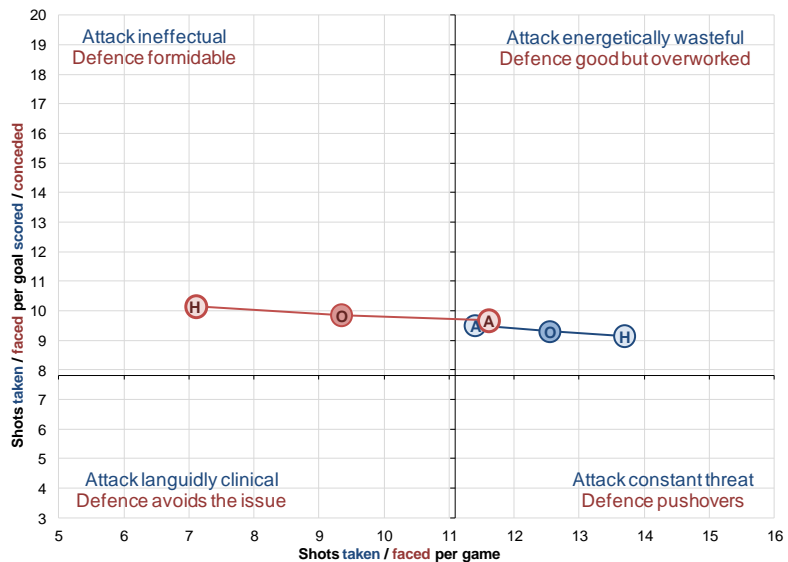
Chances are few and far between for visiting sides, where Brighton tend to dominate heavily, while on the road things are much more even. Much of their penetration has come down the right and from set pieces, and they start halves significantly more effectively than their opponents.



21% Proportion of goals conceded from penalties – the highest in the Football League

2 Scored the division's joint-lowest number of headed goals

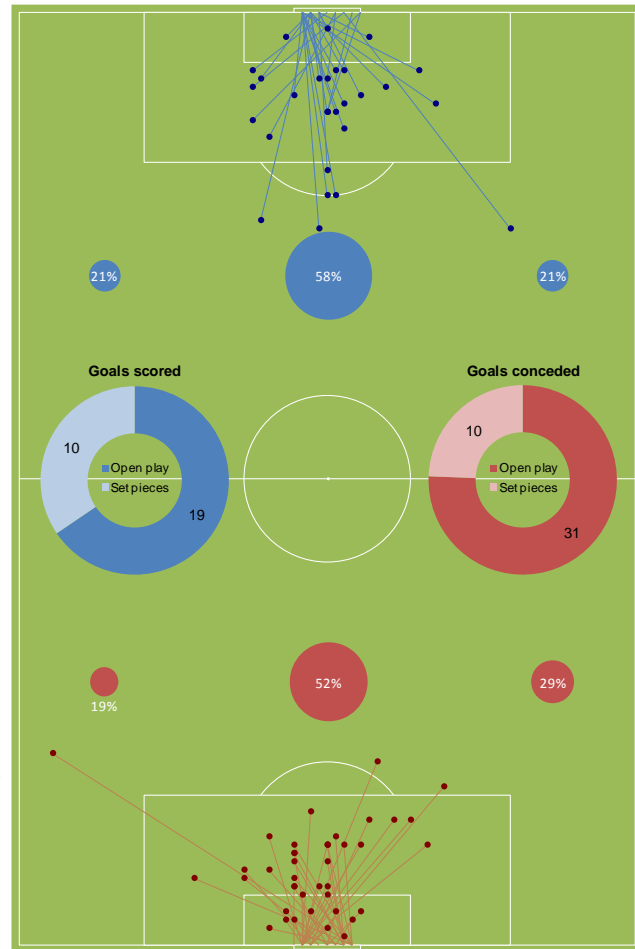
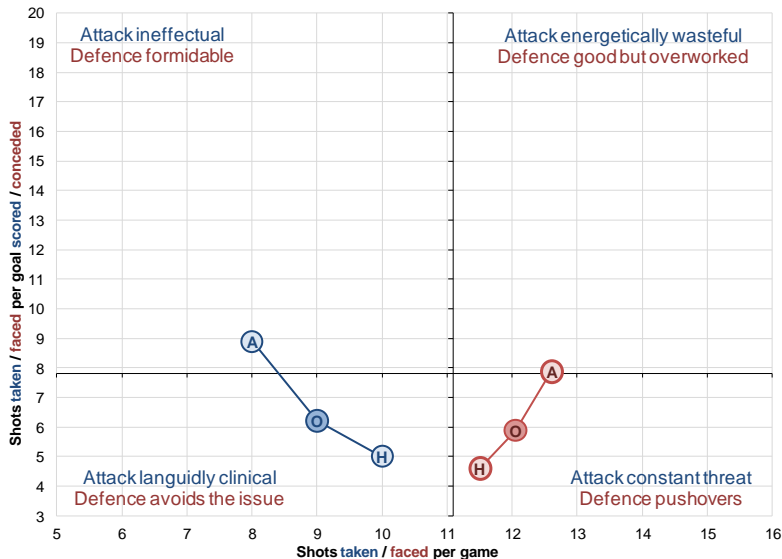
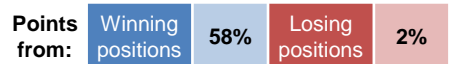
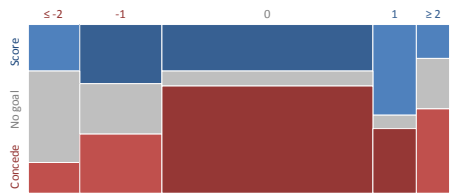
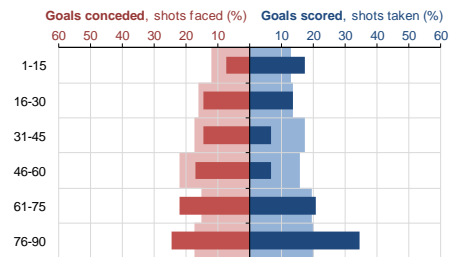
38% Percentage of open play goals created in the centre – the lowest in the Championship



Bristol City



The goals fly in during the last half an hour of matches, although unfortunately at both ends. The timing chart shows the goalscoring initiative starting with City but gradually shifting in favour of their opponents as time goes on, notwithstanding the late flurry. It's not been a great season so far, with the balance of chances against them in most matches.



3

Scored the joint most own goals in the Football League

4.6

Average shots faced for each goal conceded at home – joint lowest in the Championship

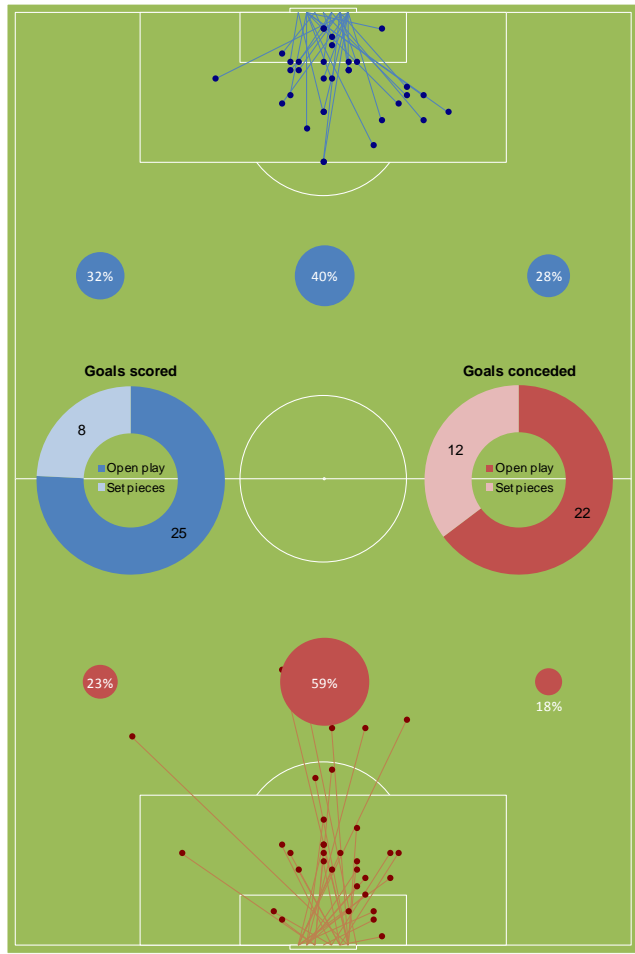
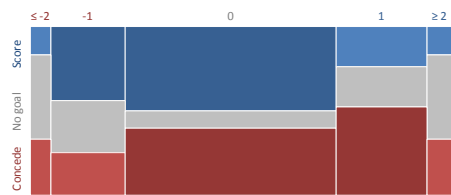
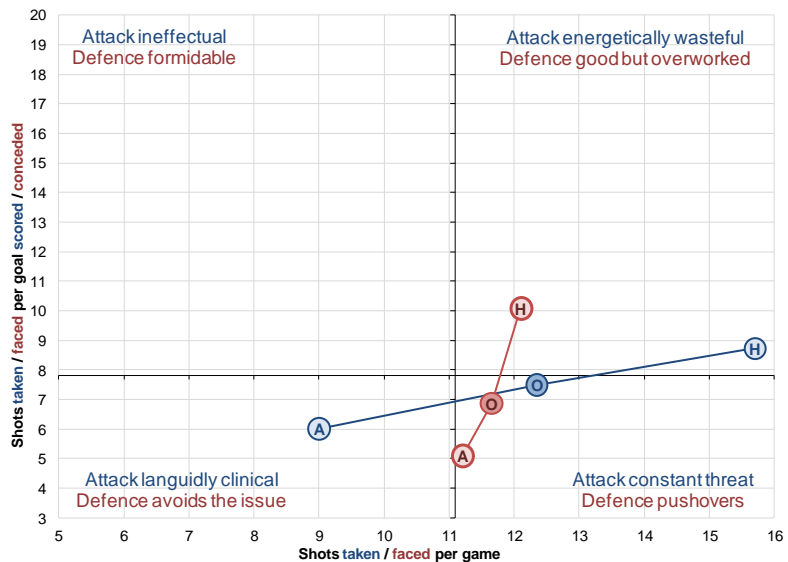
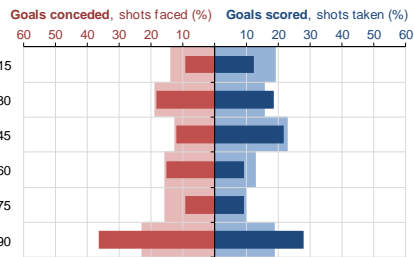
21

Have fallen behind more often than any other Football League side

Burnley



It's proving to be an eventful season for Burnley, with goals flying in all over the place. At home they're a constant presence going forward, although much meeker on their travels. The number of late goals at both ends keeps things interesting, although the ones shipped tend to undo some of their fine work at the other end.



0 The only Football League side yet to score a goal from outside the area

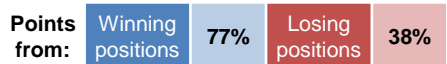
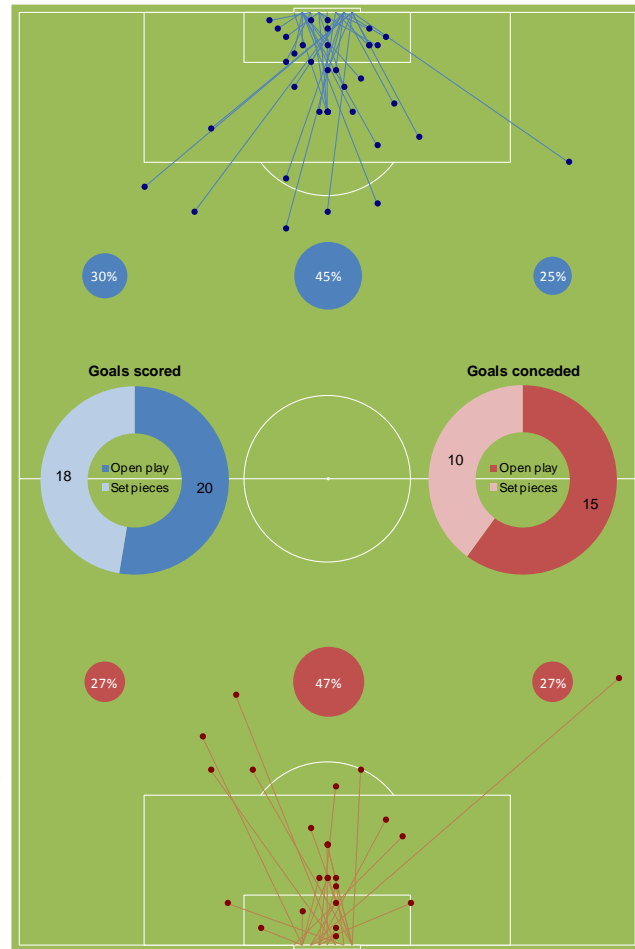
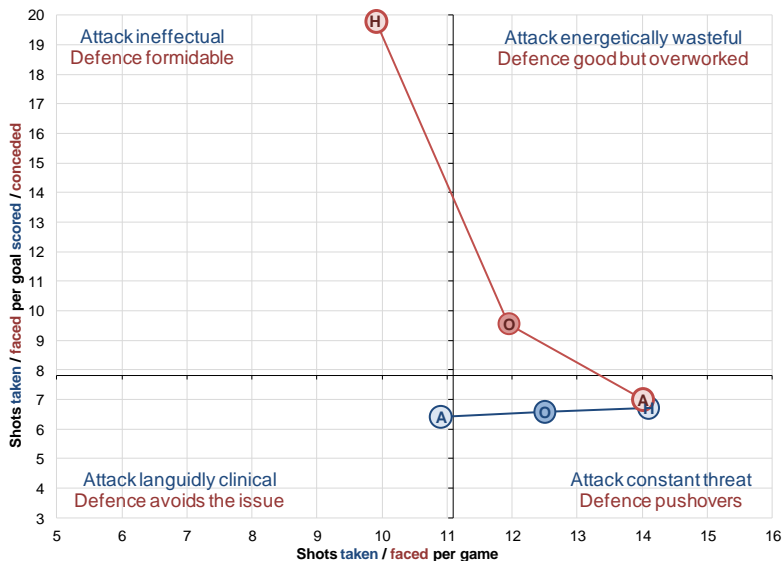
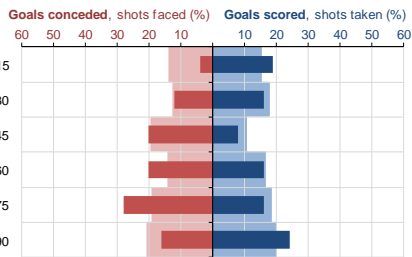
45% Proportion of goals scored from headers, the highest in the Football League

15.7 Shots taken per game at home – joint highest in the Football League

Cardiff City



Impressively still maintaining a 100% home record, the defence has to take a large chunk of the credit, taking over twice the division's average number of shots to breach. Up front they have an impressive array of attacking options, reflected in their lethality from set pieces and outside the box.



42% Proportion of time spent in winning positions – joint highest in the Football League

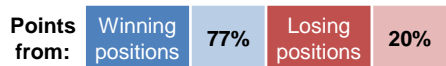
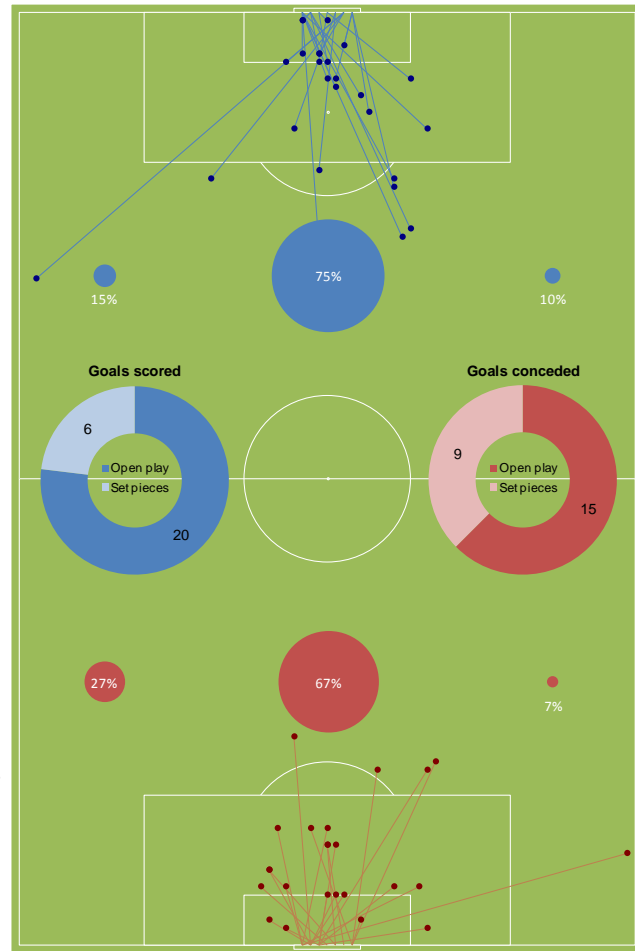
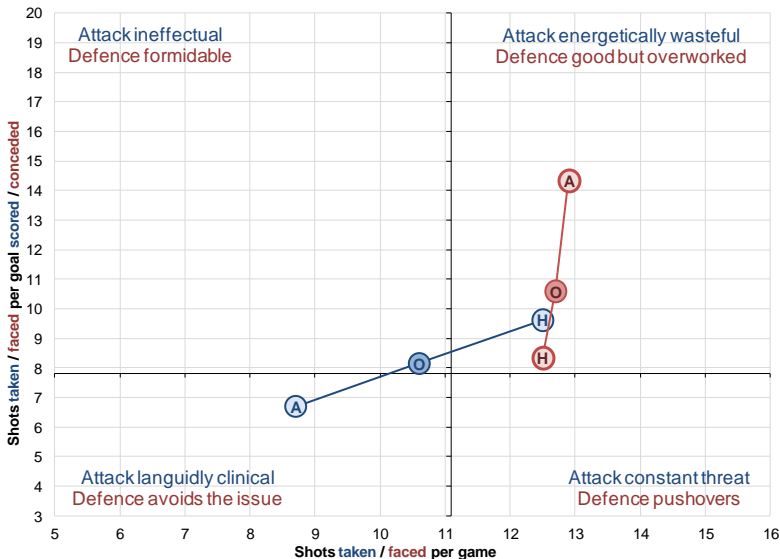
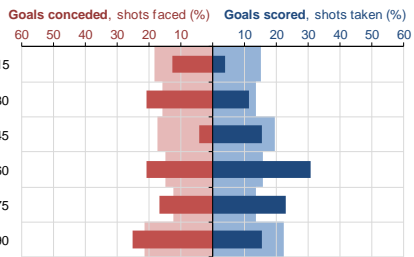
100% The only Football League side to have taken maximum points at home

32% Score the division's 2nd highest proportion of headed goals

Charlton Athletic



The recent decline of Brighton and Wolves has left the Addicks' defence as the most resilient in the Championship, largely driven by the number of chances they absorb away from home. The side-effect of this defensive resilience is that they create few chances of their own on the road.



75% Proportion of open play goals created in the centre – the 2nd highest in the Football League

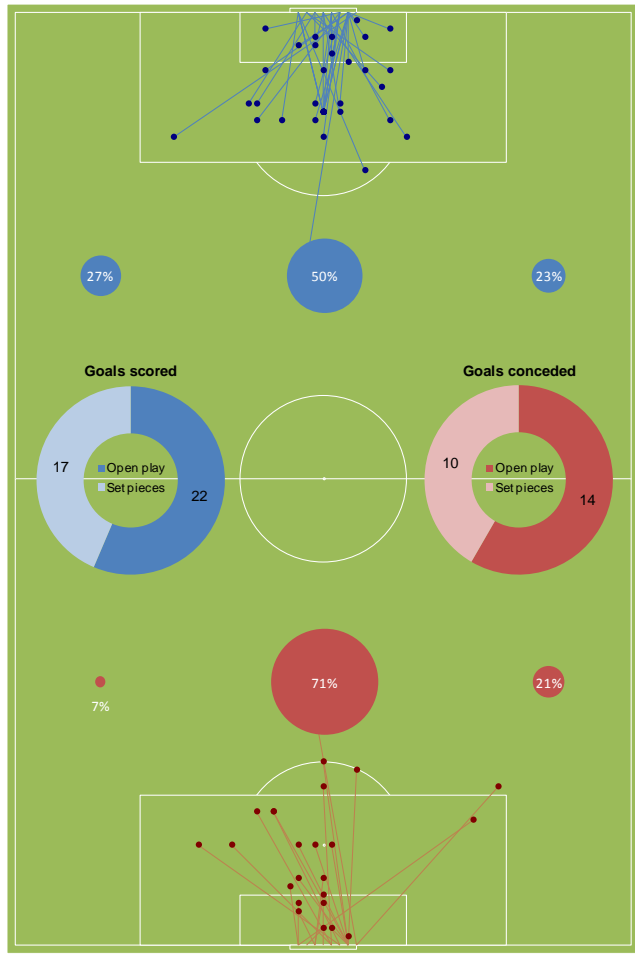
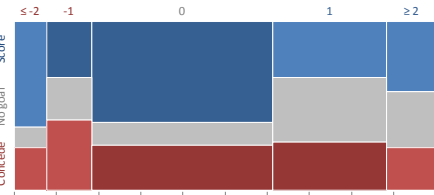
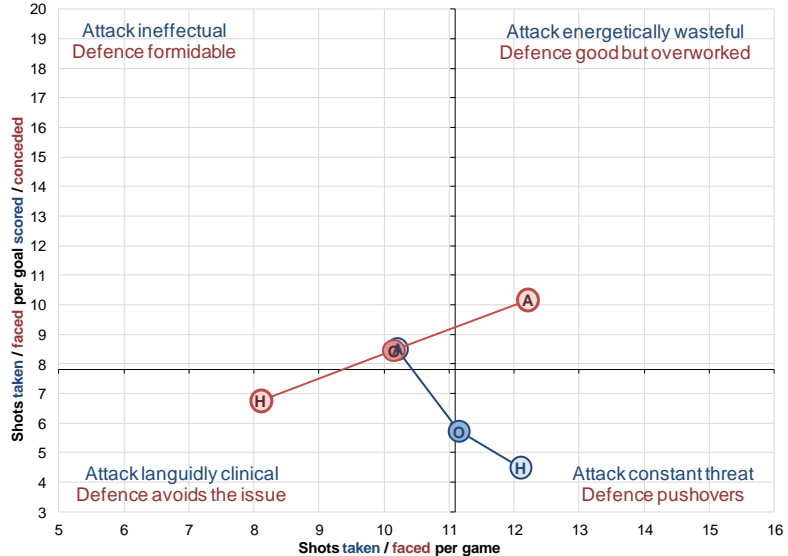
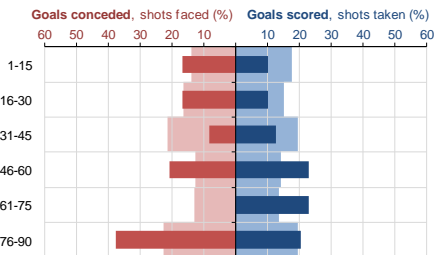
31% Proportion of goals scored from outside the area – the highest in the Championship

10.6 Average number of shots faced per goal conceded – the highest in the Championship

Crystal Palace



By far the division's surprise package this season, the good times are rolling at Selhurst Park. Palace look a threat from both open play and set pieces (of which an astonishing 10 goals have come from penalties), and only a habit of conceding late goals could be pointed to as a frustration.



50% Proportion of points gained from losing positions – the highest in the Football League

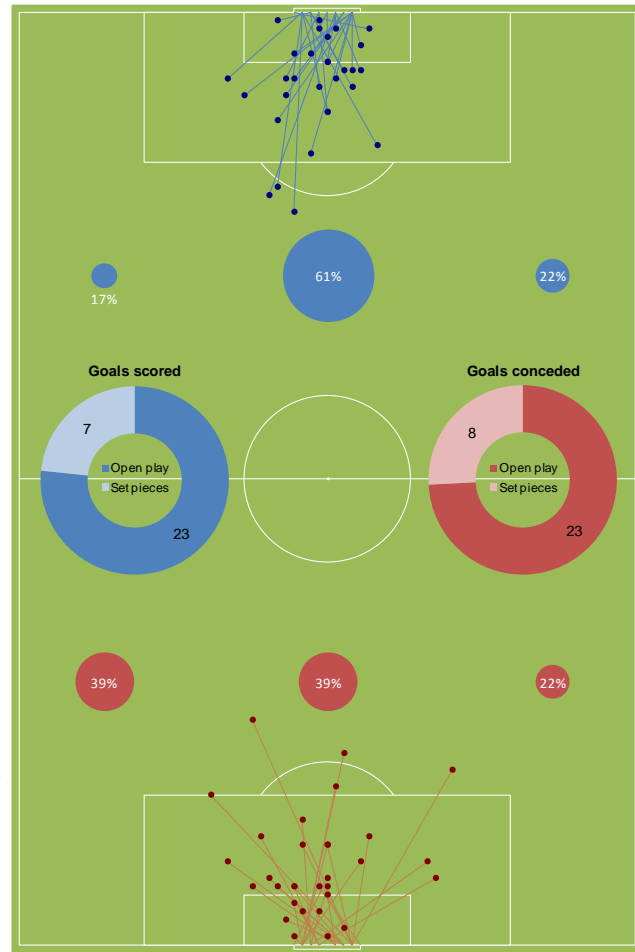
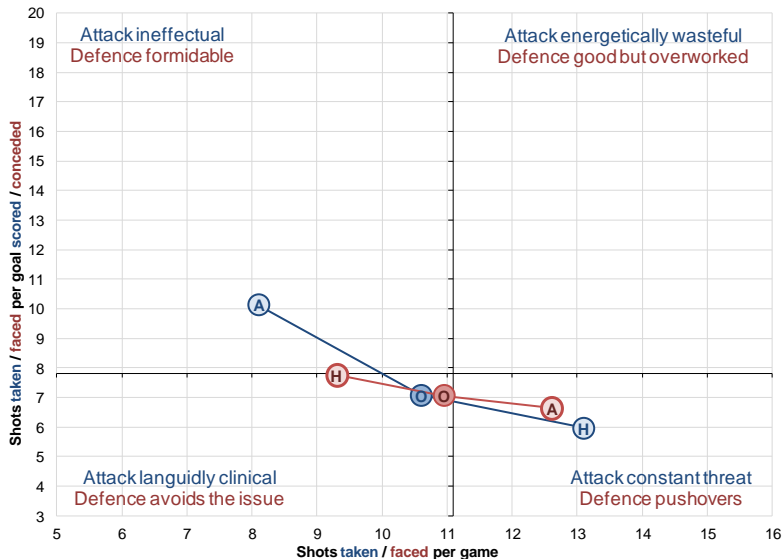
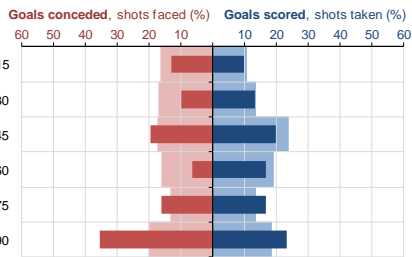
26% Proportion of goals scored from the penalty spot – the highest in the Football League

1 Joint fewest number of headed goals conceded in the Football League

Derby County



Derby's strong home showing is let down by their poor away record – neither attack nor defence travels particularly well. Their front line is pretty consistent however, and the team seem not to be unduly distracted by the scoreline judging by the consistent blue swathe on the situation map. They're also one of quite a few teams who ship a frustrating number of late goals.



Points from: Winning positions 77%, Losing positions 19%

10.1 Average shots required to score each away goal – the 3rd highest in the Championship

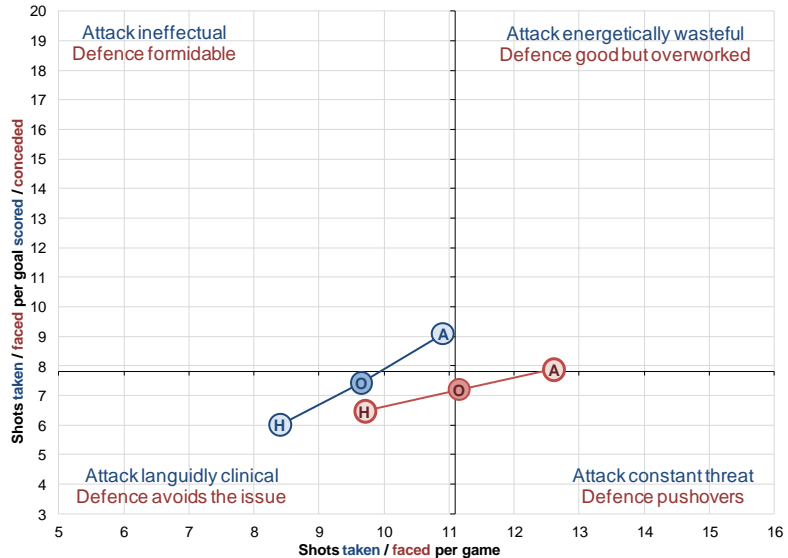
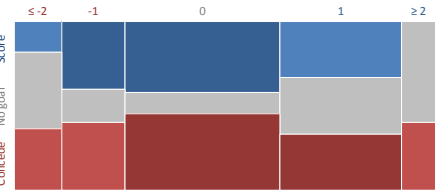
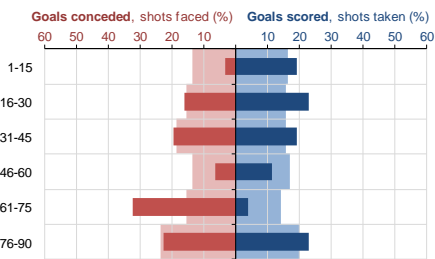
9 Have been in a losing position in more away matches than any other Football League side

55% Conceded a higher proportion of goals in last 15 mins of halves than any Championship side

Huddersfield Town



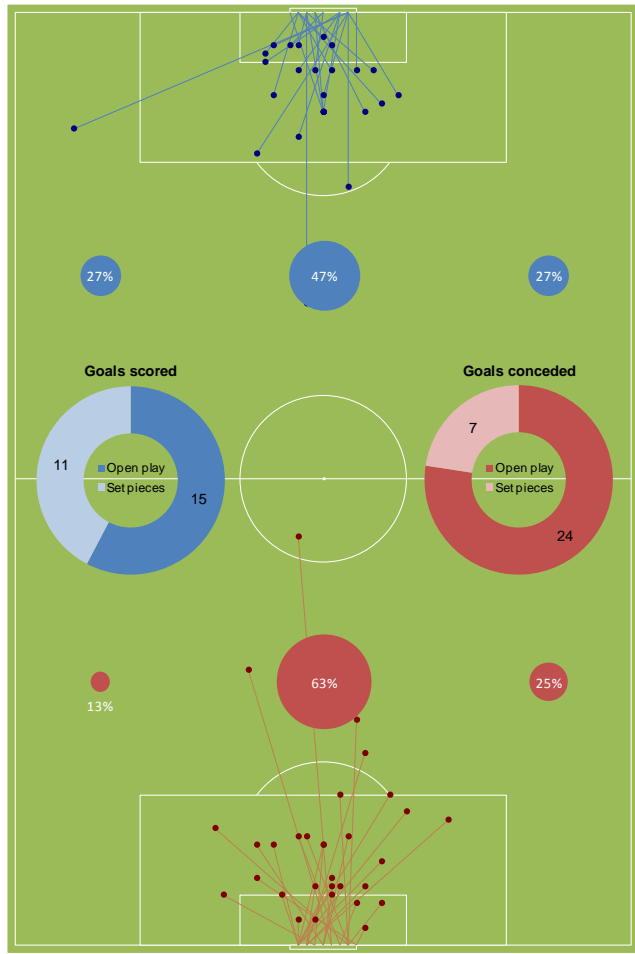
First halves are generally the better of the two for Huddersfield, who tend to find themselves on the back foot, although this is nothing for a promoted side to be ashamed of. Some more steel in the centre of the pitch might reduce the number of goals conceded through the middle, while reducing the number of late goals conceded (over half come in the final half hour) could also help them to consolidate their position.



37% Time spent in winning positions – the 3rd highest in the Championship

8.4 Average shots taken per home match – the lowest in the Championship

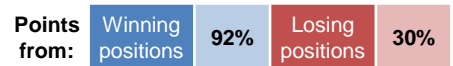
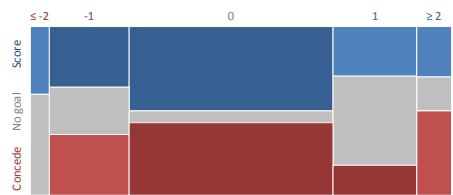
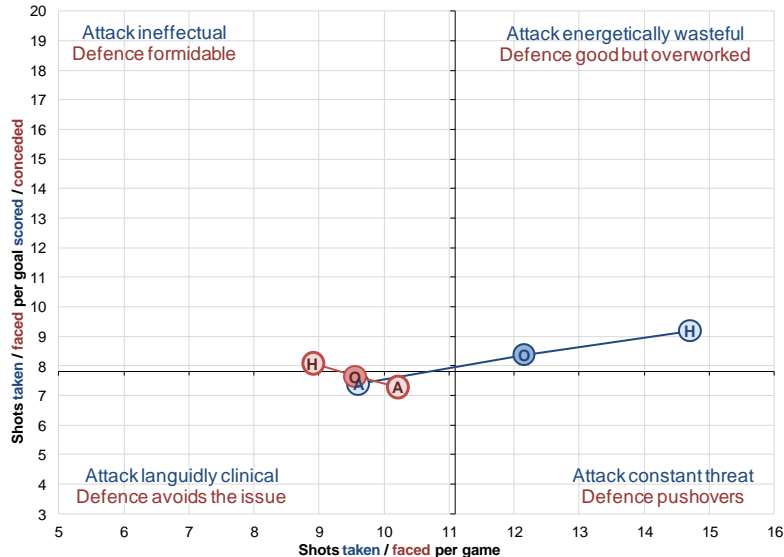
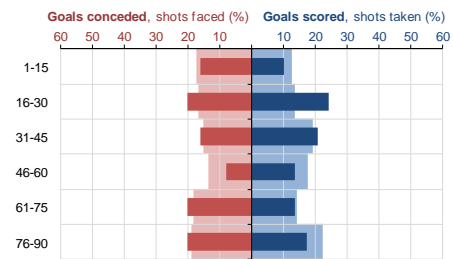
62% Scored a higher proportion of goals in the first half than any other Championship side



Hull City



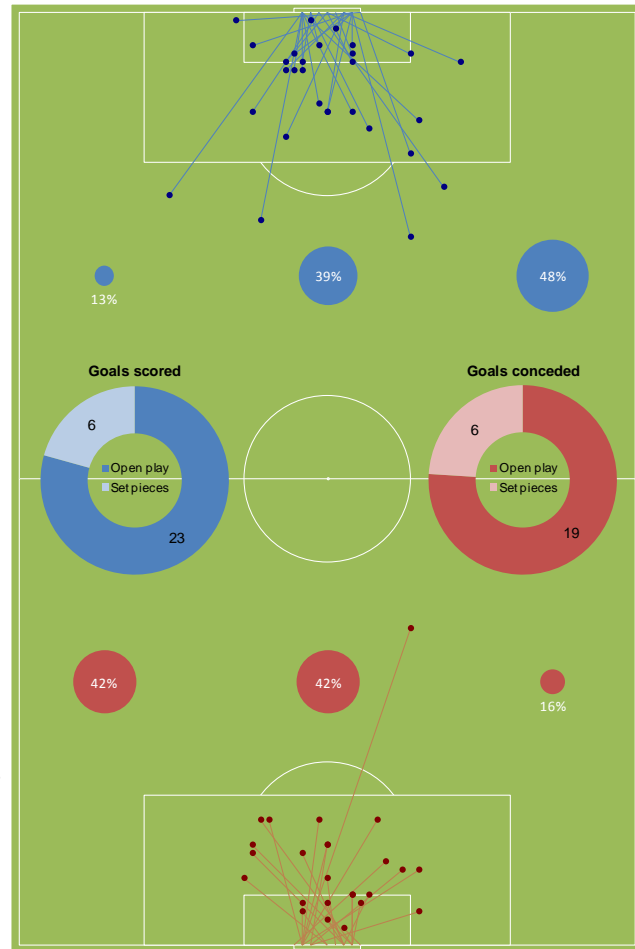
The right flank has been the Tigers' most profitable attacking outlet so far, and the sheer volume of chances they create – mainly at home – has made this an entertaining season so far. The consequence of a relatively tight away defence is fewer attacking raids, but seems to be a workable compromise. The solid blue strip across the top of the situation map shows that the attacking plan isn't materially affected by the match situation.



48% Proportion of open play goals created on the right – the highest in the Championship

14.7 Shots taken per game at home – the 3rd highest in the Championship

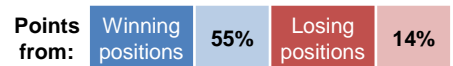
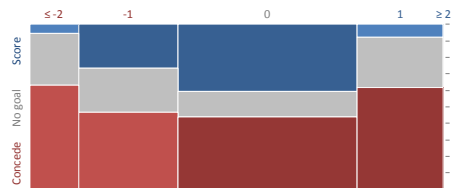
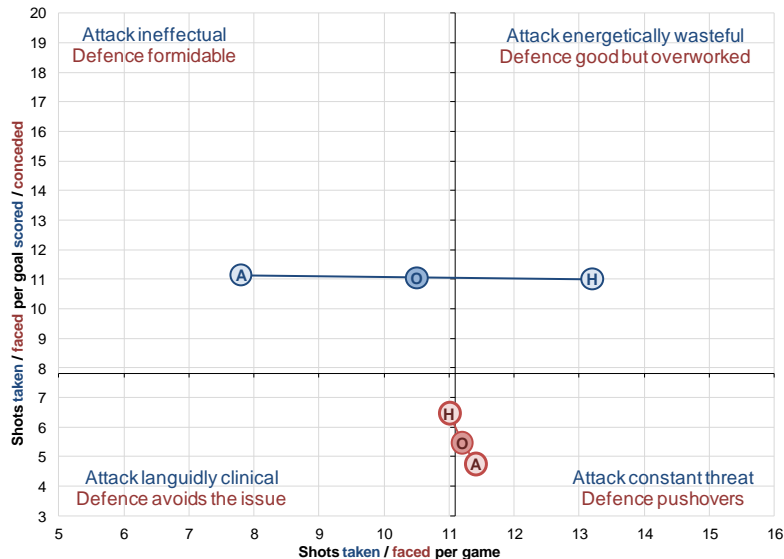
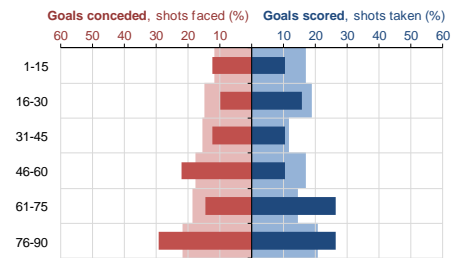
10.2 Shots faced per game away from home – the 3rd lowest in the Championship



Ipswich Town



I won't dwell on what's been a poor start, but I will point out that if it weren't for Nottingham Forest's defensive error that allowed Daryl Murphy to slip through in the closing moments of their recent match at Portman Road, Ipswich would be the only Football League side not to have led a match by more than a single goal. While the defence undeniably needs tightening, Mick McCarthy also needs to change their attacking style in away matches if they're to have any chance of outscoring their hosts.



42%

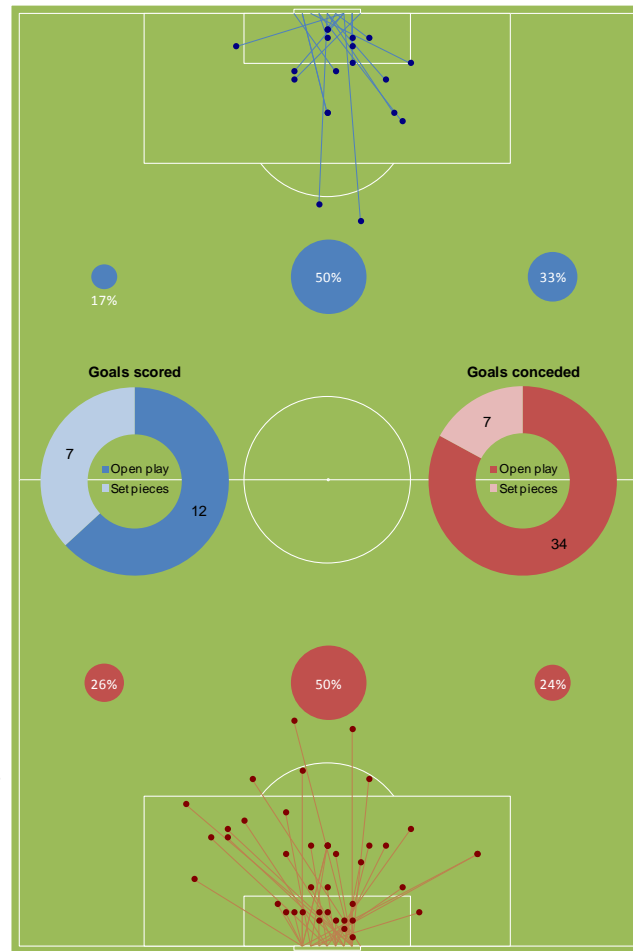
Face the joint lowest proportion of shots in the first half of any Football League side

11.1

Shots required to score each goal – the 2nd highest in the Championship

66%

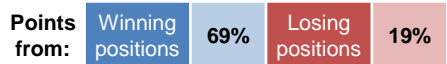
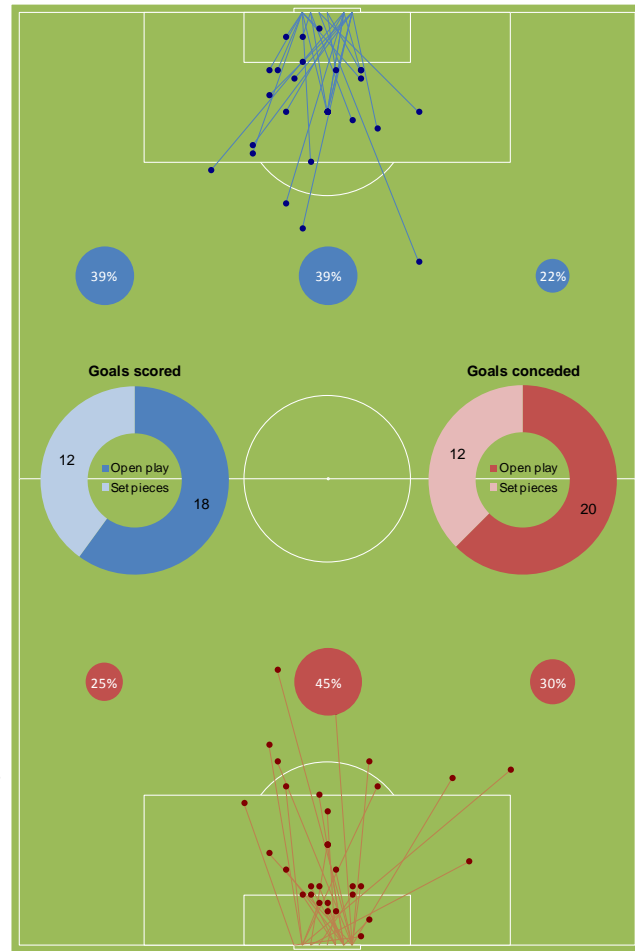
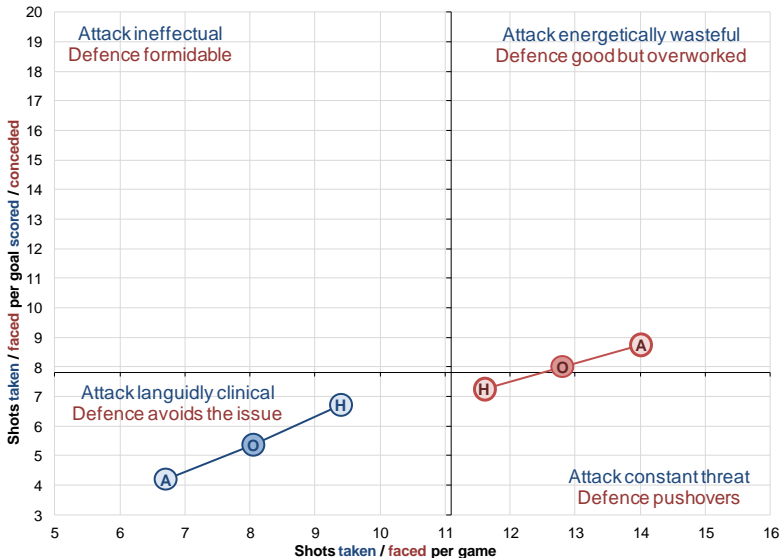
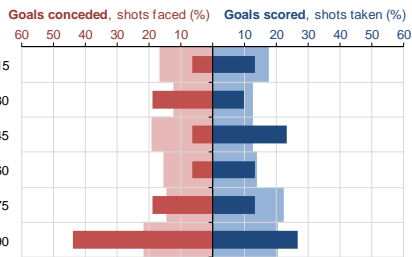
Proportion of goals conceded in the second half – the 3rd highest in the Championship



Leeds United



If matches finished earlier Leeds would be in a much better position – all those late goals conceded, coupled with their defence's aerial weakness, are making this a frustrating campaign. What's also interesting is the extent to which they allow opponents to dominate matches, home and away, in terms of chances created.



28% Proportion of goals conceded from headers – the highest in the Championship

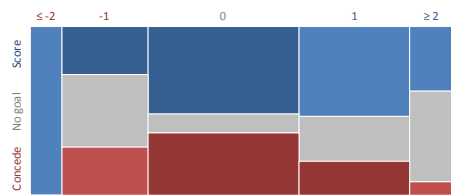
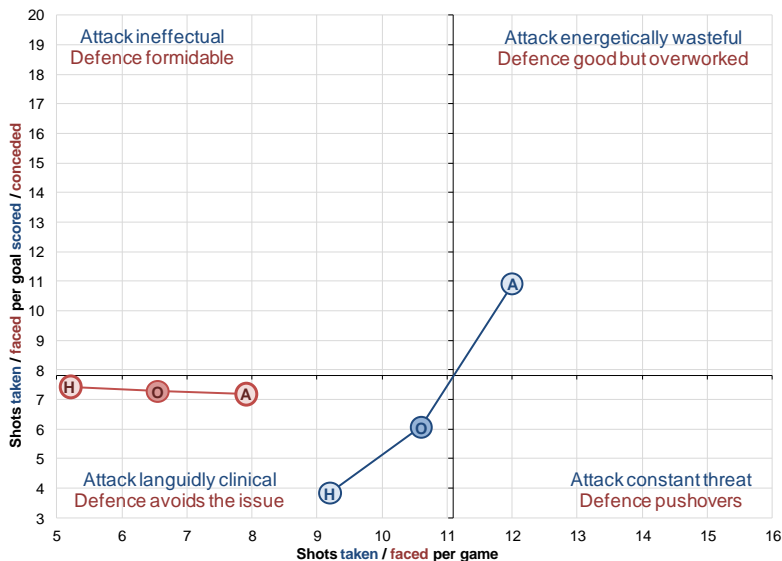
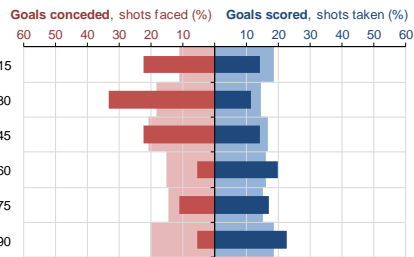
8.1 Average number of shots taken per match – the lowest in the Championship

5.4 Average shots required to score each goal – the lowest in the Championship

Leicester City



Second halves have been much more enjoyable than the first so far, with much of the conceding being done early on. The situation map shows that Leicester have always scored when more than a goal behind – the column is completely blue. The left flank appears to be the Foxes' main attacking outlet in what is increasingly looking like a successful season, with a high proportion of goals from open play and a defence which is second to none at restricting opponents' chances.



Points from: **Winning positions 94%** and **Losing positions 26%**

6.6

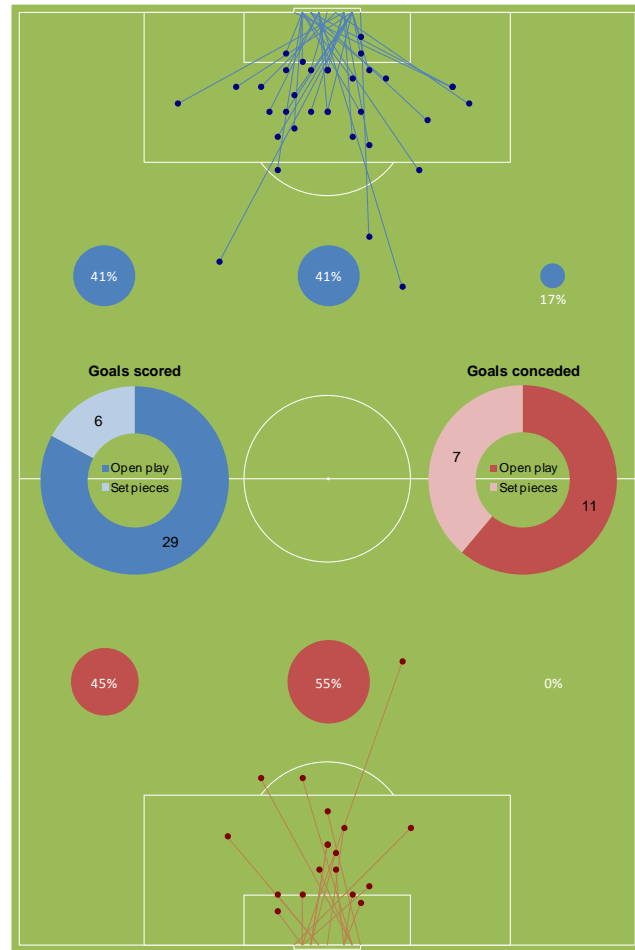
Average shots faced per match – the lowest in the Football League

41%

Proportion of open play goals created on the left – the highest in the Championship

78%

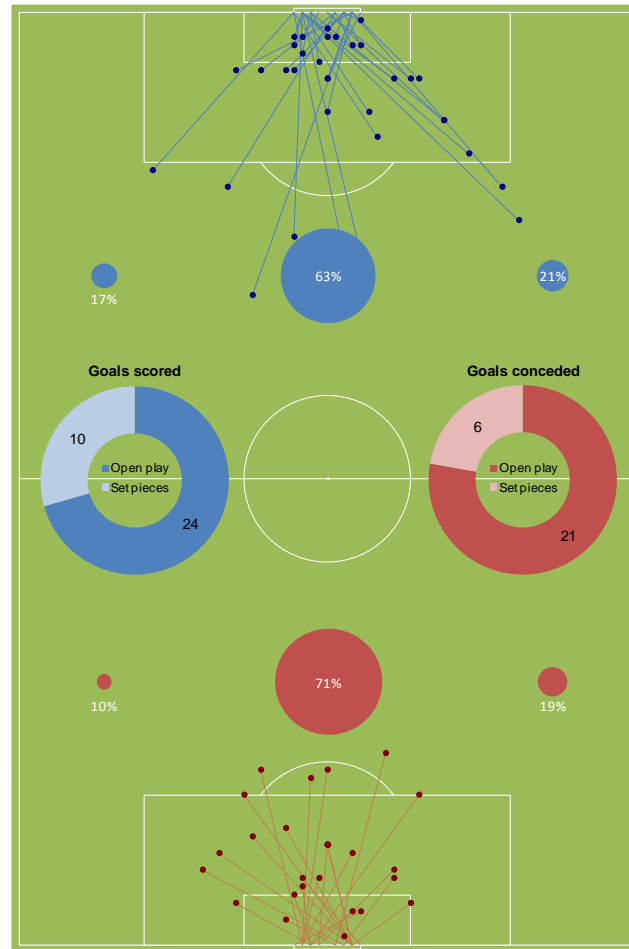
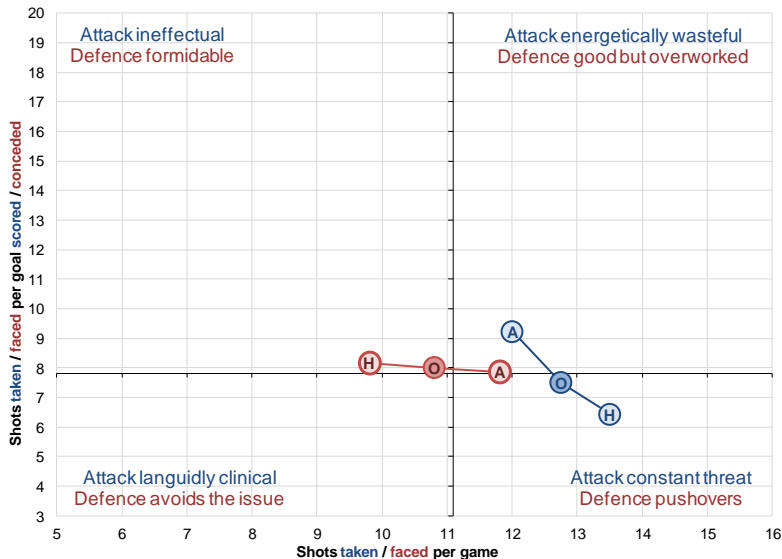
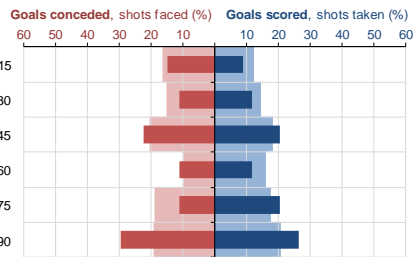
Proportion of goals conceded in the first half – the highest in the Football League



Middlesbrough



It's been a good season so far, with plenty of attacking intent and a strong variety of goals in evidence. Draws aren't a common sight this season, as the slender central grey strip in the situation map testifies. A lot of goals scored and conceded originate through the middle, suggesting a midfield more attack than defence-oriented.



Points from: Winning positions 81% | Losing positions 36%

12.8

Average shots taken per game – the 2nd most in the Championship

13

Points gained from losing positions – the highest amount in the Championship

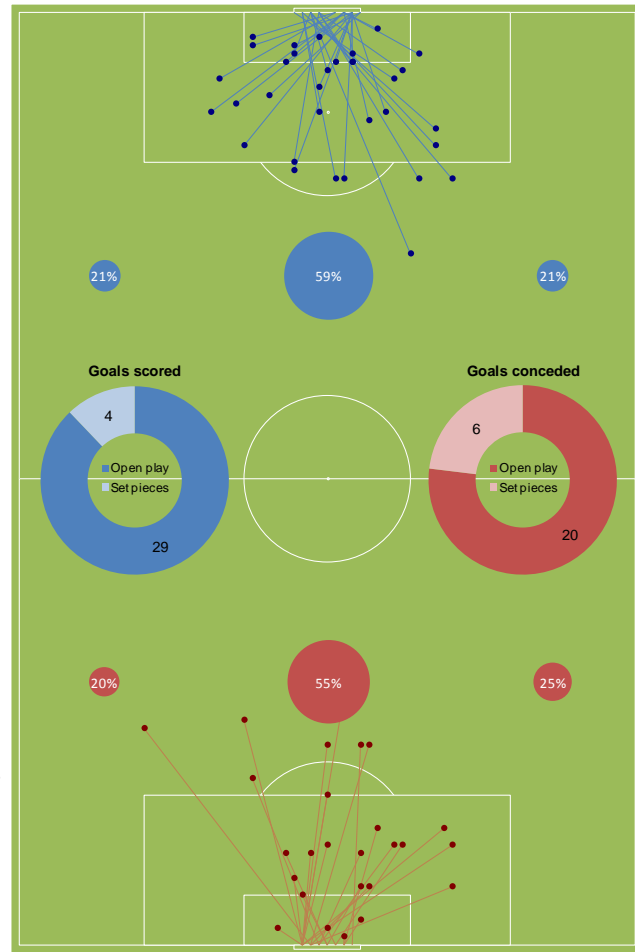
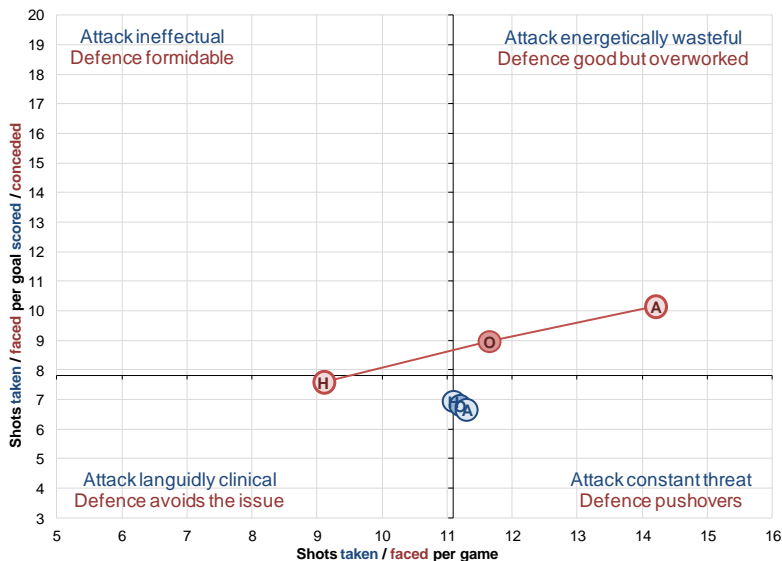
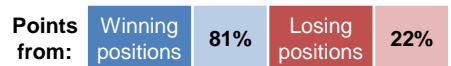
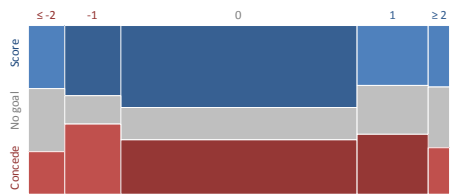
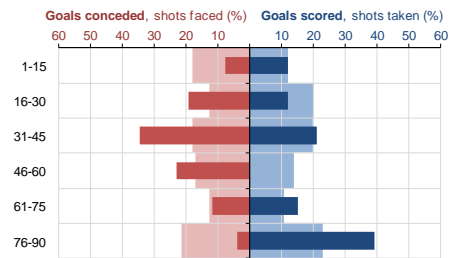
4%

Conceded the joint lowest percentage of goals from corners in the Championship

Millwall



Millwall seem to end the first half badly and the second half well, with an efficient attack that has little truck with set pieces to find the target. Their defence is kept very busy on the road, which could yet prove their undoing, but this is already shaping up to be one of their better Championship seasons.



61% Proportion of goals scored in the last 15 mins of halves – the highest in the Championship

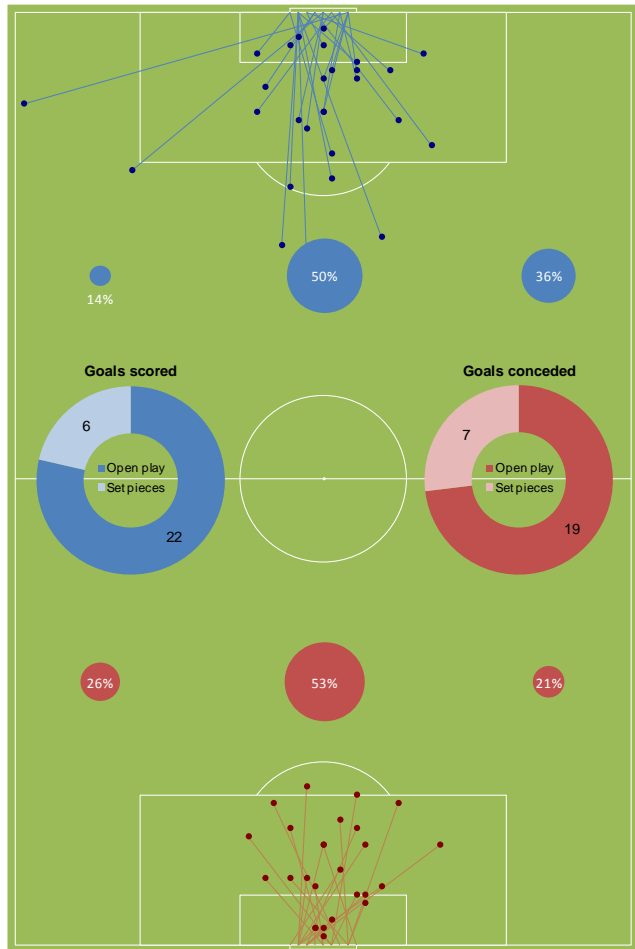
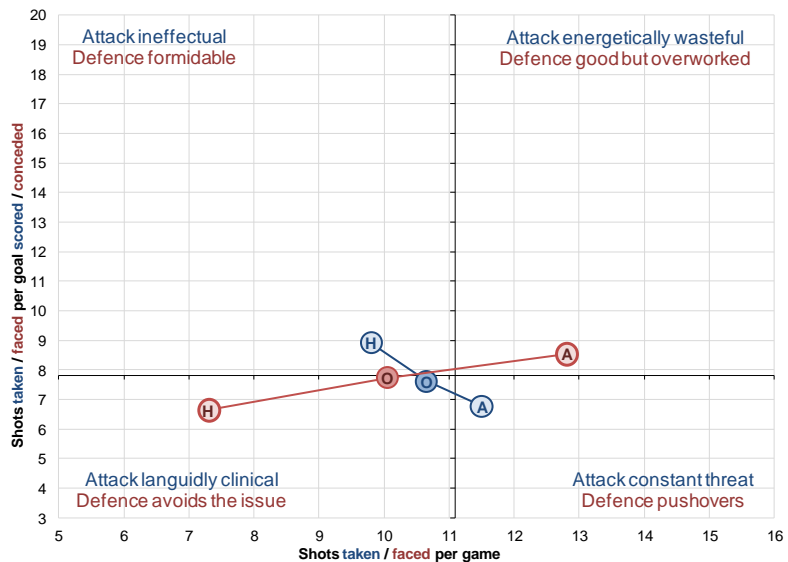
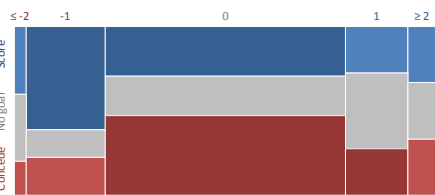
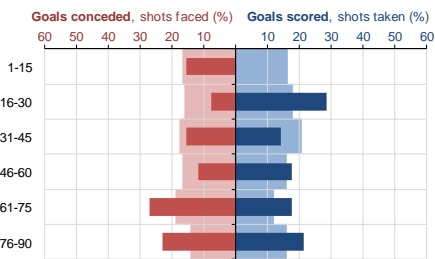
14.2 Average number of shots faced per game away from home – 2nd highest in the Championship

12% Scored the 2nd lowest proportion of goals from set pieces in the Championship

Nottingham Forest



One of the division's better sides at coming from behind might wish they didn't have to so often. Unusually their attack is blunter at home than away, while more usually their defence has a lot more to do on the road.



0 1 of 3 Football League sides not to have scored in the opening 15 minutes of matches

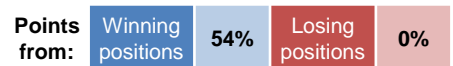
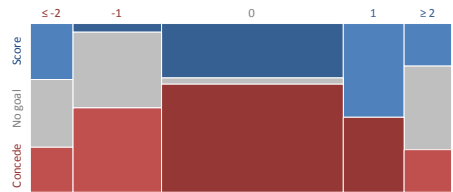
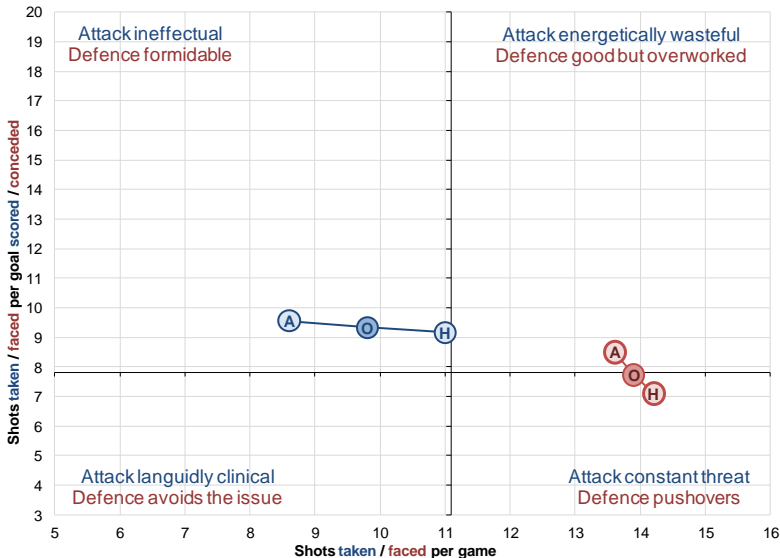
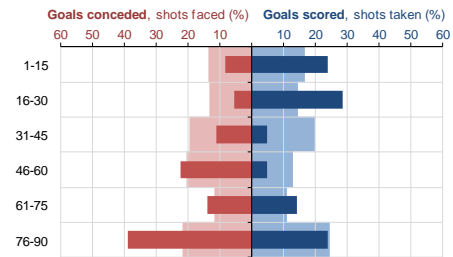
2 Scored the division's joint-lowest number of headed goals

11 Have scored more equalisers than any other Football League side

Peterborough United



A high proportion of Peterborough's goals continue to come through the centre, suggesting limited attacking options. Their attack definitely needs sharpening and no Football League side has scored fewer goals from inside the 6 yard box (2). What I hadn't realised until I looked at the situation map is that all of Peterborough's league wins this season have been by a margin of 2 or more goals – there's no grey in the 4th column at all.



13.9

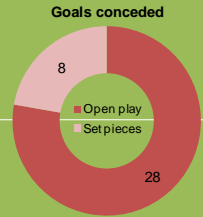
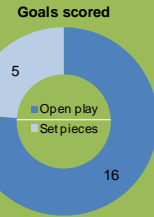
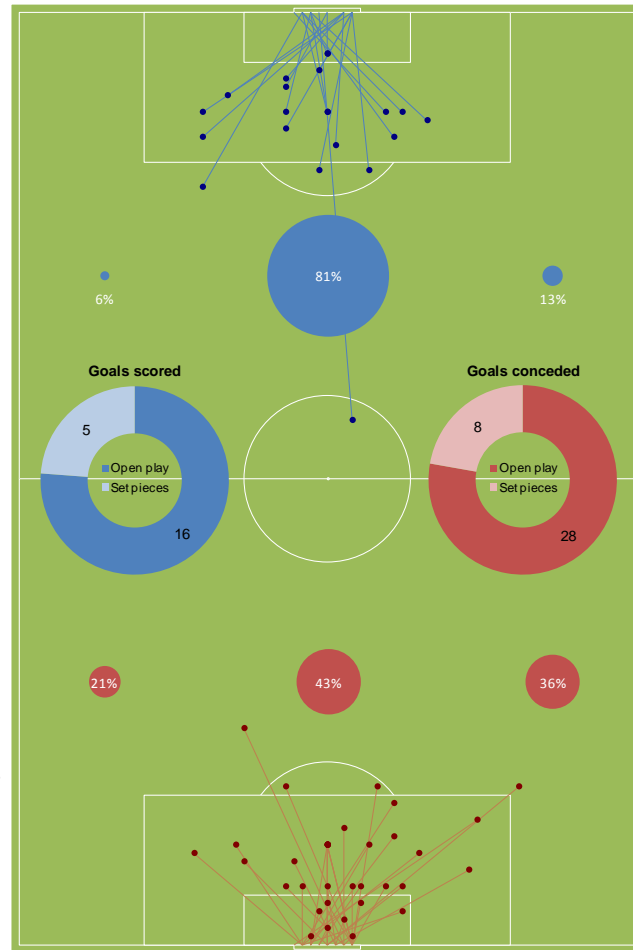
Average shots faced per match – the highest in the Football League

2

Scored the division's joint-lowest number of headed goals

81%

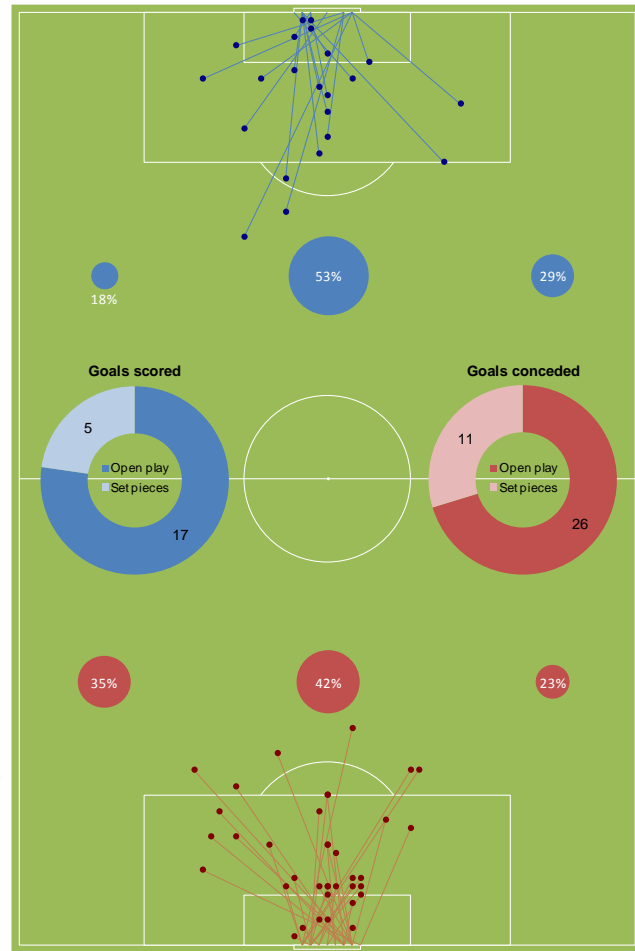
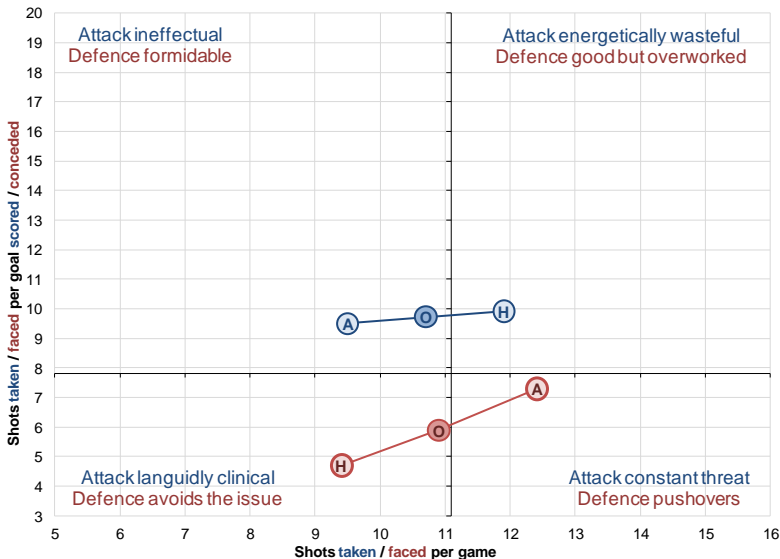
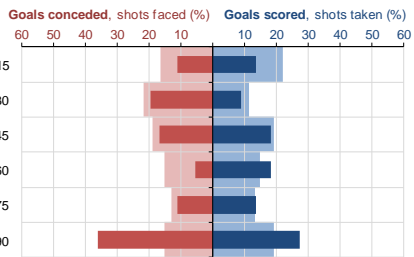
Percentage of open play goals created in the centre – the highest in the Football League



Sheffield Wednesday



It's not been a lot of fun so far, with a lot of time spent trailing and a high proportion of late goals being conceded. Inefficiency at both ends of the field, with opponents able to get in good goalscoring positions too easily, is costing the Owls valuable points.



Points from: **72%** Winning positions, **11%** Losing positions

57%

Face a higher proportion of shots in the first half than any other Championship side

41%

Time spent in losing positions – the 2nd highest in the Championship

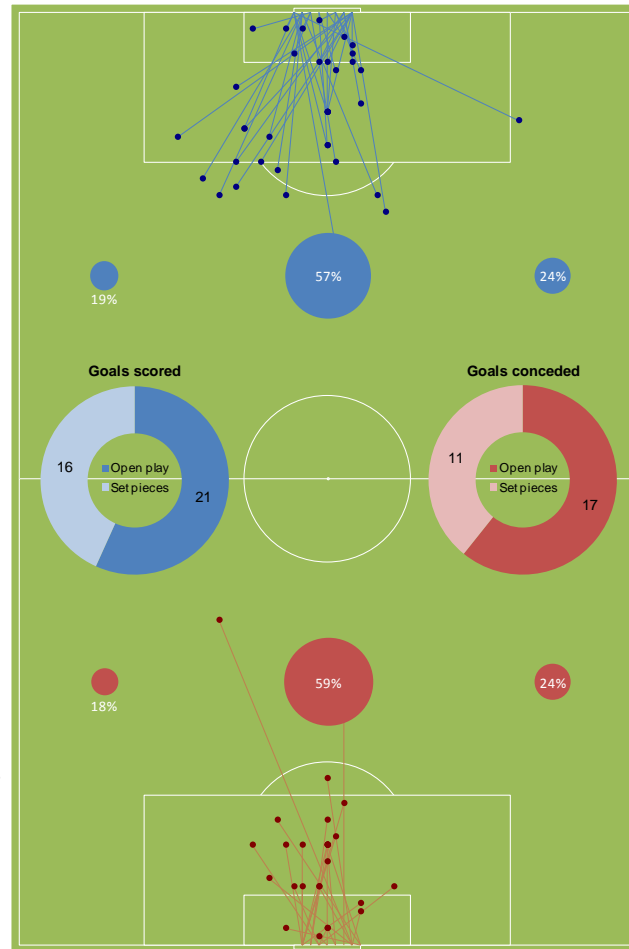
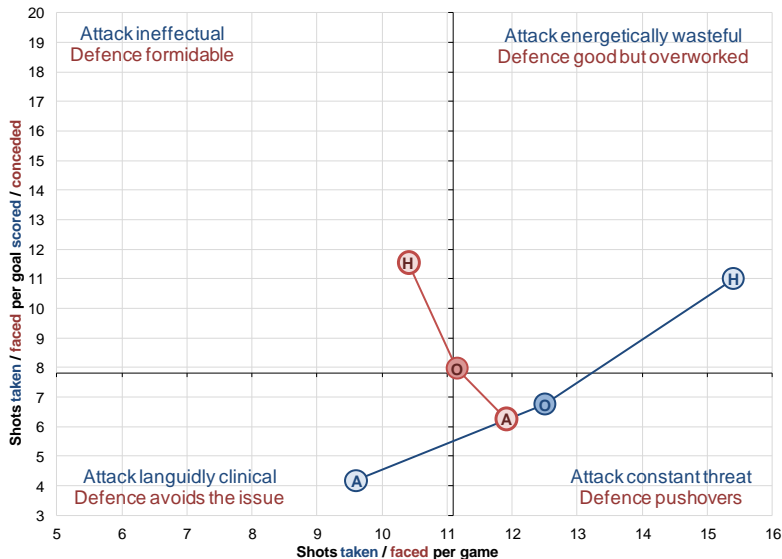
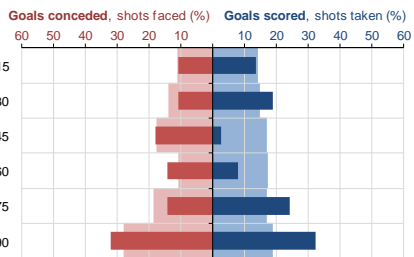
9.7

Average shots required to score each goal – the 3rd highest in the Championship

Watford



Scoring-wise, Watford go missing in the middle of matches only to reassert themselves vigorously in the final half hour. Their attack is their main asset, particularly at home where few sides can equal their ability to keep visitors under the cosh. Their threat from set pieces is also noteworthy.



Points from: Winning positions 76% | Losing positions 30%

4.2

Average shots required to score each away goal – the lowest in the Football League

15.4

Average number of shots taken per home game – the 2nd highest in the Championship

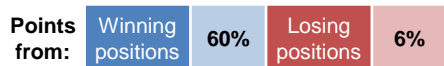
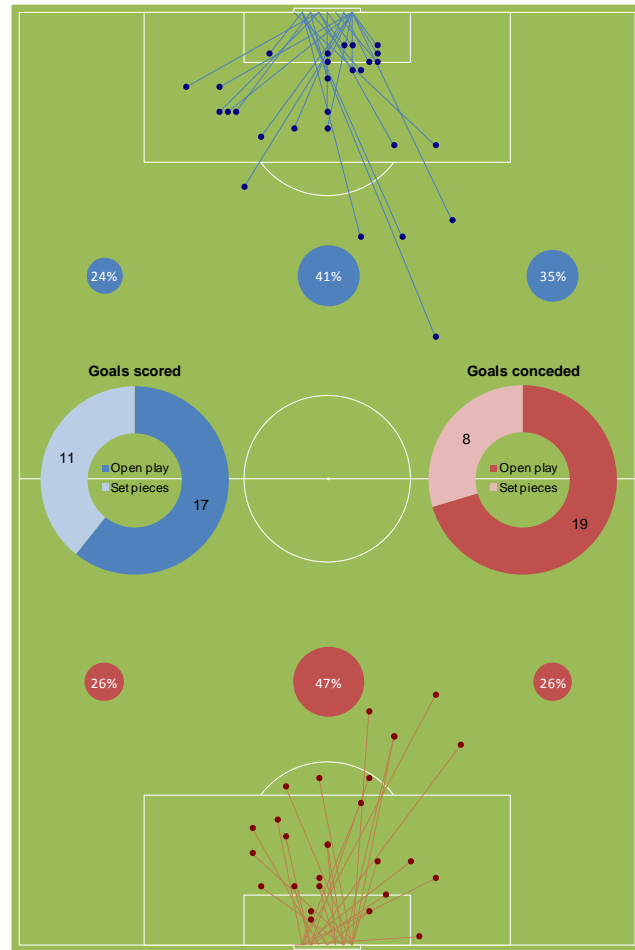
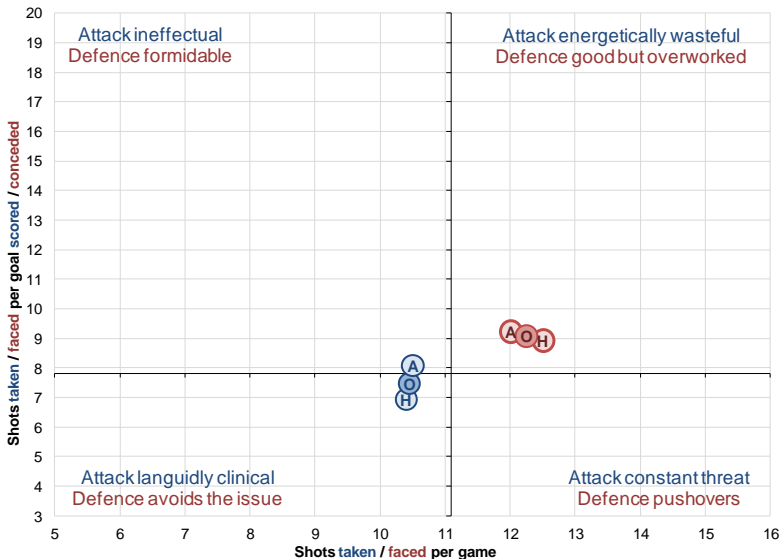
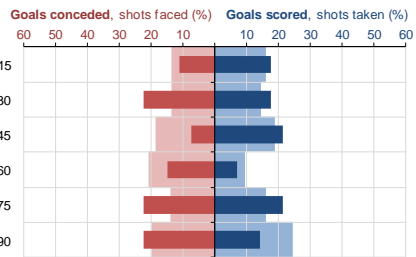
11.6

Average number of shots faced per home goal conceded - 3rd lowest in the Championship

Wolverhampton Wanderers



One of few Football League teams whose attacking and defensive behaviour appear little affected by location, Wolves seem to let their opponents spend more time in control than you might expect. They still boast the lowest percentage of goals conceded from inside their 6 yard area, although conversely few sides concede more from long range.



12.5

Average shots faced per home game – joint 2nd highest in the Championship

25%

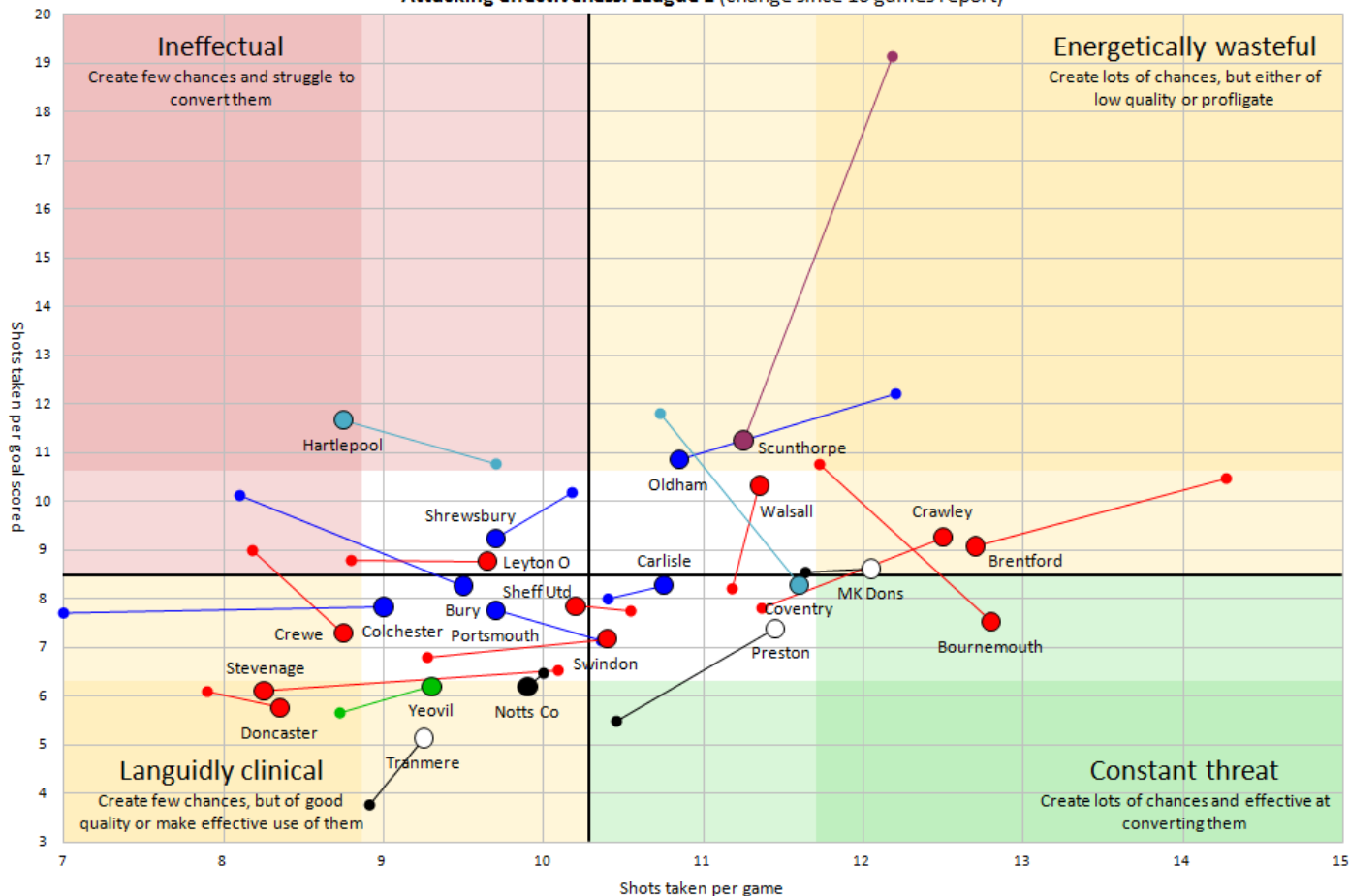
Proportion of goals scored from free kick situations – 2nd highest in the Championship

15%

Proportion of goals conceded from inside the 6 yard box – lowest in the Championship

League 1: Attacking

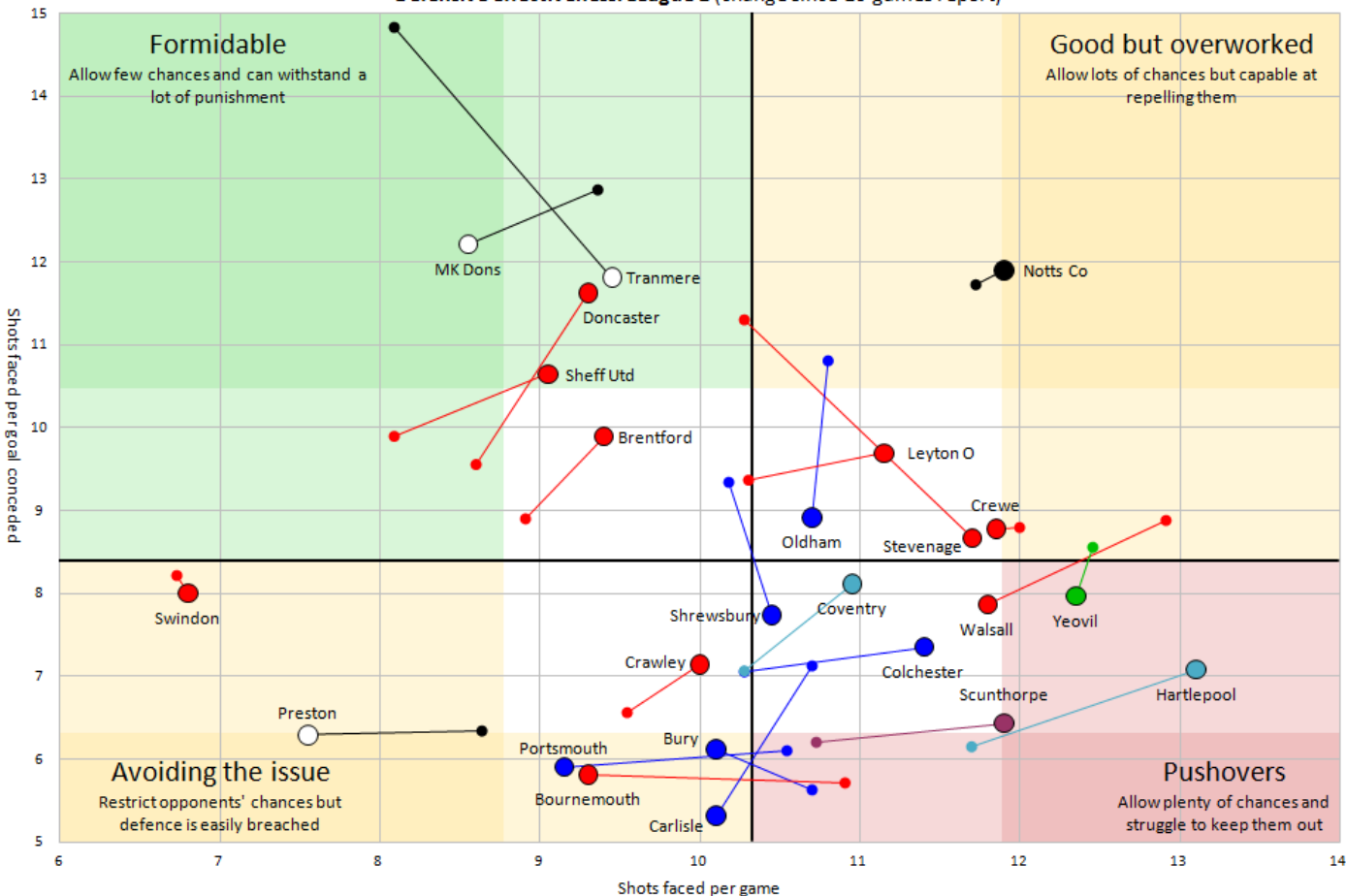
Attacking effectiveness: League 1 (change since 10 games report)



- **Scunthorpe's** attack has been sharpened significantly and they are no longer a conspicuously wasteful outlier.
- **Colchester** and **Brentford** were also notable outliers last time – the former struggling to create chances and the latter seemingly unable to stop – but both have mellowed somewhat of late.
- Eddie Howe's impact at **Bournemouth** has been to hone their attack into arguably the division's best at the moment.
- **Coventry's** renaissance is also clearly visible as they charge into the green quadrant.
- Things aren't looking too rosy for **Hartlepool**, who are significantly underperforming on both chance creation and conversion.

League 1: Defending

Defensive effectiveness: League 1 (change since 10 games report)

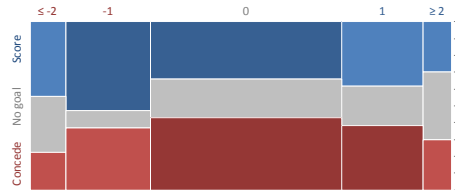
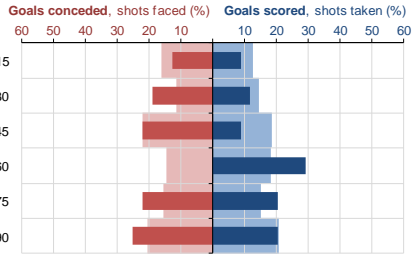


- Things don't get much better for **Hartlepool** here – only **Scunthorpe** seem capable of rivalling them for the unwanted title of 'least effective defence'.
- Both **Tranmere** and **Stevenage** have seen their defensive records deteriorate noticeably as their strong early form stutters.
- **Notts County** continue to live dangerously but effectively at the back, while **Swindon** and **Preston** are noticeably the most focused on restricting their opponents' chances.
- **Carlisle's** defence now requires the fewest shots to breach in the division, with **Oldham** and **Shrewsbury** seeing similar deteriorations in resilience.

AFC Bournemouth



Eddie Howe's return continues to reap dividends as Bournemouth now take more shots than any other League 1 side, and at home average twice as many as their opponents. They've also proven adept at coming from behind and start second halves particularly well. One potential worry is the proportion of goals leaked down the left – a problem position?

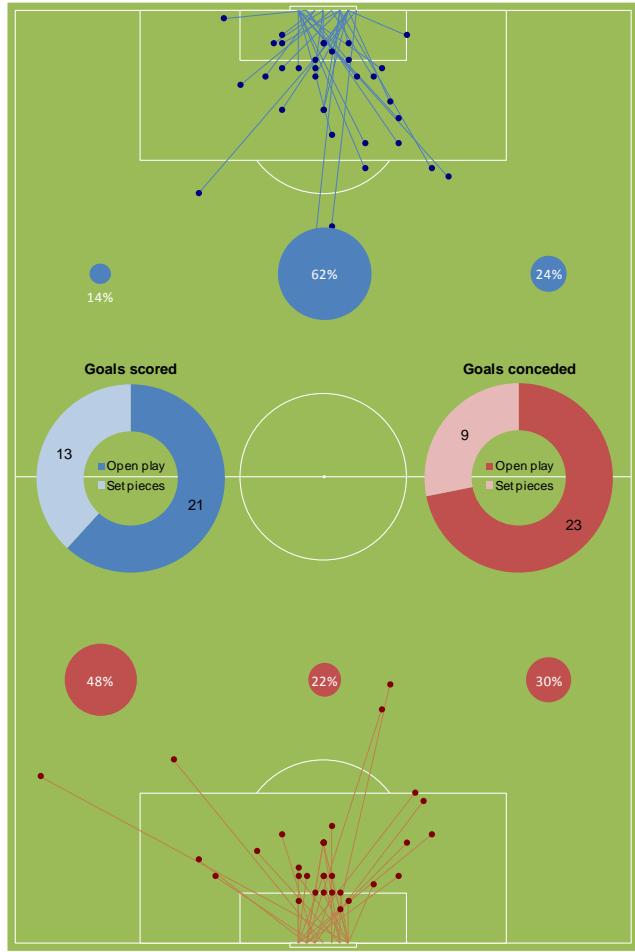


Points from: Winning positions **73%** Losing positions **25%**

12.8 Average shots taken per match – the highest in League 1

22% Proportion of open play goals conceded from central positions – lowest in the Football League

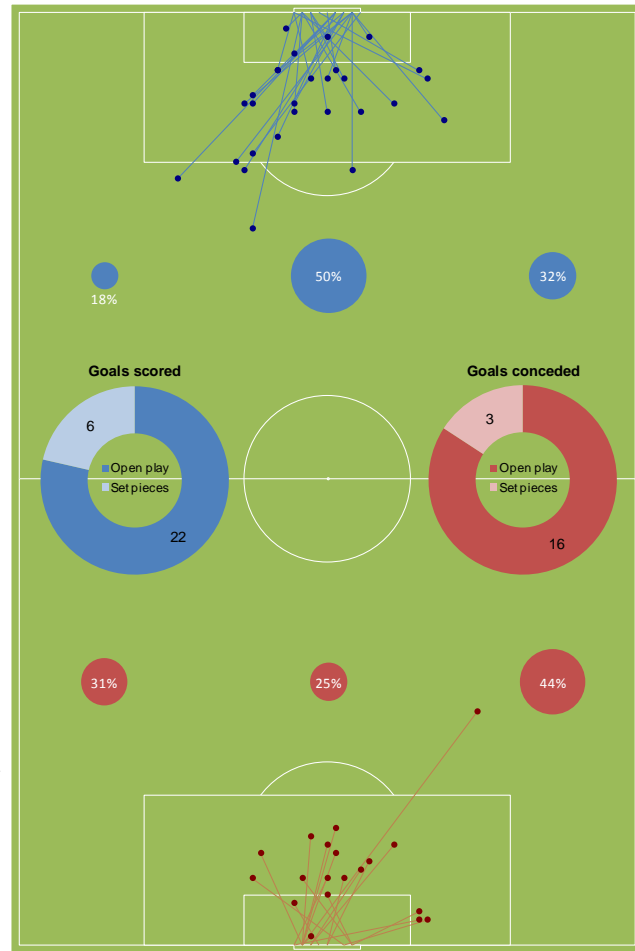
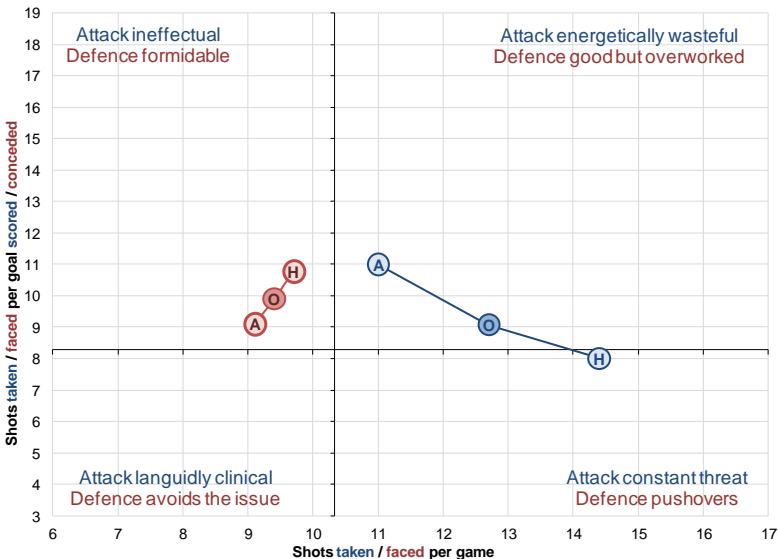
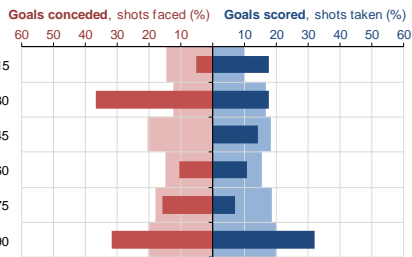
10 Number of equalisers scored – the most in League 1



Brentford



The middle of the first half is when Brentford fans should find an excuse to temporarily leave their seat, as this tends to see a disproportionate number of goals conceded. Their attack is one of the division's busiest and can be relied upon to drag them back into games more often than not.



3 Scored the joint most own goals in the Football League

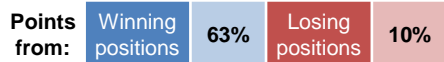
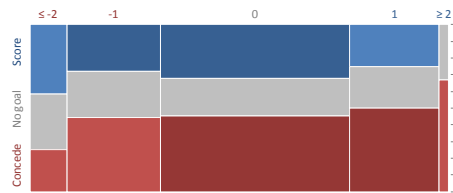
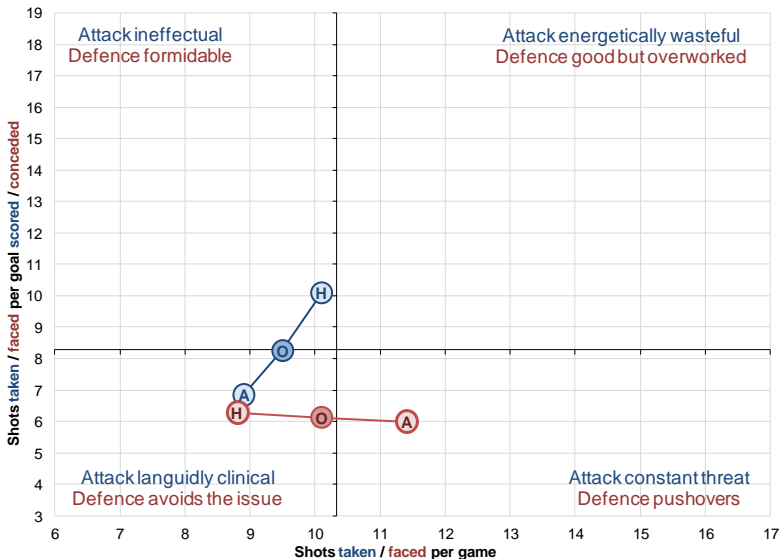
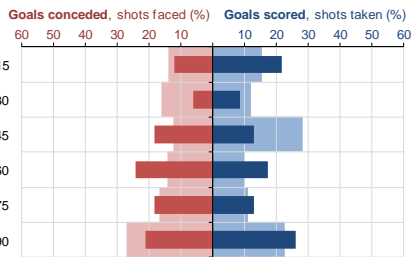
12.7 Average number of shots taken per match – the 2nd highest in League 1

11 Average shots taken per away goal scored – 2nd highest in League 1

Bury



One of several sides recovering from a poor start which taints the overall statistical picture, Bury are more fun to watch from the left hand side of the pitch, where goals flow plentifully in both directions. They seem to spring into life towards the end of each half, raining in the shots, but only in the second period is their a proportionate return of goals.



42%

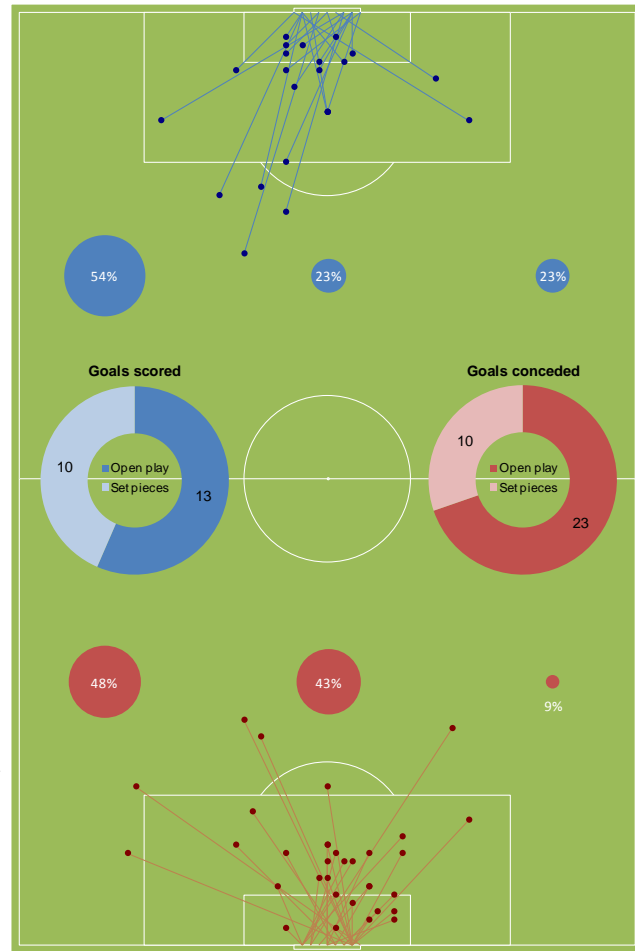
Face the joint lowest proportion of shots in the first half of any Football League side

54%

Proportion of open play goals created on the left – the highest in League 1

6

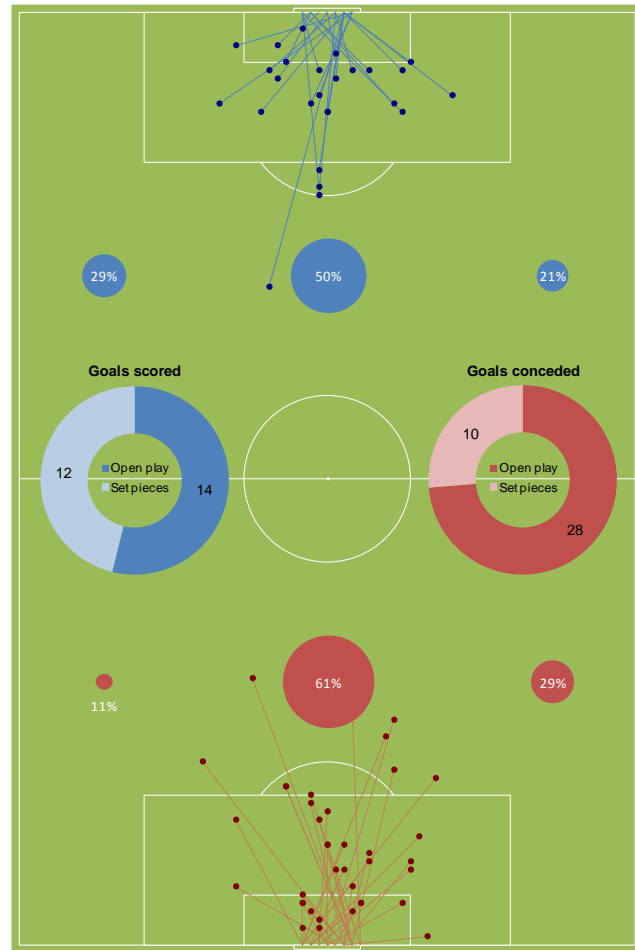
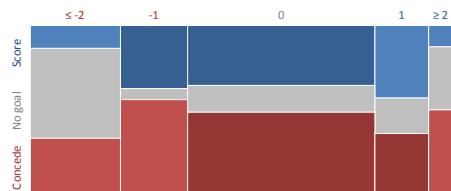
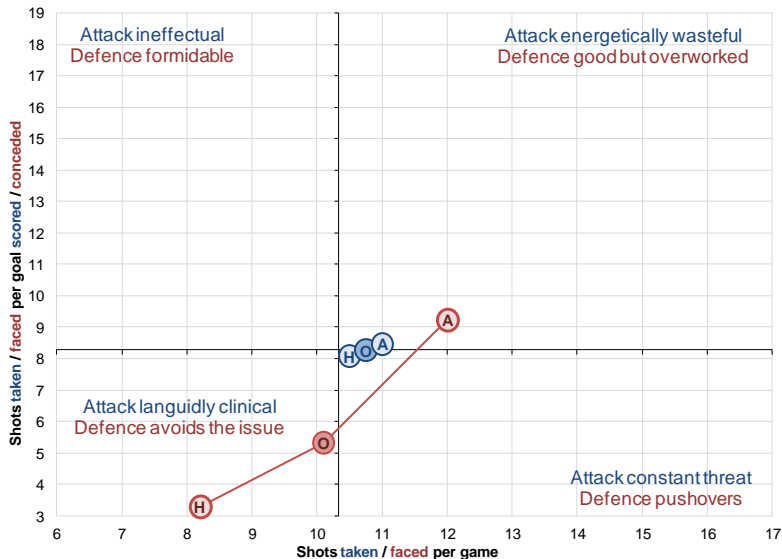
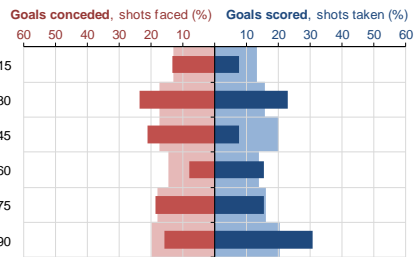
Goals conceded in stoppage time – the joint most in the Football League



Carlisle United



The Cumbrians are currently enduring a miserable run which the numbers suggest is more to do with defensive lapses than attacking intent, although a few more goals – ideally from open play – wouldn't hurt. It appears all too straightforward to get into central goalscoring positions against them, and at home in particular they've struggled to repel attacks.



37% Time spent in losing positions – the 3rd highest in League 1

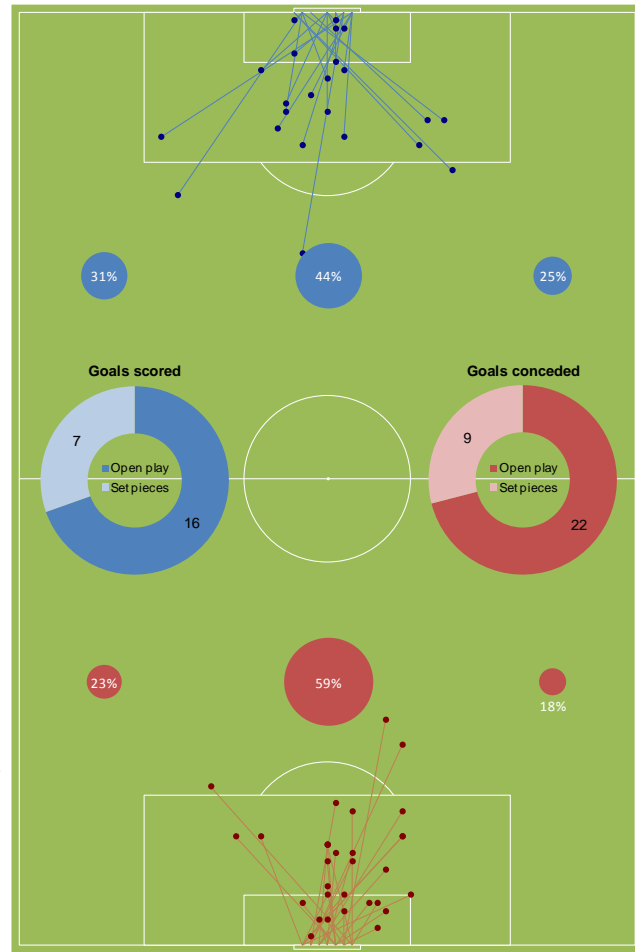
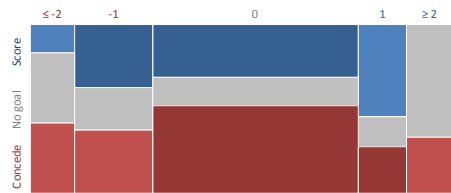
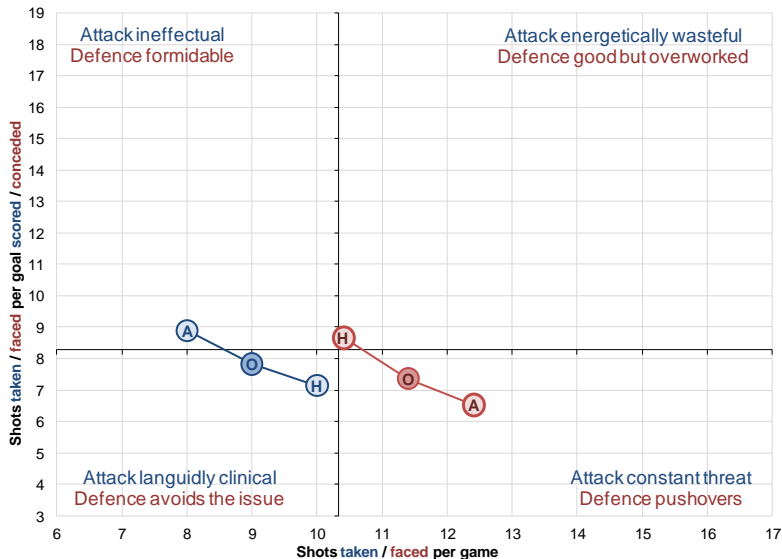
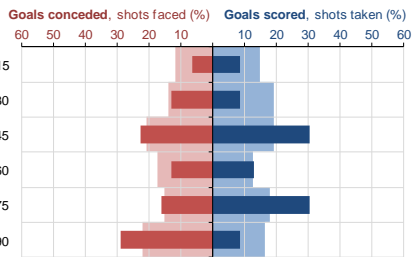
3.3 Average shots faced per home goal conceded – the lowest in the Football League

5.3 Average shots faced per goal conceded – the 2nd lowest in the Football League

Colchester United



While home matches are relatively evenly-contested, on their travels Colchester are distinctly second best. Attack-wise, they don't start or end matches particularly strongly. You'd be wise not to leave your seat early to avoid the half time queues, as goals are common at both ends as the interval approaches.



39%

Proportion of goals conceded inside the 6 yard box – the highest in League 1

52%

Proportion of goals conceded in the last 15 mins of halves – the highest in League 1

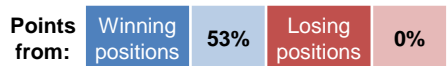
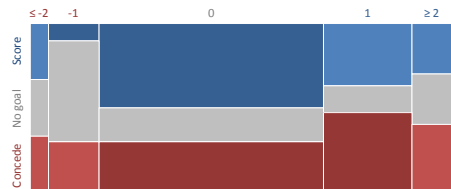
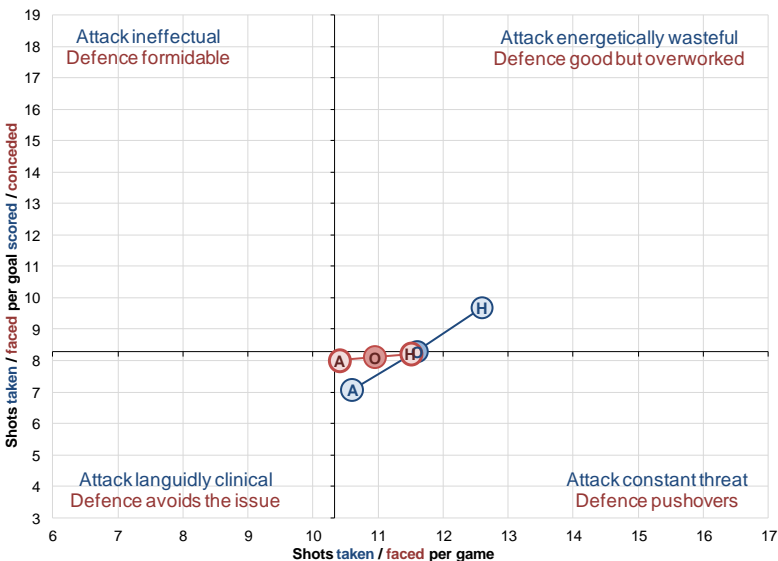
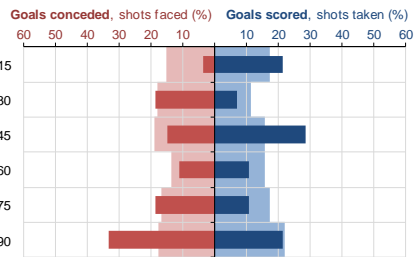
12%

Time spent leading matches by 1 goal – the lowest in League 1

Coventry City



After a poor start things seem to be looking up for Coventry, with Mark Robins' arrival already generating improvements, more so up front than at the back. They have a few unwanted tags still to shake off: firstly being the only League 1 side not to have recouped a single point from a losing position, and also as a concedes of late goals.



11.5

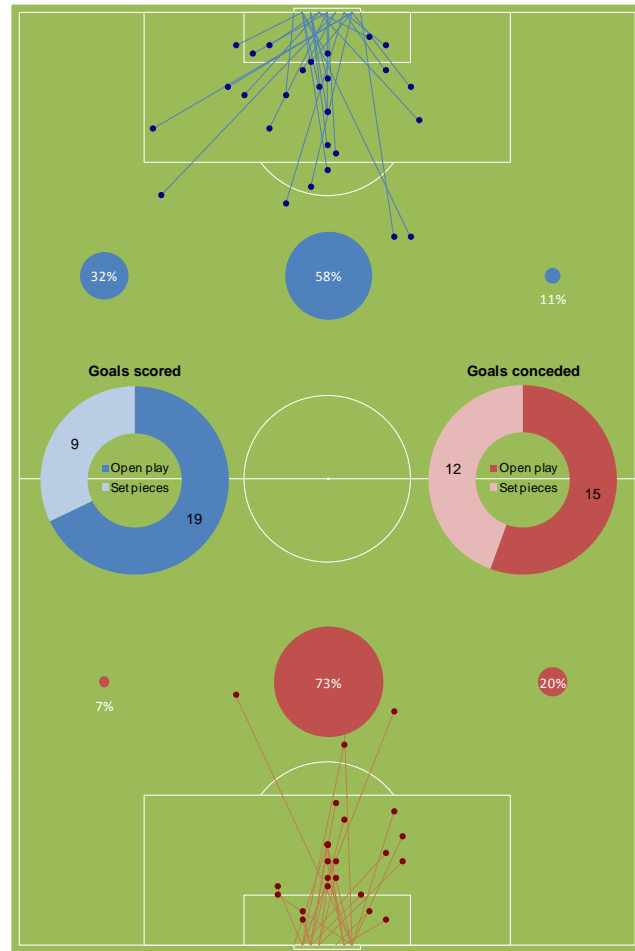
Average shots faced per home game – the 3rd highest in League 1

0%

The only League 1 side not to recover any points from losing positions

50%

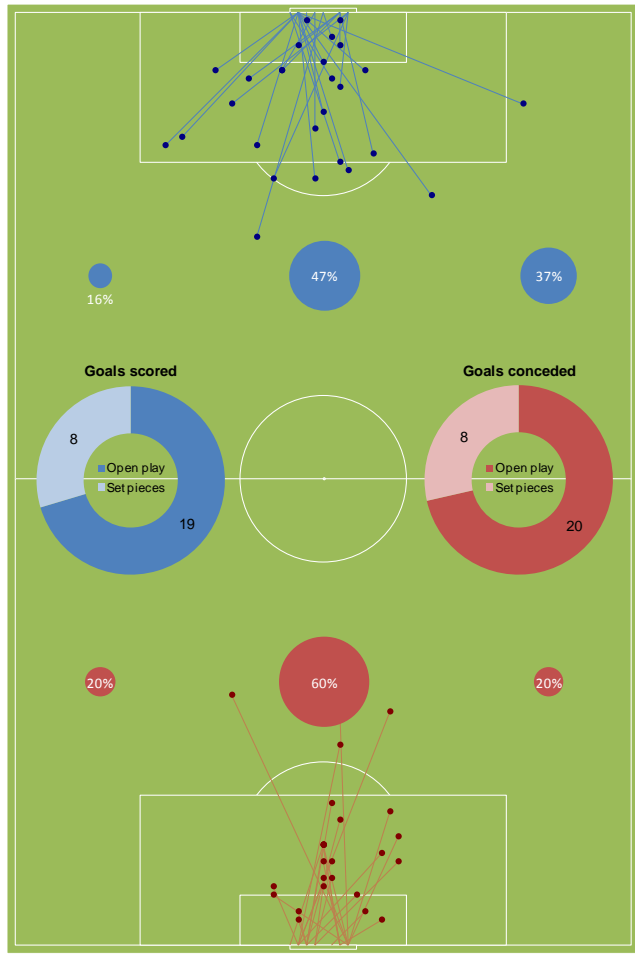
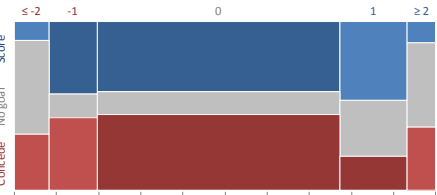
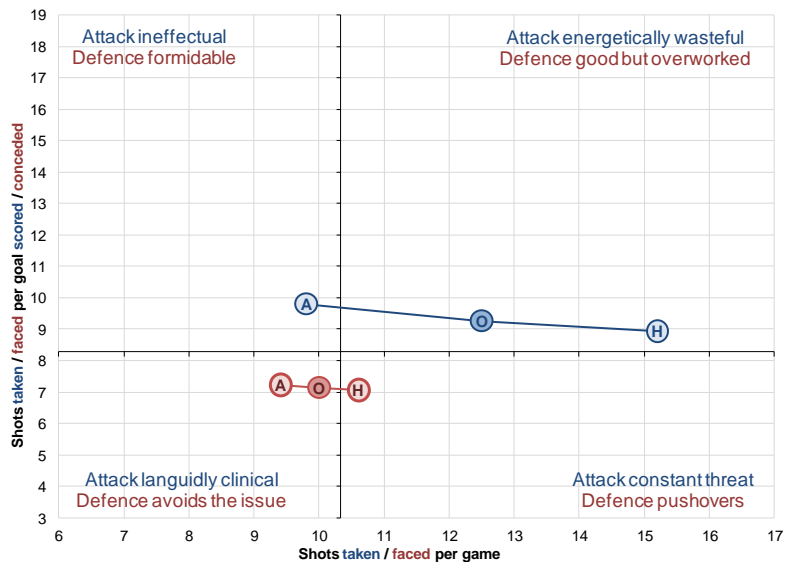
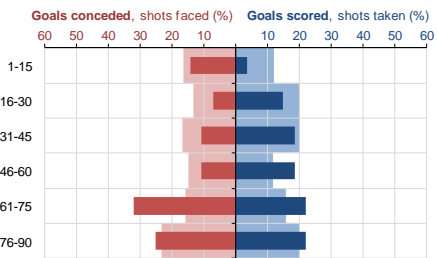
Proportion of goals scored in the last 15 mins of halves – joint 2nd highest in League 1



Crawley Town



Crawley have approached their first League 1 campaign with vigour, rattling in a high number of shots – especially at home where few attempt more. While the goals don't tend to start flowing straight away, the floodgates open at both ends after the hour mark.



12.5 Shots taken per match – the 3rd highest in League 1

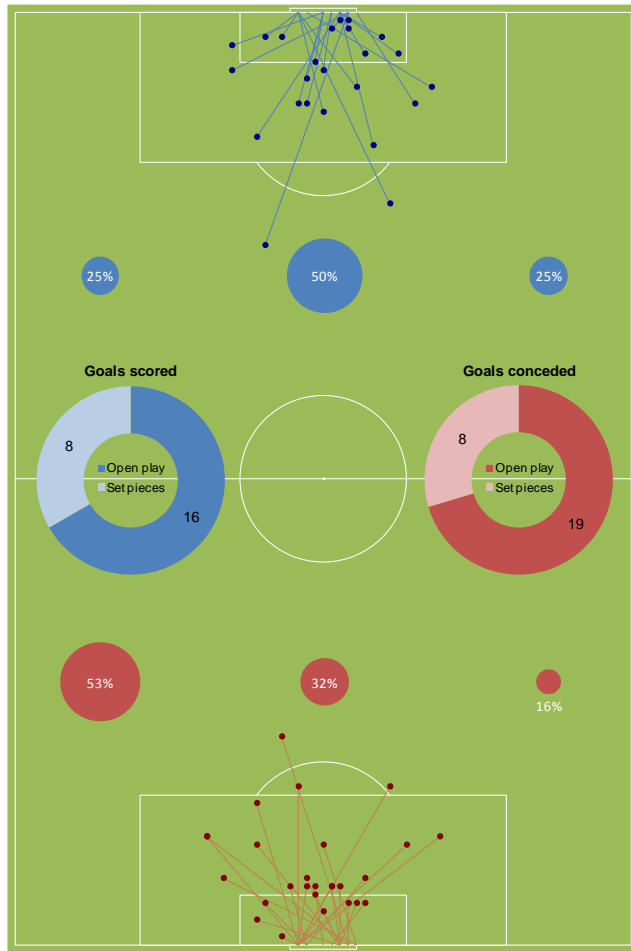
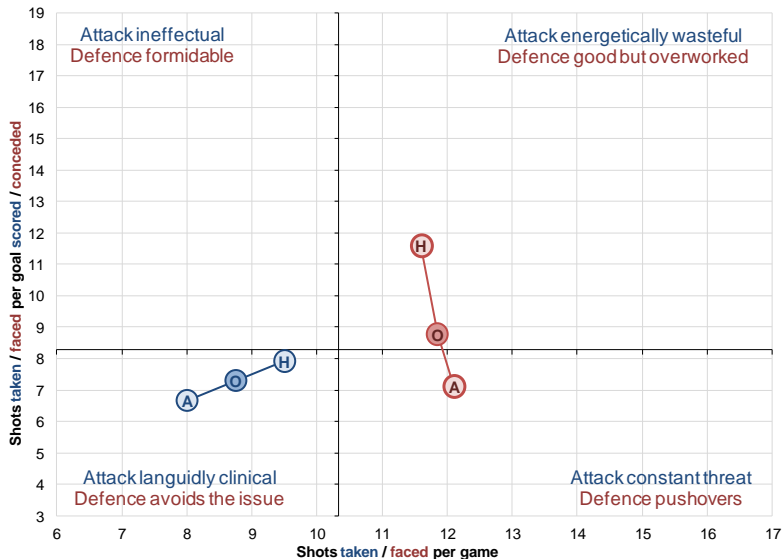
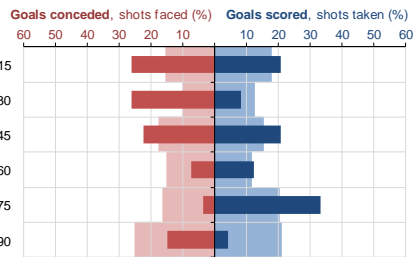
4% Proportion of goals scored in the opening 15 minutes – the lowest in League 1

57% Proportion of goals conceded in the final 30 minutes – 2nd highest in League 1

Crewe Alexandra



As you'd expect from a newly-promoted side, Crewe spend much of their time on the back foot. What you might not expect is how front-loaded most of the action is, with three quarters of their goals conceded coming in the first half and hardly any scored in the closing minutes despite no shortage of effort.



Points from: **Winning positions 80%** **Losing positions 31%**

11.6

Shots faced per home game – 2nd highest in League 1

74%

Proportion of goals conceded in the first half – the 2nd highest in the Football League

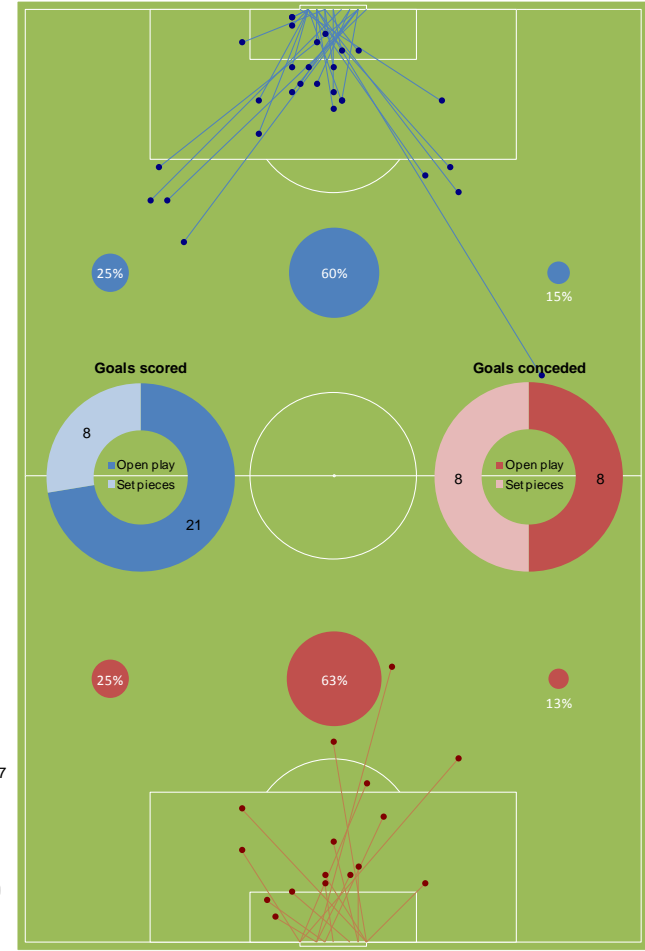
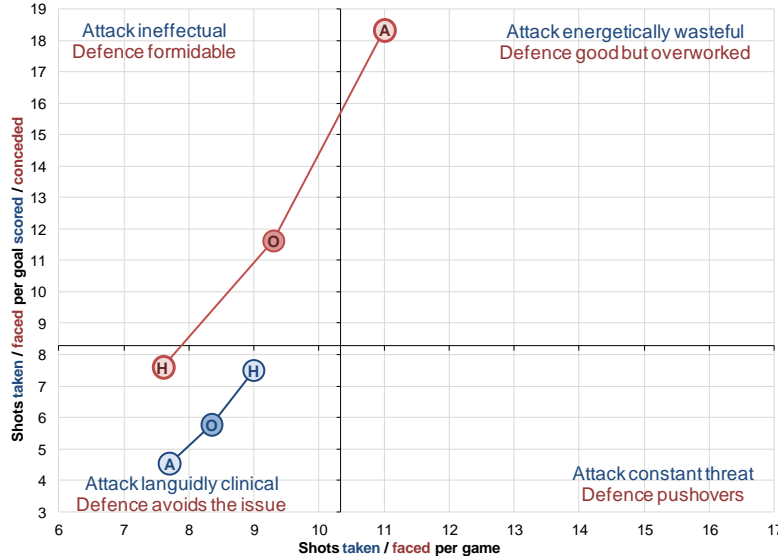
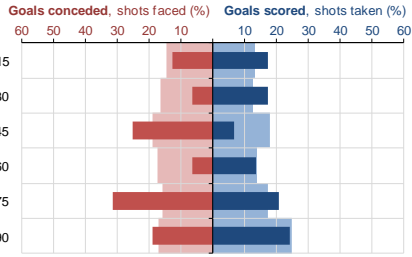
53%

Proportion of open play goals conceded down the left flank – the highest in the Football League

Doncaster Rovers



An instant return to the Championship wouldn't be an unreasonable expectation based on the showing to date, with a resilient defence and a clinical attack in evidence. Away from home in particular these are both in their respective elements – no side's defence repels more shots for each goal conceded on the road while few take less shots to score each goal.



Points from: **100%** Winning positions, **30%** Losing positions

100% 1 of 3 Football League sides to have taken all possible points from winning positions

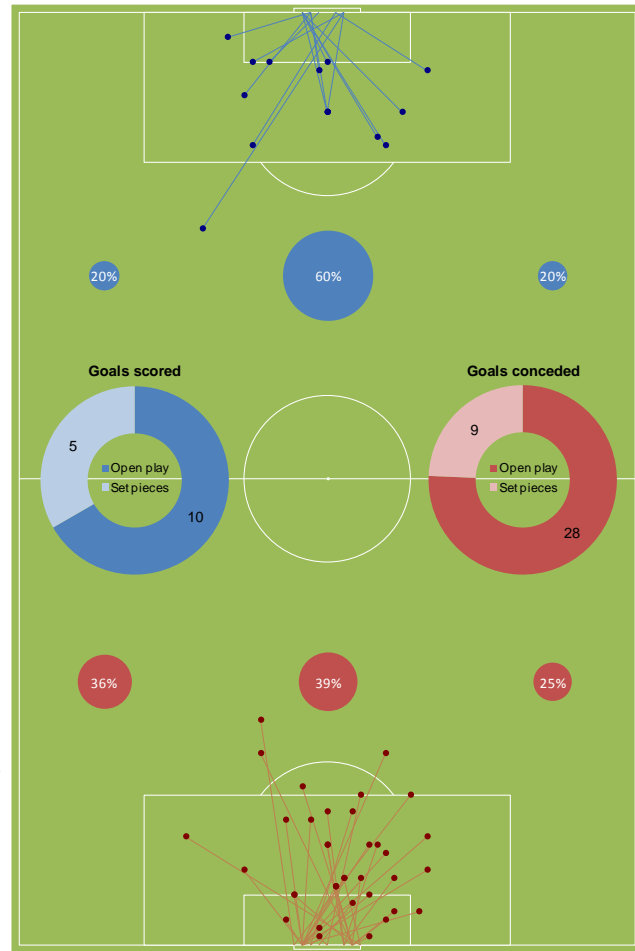
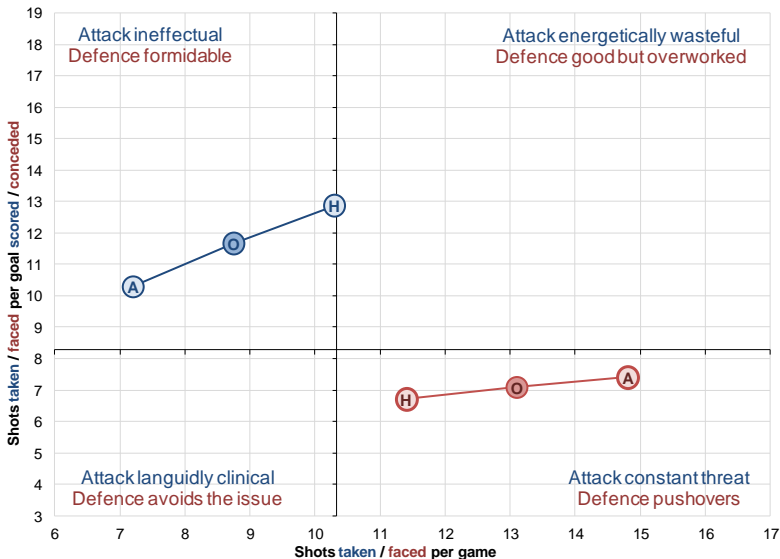
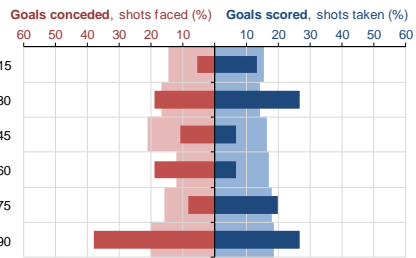
35% Time spent in winning positions – the joint 2nd highest in League 1

18.3 Average shots faced per away goal conceded – the highest in the Football League

Hartlepool United



Things aren't going very well, with leads not being defended, goals at a premium for a wasteful attack and a defence kept very busy. No Football League side has benefited proportionally more from their opponents' defensive blunders, with a third of all goals scored coming from own goals or the penalty spot. Hardly a silver lining.



Points from: Winning positions 29%, Losing positions 4%

29%

Proportion of points gained from winning positions – the lowest in the Football League

11.7

Shots required to score each goal – the most profligate in the Football League

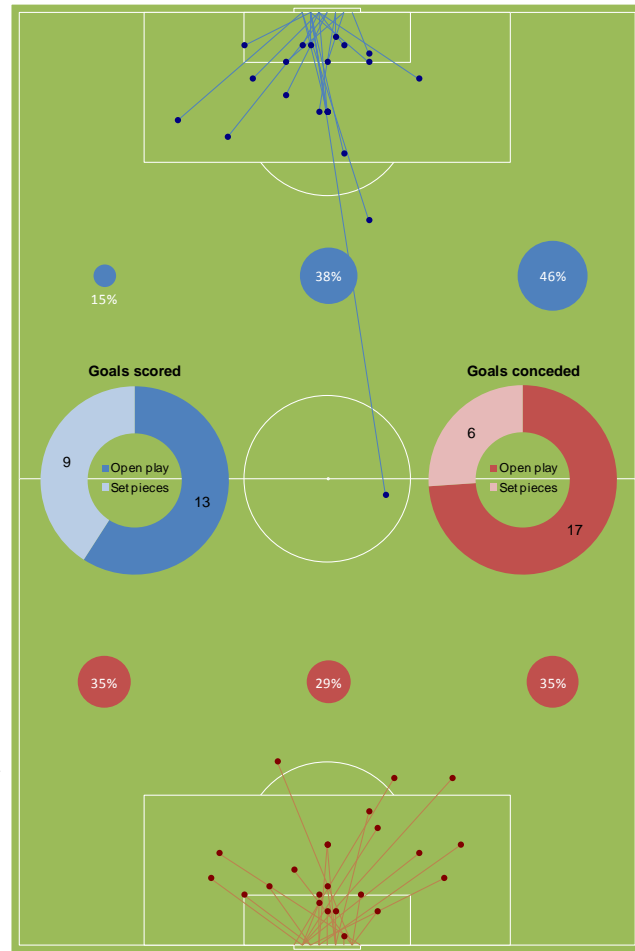
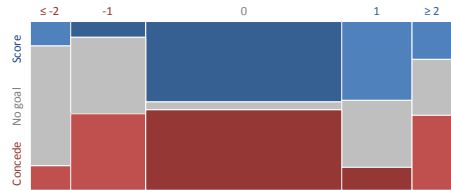
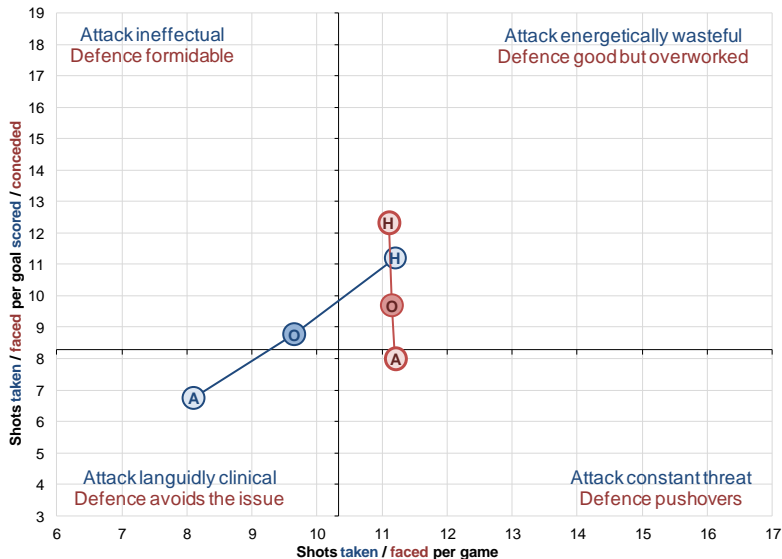
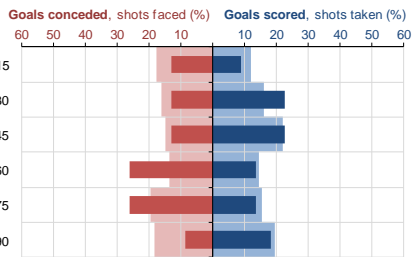
13%

Time spent in winning positions – the lowest in League 1

Leyton Orient



Orient's fine recent run has largely been down to scoring first – they've yet to drop any points from winning positions. However there are few sides worse at recovering from going behind, which may well prevent them from rising much higher. They're still the only team to score from inside their own half this season.



100%

1 of 3 Football League sides to have taken all possible points from winning positions

12.3

Average shots faced per home goal conceded – 2nd highest in League 1

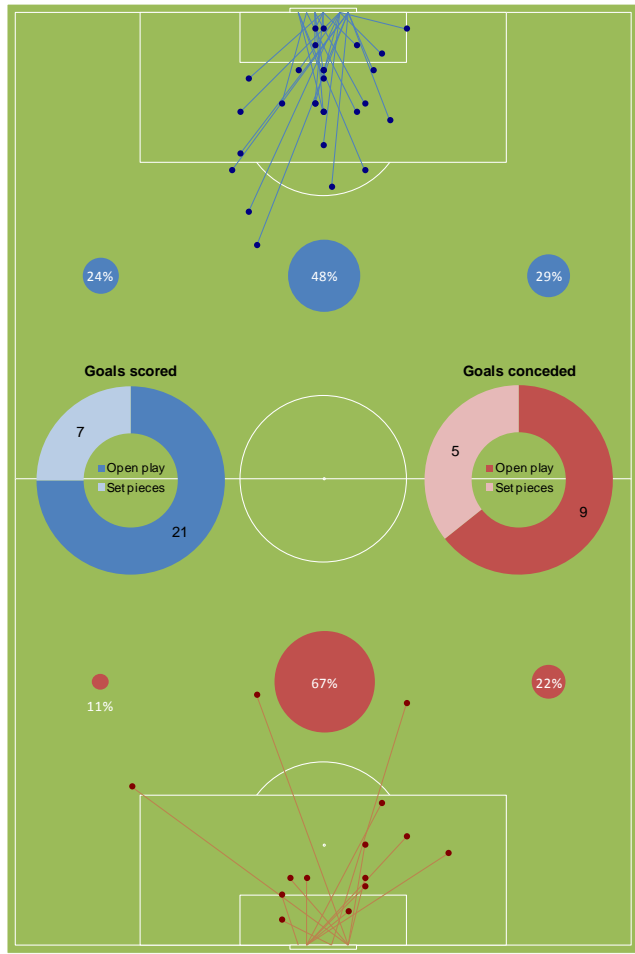
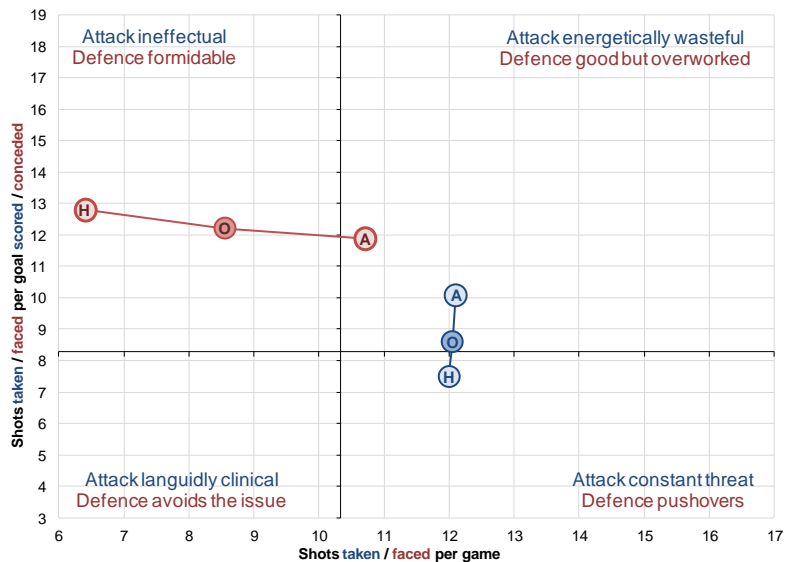
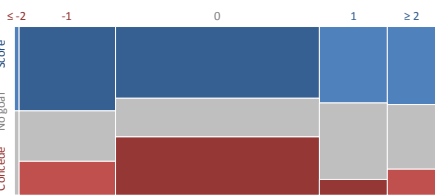
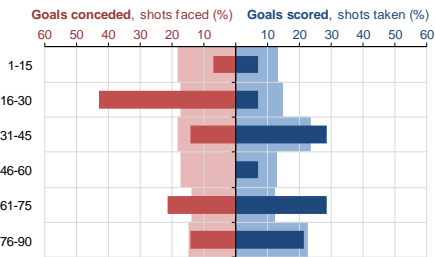
22%

Proportion of goals conceded in the last 15 minutes of halves – lowest in League 1

Milton Keynes Dons



I'm not sure exactly what happens in the middle of the first half that leads to such a high proportion of goals being conceded, but the fact is that not many shots breach their impressive back line in any event. Another solid blue stripe in the situation map shows that the forwards are playing their part too.



12.2 Shots faced per goal conceded – the highest in League 1

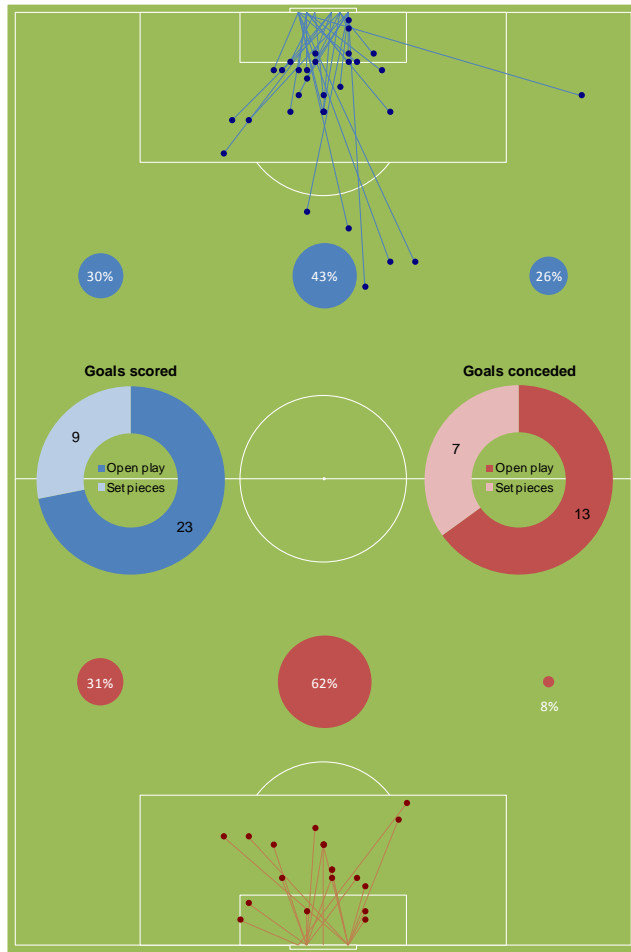
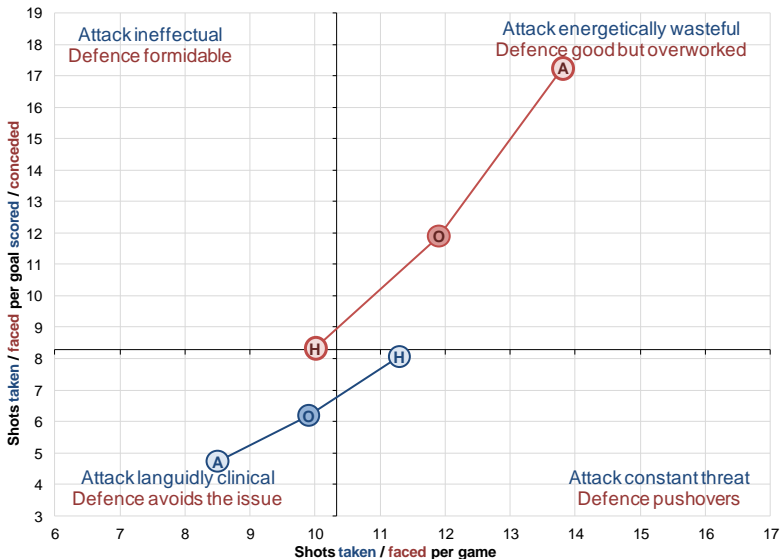
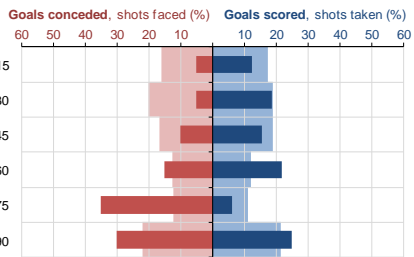
6.4 Average shots faced per home match – the 2nd lowest in League 1

12.1 Shots taken per away game – the highest in League 1

Notts County



One of the most robust defences around still contrives to let its guard down as the game draws to a close, although the sharpness of their forward line more than compensates. It's interesting to note that the Magpies are the only Football League team not to have conceded a goal from outside the penalty area.



Points from: **74%** Winning positions, **24%** Losing positions

80% Proportion of goals conceded in the 2nd half, the highest in the Football League

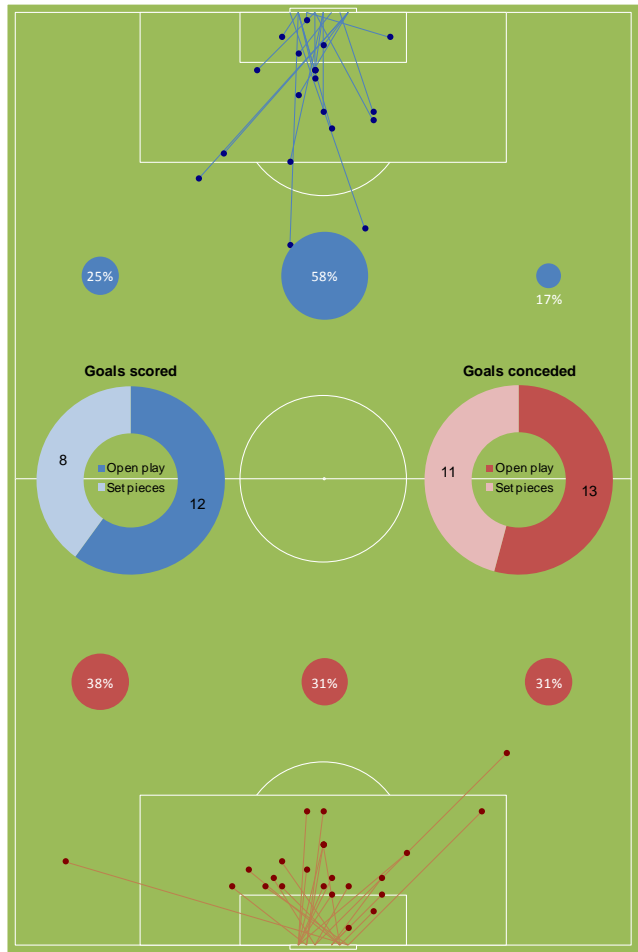
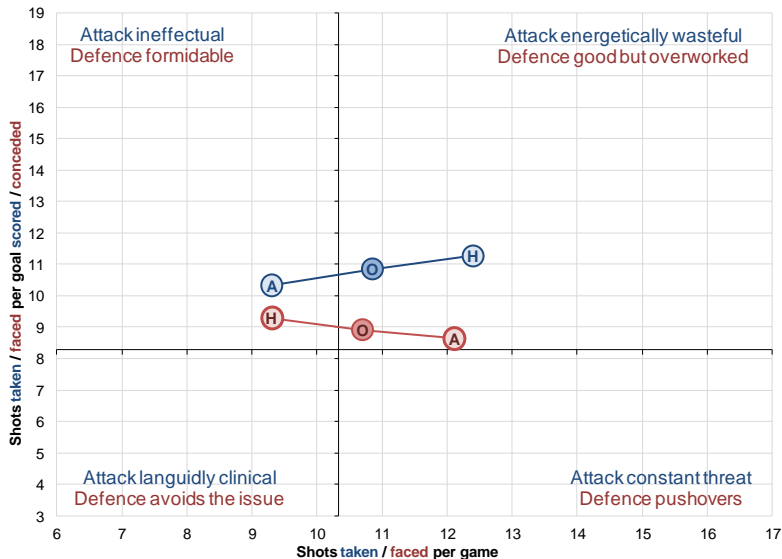
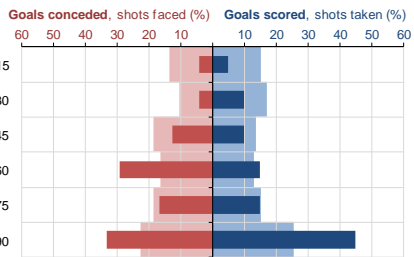
39% Time spent in winning positions – the highest in League 1

11.9 Average shots faced per goal conceded – 2nd highest in League 1

Oldham Athletic



Being late for an Oldham match isn't that big a deal at the moment, with so few early goals being scored at either end. Their overall performance seems almost textbook: dominate matches at home and spend a similar proportion of time on the back foot away. What lets them down is profligacy: wherever they are, they're consistently taking too many shots to find the target.



Points from: Winning positions **83%** Losing positions **8%**

75% Proportion of goals scored in the second half – the highest in the Football League

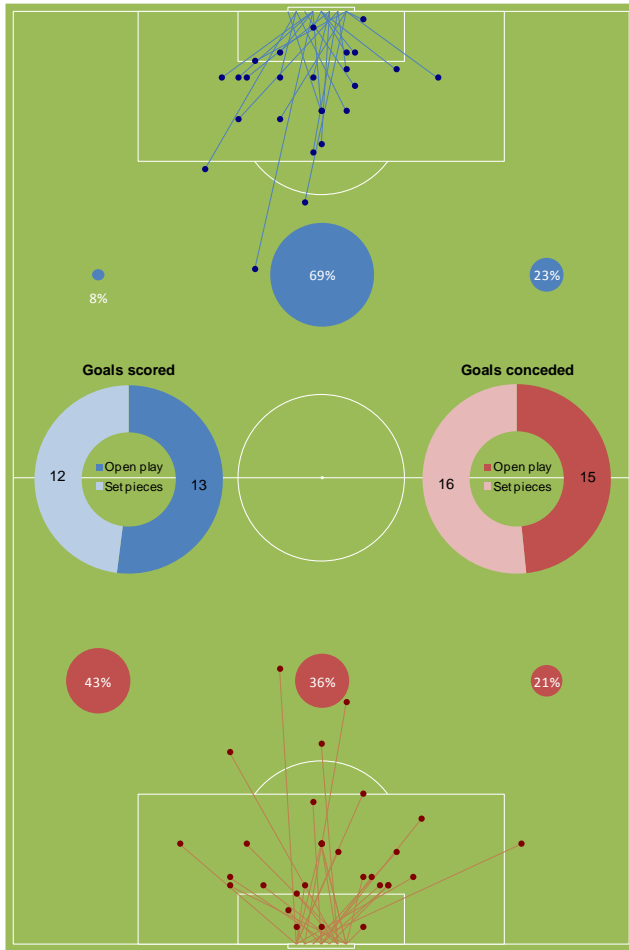
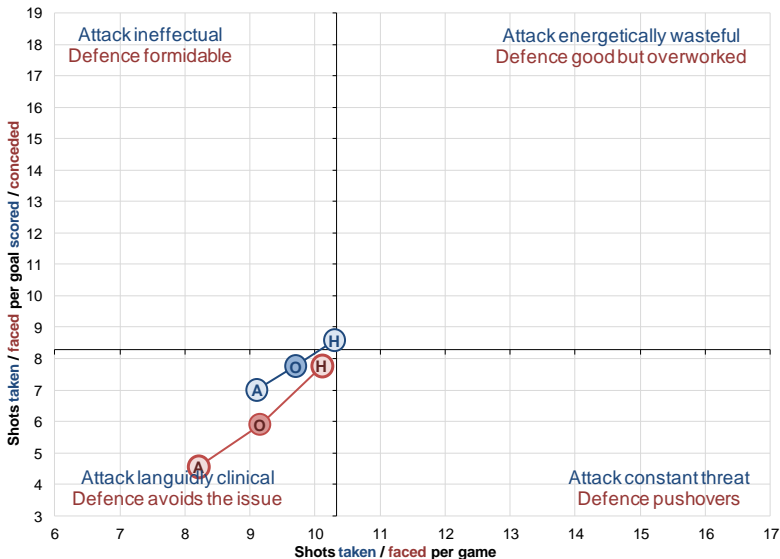
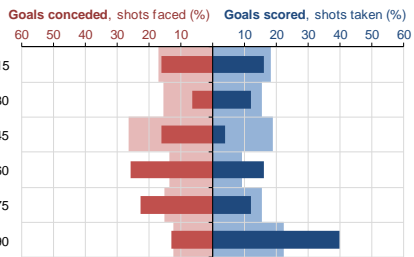
18% Time spent in winning positions – the joint 2nd lowest in League 1

10.9 Average shots taken per goal scored - 3rd highest in League 1

Portsmouth



Attacking seems a relatively direct business, with a large proportion of goals coming from set pieces and the majority of the remainder created through the middle. Pompey often take an early battering, although are much tighter away from home, only to pop up with a late goal or two.



Points from: Winning positions 75%, Losing positions 12%

59%

Face a higher proportion of shots in the first half than any other Football League side

69%

Proportion of open play goals created in the centre – the highest in League 1

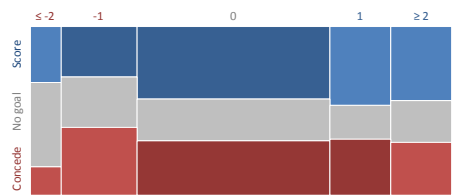
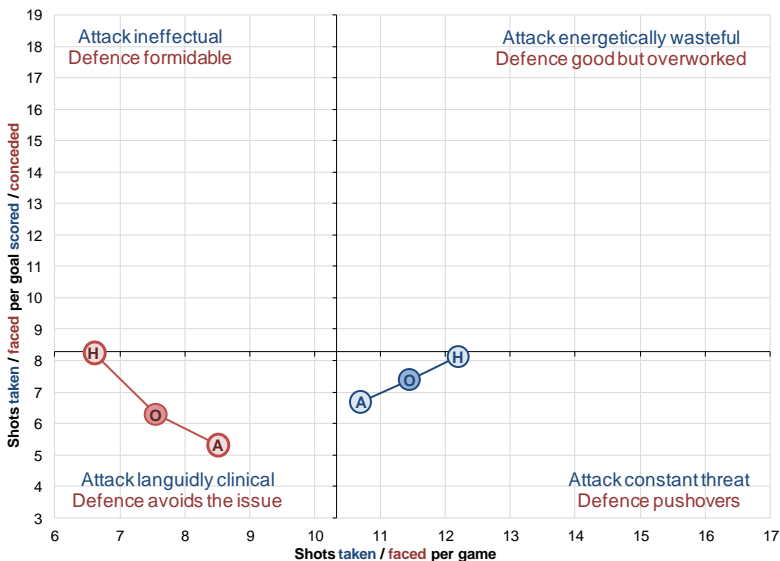
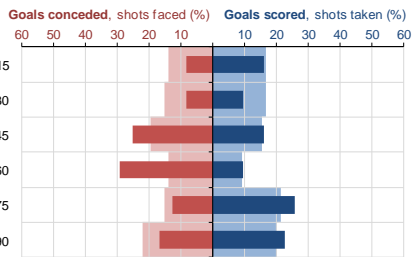
4.6

Shots faced per away goal conceded – the lowest in League 1

Preston North End



Consistently out-shooting their opposition and dominant in the air, Preston surprisingly still concede a fair few from set pieces. Either side of half time things don't go too well for them, but they start and finish matches strongly.



Points from: **Winning positions 77%** **Losing positions 19%**

7.6

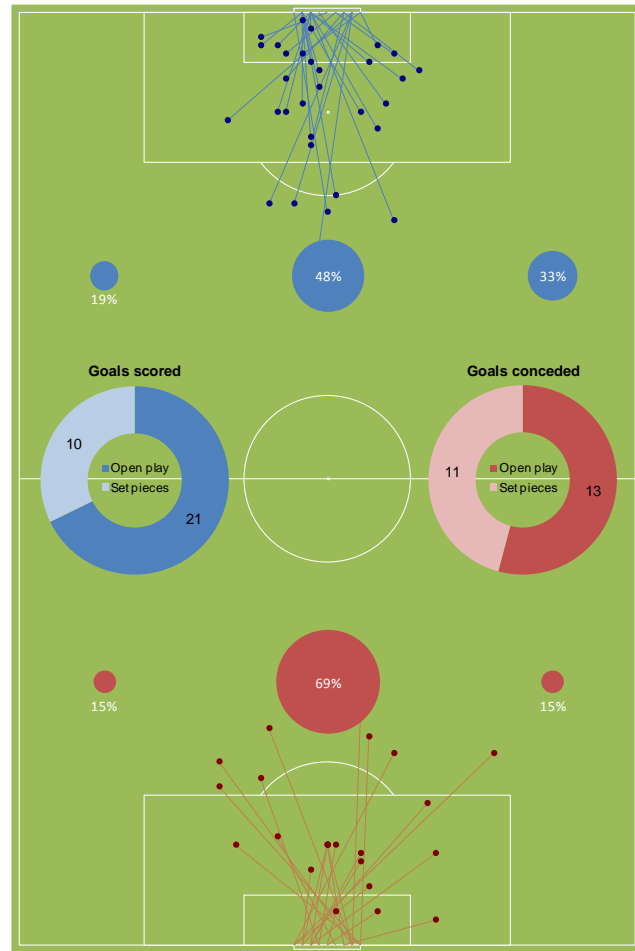
Shots faced per match – the 2nd lowest in League 1

5.3

Shots faced per away goal conceded – the 3rd lowest in League 1

35%

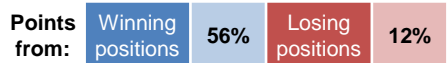
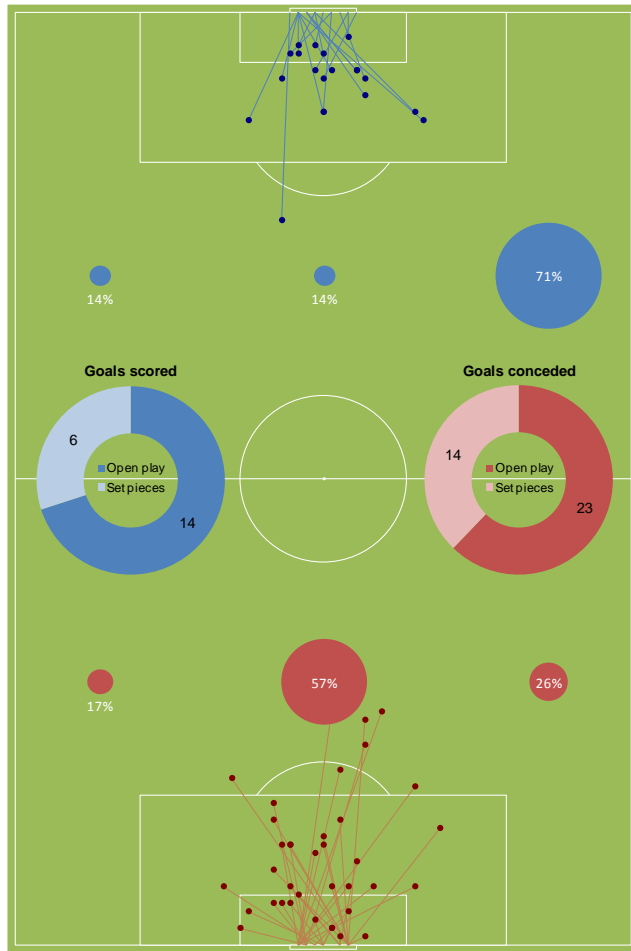
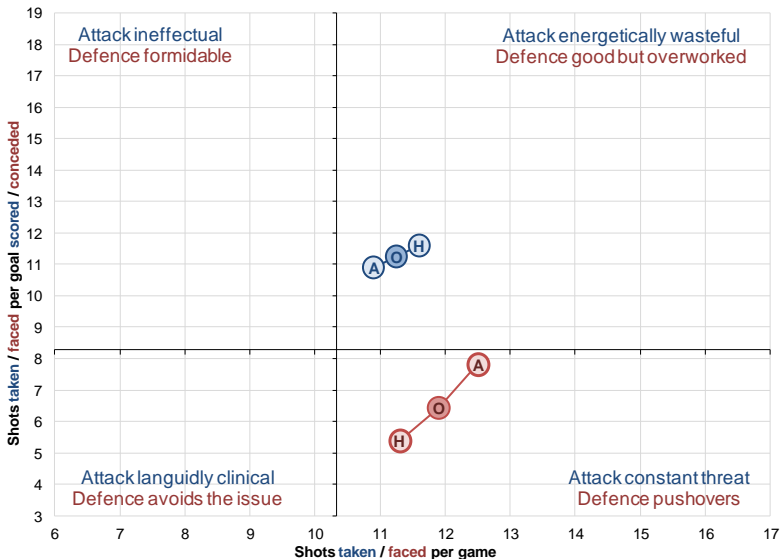
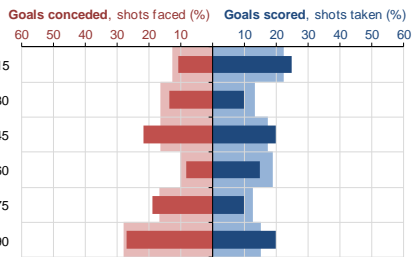
Proportion of goals scored from headers – the highest in League 1



Scunthorpe United



After a poor start, goalscoring seems to be gradually becoming more business-as-usual , although almost everything still seems to be channelled down the right flank. The back line still needs some strengthening though.



71% Proportion of open play goals created on the right – the highest in the Football League

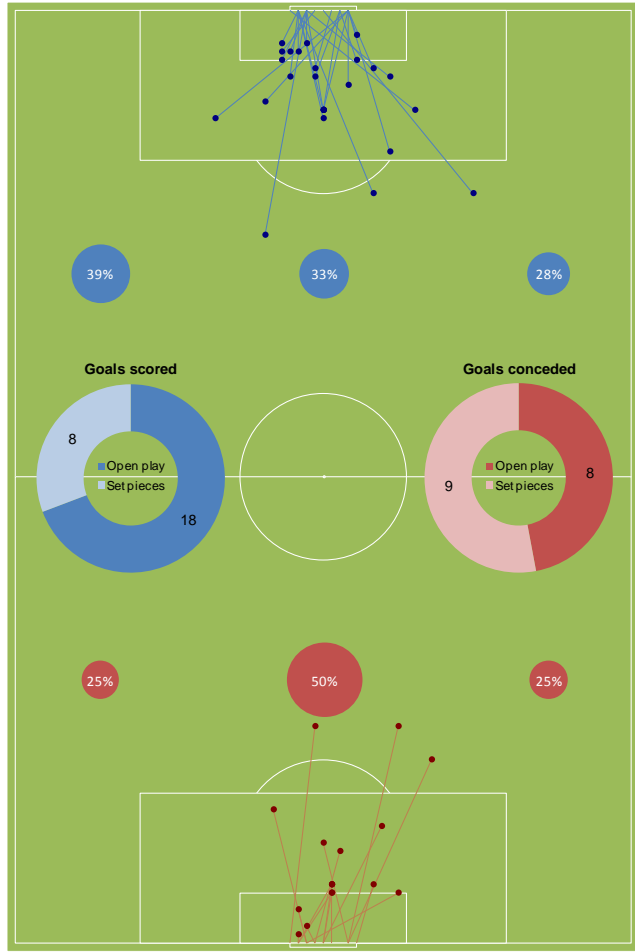
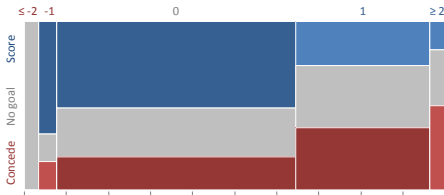
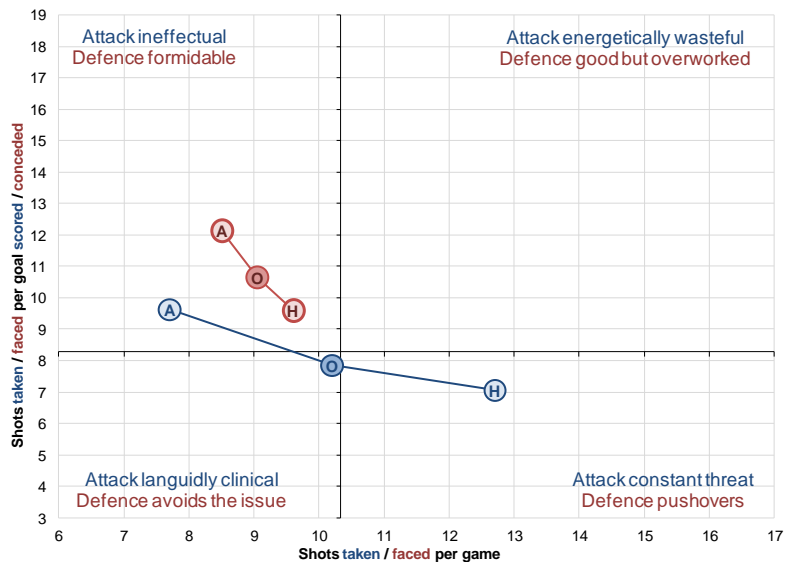
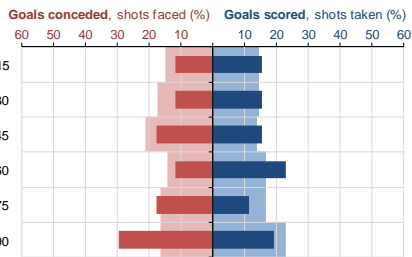
11.3 Average shots taken per goal scored – 2nd highest in League 1

11.9 Average shots faced per goal conceded – joint 3rd highest in League 1

Sheffield United



The situation map shows how little time the Blades spend in losing positions (8%) but also how much time is spent in stalemates – too many draws have frustrated their title challenge so far this season. On the positive side, the stats show that they have a diverse attack and score consistently, although away from Bramall Lane it's a lot less imposing and often frustrates.



8% Time spent in losing positions – the 2nd lowest in the Football League

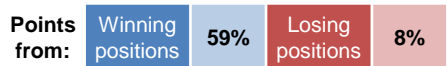
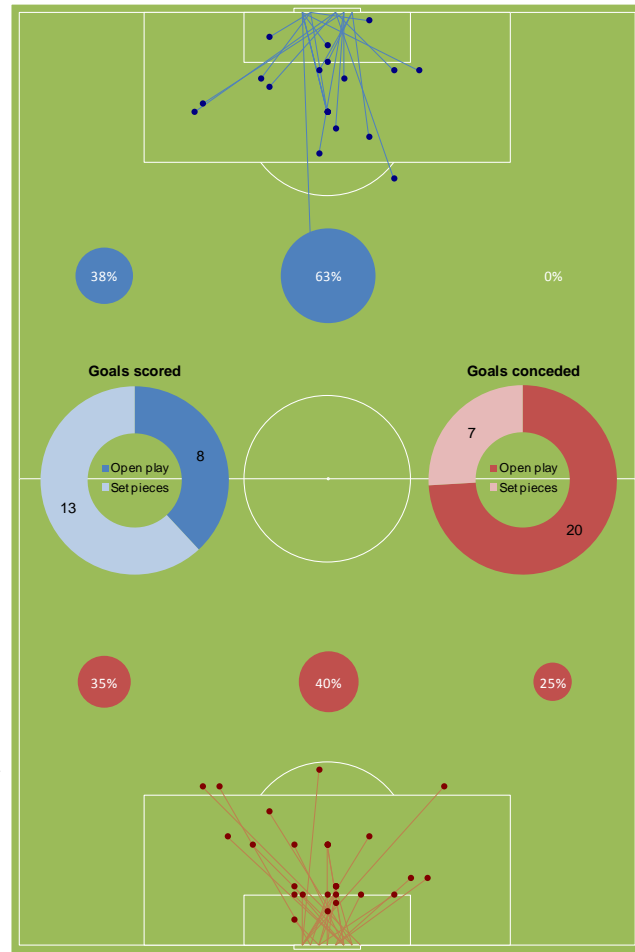
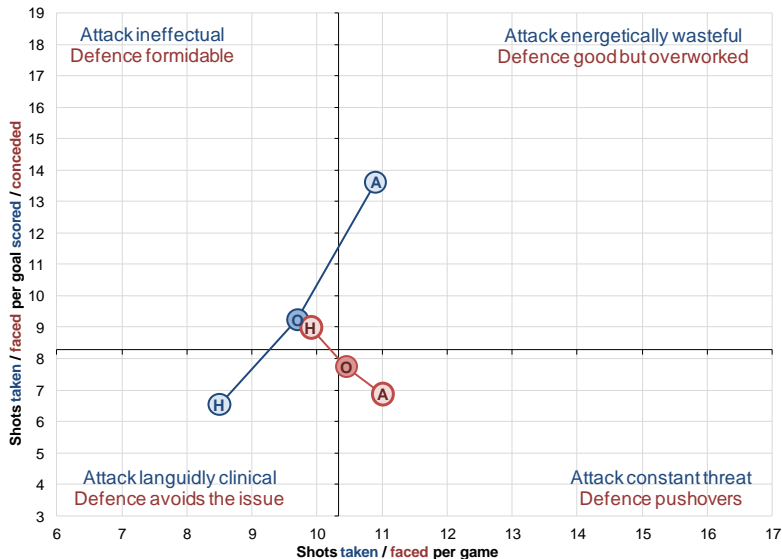
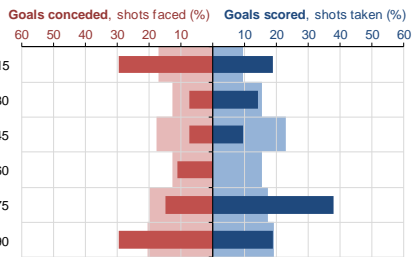
7.7 Shots taken per away match – the joint 2nd lowest in League 1

8.5 Shots faced per away match – the joint 3rd lowest in League 1

Shrewsbury Town



Set pieces are still the dominant attacking strategy, with a lot of goals coming late on when the Shrews are usually behind. When the lead is taken it's often lost, with as many goals conceded early as late. While the attack seems more fearless on the road, it doesn't result in enough of the required end product.



39% Time spent in losing positions – the joint highest in League 1

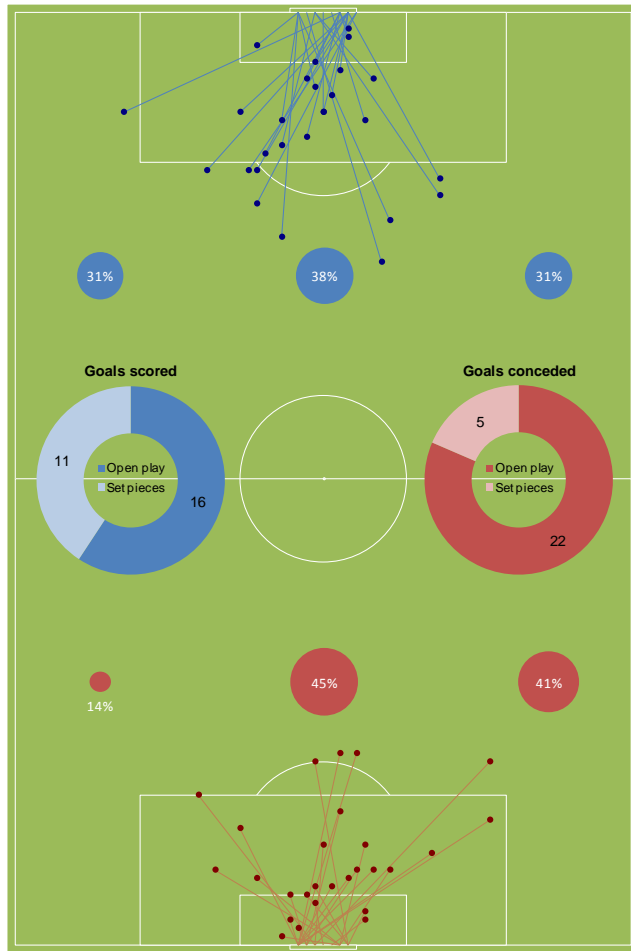
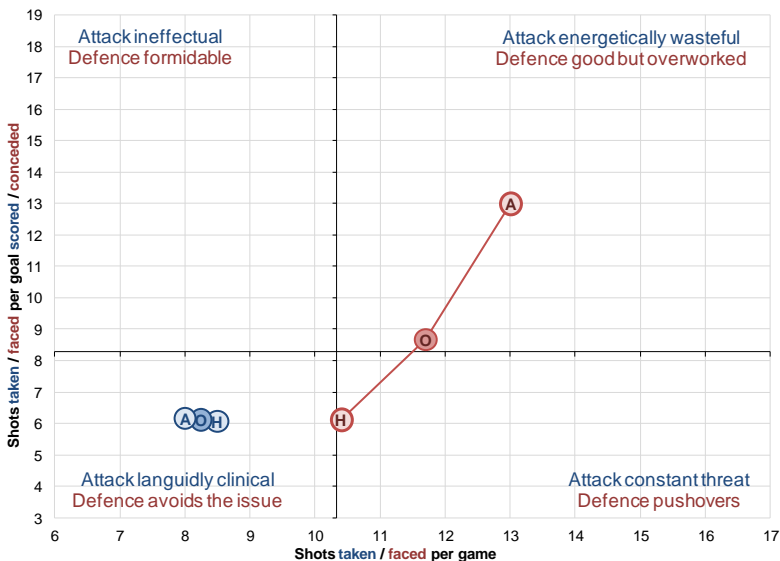
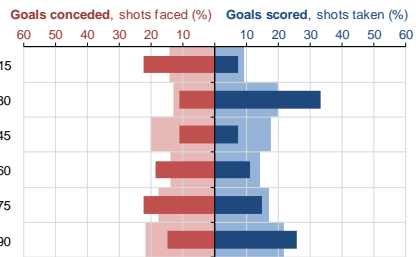
13.6 Average shots taken per away goal scored – the 2nd highest in the Football League

8.5 Average shots taken per home game – joint 2nd lowest in League 1

Stevenage



It's been another strong showing despite the recent stutter in form, with a lot of long-range strikes to savour. While there aren't that many shots raining in, few sides are better at taking their chances.



Points from: **Winning positions 83%** **Losing positions 33%**

41% Proportion of goals scored from outside the area – the highest in the Football League

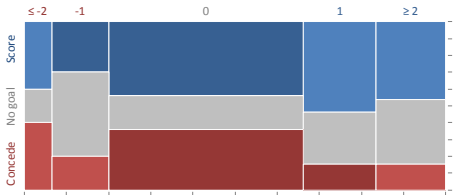
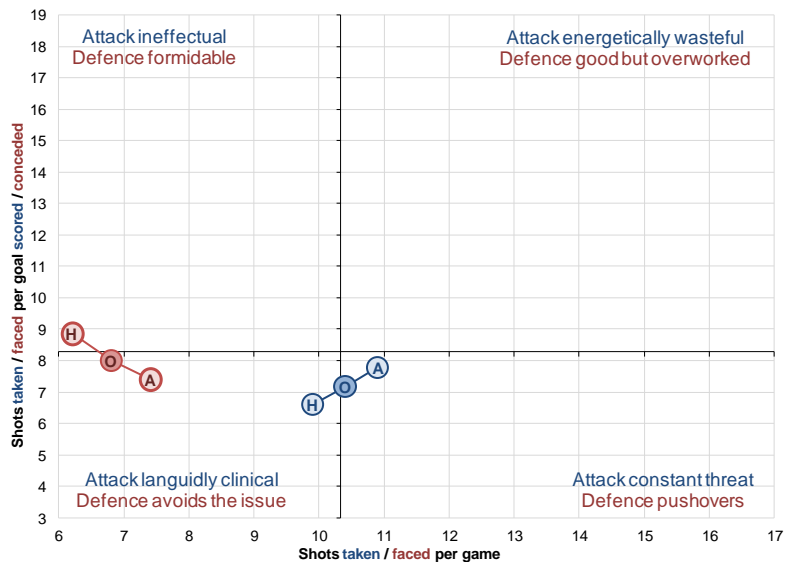
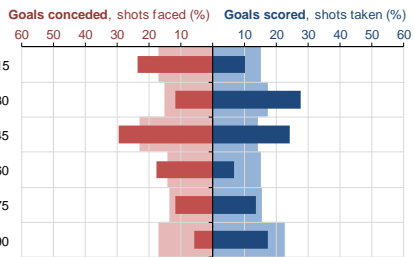
8.3 Shots taken per game – the lowest in League 1

6.1 Average shots taken to score each goal – 3rd lowest in League 1

Swindon Town



Like Leicester in the division above and Bradford in the one below, Swindon know how to control a game – a lot more shots are taken than faced. A disappointingly low recovery of points from losing positions may yet undermine a promotion challenge though.

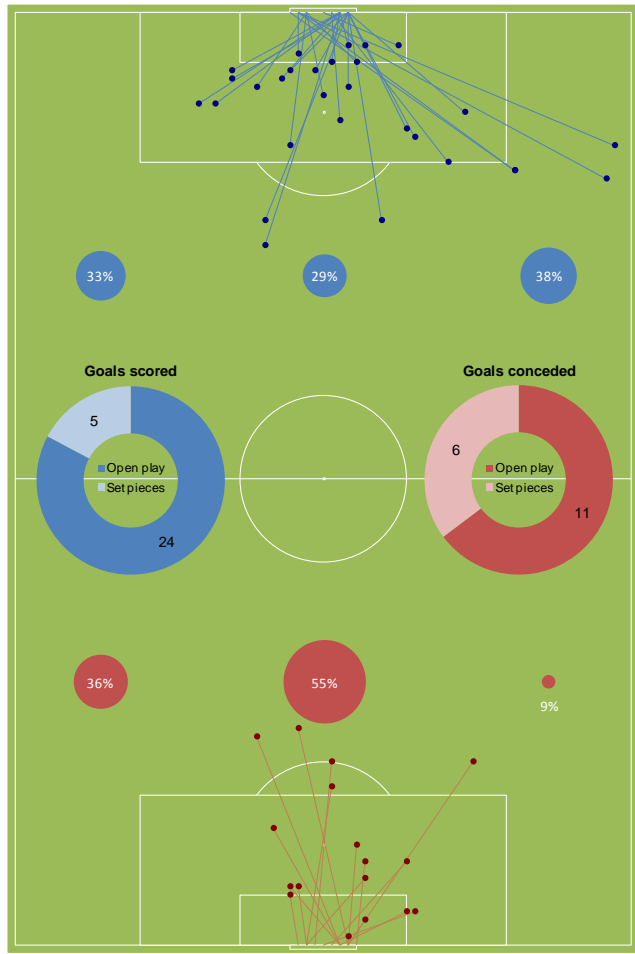


Points from: Winning positions 85% Losing positions 8%

6.8 Average shots faced per game – the lowest in League 1

83% Proportion of goals from open play – the highest in League 1

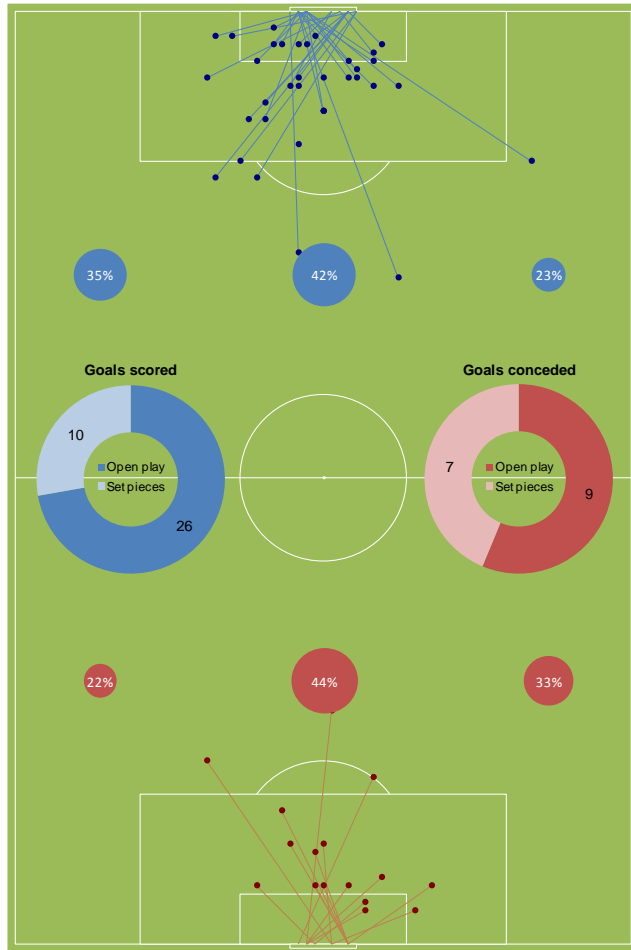
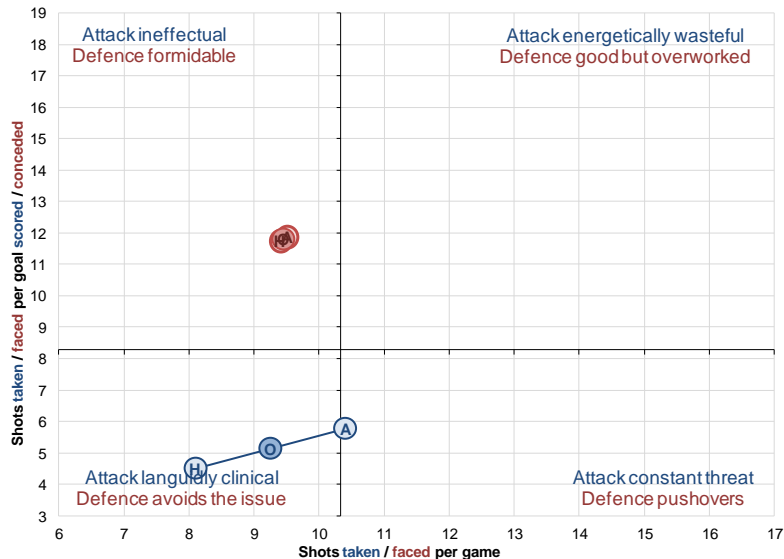
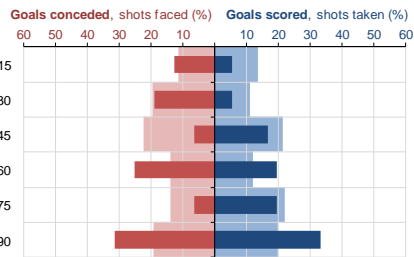
18% Percentage of goals conceded in the last half hour – the lowest in League 1



Tranmere Rovers



Tranmere tend to take a while to warm up – the opening half hour is often pretty forgettable – but few can match them once they get going. They have both a strong defence and a clinical attack, with a healthy variety of goals being scored. The situation map shows how well they respond to going behind too.



Points from: **Winning positions 83%** **Losing positions 46%**

15% Time spent in losing positions – the 3rd lowest in League 1

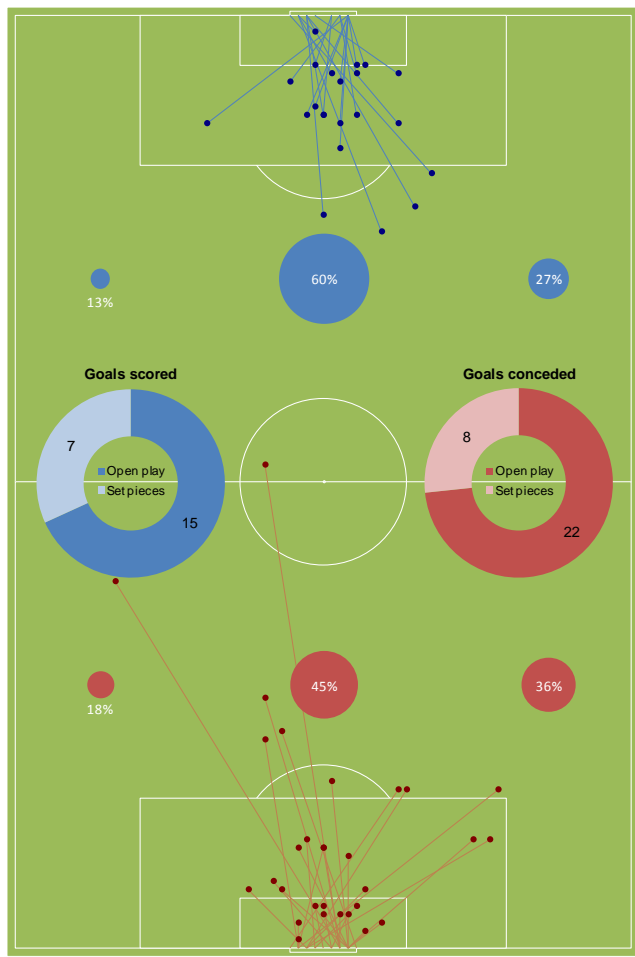
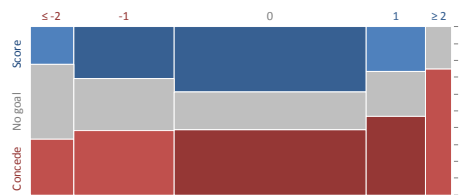
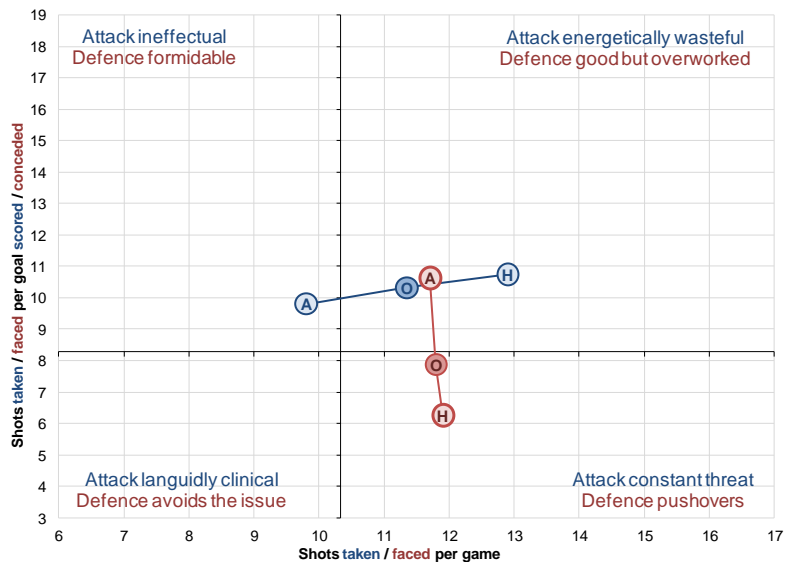
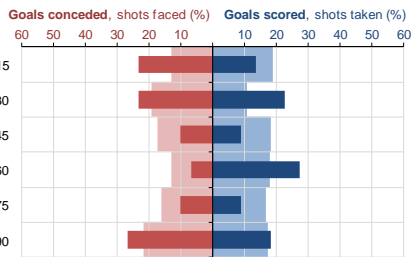
5.1 Average shots required to score each goal – the lowest in League 1

8.1 Shots taken per home game – the lowest in League 1

Walsall



Home matches are very open affairs, with an energetic attack being undermined by a porous defence, while away from home the frustration is reversed. Goals conceded tend to be either from long range or short range, with relatively few in between.



11.9 Average shots faced per home game – the highest in League 1

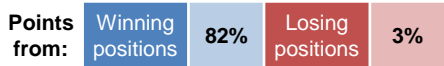
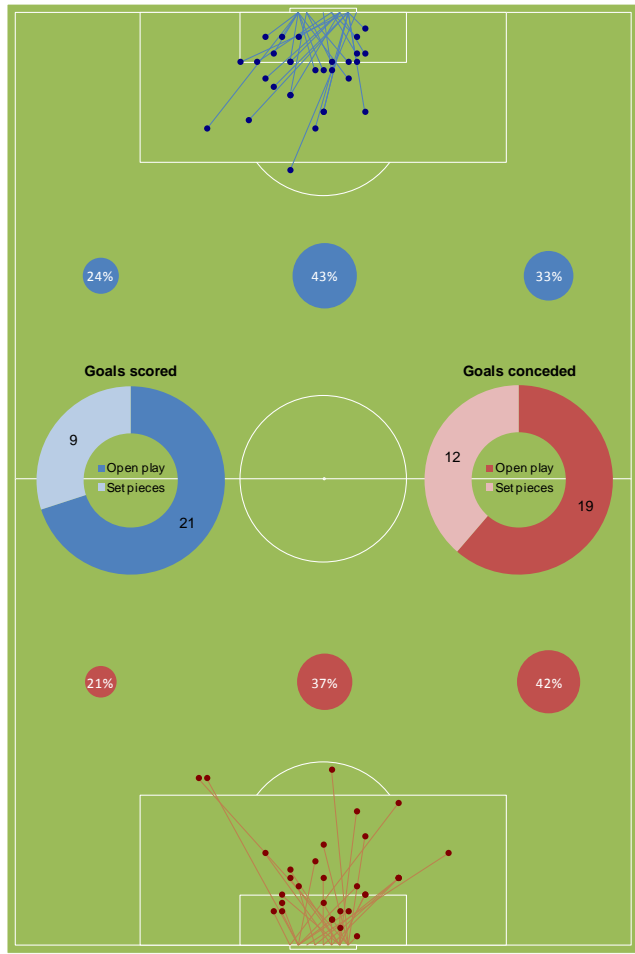
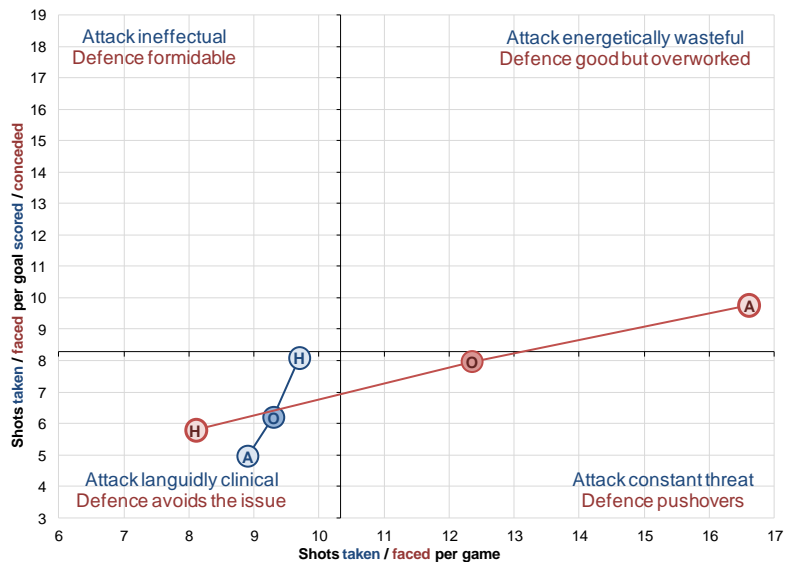
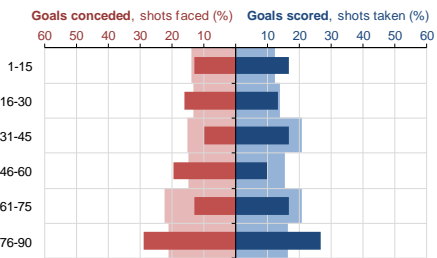
27% Proportion of goals scored in the last half hour – the lowest in League 1

37% Proportion of goals conceded in the penalty area (excluding 6yb) – lowest in League 1

Yeovil Town



Yeovil's graph-stretching away defence is still facing a ridiculous number of shots, while at the other end goals have been scored almost exclusively from inside the box. Draws don't seem to be their thing, with a stalemate quickly swinging one way or the other.



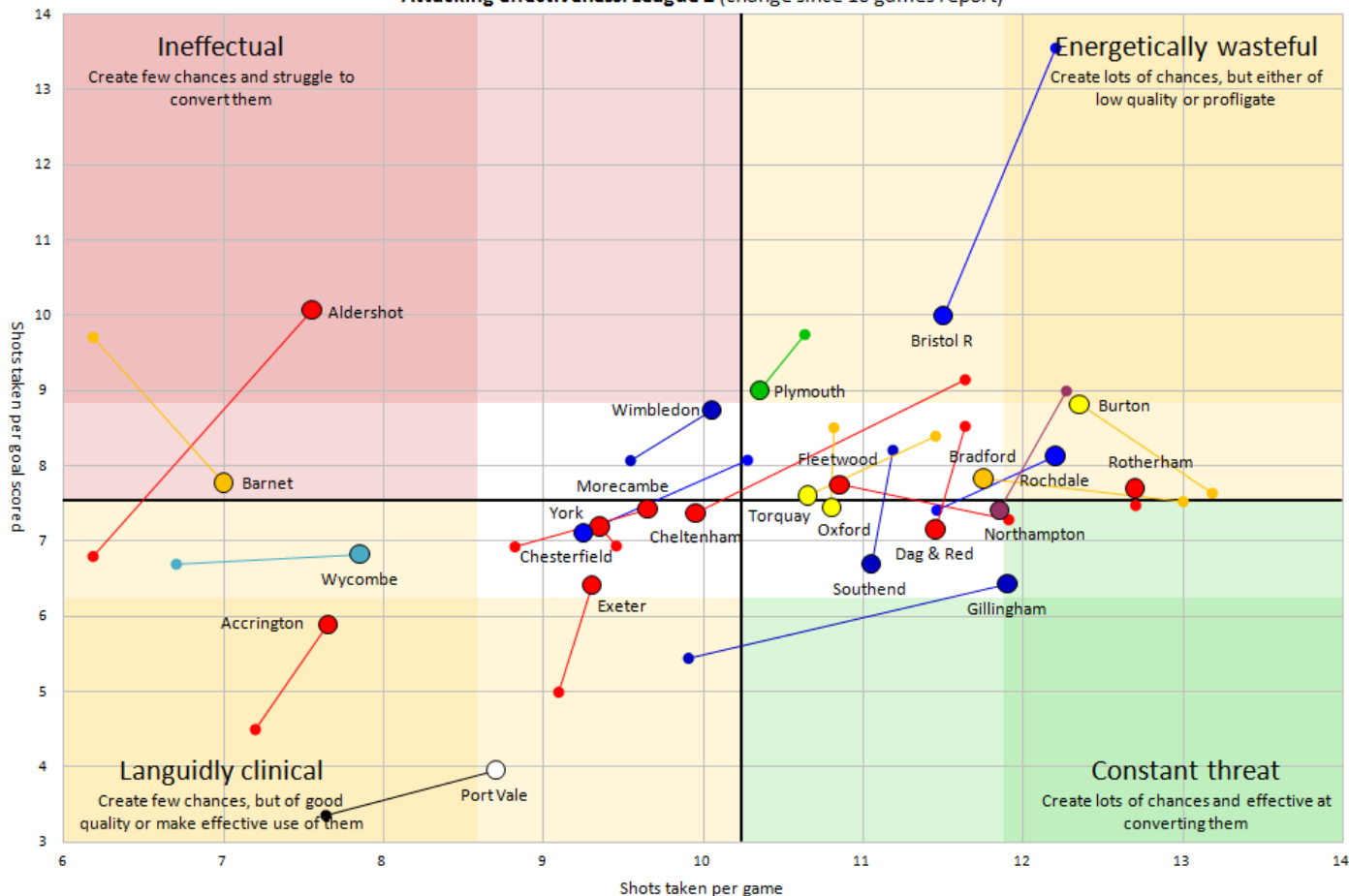
42% Face the joint lowest proportion of shots in the first half of any Football League side

3% Proportion of goals scored from outside the area – the lowest in League 1

16.6 Average shots faced per away match – the highest in the Football League

League 2: Attacking

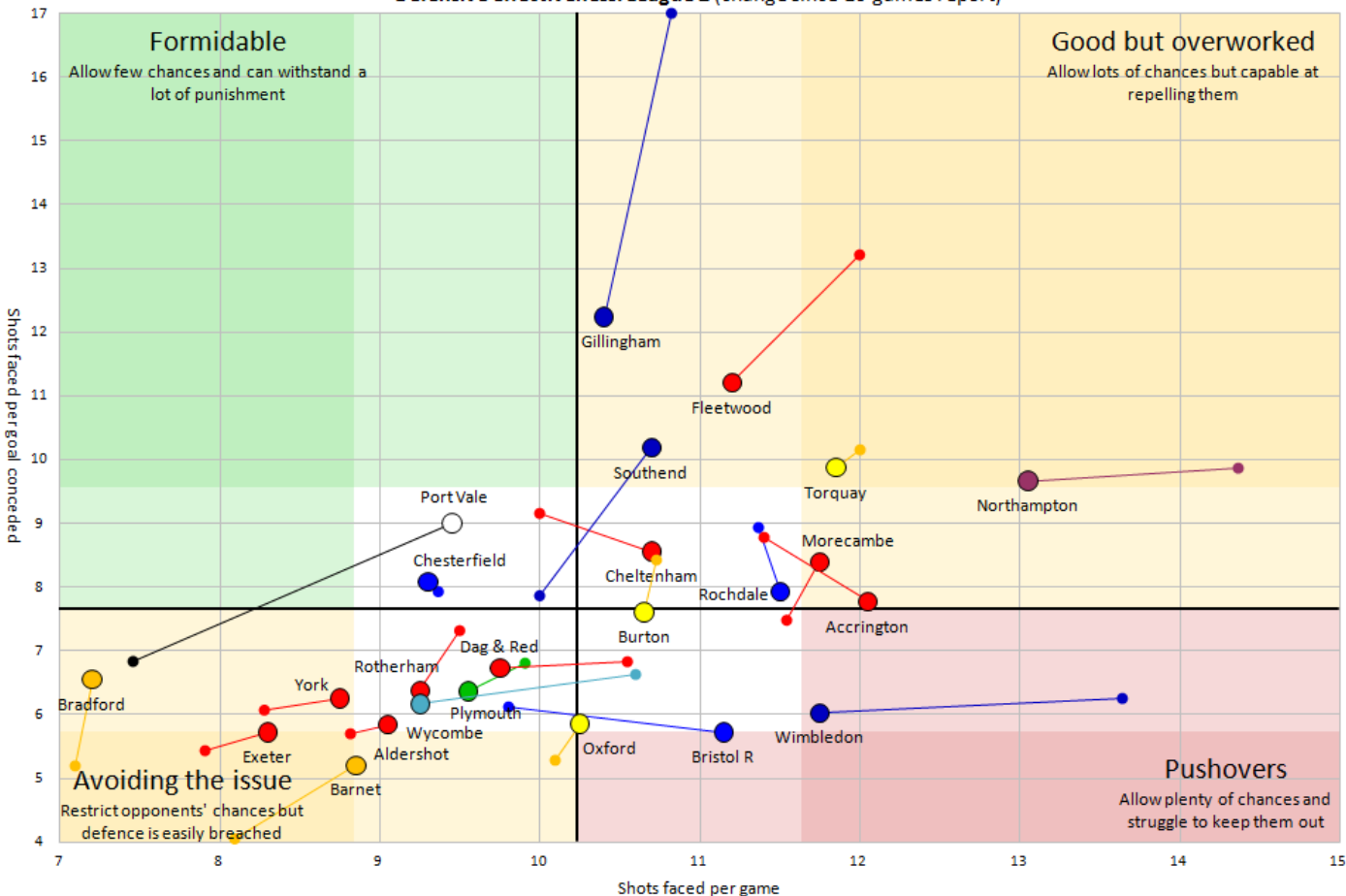
Attacking effectiveness: League 2 (change since 10 games report)



- **Bristol Rovers** are looking noticeably more clinical in front of goal, but still only struggling. **Aldershot** are more wasteful.
- **Gillingham** have begun to assert themselves more without significantly compromising their accuracy.
- The 7 sides who were creating the least chances 10 games ago have all improved, although 4 of these still lag the rest of the division significantly.
- **Cheltenham** are another big mover, having gotten more disciplined in front of goal while consequently creating fewer chances, presumably of better quality.

League 2: Defending

Defensive effectiveness: League 2 (change since 10 games report)

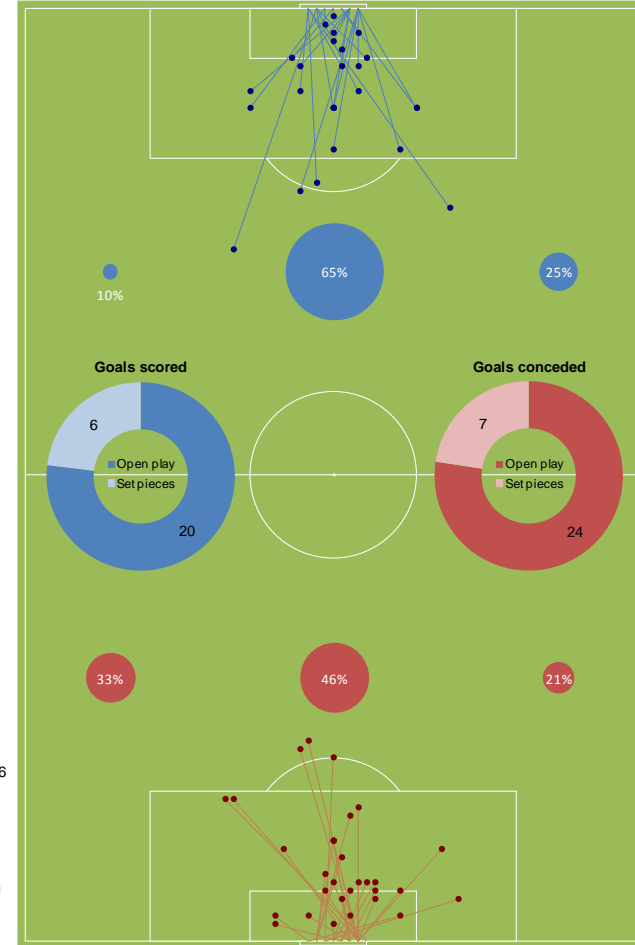
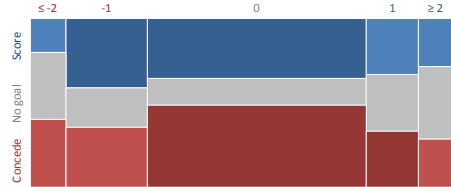
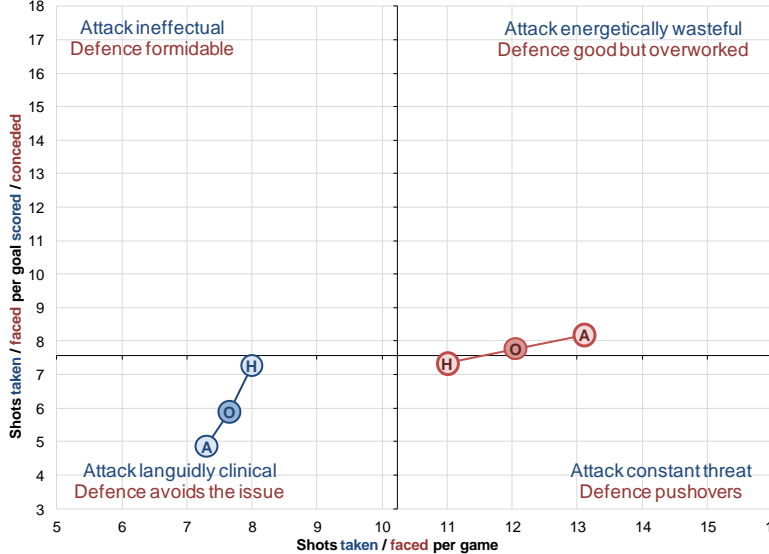
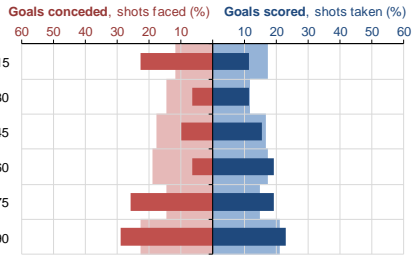


- A lot of outliers from last time are moving closer to the rest of the pack, with **Wimbledon** spending much less time on the back foot.
- **Gillingham** and **Fleetwood** remain the toughest defences to break down, despite their defences looking less impenetrable than previously.
- **Port Vale** have been a lot busier at the back, although seemingly without many of the additional shots faced causing them much trouble.
- **Northampton** are still facing more shots on average than anyone else in the division, but this too is on the decline.

Accrington Stanley



The impact of a season so far spent mostly on the back foot is lessened by Accrington's ability to take the relatively few chances they do fashion. A high proportion of early goals conceded coupled with a struggle to recover from losing positions is a concern though.



12.1 Average number of shots faced per game – the 2nd highest in League 2

5.9 Average shots taken for each goal scored – the 2nd lowest in League 2

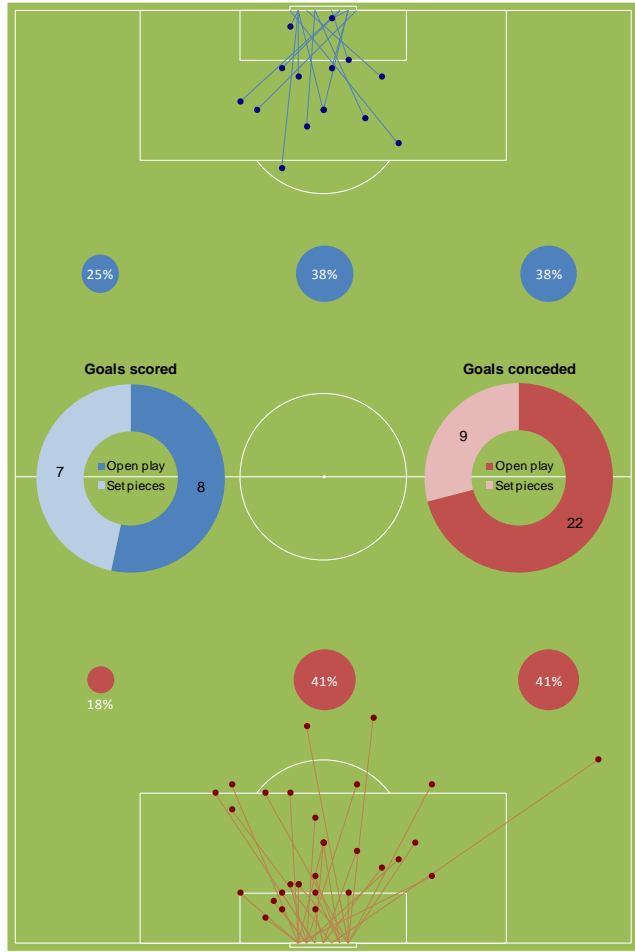
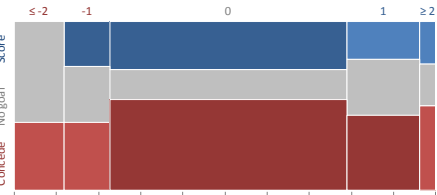
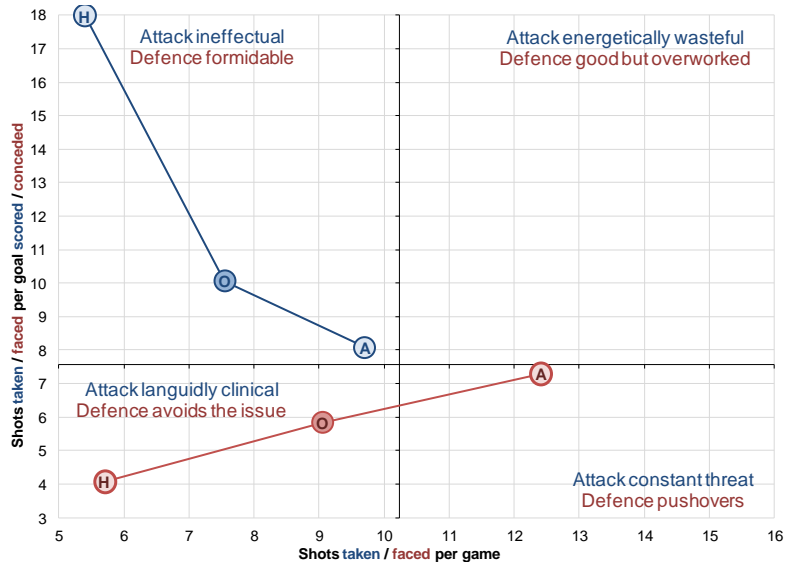
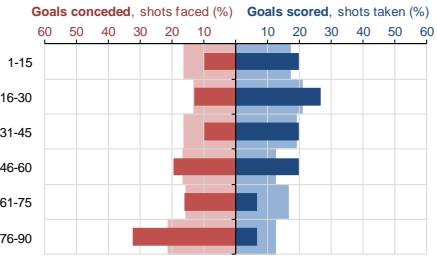
7.3 Average shots taken per away match – the 2nd lowest in League 2

Points from: Winning positions 70%, Losing positions 7%

Aldershot Town



The situation map shows that the Shots have yet to score after going 2 goals down – is this the point where heads drop? The attack does seem to be the main problem – it runs out of steam somewhat in the second half and at home is woefully inefficient.



5.4 Average shots taken per home match – the lowest in the Football League

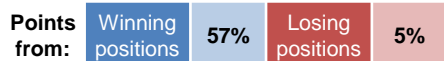
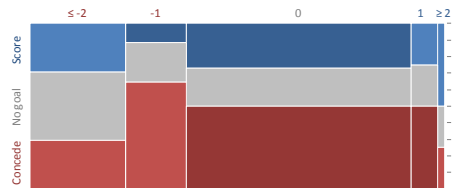
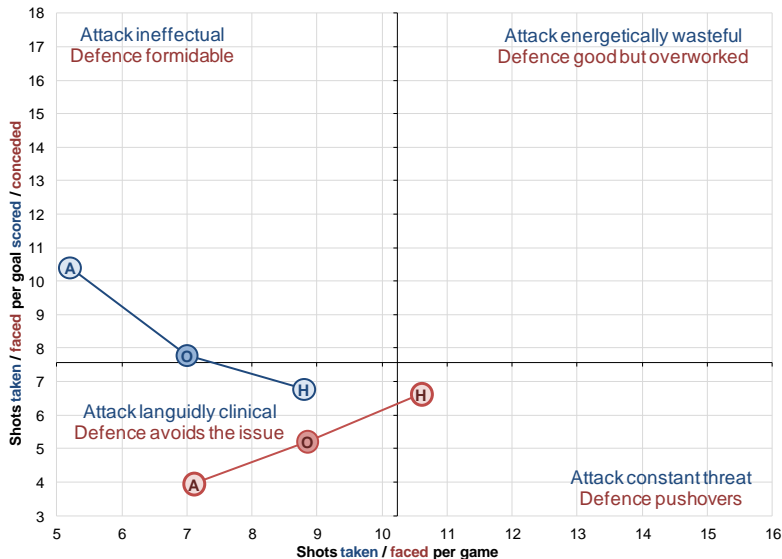
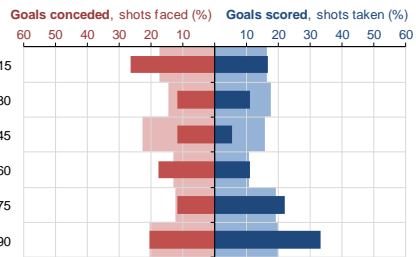
18 Average number of shots per home goal scored – the highest in the Football League

10.1 Average number of shots taken per goal scored – the highest in League 2

Barnet



The numbers don't paint a pretty picture for Barnet, with a shot shy attack that only seems to threaten down one flank with any regularity. The defence is problematic too, with no Football League side needing fewer shots to breach on average. Over half of the Bees' goals come late in the game, which suggests that they're showing plenty of spirit.



60%

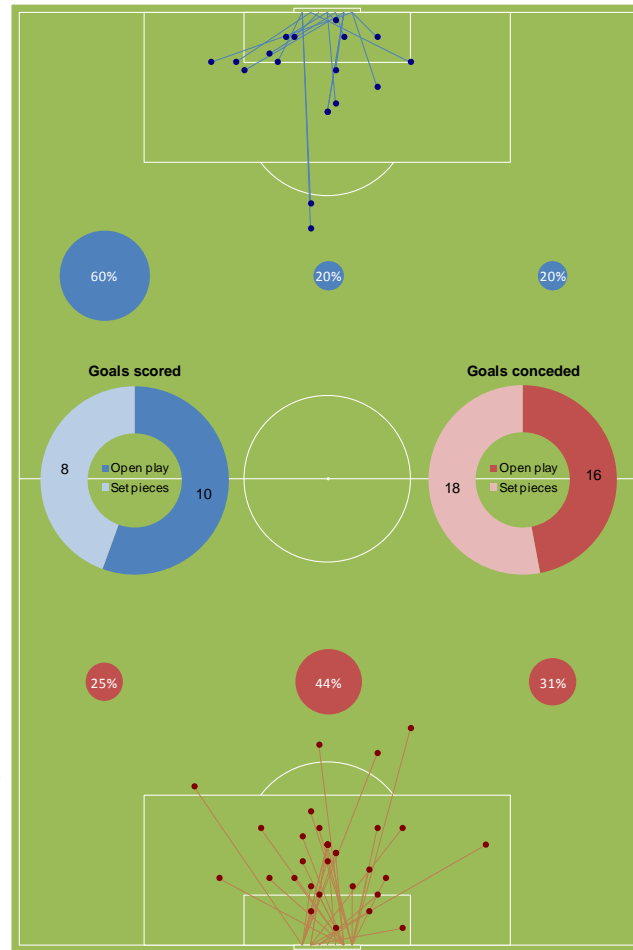
Proportion of open play goals created on the left – the highest in the Football League

7

Average shots taken per match – the lowest in the Football League

5.2

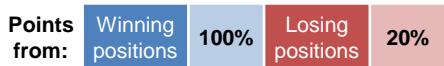
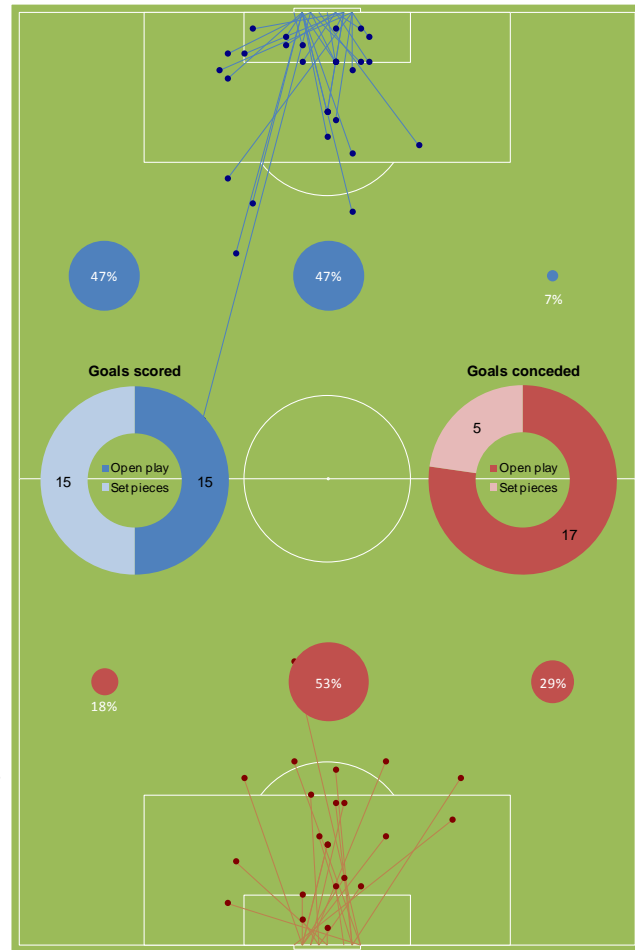
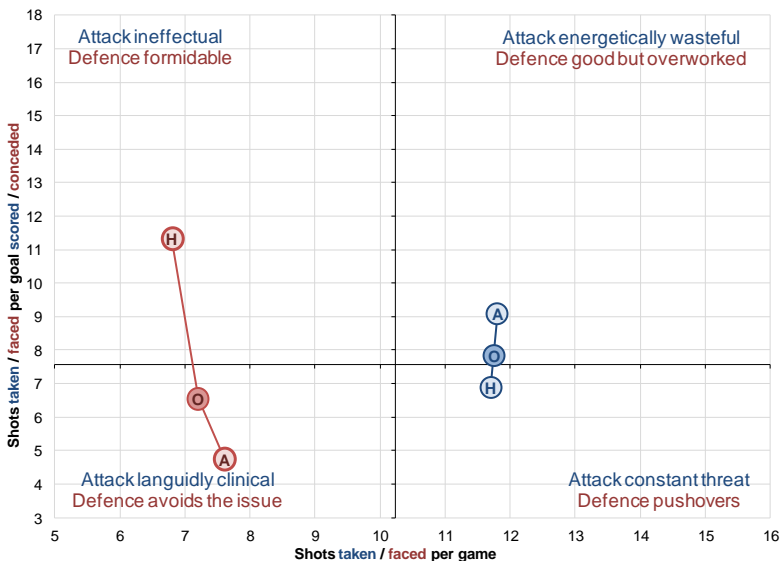
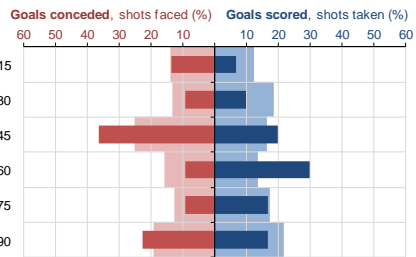
Average shots faced per goal conceded – the lowest in the Football League



Bradford City



Bradford consistently maintain control of matches both home and away, although their grasp tends to slip noticeably just before half time. They're a significant threat from set pieces and down the left flank. What's really interesting is the 4th column of their situation map: it shows that they've yet to concede an equaliser this season.



0 The only side in the Football League yet to have conceded an equaliser.

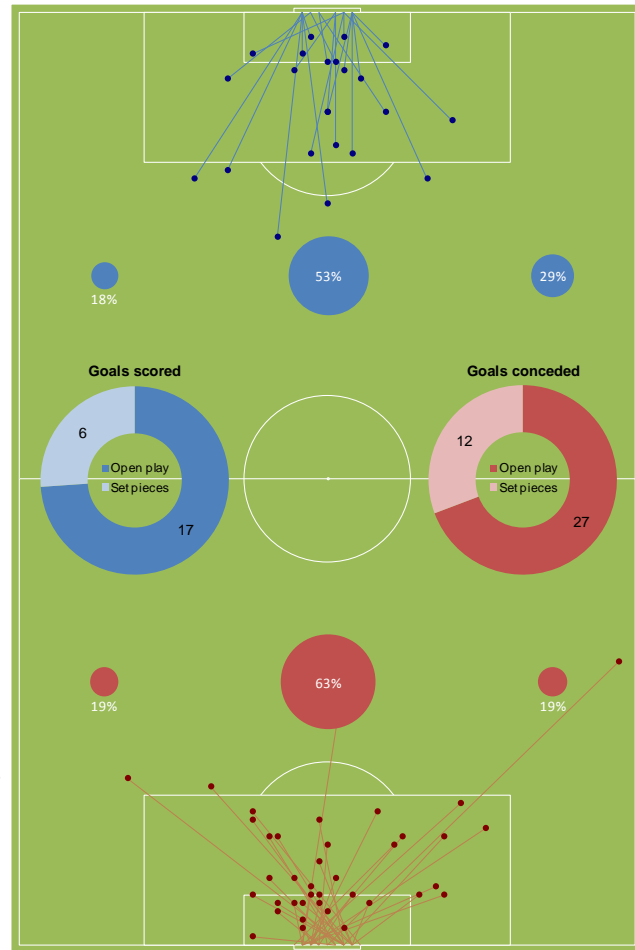
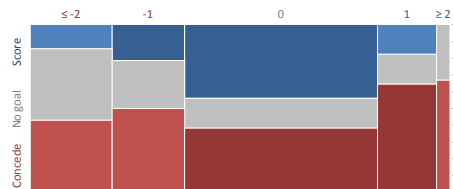
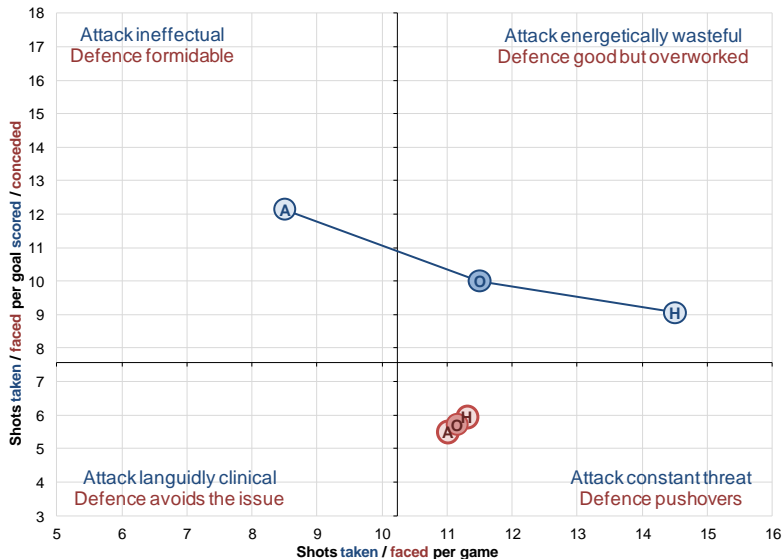
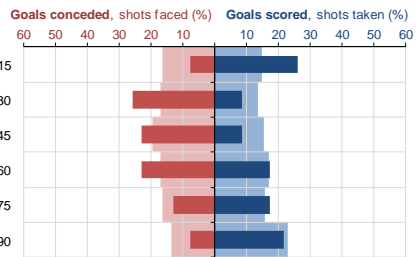
100% 1 of 3 Football League sides to have taken all possible points from winning positions

7.2 Average number of shots faced per game – lowest in League 2

Bristol Rovers



Rovers often start brightly, only to slip onto the back foot and gradually regain the initiative as the match wears on. At the back things haven't been going well at all, while an energetic home attack hasn't been able to replicate this industry on the road.



13 Conceded more headed goals than any other Football League side

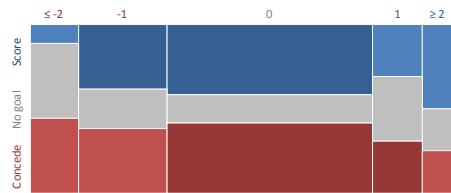
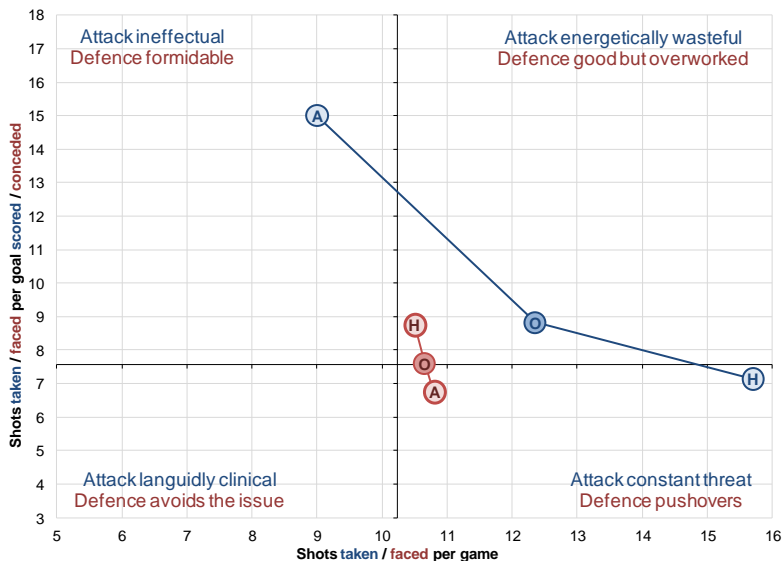
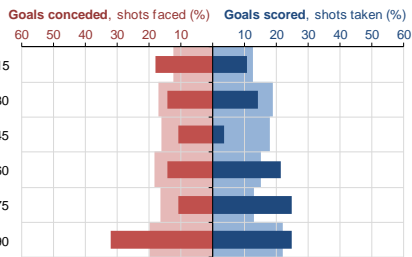
17% Time spent in winning positions – the 2nd lowest in League 2

5.7 Average shots faced per goal conceded – joint 2nd lowest in League 2

Burton Albion



No Football League side takes more shots at home than the Brewers, and hardly anyone can match their long-range accuracy. It's just a shame they can't channel these sorts of attacking performances on the road in what has been a much improved showing compared to the last few seasons. They need to watch those late goals though.



Points from: Winning positions 87% Losing positions 31%

15.7

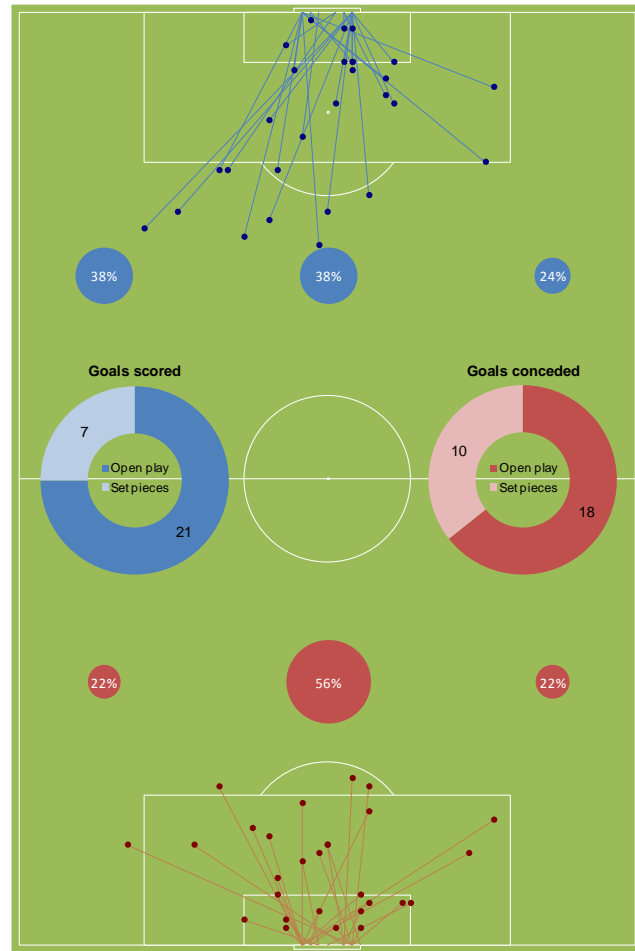
Average number of shots taken per home game – joint highest in the Football League

15

Average shots taken per away goal scored – the highest in the Football League

10

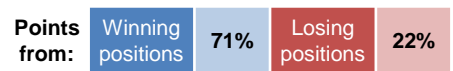
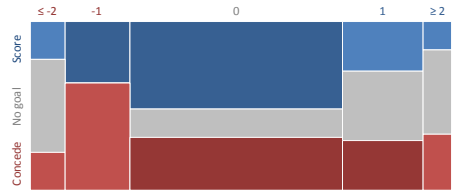
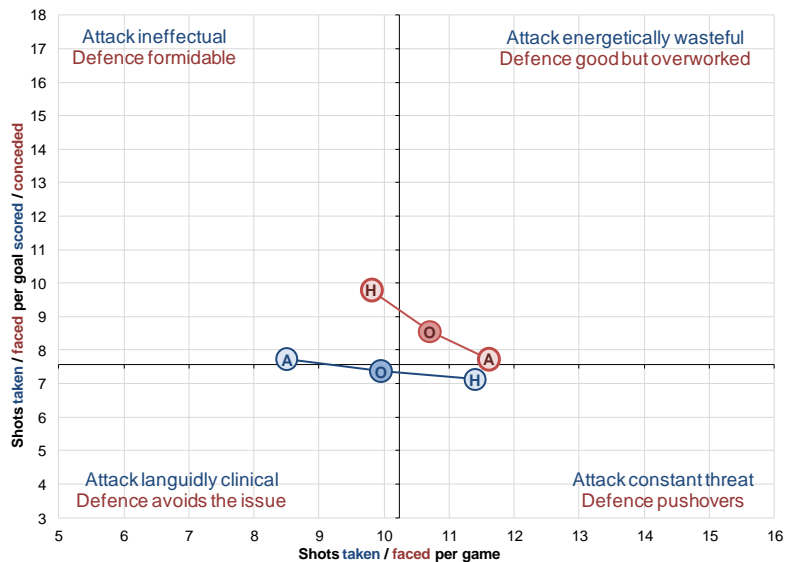
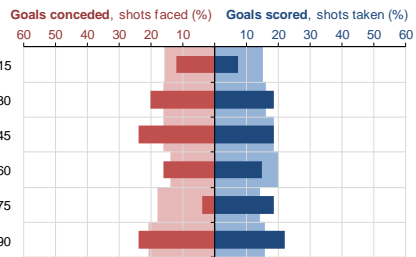
Number of goals scored from outside the penalty area – 2nd highest in the Football League



Cheltenham Town



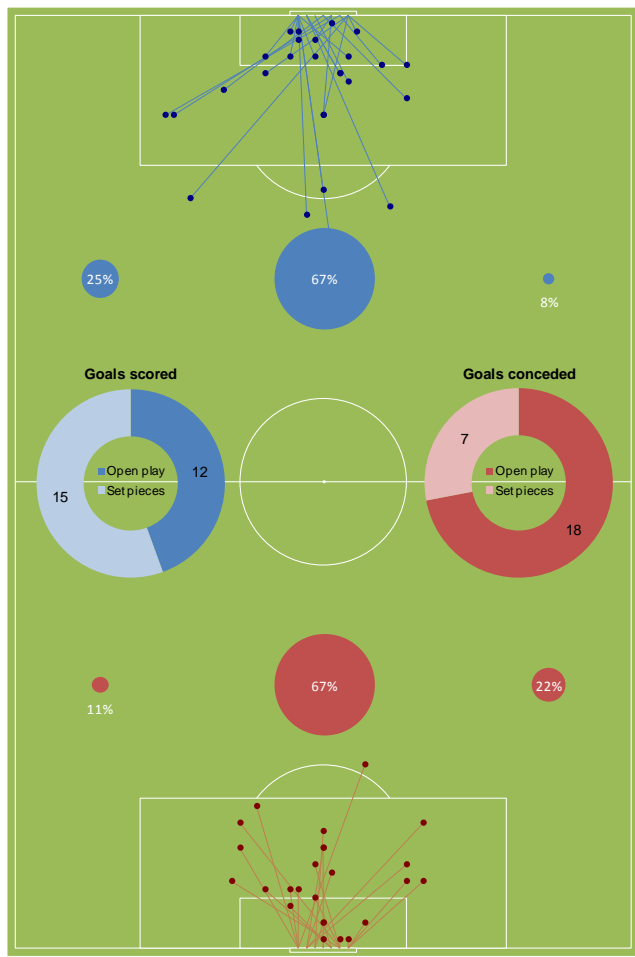
A lot of successful traffic through the centre in both directions continues to suggest a midfield more geared to attack than defence. Cheltenham are the division's set piece kings: heavily reliant on them for goals, particularly corners. Here we have another interesting situation map, showing that Cheltenham have yet to lose by a margin of one goal – all 5 defeats so far have been by 2 or more.



20% Proportion of goals conceded in stoppage time – the 2nd highest in League 2

41% Proportion of goals scored from corner situations – the highest in the Football League

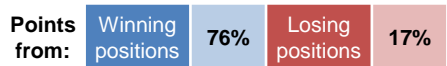
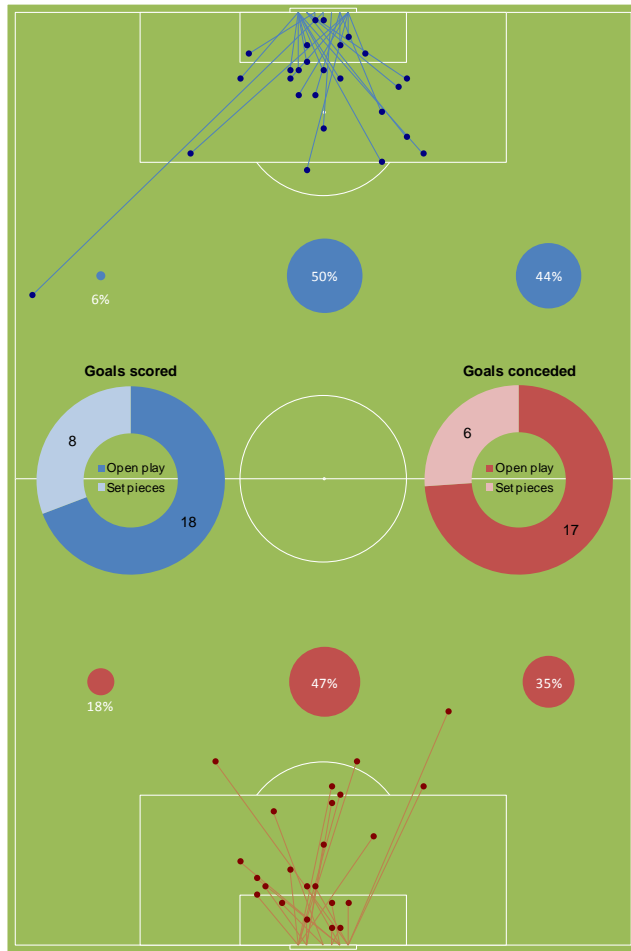
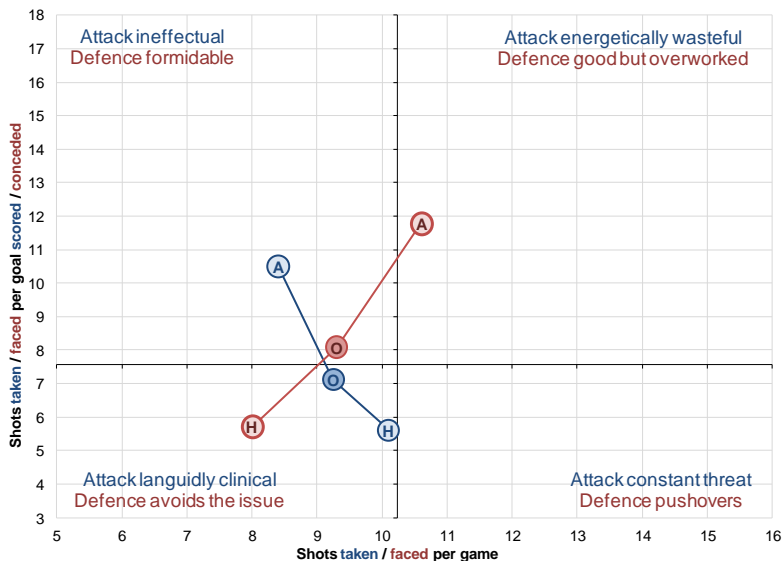
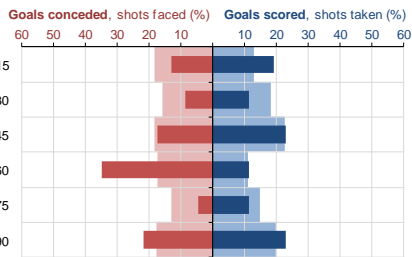
56% Proportion of goals from set pieces – the highest in League 2



Chesterfield



So many goals are conceded just after half time, it raises the question of how well the interval is being used. The situation map also shows that defending leads is a real problem. Luis Boa Morte's arrival hasn't (yet) yielded many goals from the left to balance their industrious right wing.



3 Scored the joint most own goals in the Football League

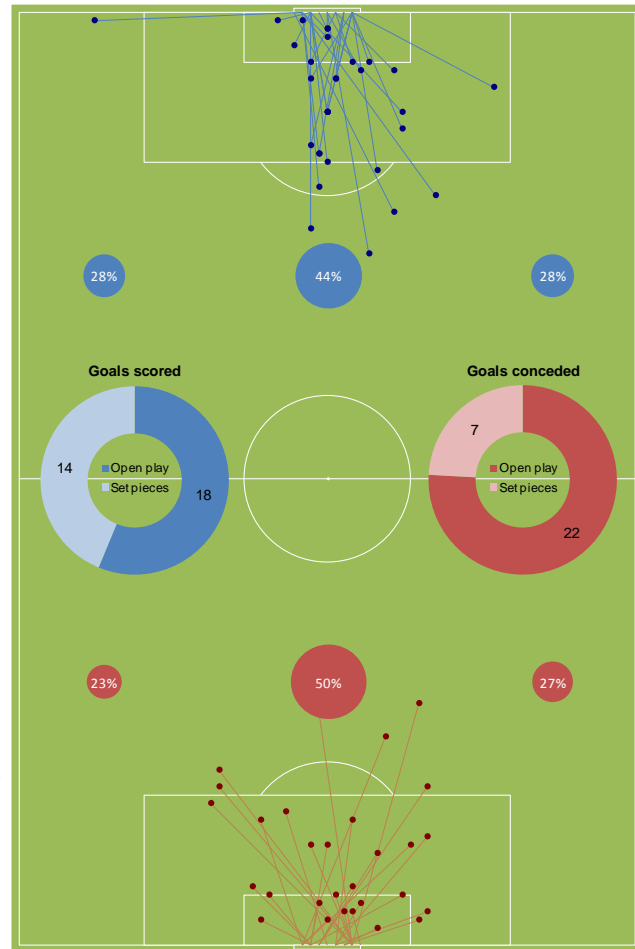
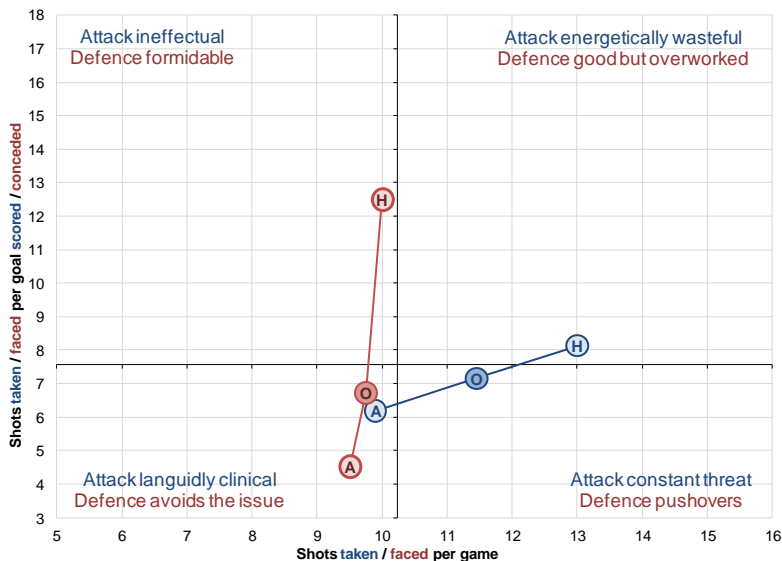
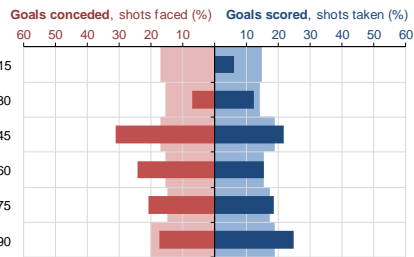
59% Proportion of time spent in matches where scores are level – the highest in the Football League

44% Proportion of open play goals created on the right – the highest in League 2

Dagenham & Redbridge



The first half an hour of Daggers matches is usually pretty uneventful and relatively plain sailing. Things get trickier after that, although less so at home where the defence is impressively solid and the attack industrious. Set pieces seem a particular forte.



Points from: Winning positions 67%, Losing positions 7%

4.5

Average shots faced per away goal conceded – 2nd lowest in League 2

12.5

Average shots faced per home goal conceded – 3rd lowest in League 2

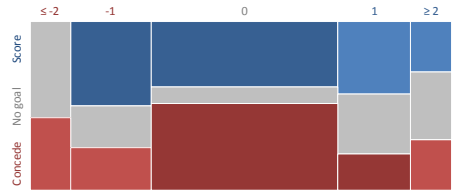
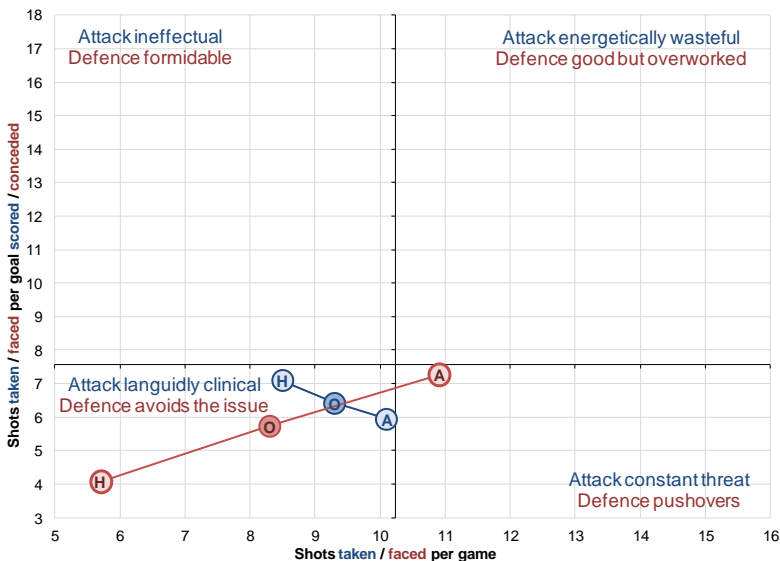
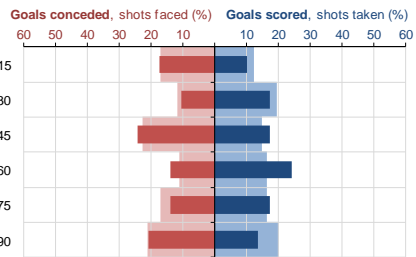
7%

Proportion of goals conceded in the opening half hour – the lowest in the Football League

Exeter City



While the attack, spearheaded by Jamie Cureton, is giving a decent account of itself the defence is worryingly leaky. Creating chances against Exeter is relatively difficult, but scoring them – particularly if they're headers – certainly isn't.



Points from: **Winning positions 90%** **Losing positions 23%**

41%

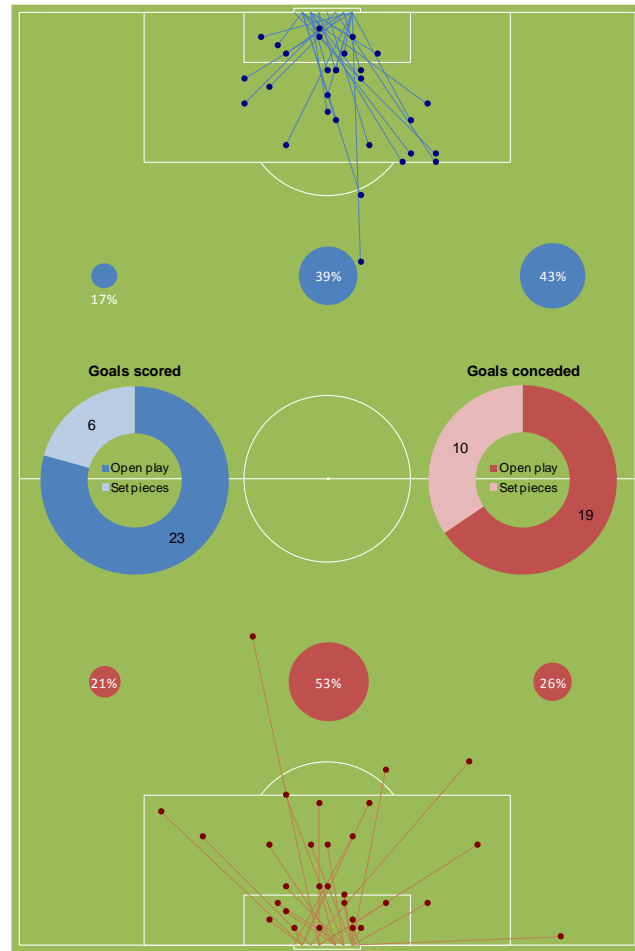
Proportion of goals conceded from headers – the highest in the Football League

43%

Proportion of open play goals created on the right – the 2nd highest in League 2

5.7

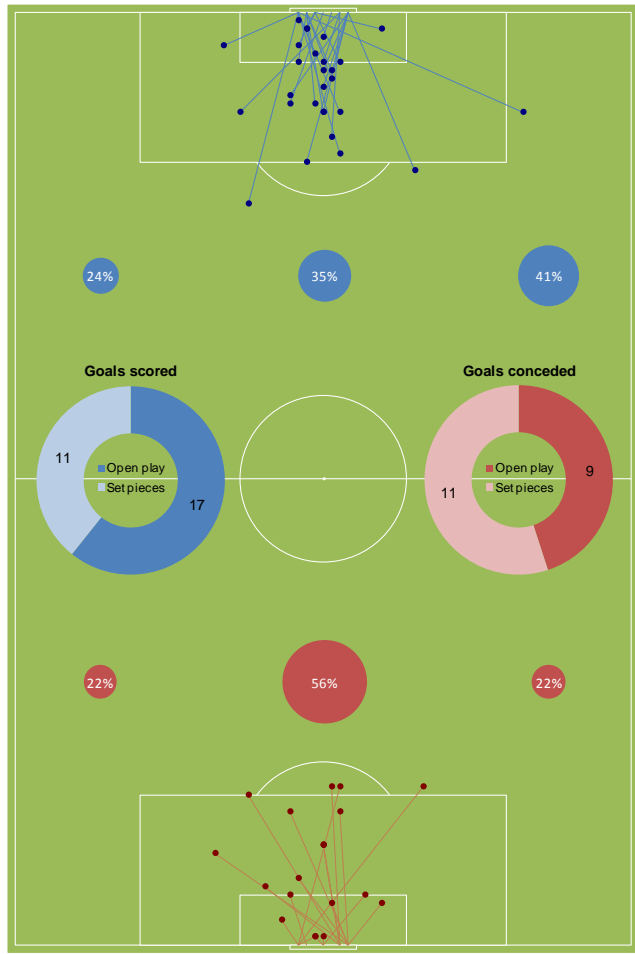
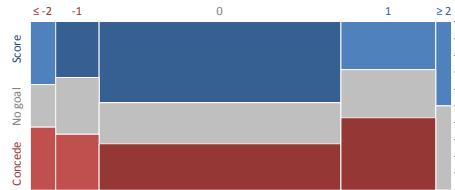
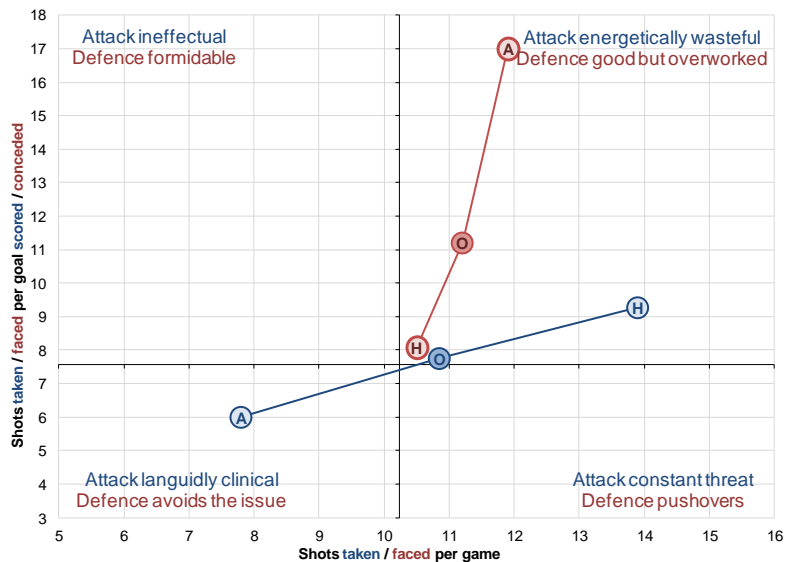
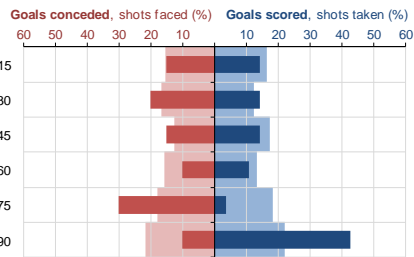
Average shots faced per home game – joint 2nd lowest in the Football League



Fleetwood Town



The Cod Army's defence continues to form an impressively resilient barrier, notably away from home. The attacking philosophy differs significantly on the road: while the shots rain in at home from a variety of sources it's a more patient affair away. A high proportion of late goals keeps things interesting.



43% Proportion of goals scored in the final 15 minutes – the highest in League 2

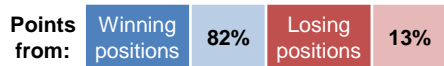
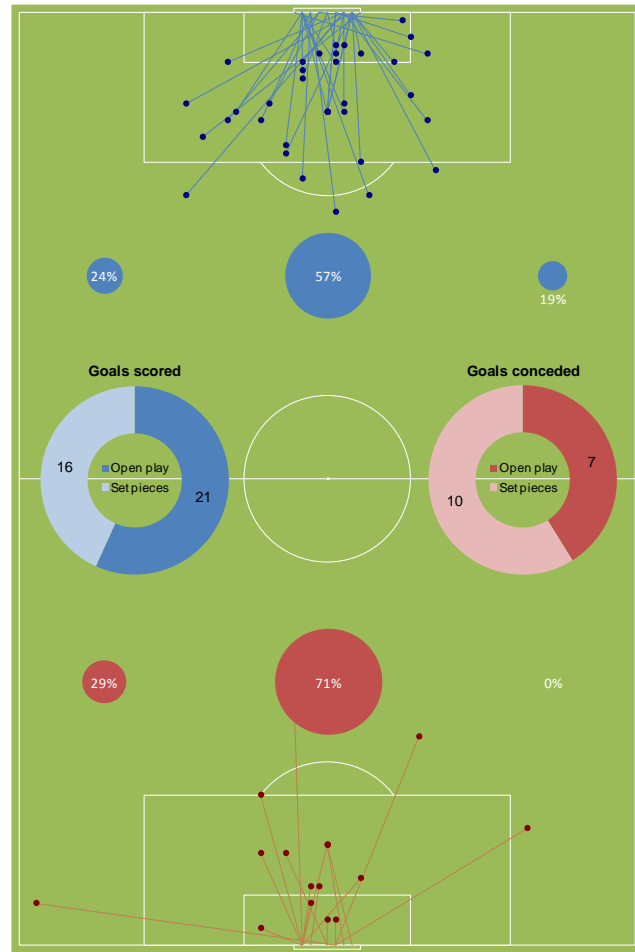
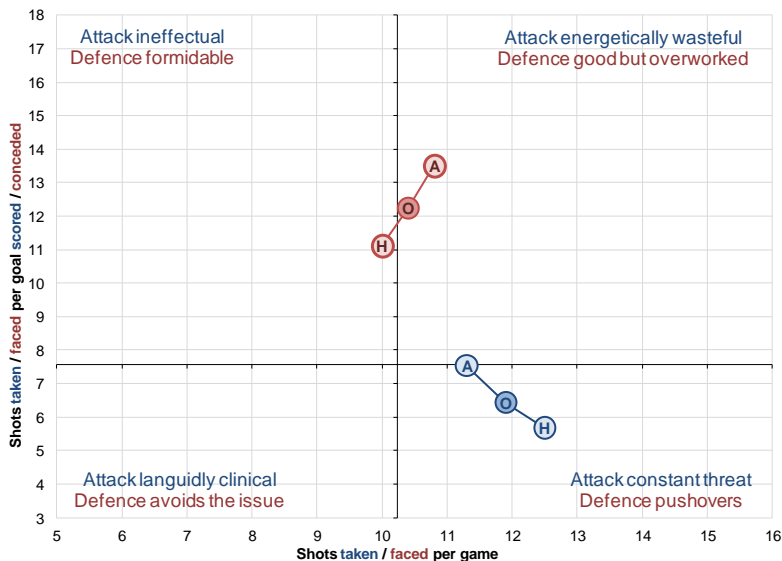
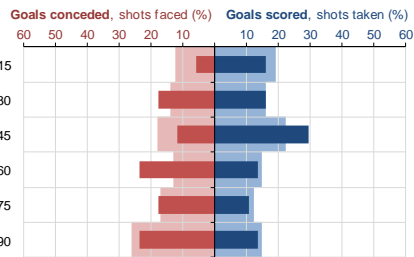
17 Shots faced per goal conceded away from home – the highest in League 2

16% Time spend in losing positions – the 2nd lowest in League 2

Gillingham



Gills' strong start has in part been down to ...er... starting strongly – matches that is, with them often taking a first half lead. Both attack and defence play their part in making losing positions somewhat rare, with a wide variety of goal sources to call upon and the most resilient back line in the division.



42% Proportion of time spent in winning positions – joint highest in the Football League

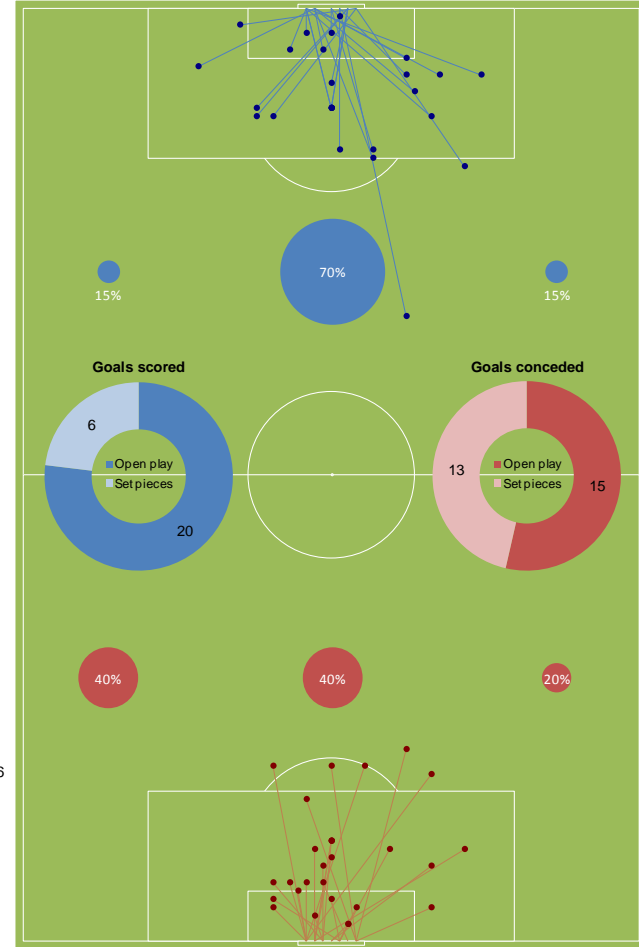
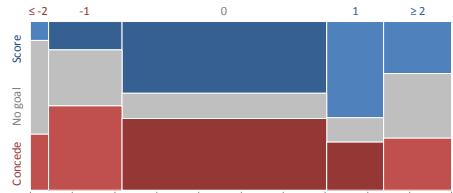
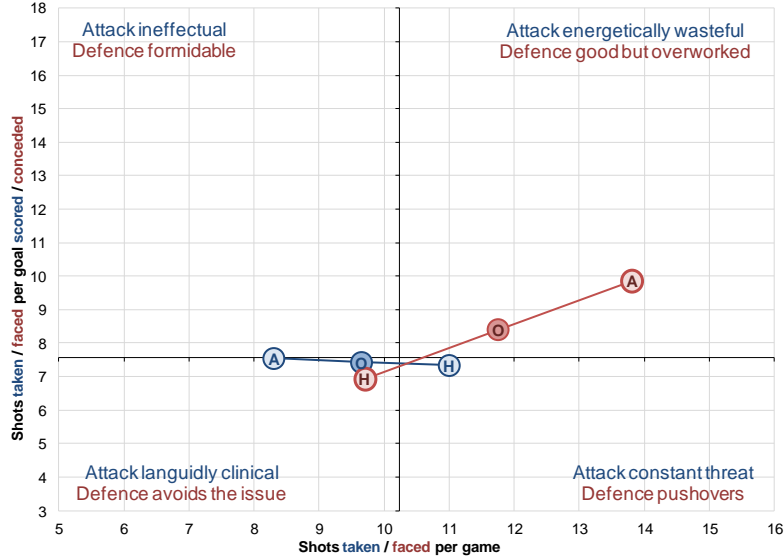
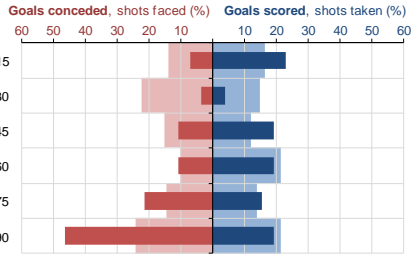
16% Proportion of goals scored from throw in situations – 2nd highest in the Football League

7% Time spent in losing positions – the lowest in the Football League

Morecambe



Morecambe play a very reactive game away from home – no side in League 2 faces more away shots. While their attack seems overly-focused on central areas it's in the defence where more issues are evident: the Football League's highest proportion of goals against in the final quarter of an hour and the number of set piece concessions both raise questions.



46% Proportion of goals conceded in the last 15 minutes – the highest in the Football League

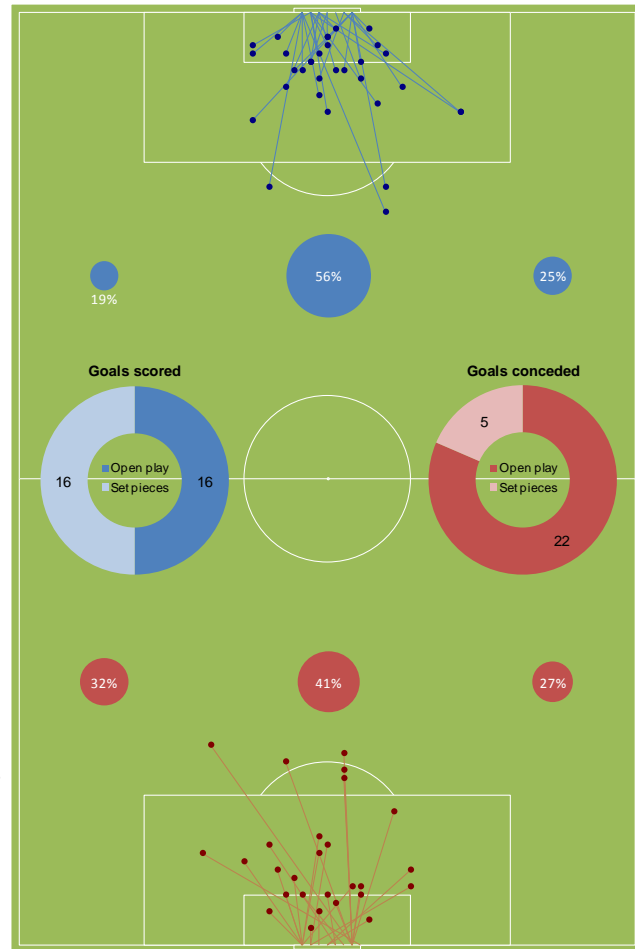
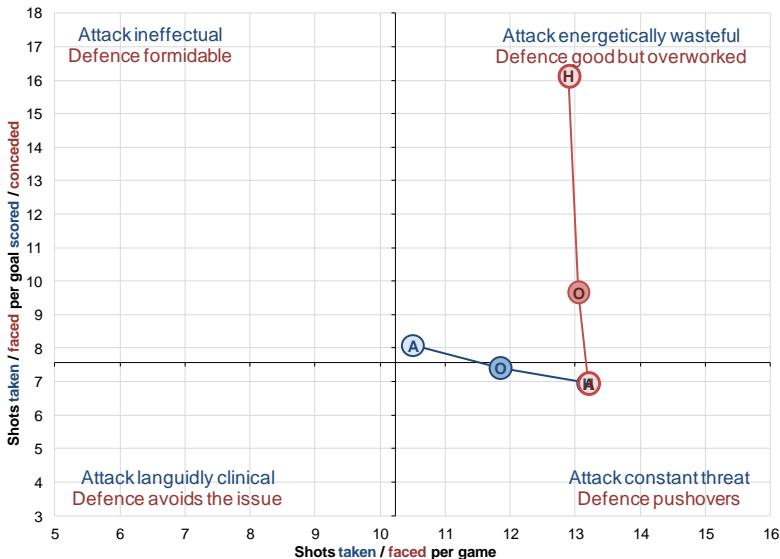
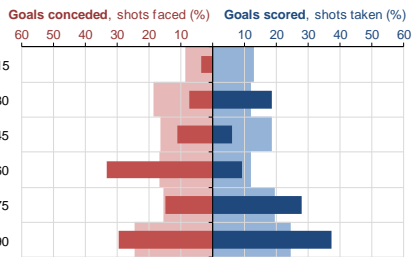
0% The only side in League 2 yet to recover any points from losing positions

70% Proportion of open play goals created in the centre, the highest in League 2

Northampton Town



Ben Tozer's long throws, often finding the formidable target of Adebayo Akinfenwa, offer the Cobblers a unique route to goal. They offer a few tempting routes to their own goal however, facing the 2nd highest average number of shots in the Football League. The proportion of goals both scored and conceded which occur in the second half is very unusual.



Points from: Winning positions 83%, Losing positions 18%

22%

Proportion of goals scored from throw in situations – the highest in the Football League

0

1 of 3 Football League sides not to have scored in the opening 15 minutes of matches

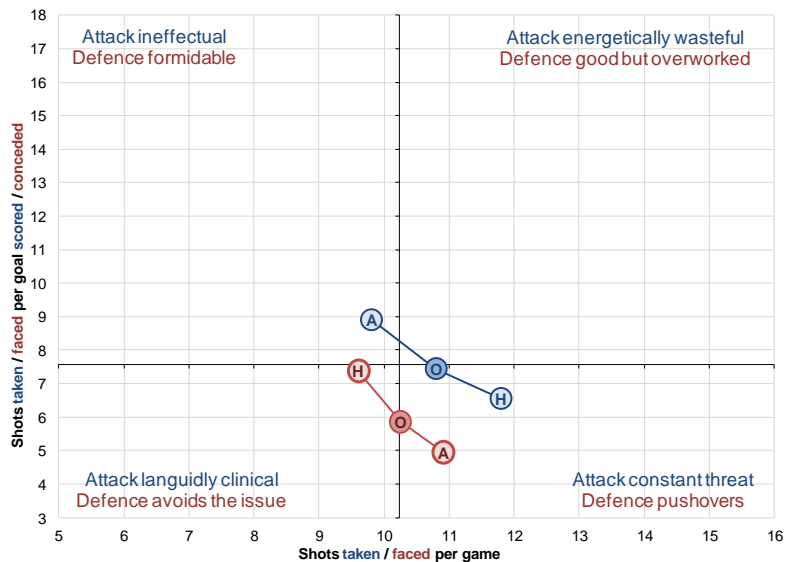
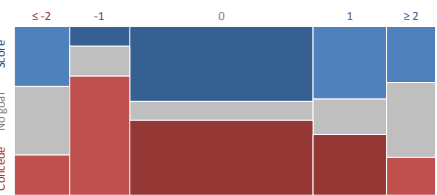
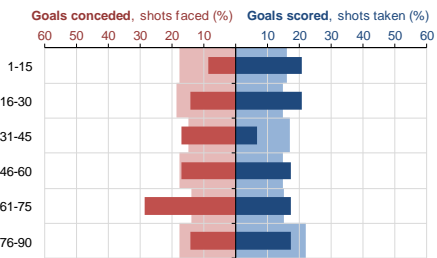
75%

Proportion of goals scored in the second half – the highest in the Football League

Oxford United



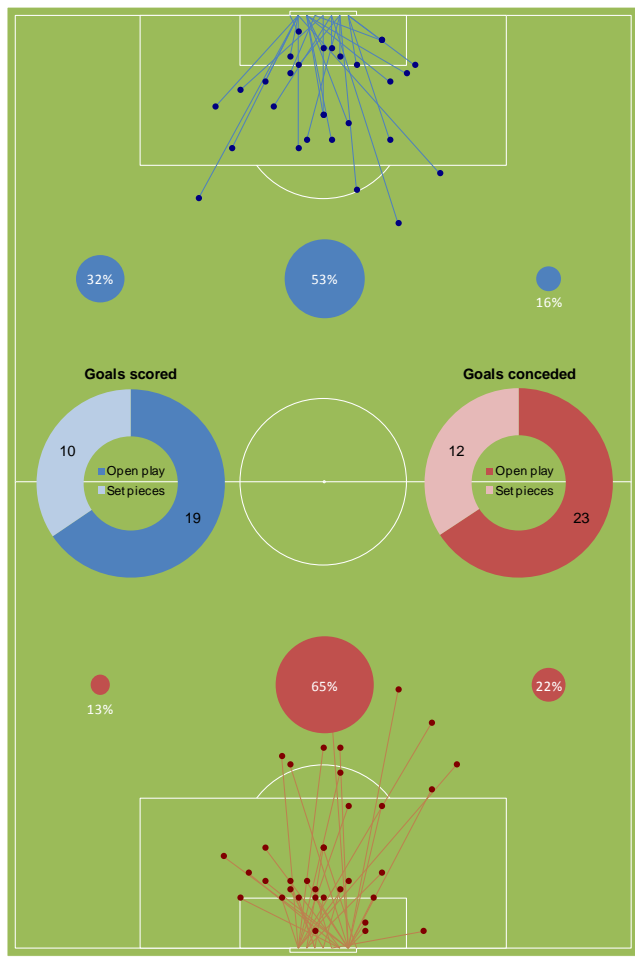
An eyebrow-raising number of goals have been conceded from range – while a fair proportion of these were virtually unstoppable, it suggests a need to close down opponents more effectively. They also need to get better at bouncing back from a goal down – too often they concede again and give themselves too great a mountain to climb.



29% Proportion of goals conceded from outside the area – the highest in League 2

24% Proportion of goals scored in the last 15 mins of halves – the 2nd lowest in League 2

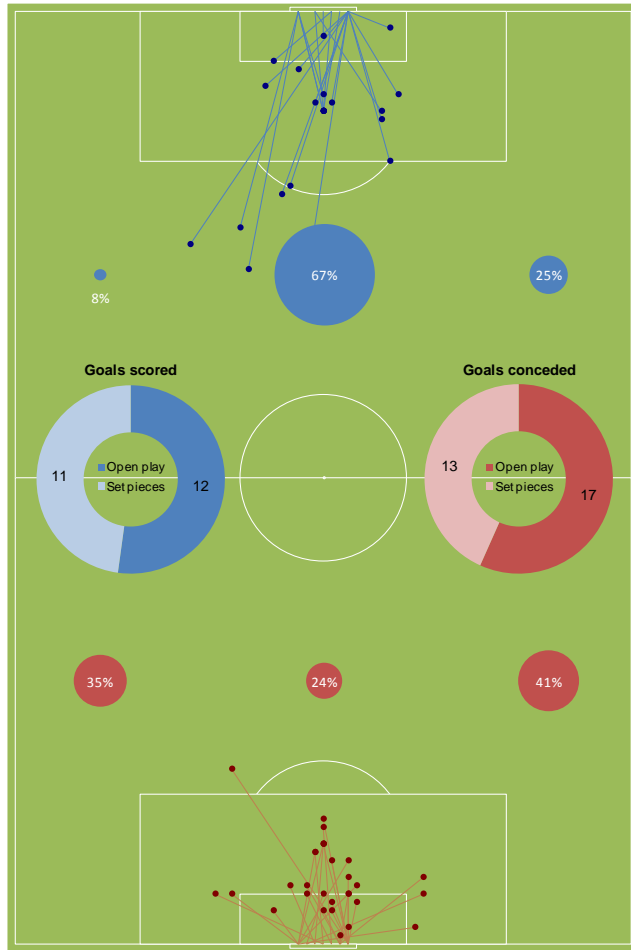
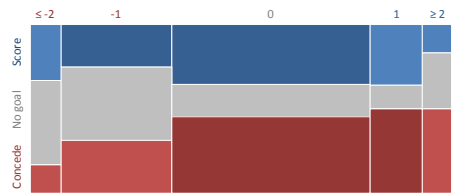
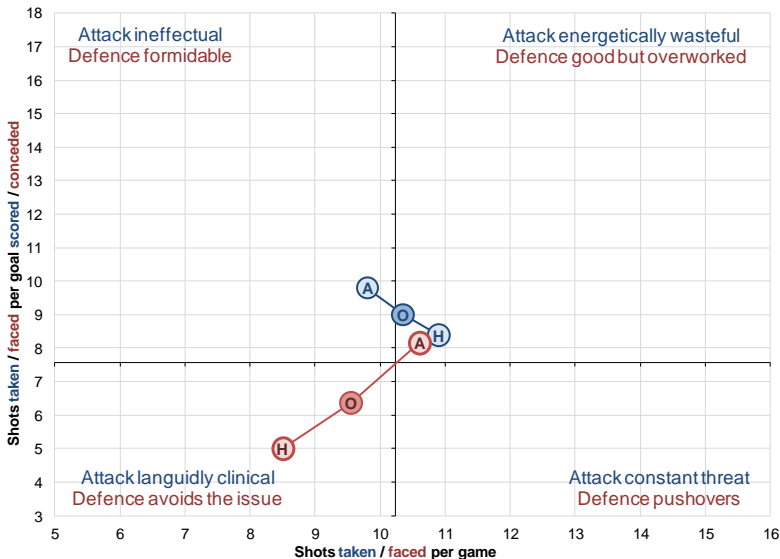
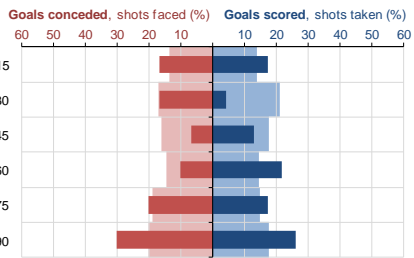
12 Goals conceded while already a goal down – the most in the Football League



Plymouth Argyle



Argyle seem particularly exposed on the flanks, with unusually few goals conceded having been created in central positions. The tight central pattern of goals conceded, many from close range, suggest that they're not picking up the targets of their opponents' crosses. No side in League 2 drops a higher proportion of points from winning positions, which is surely a frustration.



9

Average shots taken per goal scored - 3rd highest in League 2

24%

Proportion of open play goals conceded from the centre - 2nd lowest in the Football League

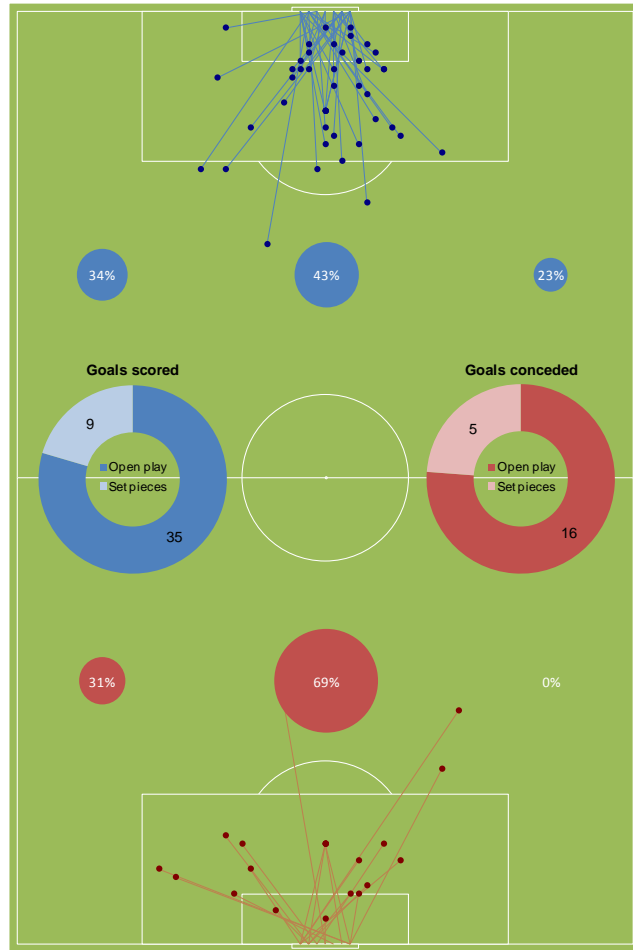
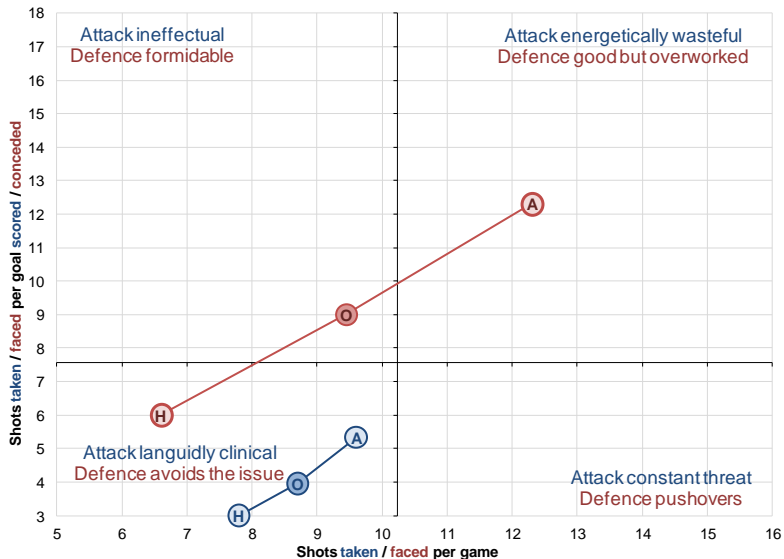
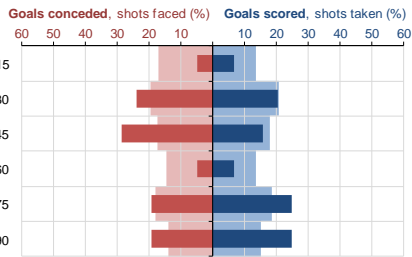
26%

Proportion of goals scored from penalties - the joint highest in the Football League

Port Vale



Isn't it odd how few goals there are at the start of each half? Not sure why this is, but it will be interesting to see if this persists over the season. It's been a story of unexpected success for Vale so far, with goals flowing via one of the sharpest attacks in the Football League. At home they're experts at shutting down the opposition and creating few, gilt-edged opportunities, while away the strategy appears to be more counter-attacking.



4

Shots required to score each goal – the most efficient in the Football League

21%

Time spent leading by 2 or more goals – the highest in the Football League

3

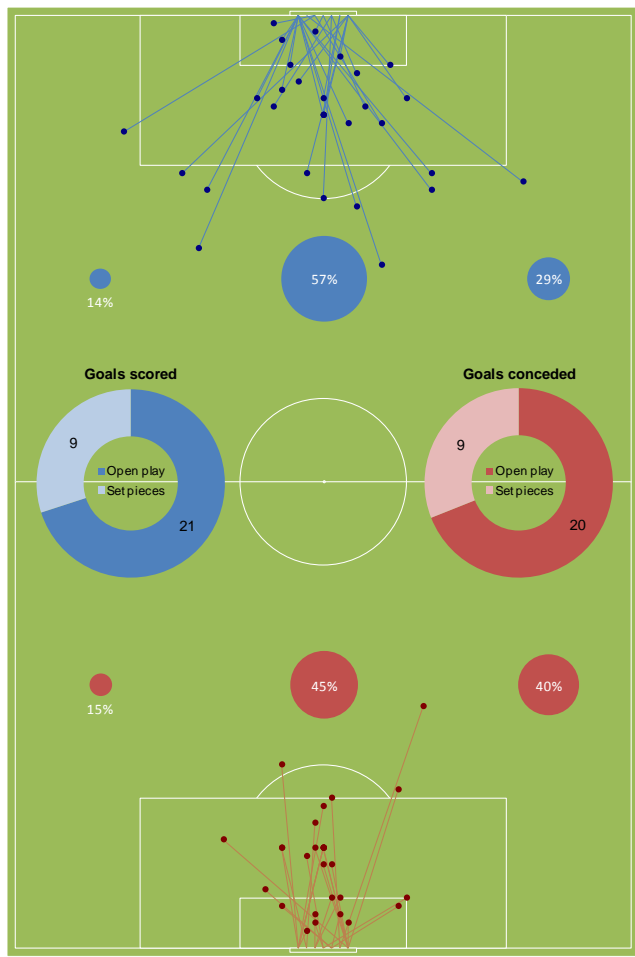
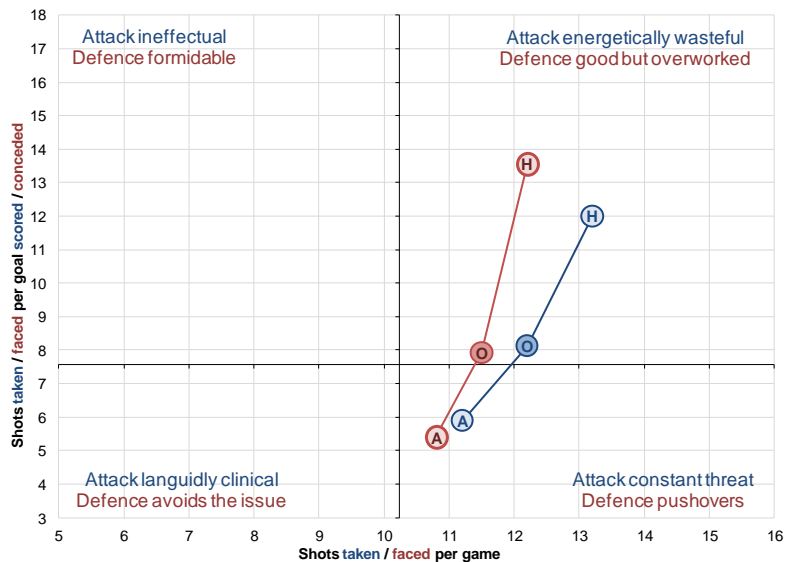
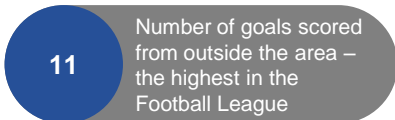
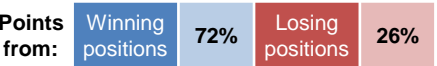
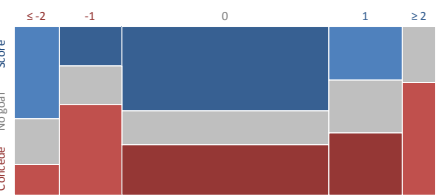
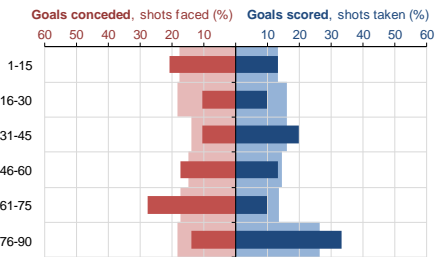
Shots required to score each home goal – the most efficient in the Football League

Points from: Winning positions 90%, Losing positions 38%

Rochdale



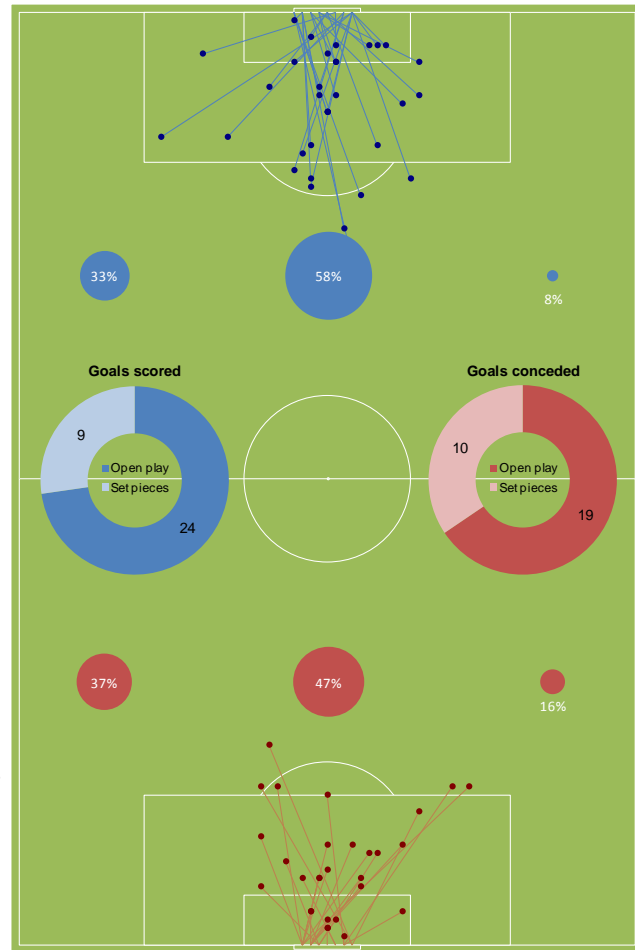
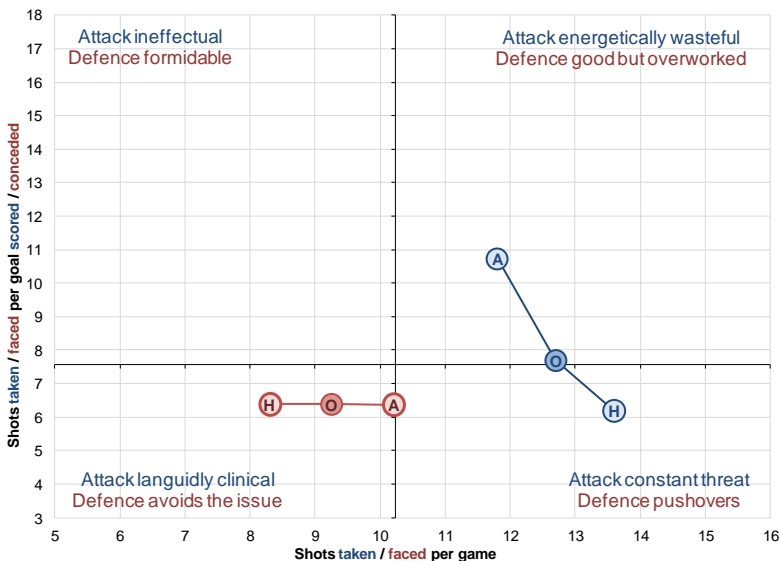
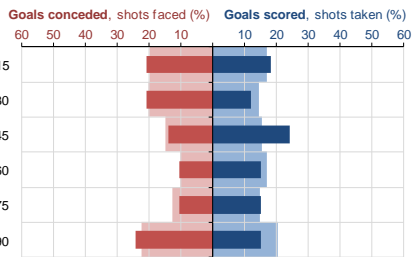
Long range and late goals are the signatures of Rochdale's style this season, as are frantic home performances contrasting with a more measured style on the road. The defensive and attacking performances seem to track each other, which is unusual. I'm not sure how they set themselves up away from home, but it seems to create better quality chances while simultaneously leaving them exposed at the back.



Rotherham United



The shot and goal timing patterns are very closely matched here, suggesting a relatively consistent tempo from match to match. Rotherham consistently create more chances than their opponents whether home or away, with a good balance of attacking options in evidence.



Points from: Winning positions 79% Losing positions 39%

55%

Face a higher proportion of shots in the first half than any other League 2 side

12.7

Average shots taken per game – the highest in League 2

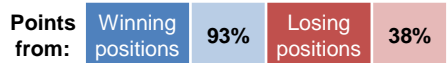
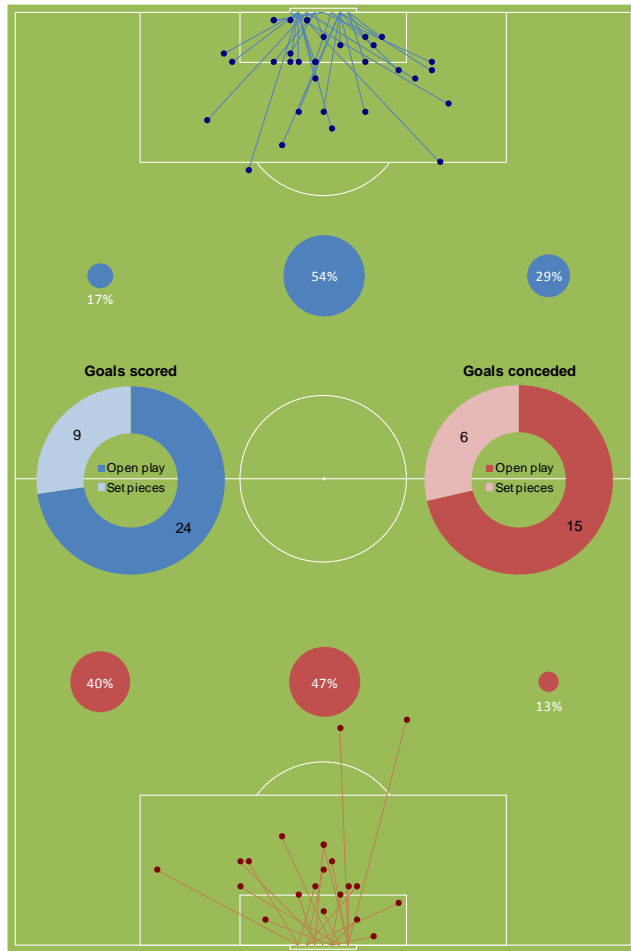
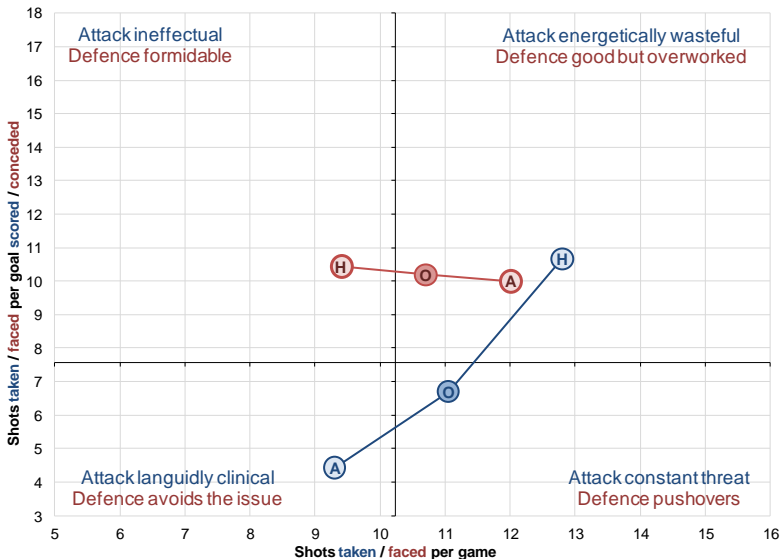
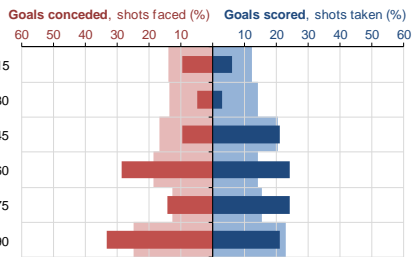
11.8

Average shots taken per away game – joint highest in League 2

Southend United



Another team where you don't have to worry too much about being late for the match, with more goals arriving as time goes by. The attack looks to be set up very differently home and away, with an expansive yet inefficient home style making way for a more patient approach.



5 Number of minutes spent losing by 2 or more goals – the lowest in the Football League

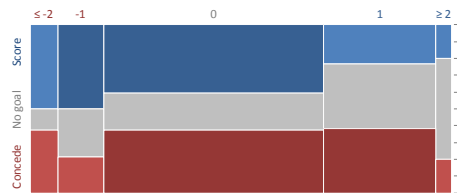
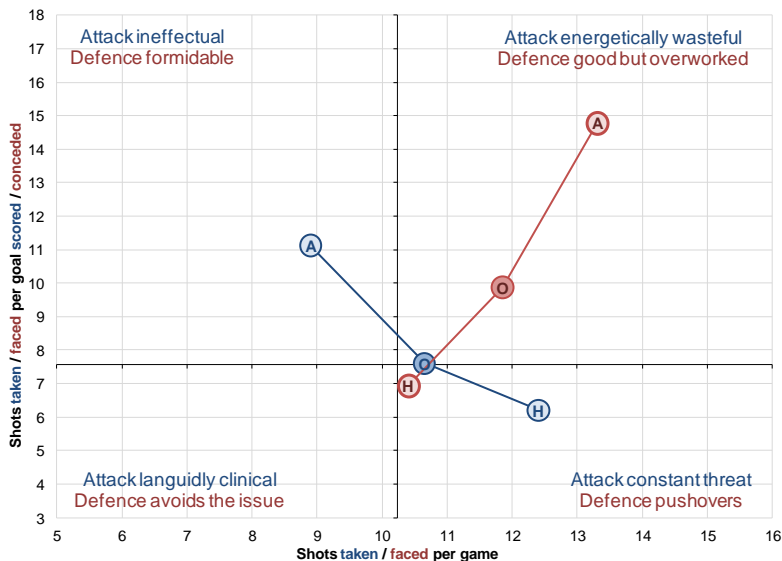
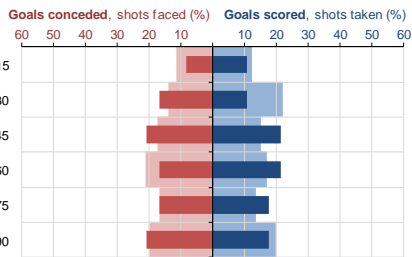
3% Proportion of goals scored from outside the area – the lowest in League 2

4.4 Average shots taken per away goal scored – 3rd lowest in the Football League

Torquay United



Away from home feels like something of a survival exercise, with the defence soaking up a lot of punishment compared to the relatively dominant home displays. Goals shipped through the centre are a worry, although the left flank seems well-protected.



Points from: **Winning positions 82%** **Losing positions 37%**

42%

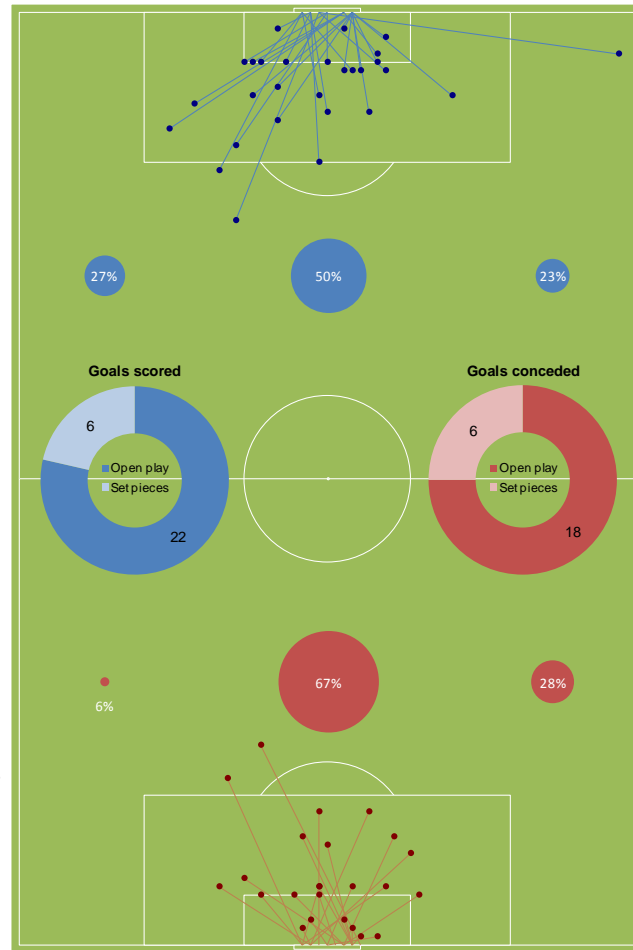
Face the joint lowest proportion of shots in the first half of any Football League side

13.3

Average number of shots faced per away match – 2nd highest in League 2

14.8

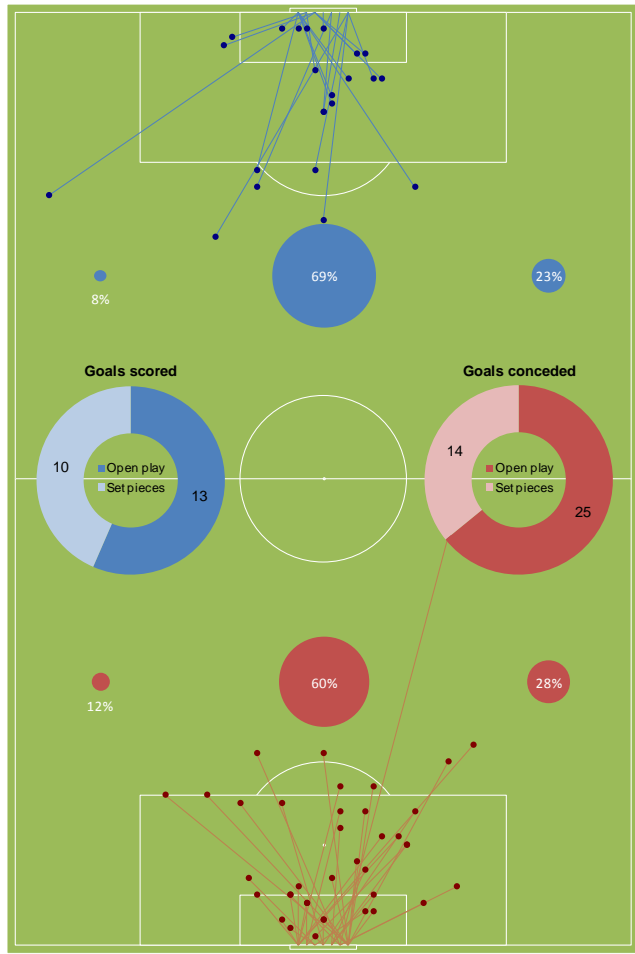
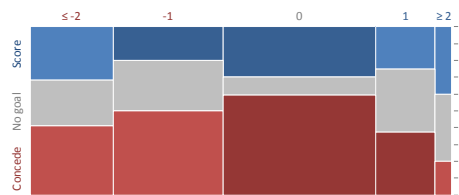
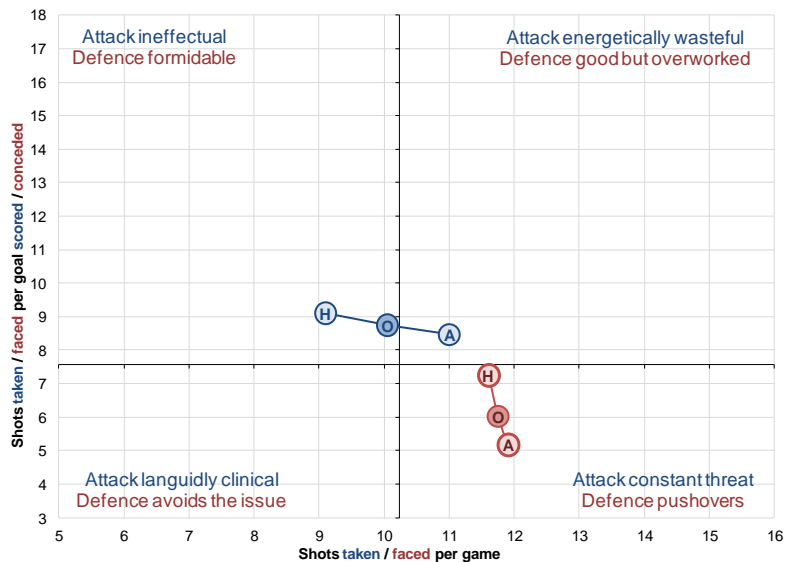
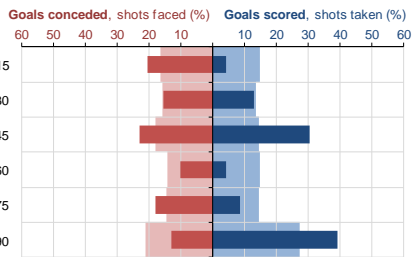
Average number of shots faced per away goal conceded – 2nd highest in League 2



AFC Wimbledon



One of the more recognisable pages due to their knack of scoring late in each half, unfortunately this is seldom the opening goal as game-chasing is almost the default state at present. Some improvements have been made under the new manager, but the defence still needs some work and the attack isn't using the full width of the pitch profitably at the moment.



15 Have conceded the highest number of opening goals in the Football League

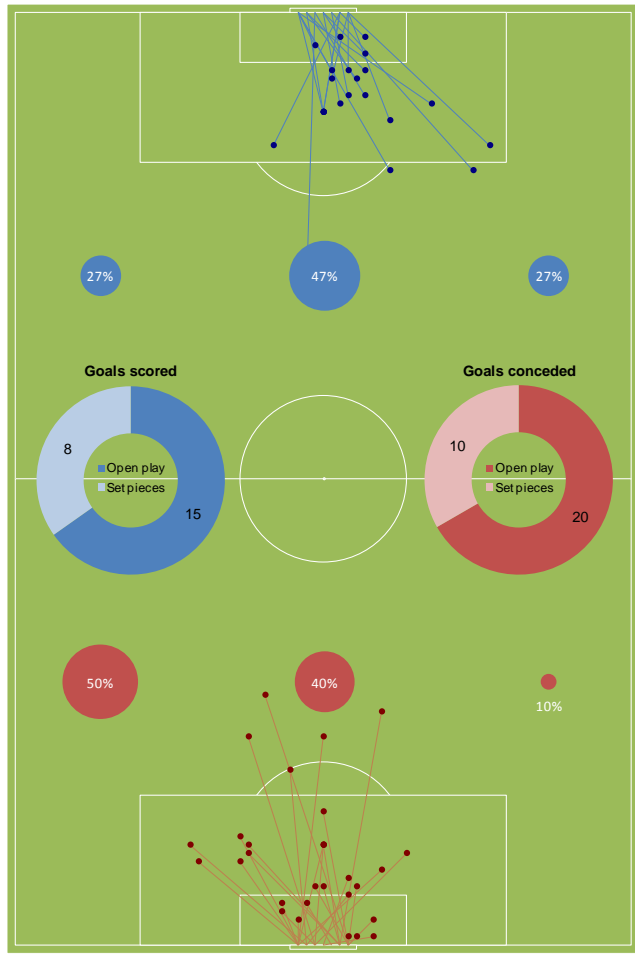
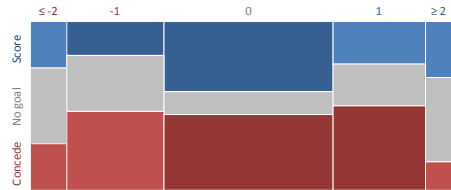
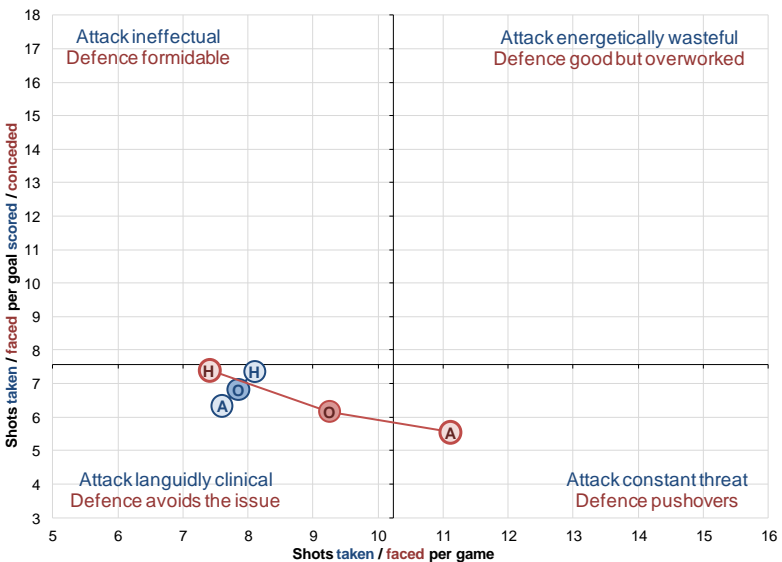
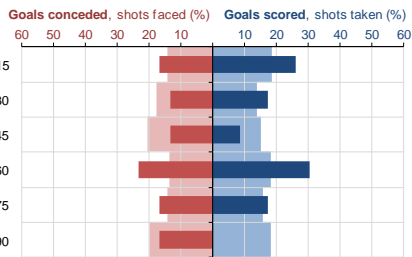
70% Proportion of goals scored in the last 15 mins of halves – highest in the Football League

46% Time spent in losing positions, the 2nd highest in the Football League

Wycombe Wanderers



It's been a disappointing season to date, with the number of chances being created a possible driver for the current malaise. The surprising inability to score late on and the lack of goals from close range suggest a need for more craft and tenacity up front.



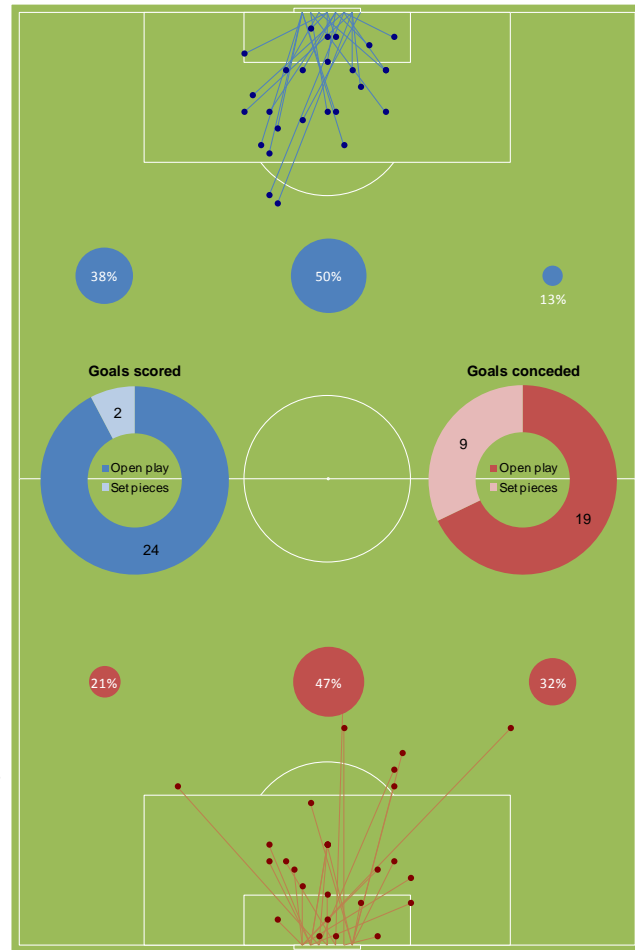
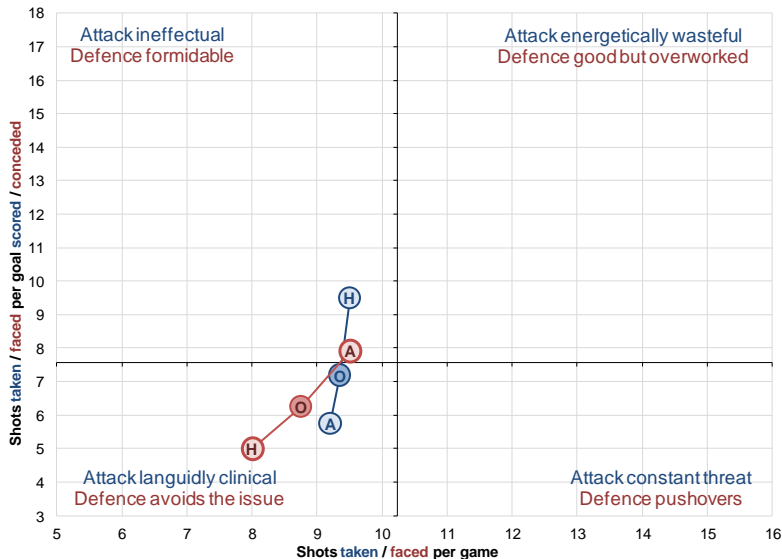
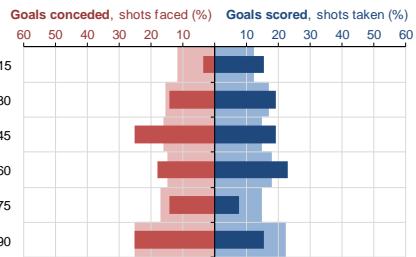
0 The only Football League side not to have scored in the final 15 minutes of matches

7.6 Average number of shots per away match – 3rd lowest in League 2

17% Proportion of goals scored inside the 6 yard box – the 2nd lowest in League 2



It's been a respectable return to the Football League for York so far. A bit more menace from set pieces wouldn't go amiss, and given how aerially dominant their defence is you'd expect a few more from this route.



0

The only Football League side yet to score from a corner

1

Joint fewest number of headed goals conceded in the Football League

8.8

Average shots faced per game – 3rd lowest in League 2

Acknowledgements

Data compiled and analysed by Ben Mayhew

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Player illustrations by Sam Mayhew

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