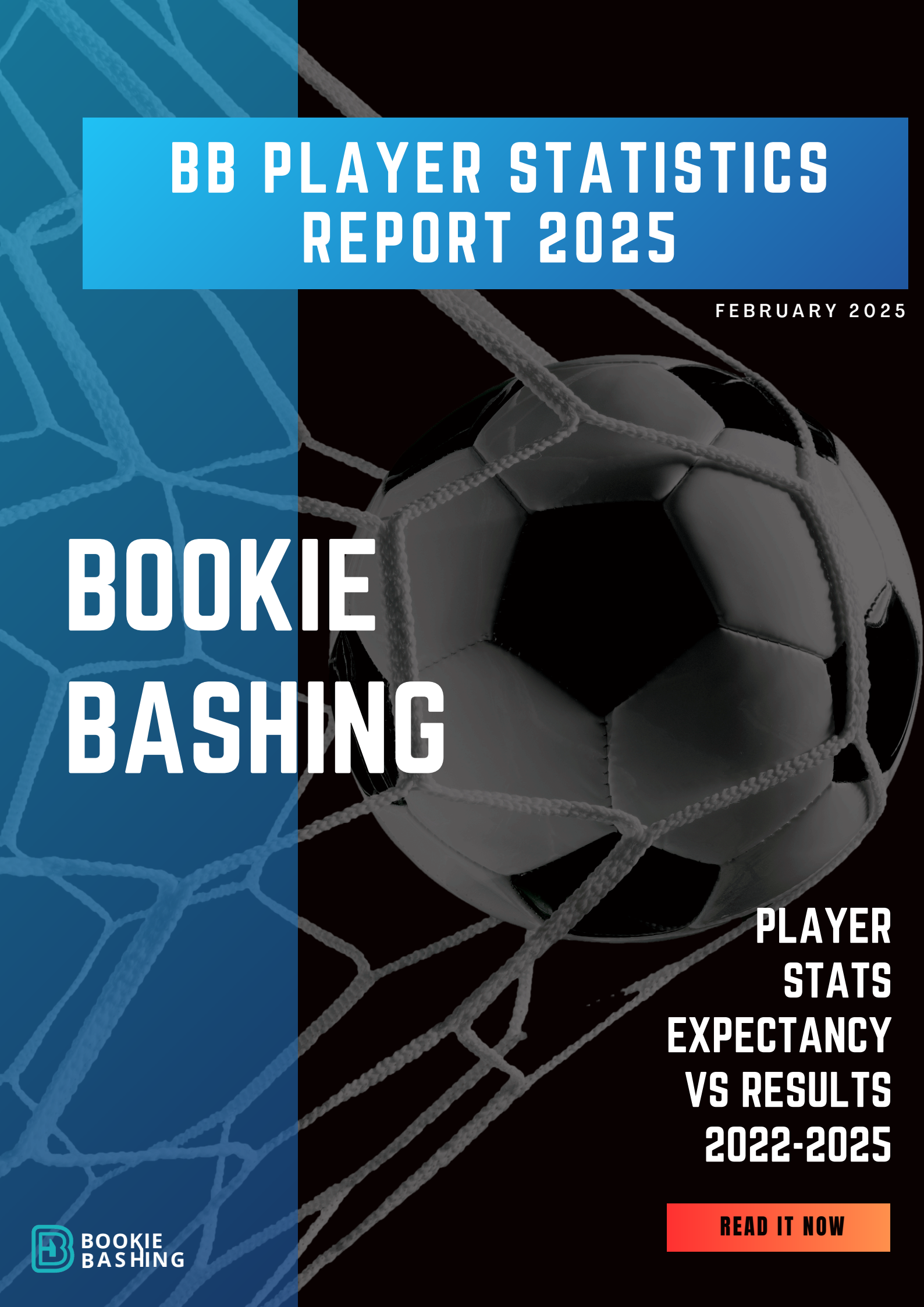
BB PLAYER STATISTICS REPORT 2025

FEBRUARY 2025



BOOKIE BASHING

PLAYER STATS EXPECTANCY VS RESULTS 2022-2025

READ IT NOW

BOOKIE BASHING

IN THIS ISSUE

IN THIS REPORT YOU FIND OUT ABOUT:

- 1 FOREWORD
- 2 WHY PLAYER STATS ARE OF INTEREST IN VALUE BETTING
- 3 EXAMPLE BET
- 4 ACCURACY RANGES
- 5 TOOL AT BOOKIEBASHING
- 6 OPTA DEFINITIONS
- 7 OVERVIEW OF STATS
- 8 SHOTS ON TARGET (PLAYER)
- 9 SHOTS (PLAYER)
- 10 FOULS (PLAYER)
- 11 TACKLES (PLAYER)
- 12 SHOTS ON TARGET (TEAM)
- 13 PLAYER CARDS
- 14 PASSES (PLAYERS)
- 15 SAVES

BOOKIE BASHING

1 - FOREWORD

Bookiebashing is a premium service that offers trackers and tools for advantage players and value bettors.
One of our tools falls under the umbrella of the “Player Statistics” tool. This tool is used to calculate the fair odds of a large number of players across a wide range of competitions for statistics such as:

- Shots on Target
- Shots
- Cards
- Passes
- Tackles
- Fouls
- Saves

This report documents a review of 123,353 closing line player statistics at Bookiebashing and how they have performed against results. The data is up to date to February 2025 and is from all* players in the following competitions:

- English Premier League
- English Championship
- Spanish La Liga
- Italian Serie A
- French Ligue 1
- German Bundesliga

*in an analytical report as this, time constraints prevent us from documenting 100% of results. Instead we aim to document the results of 99.5%+ lines. The remaining 0.5% are difficult to match due to synonym issues and conflicting information in results sources.

2 - WHY PLAYER STATS ARE OF INTEREST IN VALUE BETTING

There is a wide range of opinions available for player statistics in betting markets. This can lead to a range of prices that is not available in more efficient lines, such as over 2.5 goals or Match Odds.

By targeting a market with a wide range of odds we are able to generate substantial amounts of Expected Value relative to markets with a narrower range of odds.

In order to develop an edge, we have deemed it necessary to calculate (in-house) the fair odds of players to achieve certain thresholds.

To do this we generate lines through an “empirical-heuristic optimisation” approach. To break this phrase down:

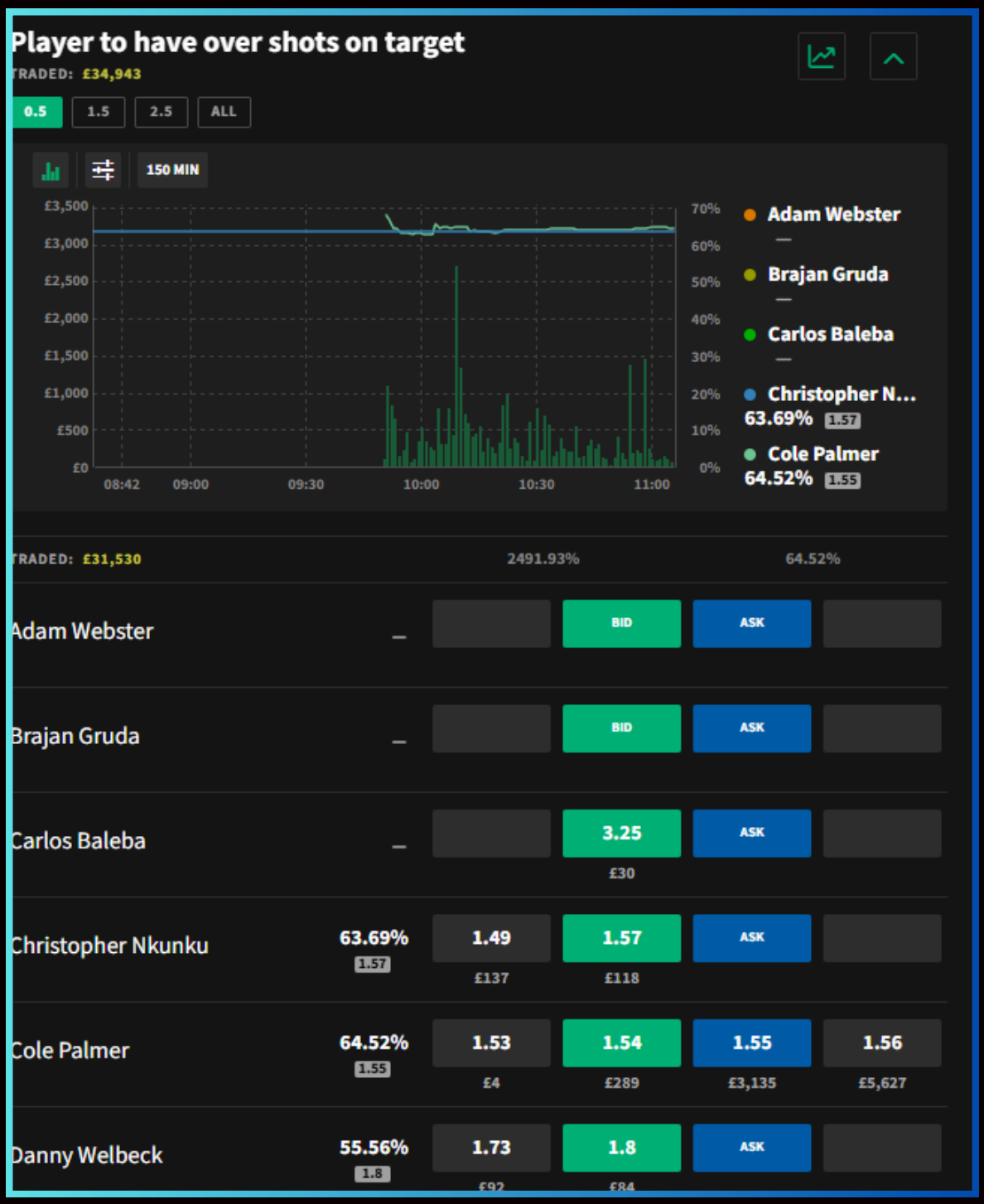
- Empirical: We look at the lines in a wide range of markets and make an assessment of the expectancies assumed by the traders

- Heuristic: We look back at the accuracy of our historical database at adjust the assumptions we make to ensure that live expectancies are as accurate as possible.

- Optimisations: our mathematical objectives are (1) to make the overall Expectancy data set as close to 100% accurate as possible, and (2) to prioritise the accuracy of percentiles within each set of expectancies

3-EXAMPLE BET

Player statistics are readily available for wagering at online bookmakers, betting establishments, and on exchanges. On exchanges, there are “standard markets” and “enhanced specials,” both of which provide avenues for value betting.



Offers
bet365
Join
Log In
All Sports
In-Play
Casino
Player Fouls Committed
BB
0.5
1.5
2.5
3.5
8 Brajan Gruda 1/3 6/4 9/2
20 Carlos Baleba 1/6 4/5 12/5 7/1
18 Danny Welbeck 10/11 5/1
9 Joao Pedro 8/15 5/2 9/1
25 Diego Gomez 1/2 12/5 8/1
14 Georginio Rutter 1/7 4/6 2/1 11/2
41 Jack Hinshelwood 4/9 2/1 7/1
29 Jan Paul van Hecke 1/2 12/5 8/1
34 Joel Veltman 4/9 2/1 7/1
22 Kaoru Mitoma 3/10 11/8 9/2
5 Lewis Dunk 11/8 8/1
33 Matt O'Riley 1/1 5/1

4-Accuracy Ranges

When documenting the accuracy of any tool, it is crucial to provide context regarding the impact of varying levels of accuracy.

This report will focus on “ranges,” which analyze the performance of percentiles within each layer statistic. These ranges are defined as the most optimistic percentile to the most pessimistic percentile. It is important to note that the majority of the percentiles within each dataset will perform significantly better than at the extremes, so we are examining the worst-case scenarios within these ranges.

For illustrative purposes, consider the impact of a range of accuracy for the worst-performing percentile within the “shots on target” tool.

The fair odds of over 0.5 shots on target for a player anticipated to have 0.89 shots on target are 1.697. If betting, a range of accuracy to 105% would result in fair odds between 1.656 and 1.697. A bettor could mitigate this inaccuracy by employing a minimum threshold of 102.4% EV to account for this level of precision.

xSOT 0.89 (Over 0)			
Accuracy	Fair Odds	Min EV (Backing)	Min EV (Laying)
100%	1.697	100.00%	100.00%
101%	1.686	100.00%	100.00%
102%	1.676	100.61%	100.89%
103%	1.666	101.21%	101.80%
104%	1.656	101.81%	102.71%
105%	1.647	102.40%	103.62%
106%	1.637	102.99%	104.55%
107%	1.628	103.57%	105.49%
108%	1.619	104.15%	106.43%
109%	1.610	104.72%	107.38%

5 - TOOL AT BOOKIE BASHING

At bookiebashing, there are three tools/trackers that will assist advantage players in identifying value in player statistics.

The Player Stats Tool at bookiebashing houses a comprehensive database of numerous games and players across a wide range of statistics. It displays the anticipated line for each player on the tool.

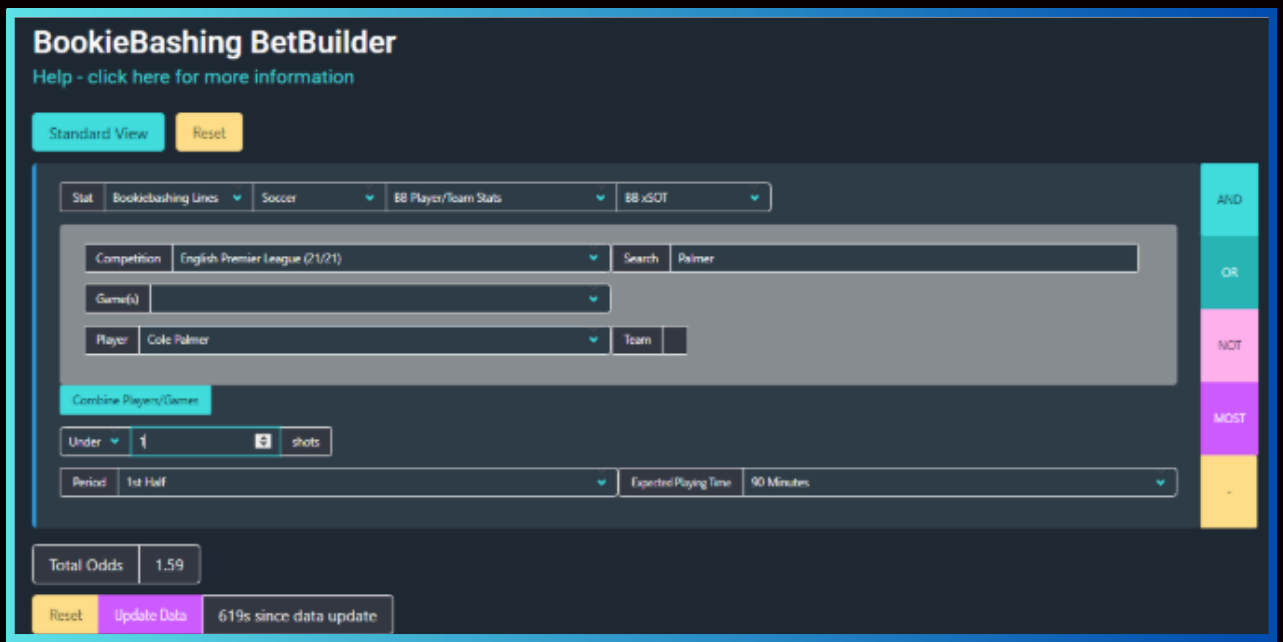
The betbuilder is a calculator that can combine multiple players (in a single game or across multiple games) to calculate the fair odds of combination bets. Examples include:

- Kane and Salah to accumulate 4+ shots on target between them.
- Kane or Salah to accumulate 1+ fouls.
- Kane and Salah to accumulate 2+ shots on target each.
- Cole Palmer to accumulate 0 shots on target in the first half.
- Liverpool to accumulate under 16.5 shots in the match.

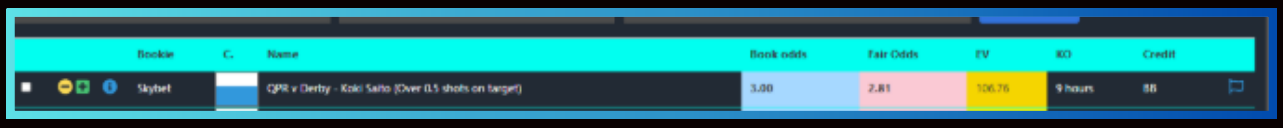
The bet tracker continuously monitors the lines of specific player statistics throughout the day, providing real-time updates on back odds, fair odds, and the evolution of value.

PLAYER STATS TOOL:

BETBUILDER



BET TRACKER:



6 - OPTA DEFINITIONS

The following definitions for player stats are sourced from Opta. Opta definitions are used for settlement rules by the vast majority of bookmakers.

Shot on target
A deliberate attempt to score that is on target. Includes all Goals being scored and Shots On Target saved by the goalkeeper. It also includes Shots On Target that are Blocked by a last line defending player, preventing the ball from entering the goal. Also see 'Shot Off Target.'

Shot
A shot is defined as any goal attempt.

Goal Assist
The final touch from a teammate, which leads to the recipient of the ball scoring a Goal. If the assist is deflected by an opposition player, it must be deemed as travelling to the goalscorer irrespective of the deflection. In the event of an Own Goal, Direct Free Kick Goal and Direct Corner Goal, a Goal Assist will not be awarded. This same rule applies to penalties unless the penalty taker chooses to pass the ball for another player to score. Also see 'Fantasy Assist.'

Tackle
A Tackle is defined when a player connects with the ball in a legal, ground level challenge and successfully takes the ball away from the opposition player. The tackled player must be in controlled possession of the ball to be tackled by an opposition player.
A Tackle Won is deemed to be when the tackler or one of their teammates regains possession because of the challenge, or that the ball goes out of play and is safe.
A Tackle Lost is when a tackle is made but the ball goes to an opposition player.
Both are categorised as Tackles, but the outcome of the Tackle (won or lost) is different based on where the ball goes after the Tackle.

Pass
The attempted delivery of the ball from one player to another player on the same team. A player can use any part of their body (permitted in the laws of the game), to execute a Pass. Event categorisation includes open play Passes, Goal Kicks, Corners and Free Kicks played as a Pass. Crosses, Keeper Throws, and Throw-ins do not count as a Pass. Opta adds a whole range of qualifiers to each Pass event, so that various things can be measured.

- Chipped Pass – A lofted ball with an intended recipient. Must be over shoulder height and using the Pass height to avoid opposition players.
- Headed Pass – A header when there is an intended recipient.
- Launch – A long high ball into space or an area for players to chase or challenge for the ball.
- Flick-On – A glancing Pass with head or foot onto a teammate when the ball is helped on in the same general direction.
- Pull Back – A Pass inside the penalty area which is pulled back.
- Lay-Off – A first time Pass away from Goal when there is pressure on the passer (typically played by a forward) with one touch when they have their back to Goal from the Goal-line to the centre of the penalty area.
- Through Ball – A Pass splitting the defence for a teammate to run on to.
- Tap Pass – A short Pass after a dead ball situation which cannot have a lost outcome.

Each Pass is logged with X and Y co-ordinates for its point of origin and destination.
This allows Opta to log the following:

- Passes broken down by area of the pitch for example, as own half/opposition half or defensive/middle/final third or left/right/centre.
- Passes broken down by distance, for example short/long, short medium/long.
- Pass direction, for example backwards/sideways/forwards.

In summation the event-based nature of the data is such that you can calculate any combination. For example, a Chipped Pass over 20 yards, in the final third, that goes sideways.

Foul conceded
A Foul Conceded is defined as any infringement penalised as foul play by a referee that results in a Free Kick or Penalty event. Offsides are not given as a Foul Conceded. Incidents where a match official has played advantage and subsequently cautioned a player, do not contribute

Foul won
A Foul Won is defined when a player wins a Free Kick or Penalty for their team after being fouled by an opposing player.

There are no fouls won for a Handball, Dive, Back Pass, Illegal Restart, Dissent, GK 6-second Violation or Obstruction where a free kick is conceded.

- Handball – A deliberate handball by an opposition player.
- Dive – A deliberate attempt for an opposition player to deceive the referee and win a Free Kick.
- Back pass – A Pass picked up by a goalkeeper when played from a teammate.
- Illegal restart – An opposition player has consecutive touches directly after a dead ball situation.
- Dissent – A player shows dissent towards a match official.
- GK 6-second violation – A goalkeeper picks up the ball and holds onto it for longer than 6 seconds.
- Obstruction – A player traps the ball between their legs to stop an opposition player from playing the ball.

Save
A goalkeeper preventing the ball from entering the goal with any part of their body when facing an intentional attempt from an opposition player.
Saves have the following attributes:

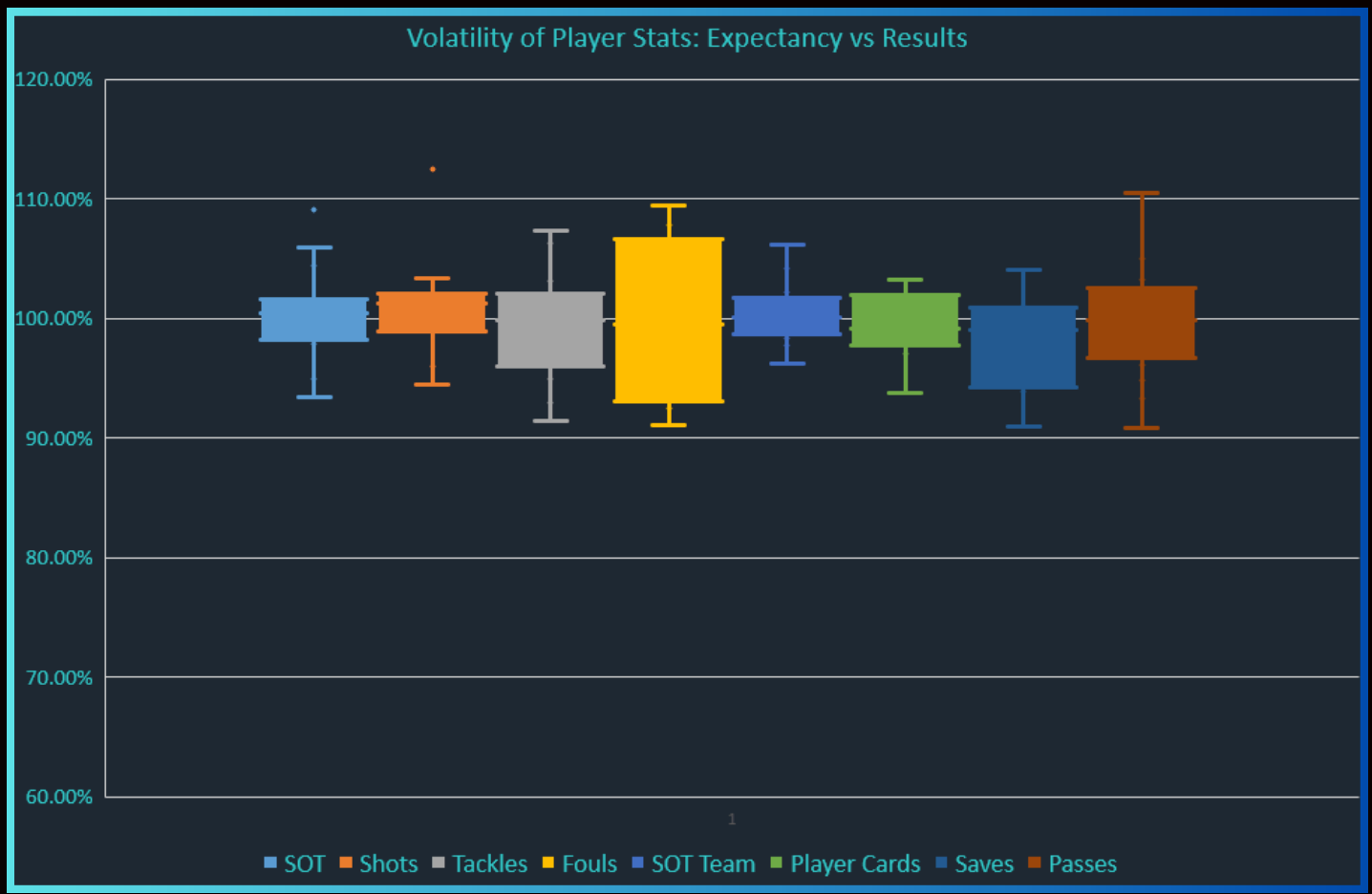
- Body Part – Hands/Feet/Body/Fist.
- Save Type – Caught/Collected/Parried Safe/Parried Danger/Fumble/Fingertip
- Goalkeeper Movement – Diving/Standing/Sliding/Reaching/Stooping

This includes unintentional or misplaced efforts on target from a goalkeeper's own teammates, but only if the intervention is not perceived to be a routine collection of the ball.
If after a goalkeeper's intervention, a more prominent defensive action from a teammate prevents the ball from entering the goal, this will be categorised as a Block for the teammate, not a Save for the goalkeeper.
If the ball goes behind the goal because of a goalkeeper intervention, the match officials must award a Corner for it to be recognised as a Save.

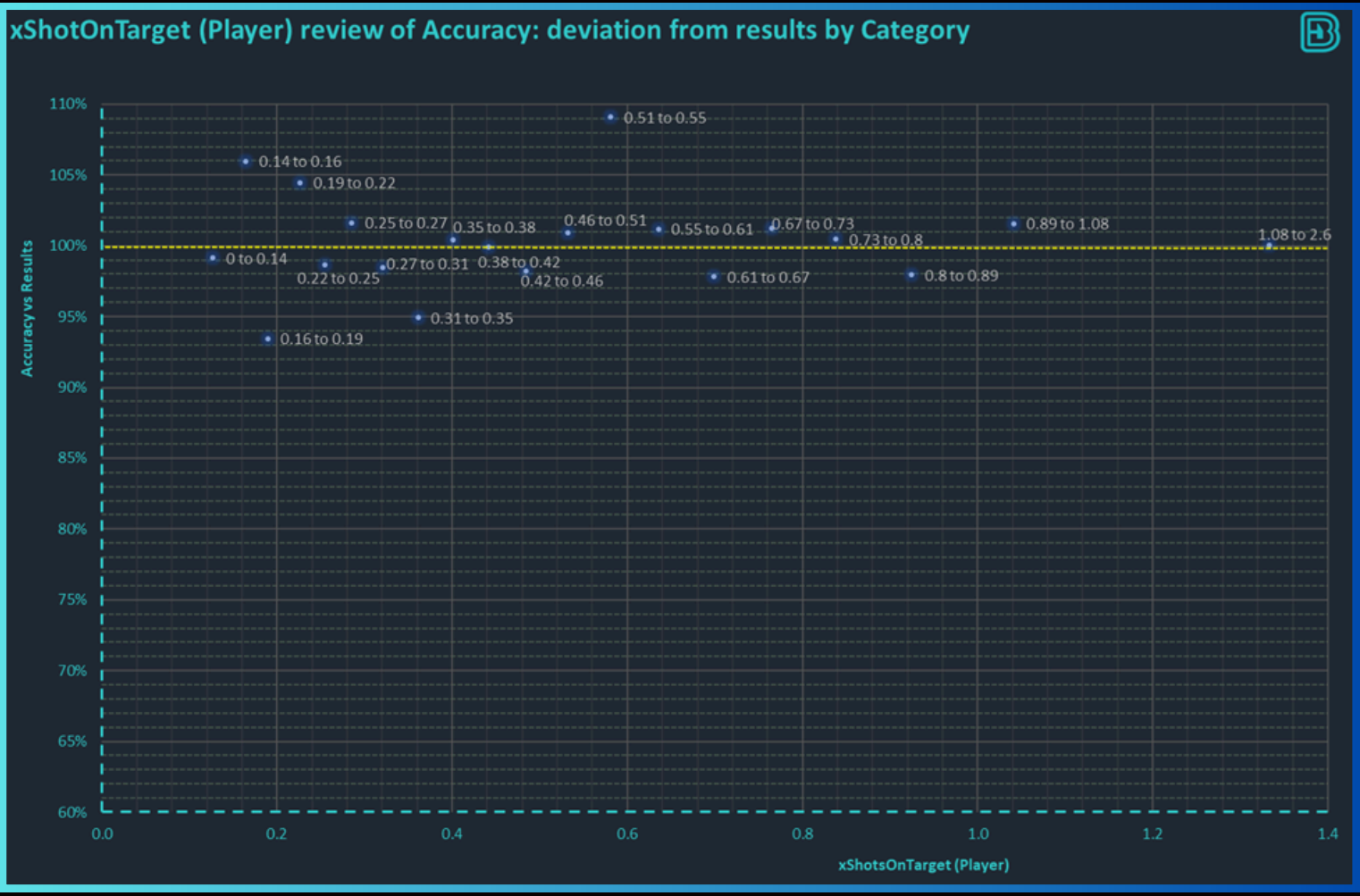
7-Overview of Stats

The accompanying graph illustrates the range of accuracy for each player statistic within each percentile.

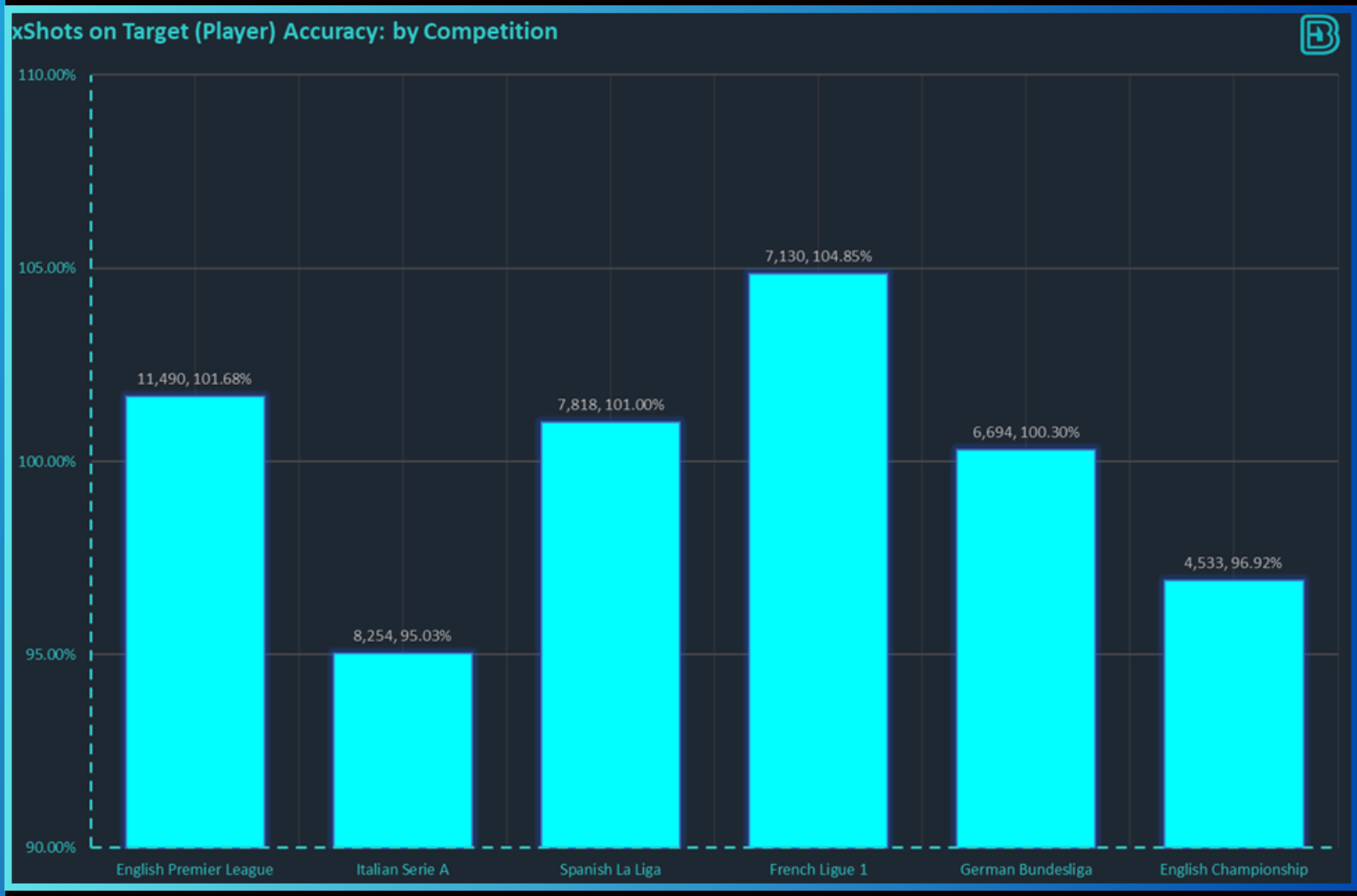
At BookieBashing, we have ascertained that a satisfactory betting model should achieve an accuracy level between 80% and 120%. A narrower range (and a closer approximation of each player statistic to 100%) enhances the confidence in the data, enabling the bettor to adopt a strategy involving thinner Expected Value (EV).

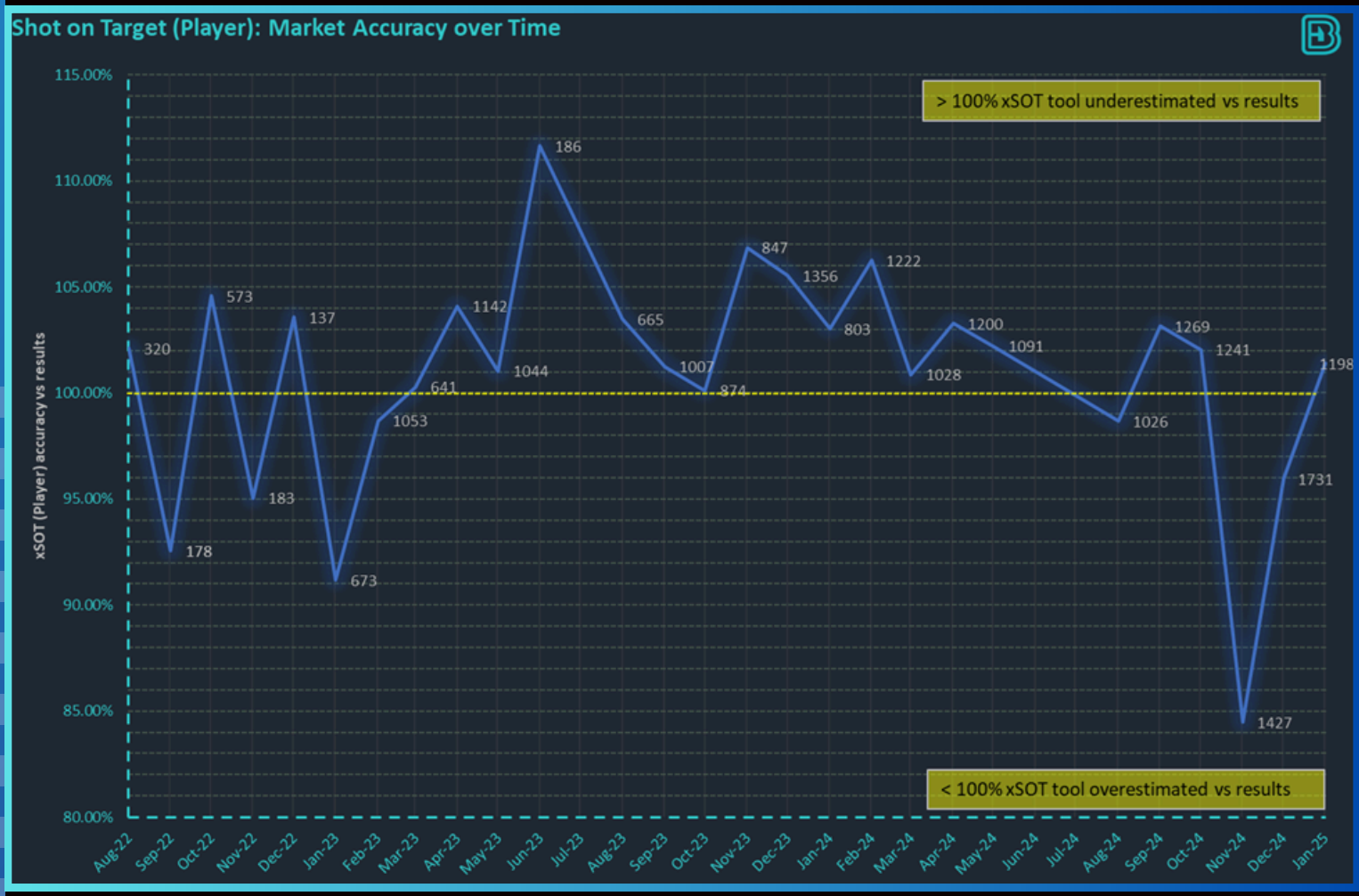


8-Shots on Target (Player)



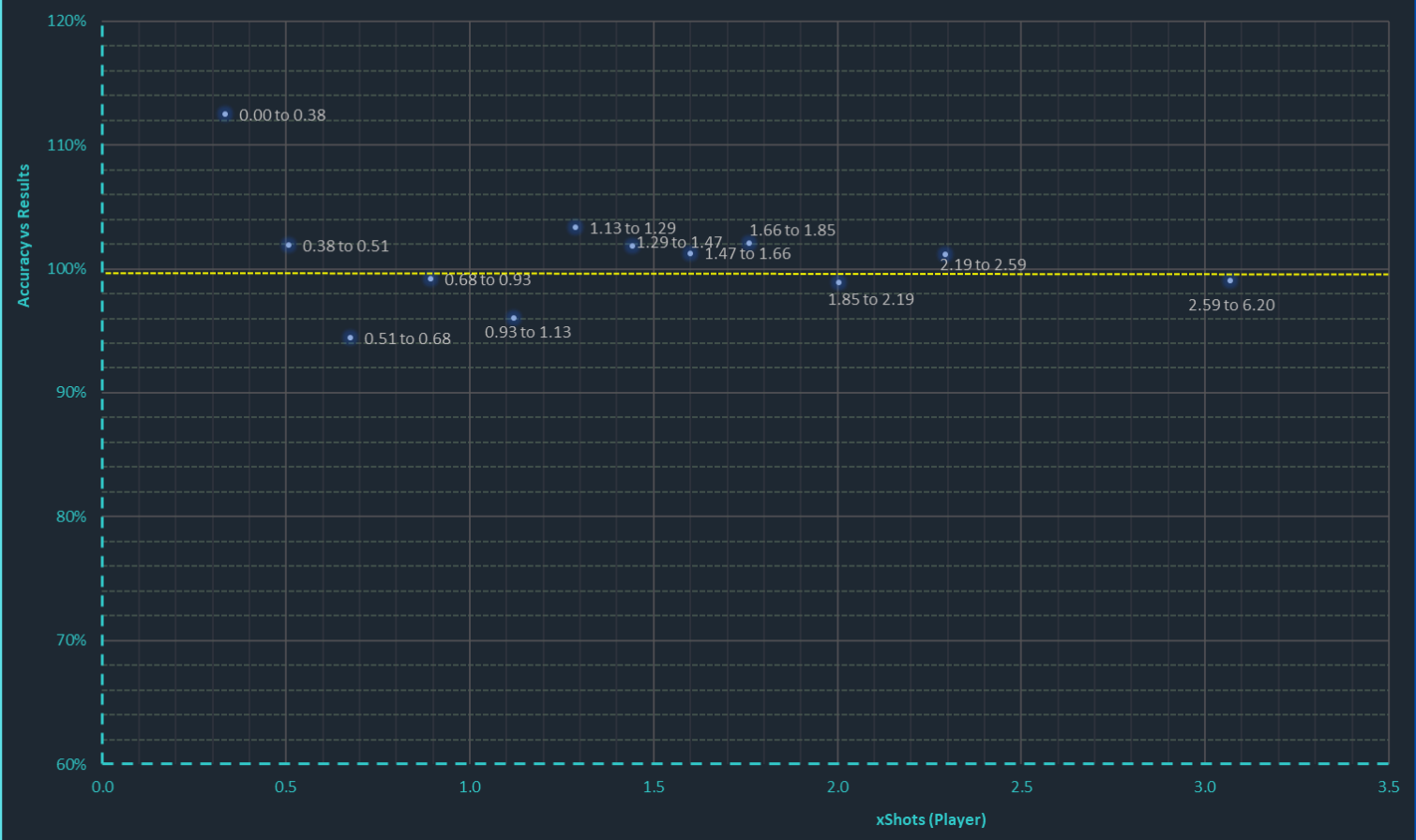
Category	Quantity	xSOT total	SOT Recorded	Delta
0 to 0.14	3,045	385.33	382	99.14%
0.14 to 0.16	2,049	335.91	356	105.98%
0.16 to 0.19	2,116	400.24	374	93.44%
0.19 to 0.22	2,211	499.68	522	104.47%
0.22 to 0.25	2,583	657.62	649	98.69%
0.25 to 0.27	2,161	616.85	627	101.65%
0.27 to 0.31	2,286	732.11	721	98.48%
0.31 to 0.35	2,509	905.83	860	94.94%
0.35 to 0.38	1,947	780.77	784	100.41%
0.38 to 0.42	2,509	1,107.82	1,107	99.93%
0.42 to 0.46	2,086	1,010.93	993	98.23%
0.46 to 0.51	2,394	1,274.86	1,287	100.95%
0.51 to 0.55	1,973	1,146.60	1,251	109.11%
0.55 to 0.61	2,596	1,649.27	1,669	101.20%
0.61 to 0.67	2,304	1,609.68	1,575	97.85%
0.67 to 0.73	2,254	1,723.99	1,745	101.22%
0.73 to 0.8	2,320	1,943.60	1,953	100.48%
0.8 to 0.89	2,101	1,941.67	1,902	97.96%
0.89 to 1.08	2,187	2,276.30	2,312	101.57%
1.08 to 2.6	2,288	3,050.01	3,051	100.03%
Total	**45,919**	**24,049.07**	**24,120**	**100.29%**


xShots on Target (Player) Accuracy: by Competition
110.00%
105.00%
100.00%
95.00%
90.00%
11,490, 101.68%
8,254, 95.03%
7,818, 101.00%
7,130, 104.85%
6,694, 100.30%
4,533, 96.92%
English Premier League
Italian Serie A
Spanish La Liga
French Ligue 1
German Bundesliga
English Championship

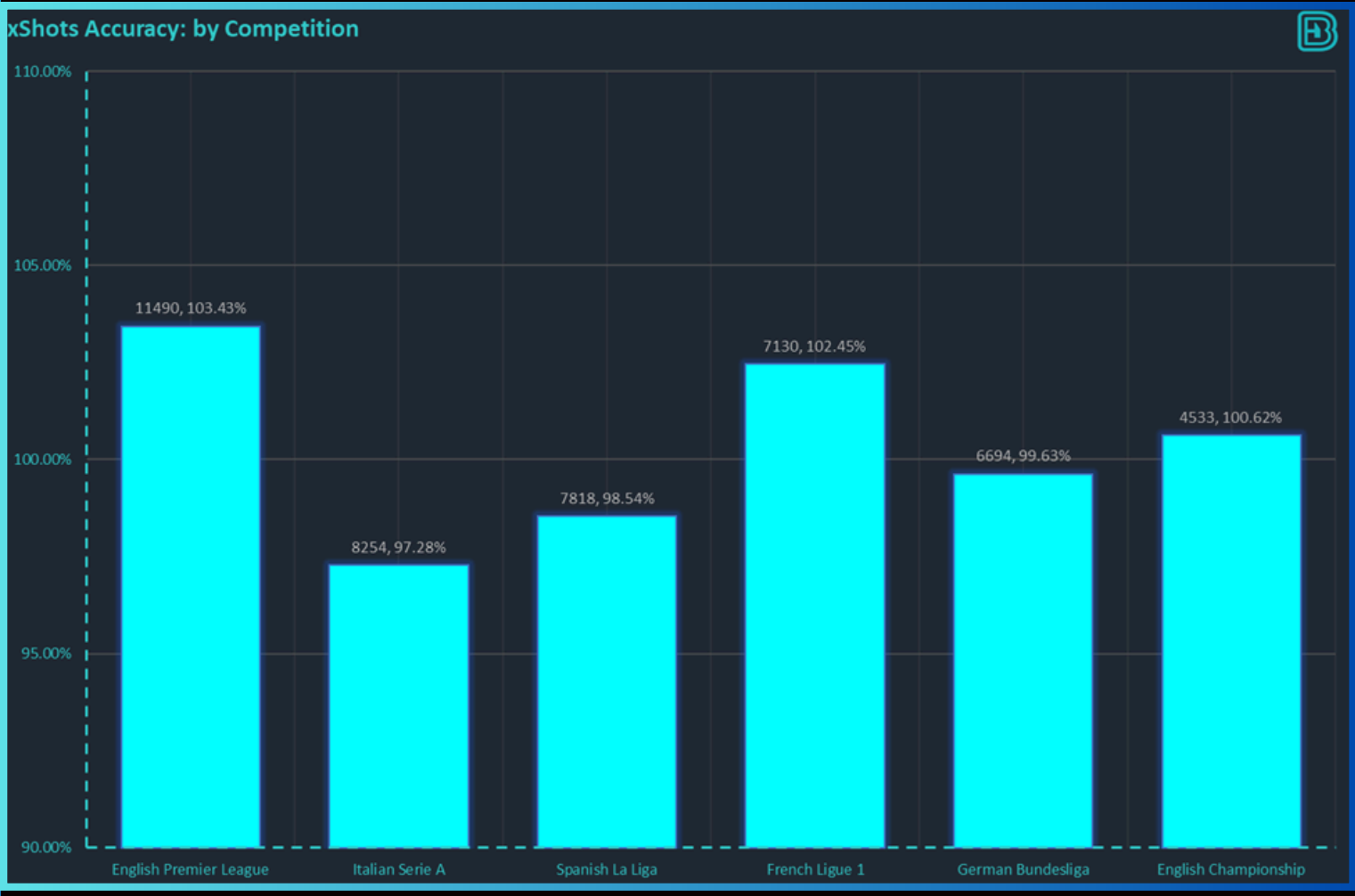

Shot on Target (Player): Market Accuracy over Time
> 100% xSOT tool underestimated vs results
< 100% xSOT tool overestimated vs results
xSOT (Player) accuracy vs results
115.00%
110.00%
105.00%
100.00%
95.00%
90.00%
85.00%
80.00%
320
178
573
183
137
673
1053
641
1142
1044
186
665
1007
874
847
1356
803
1222
1028
1200
1091
1026
1269
1241
1198
1731
1427
Aug-22
Sep-22
Oct-22
Nov-22
Dec-22
Jan-23
Feb-23
Mar-23
Apr-23
May-23
Jun-23
Jul-23
Aug-23
Sep-23
Oct-23
Nov-23
Dec-23
Jan-24
Feb-24
Mar-24
Apr-24
May-24
Jun-24
Jul-24
Aug-24
Sep-24
Oct-24
Nov-24
Dec-24
Jan-25

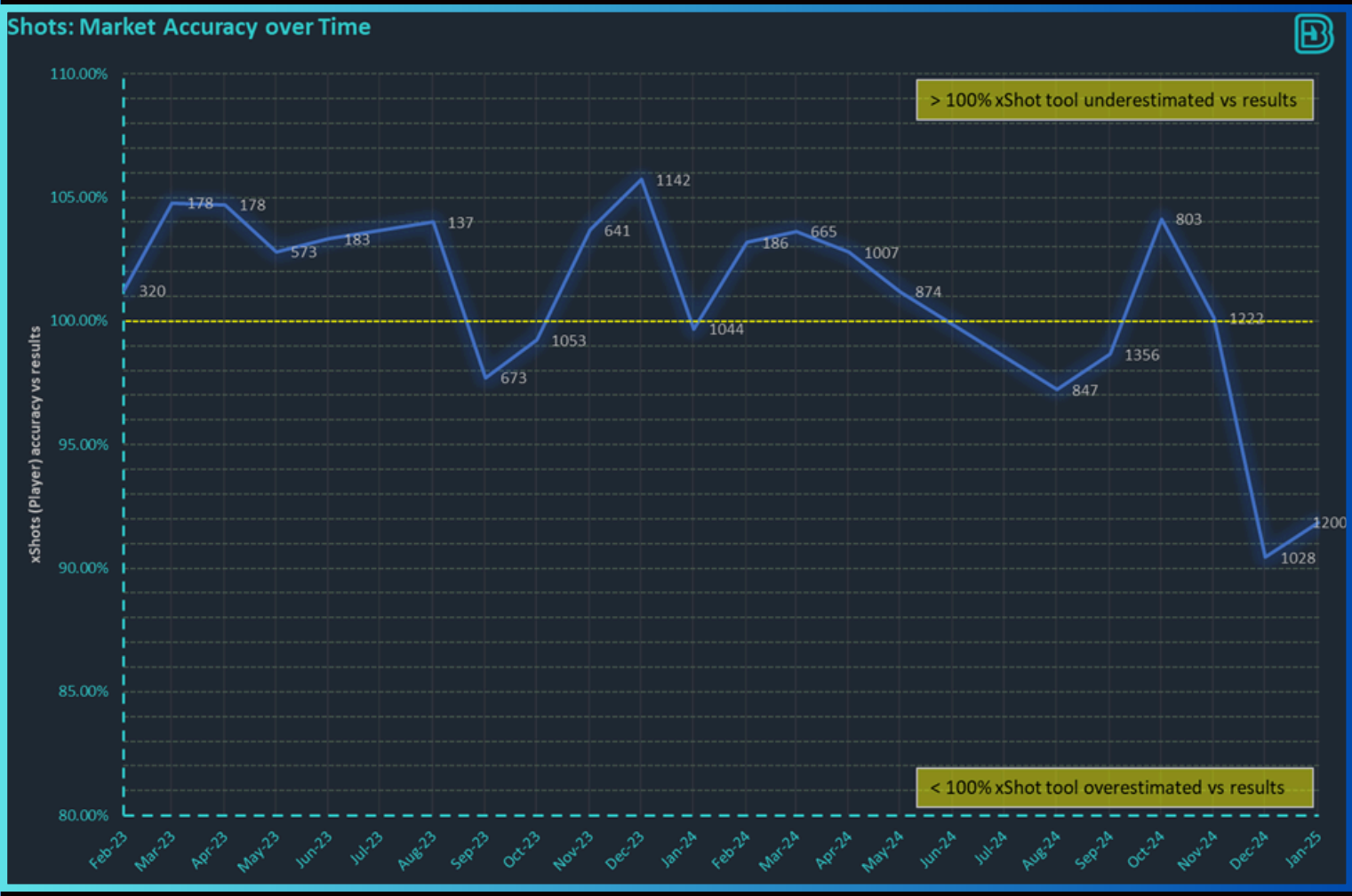
9-Shots (Player)

xShots (Player) review of Accuracy: deviation from results by Category

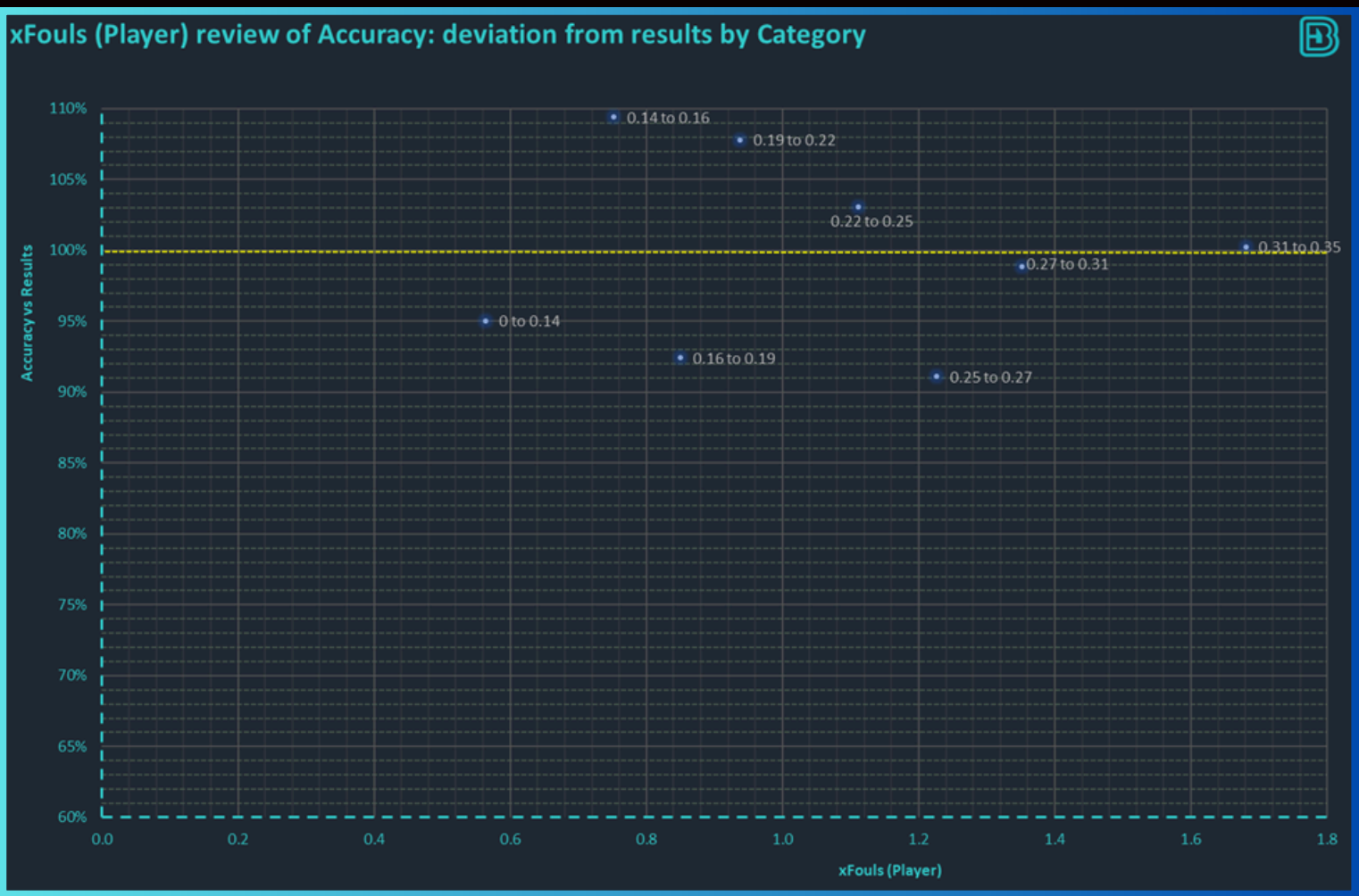


Category	Quantity	xShots total	Shots Recorded	Delta
0.00 to 0.38	3,660	1,221.42	1,374	112.49%
0.38 to 0.51	3,097	1,571.67	1,602	101.93%
0.51 to 0.68	3,014	2,035.89	1,923	94.45%
0.68 to 0.93	3,025	2,703.25	2,682	99.21%
0.93 to 1.13	3,366	3,766.82	3,617	96.02%
1.13 to 1.29	3,195	4,112.53	4,250	103.34%
1.29 to 1.47	3,173	4,572.86	4,659	101.88%
1.47 to 1.66	3,092	4,946.76	5,010	101.28%
1.66 to 1.85	3,026	5,325.64	5,437	102.09%
1.85 to 2.19	3,146	6,302.19	6,232	98.89%
2.19 to 2.59	3,141	7,205.67	7,291	101.18%
2.59 to 6.20	3,151	9,669.21	9,575	99.03%
Total	**38,086**	**53,433.90**	**53,652**	**100.41%**

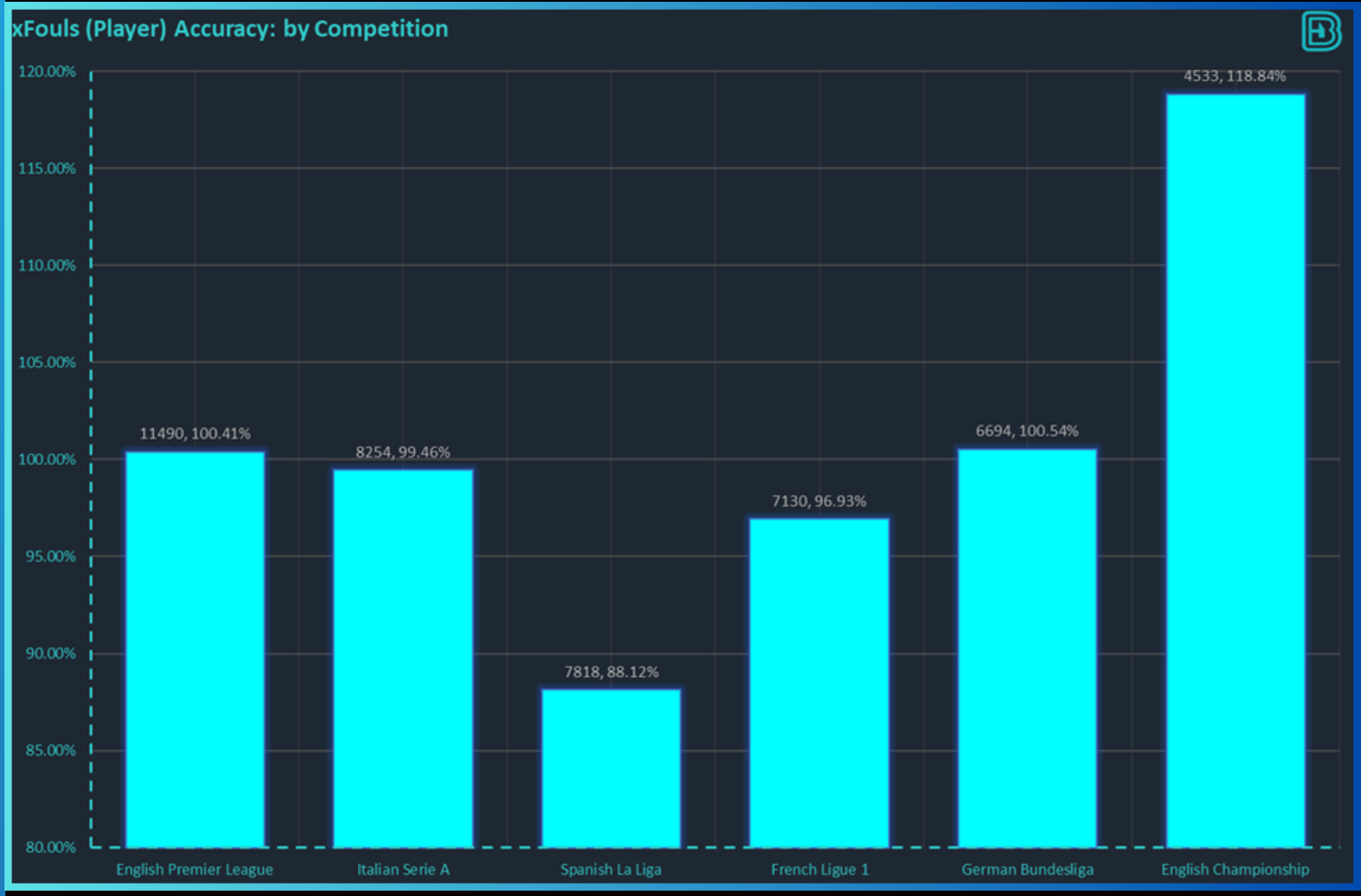

xShots Accuracy: by Competition
110.00%
105.00%
100.00%
95.00%
90.00%
11490, 103.43%
8254, 97.28%
7818, 98.54%
7130, 102.45%
6694, 99.63%
4533, 100.62%
English Premier League
Italian Serie A
Spanish La Liga
French Ligue 1
German Bundesliga
English Championship

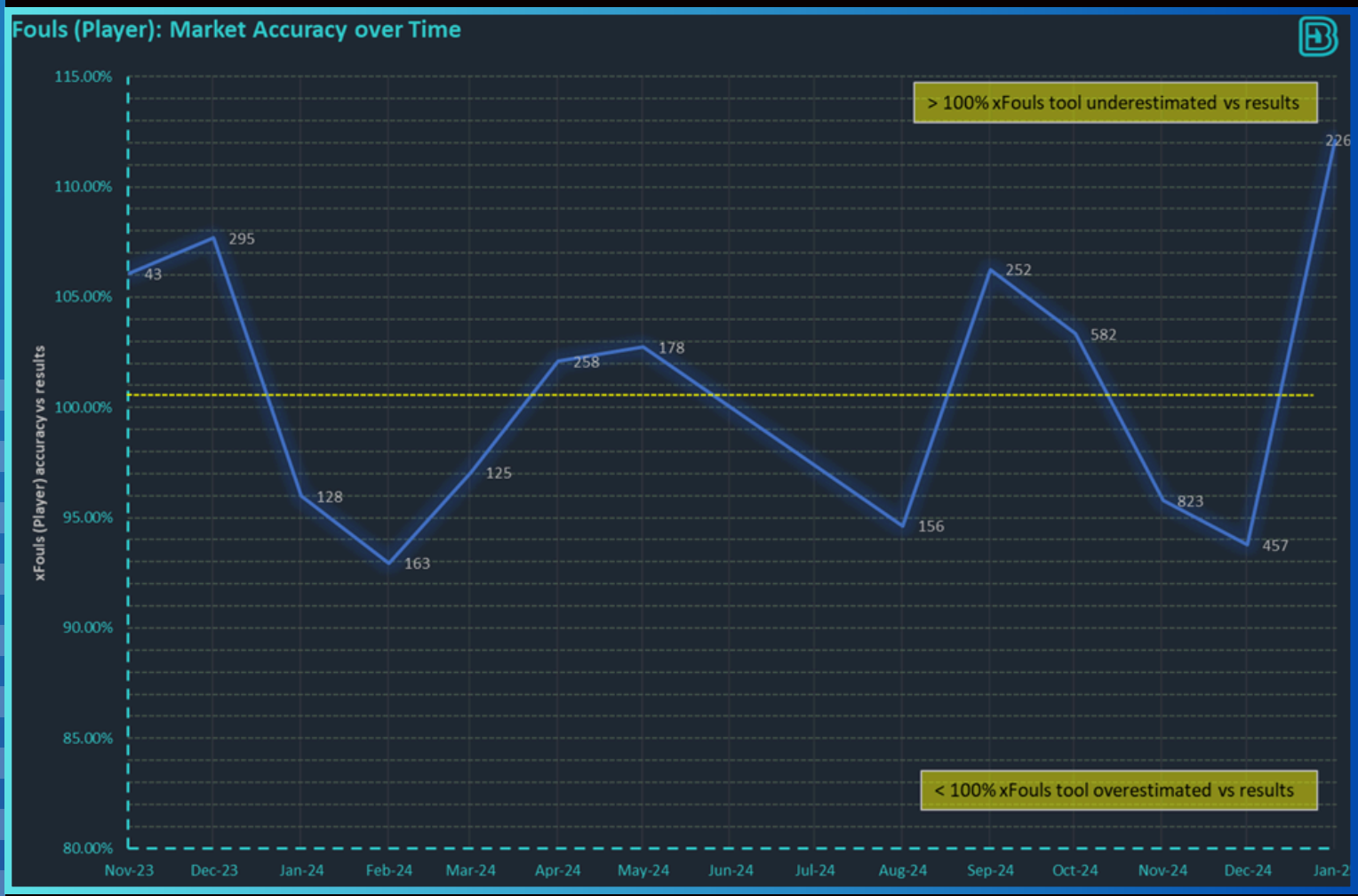

Shots: Market Accuracy over Time
> 100% xShot tool underestimated vs results
< 100% xShot tool overestimated vs results
xShots (Player) accuracy vs results
110.00%
105.00%
100.00%
95.00%
90.00%
85.00%
80.00%
320
178
178
573
183
137
673
1053
641
1142
1044
186
665
1007
874
847
1356
803
1222
1028
1200
Feb-23
Mar-23
Apr-23
May-23
Jun-23
Jul-23
Aug-23
Sep-23
Oct-23
Nov-23
Dec-23
Jan-24
Feb-24
Mar-24
Apr-24
May-24
Jun-24
Jul-24
Aug-24
Sep-24
Oct-24
Nov-24
Dec-24
Jan-25

10-FOULS (PLAYER)

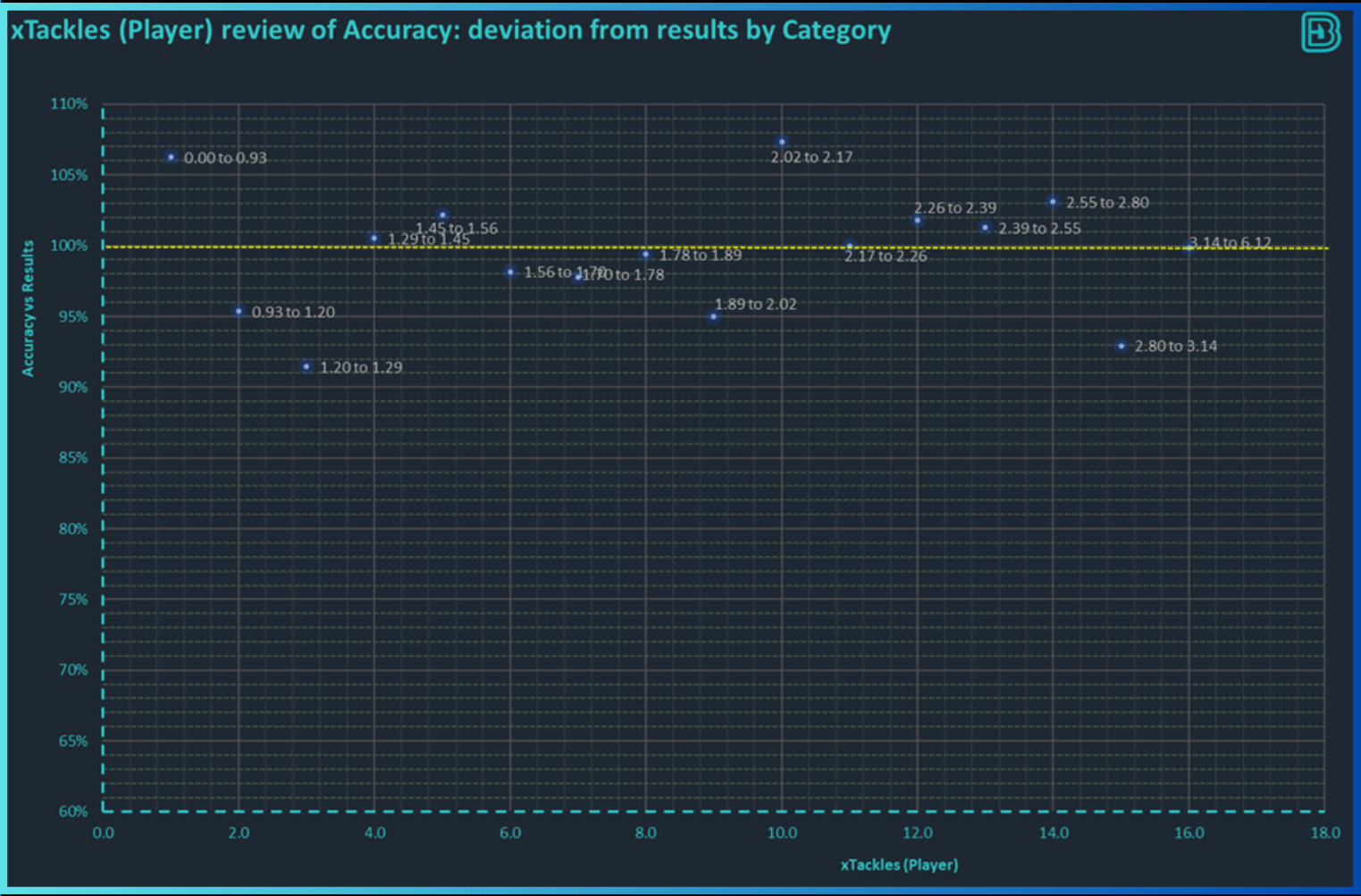


Category	Quantity	xFouls total	Fouls Recorded	Delta
0.00 to 0.66	489	275.66	262	95.04%
0.66 to 0.80	412	309.80	339	109.43%
0.80 to 0.89	419	355.97	329	92.42%
0.89 to 0.98	457	428.52	462	107.81%
0.98 to 1.20	508	564.79	582	103.05%
1.20 to 1.32	357	437.87	399	91.12%
1.32 to 1.53	449	607.08	600	98.83%
1.53 to 2.94	409	687.22	689	100.26%
Total	**3,500**	**3,666.91**	**3,662**	**99.87%**

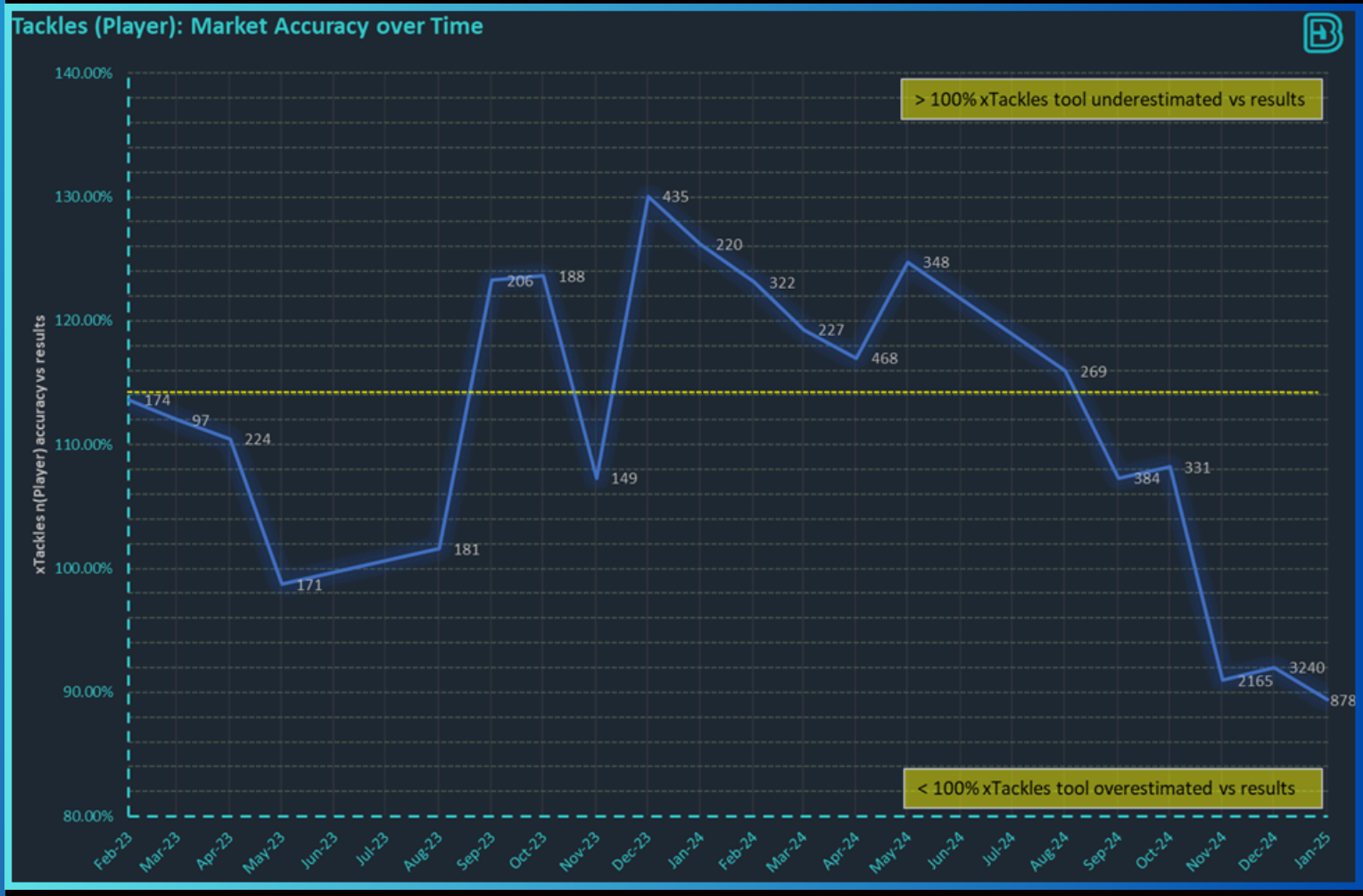

xFouls (Player) Accuracy: by Competition
120.00%
115.00%
110.00%
105.00%
100.00%
95.00%
90.00%
85.00%
80.00%
11490, 100.41%
8254, 99.46%
7818, 88.12%
7130, 96.93%
6694, 100.54%
4533, 118.84%
English Premier League
Italian Serie A
Spanish La Liga
French Ligue 1
German Bundesliga
English Championship


Fouls (Player): Market Accuracy over Time
> 100% xFouls tool underestimated vs results
< 100% xFouls tool overestimated vs results
xFouls (Player) accuracy vs results
115.00%
110.00%
105.00%
100.00%
95.00%
90.00%
85.00%
80.00%
43
295
128
163
125
258
178
156
252
582
823
457
226
Nov-23
Dec-23
Jan-24
Feb-24
Mar-24
Apr-24
May-24
Jun-24
Jul-24
Aug-24
Sep-24
Oct-24
Nov-24
Dec-24
Jan-2

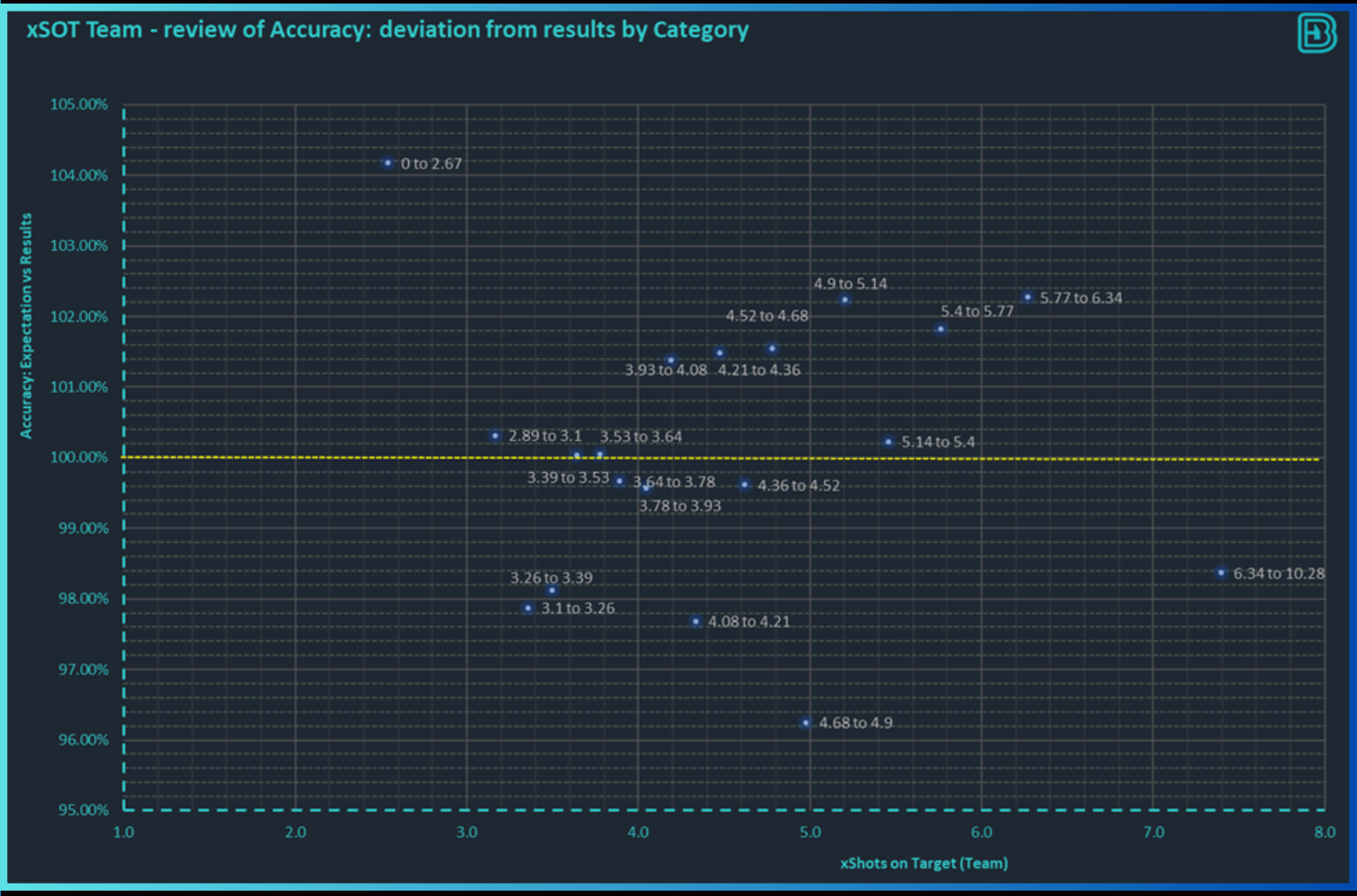
11-TACKLES (PLAYER)



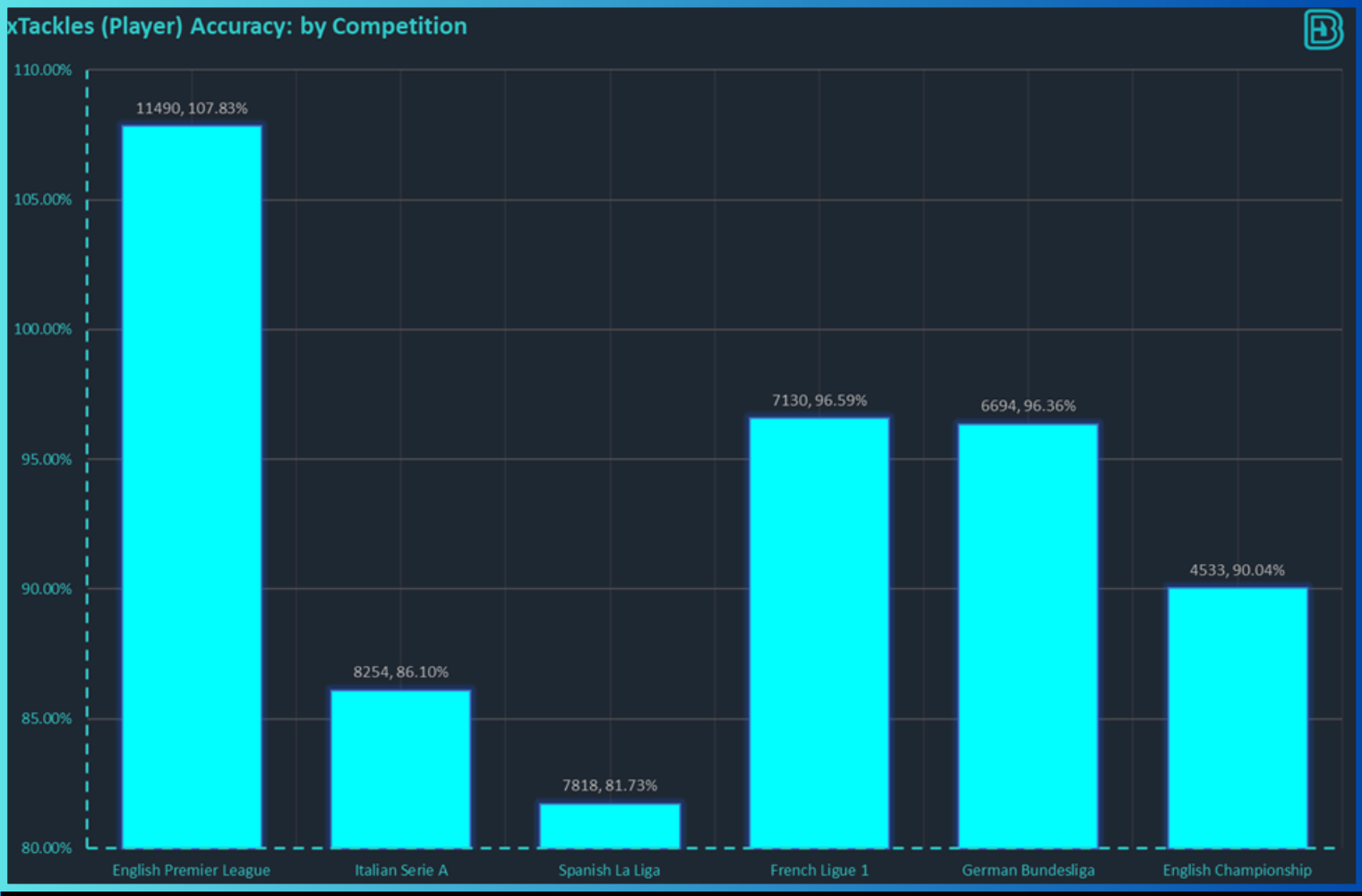
Category	Quantity	xSOT total	SOT Recorded	Delta
0.00 to 0.93	501	397.11	422	106.27%
0.93 to 1.20	402	443.53	423	95.37%
1.20 to 1.29	290	349.85	320	91.47%
1.29 to 1.45	530	694.36	698	100.52%
1.45 to 1.56	333	467.84	478	102.17%
1.56 to 1.70	457	680.51	668	98.16%
1.70 to 1.78	289	454.17	444	97.76%
1.78 to 1.89	521	852.20	847	99.39%
1.89 to 2.02	257	436.95	415	94.98%
2.02 to 2.17	563	1,018.20	1,093	107.35%
2.17 to 2.26	225	423.24	423	99.94%
2.26 to 2.39	458	893.12	909	101.78%
2.39 to 2.55	370	758.26	768	101.28%
2.55 to 2.80	411	896.19	924	103.10%
2.80 to 3.14	355	835.00	776	92.93%
3.14 to 6.12	383	1,070.63	1,069	99.85%
Total	**6,345**	**10,671.15**	**10,677**	**100.05%**

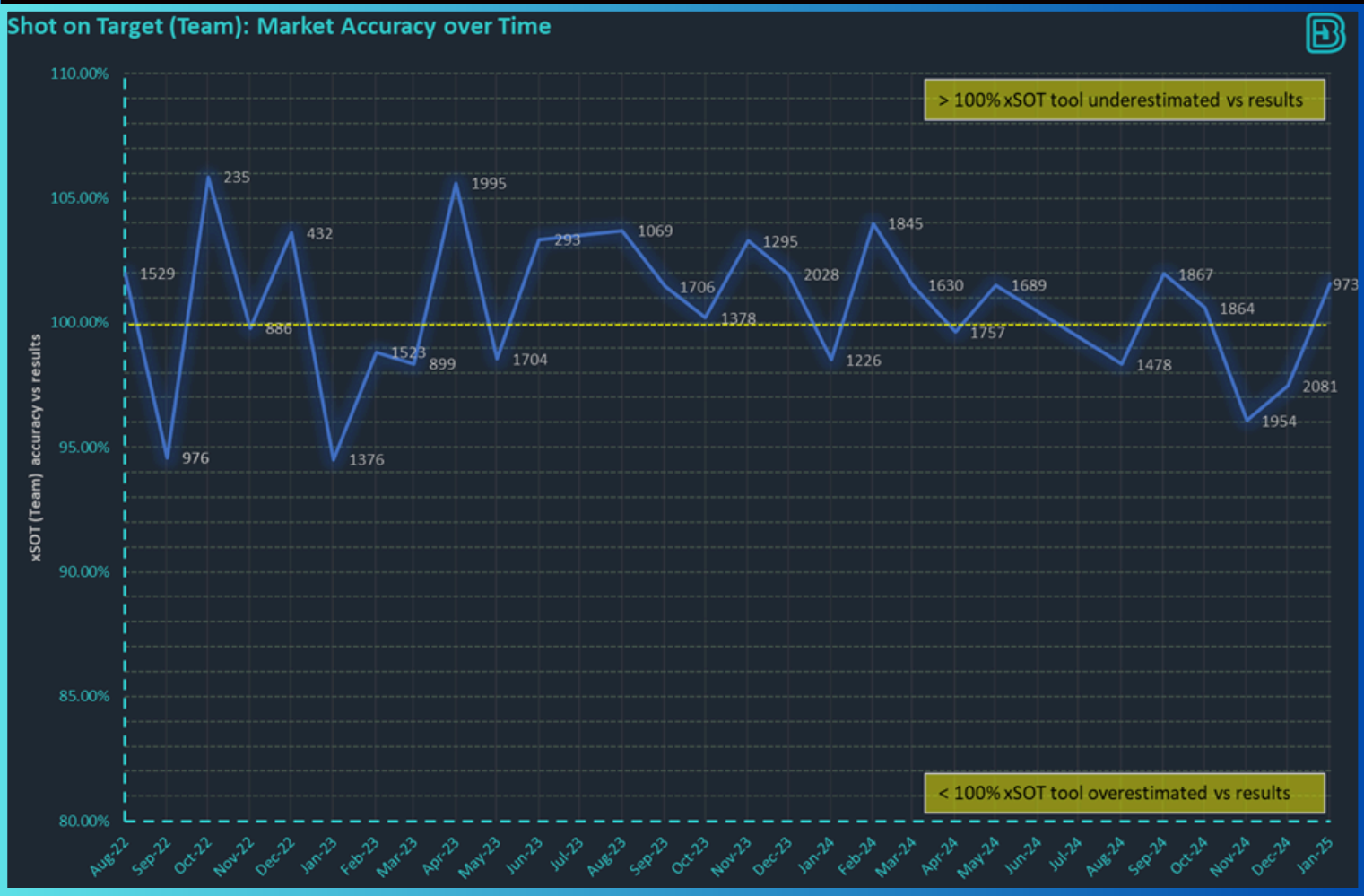

Tackles (Player): Market Accuracy over Time
> 100% xTackles tool underestimated vs results
< 100% xTackles tool overestimated vs results
xTackles n(Player) accuracy vs results
140.00%
130.00%
120.00%
110.00%
100.00%
90.00%
80.00%
174
97
224
171
181
206
188
149
435
220
322
227
468
348
269
384
331
2165
3240
878
Feb-23
Mar-23
Apr-23
May-23
Jun-23
Jul-23
Aug-23
Sep-23
Oct-23
Nov-23
Dec-23
Jan-24
Feb-24
Mar-24
Apr-24
May-24
Jun-24
Jul-24
Aug-24
Sep-24
Oct-24
Nov-24
Dec-24
Jan-25

12-Shots on Target (Team)

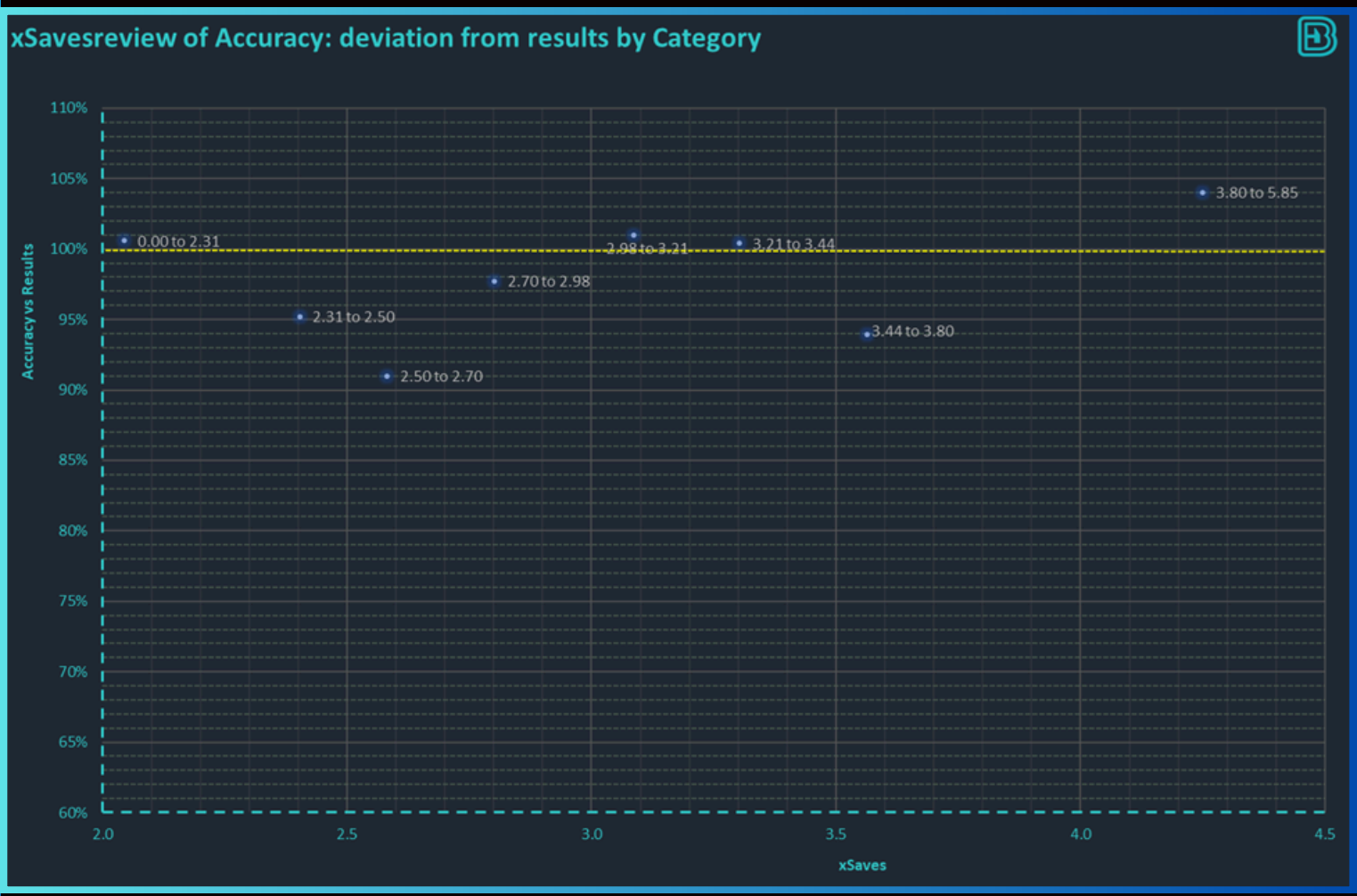


Category	Quantity	xSOT Team total	SOT Team Recorded	Delta
0 to 2.67	444	1,128.84	1,176	104.18%
2.67 to 2.89	412	1,201.31	1,275	106.13%
2.89 to 3.1	448	1,418.51	1,423	100.32%
3.1 to 3.26	404	1,355.83	1,327	97.87%
3.26 to 3.39	460	1,609.14	1,579	98.13%
3.39 to 3.53	431	1,569.40	1,570	100.04%
3.53 to 3.64	399	1,506.28	1,507	100.05%
3.64 to 3.78	423	1,646.46	1,641	99.67%
3.78 to 3.93	435	1,759.60	1,752	99.57%
3.93 to 4.08	446	1,869.20	1,895	101.38%
4.08 to 4.21	434	1,880.50	1,837	97.69%
4.21 to 4.36	419	1,875.10	1,903	101.49%
4.36 to 4.52	403	1,862.13	1,855	99.62%
4.52 to 4.68	433	2,069.96	2,102	101.55%
4.68 to 4.9	421	2,094.58	2,016	96.25%
4.9 to 5.14	438	2,278.04	2,329	102.24%
5.14 to 5.4	432	2,357.61	2,363	100.23%
5.4 to 5.77	403	2,321.73	2,364	101.82%
5.77 to 6.34	428	2,682.02	2,743	102.27%
6.34 to 10.28	424	3,135.14	3,084	98.37%
Total	**8,537**	**37,621.37**	**37,741**	**100.32%**

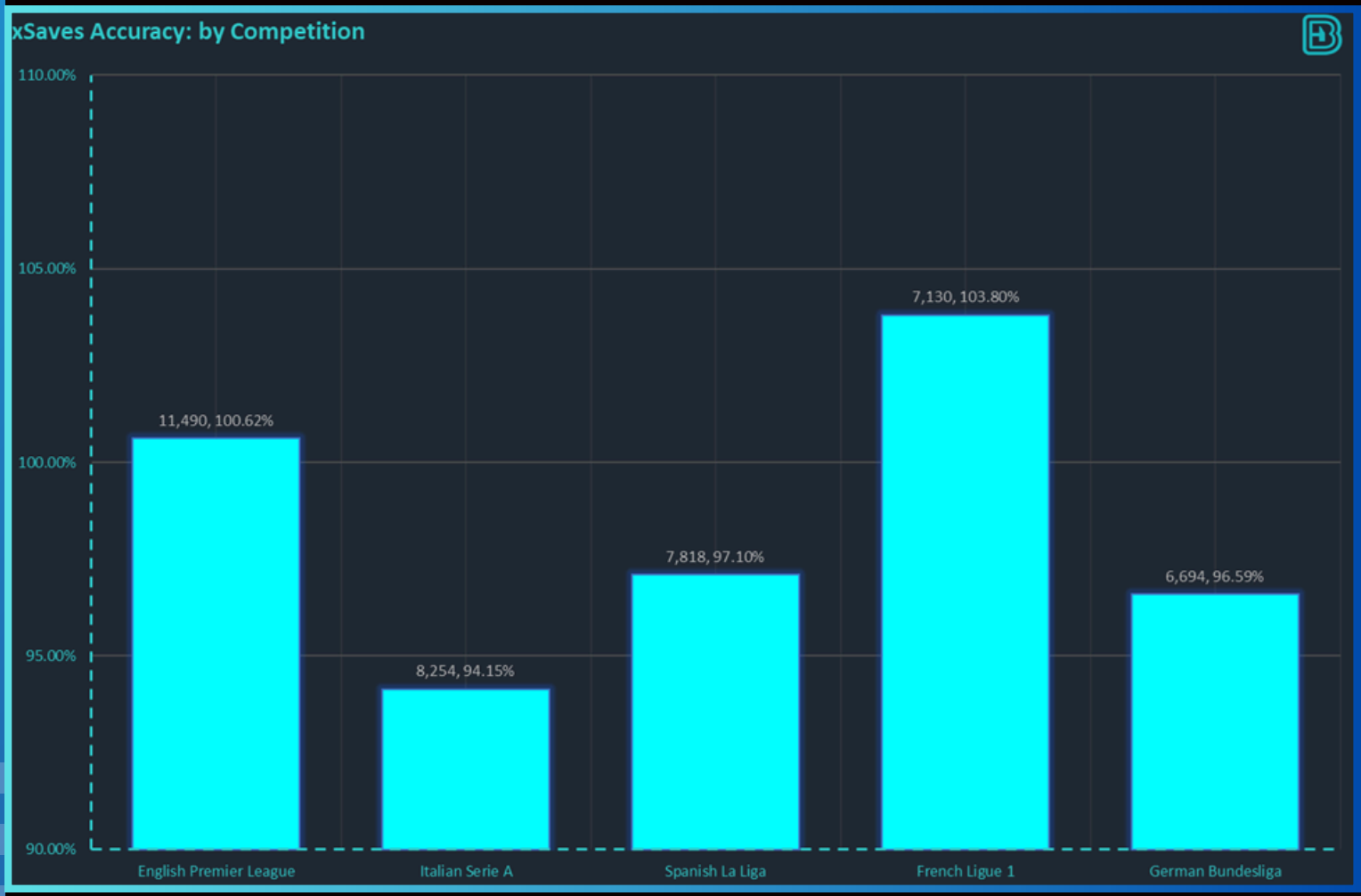

xTackles (Player) Accuracy: by Competition
110.00%
105.00%
100.00%
95.00%
90.00%
85.00%
80.00%
11490, 107.83%
8254, 86.10%
7818, 81.73%
7130, 96.59%
6694, 96.36%
4533, 90.04%
English Premier League
Italian Serie A
Spanish La Liga
French Ligue 1
German Bundesliga
English Championship


Shot on Target (Team): Market Accuracy over Time
xSOT (Team) accuracy vs results
> 100% xSOT tool underestimated vs results
< 100% xSOT tool overestimated vs results
110.00%
105.00%
100.00%
95.00%
90.00%
85.00%
80.00%
1529
976
235
886
432
1376
1523
899
1995
1704
293
1069
1706
1378
1295
2028
1226
1845
1630
1757
1689
1478
1867
1864
1954
2081
973
Aug-22
Sep-22
Oct-22
Nov-22
Dec-22
Jan-23
Feb-23
Mar-23
Apr-23
May-23
Jun-23
Jul-23
Aug-23
Sep-23
Oct-23
Nov-23
Dec-23
Jan-24
Feb-24
Mar-24
Apr-24
May-24
Jun-24
Jul-24
Aug-24
Sep-24
Oct-24
Nov-24
Dec-24
Jan-25

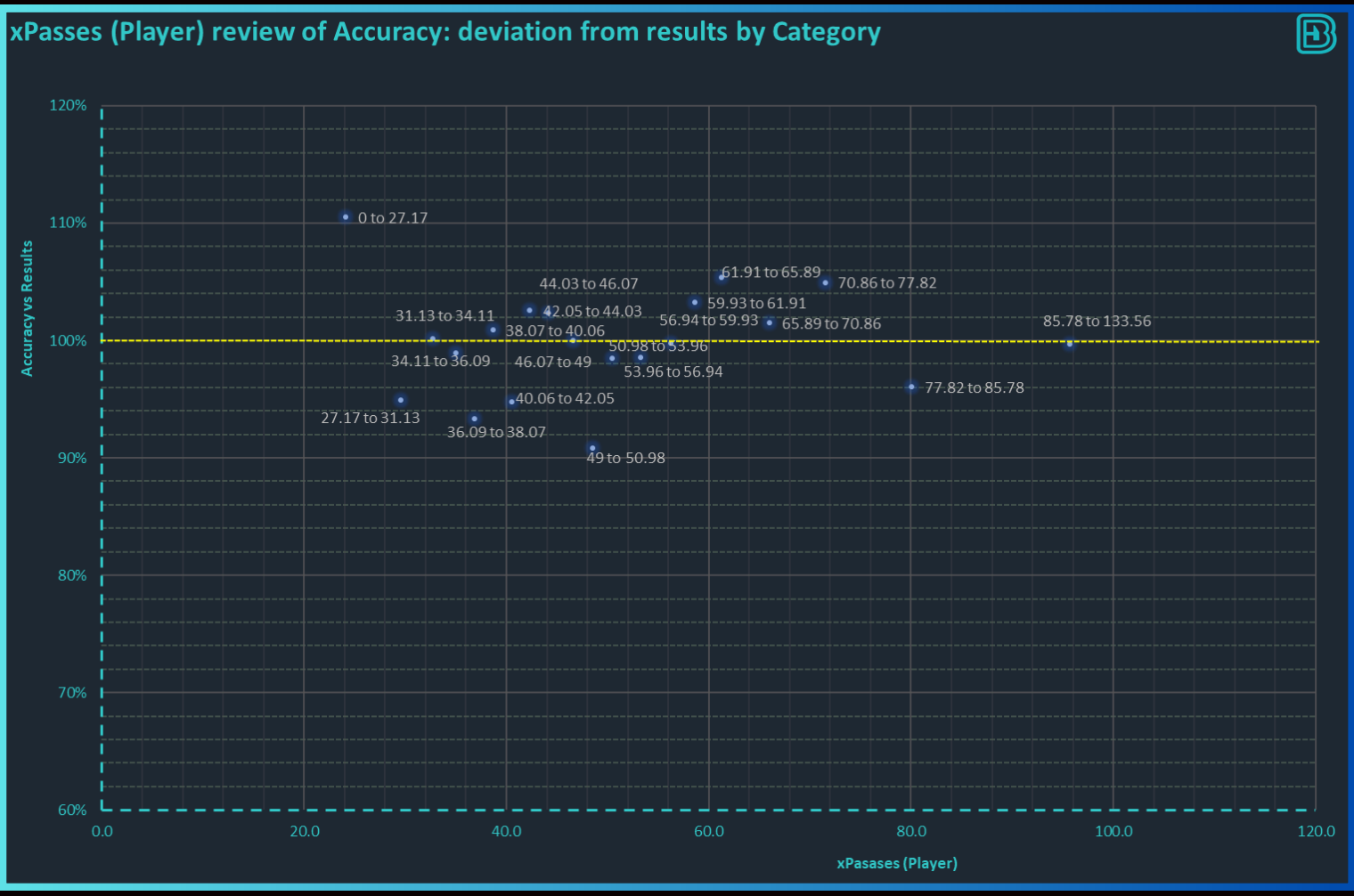
13 - PLAYER CARDS



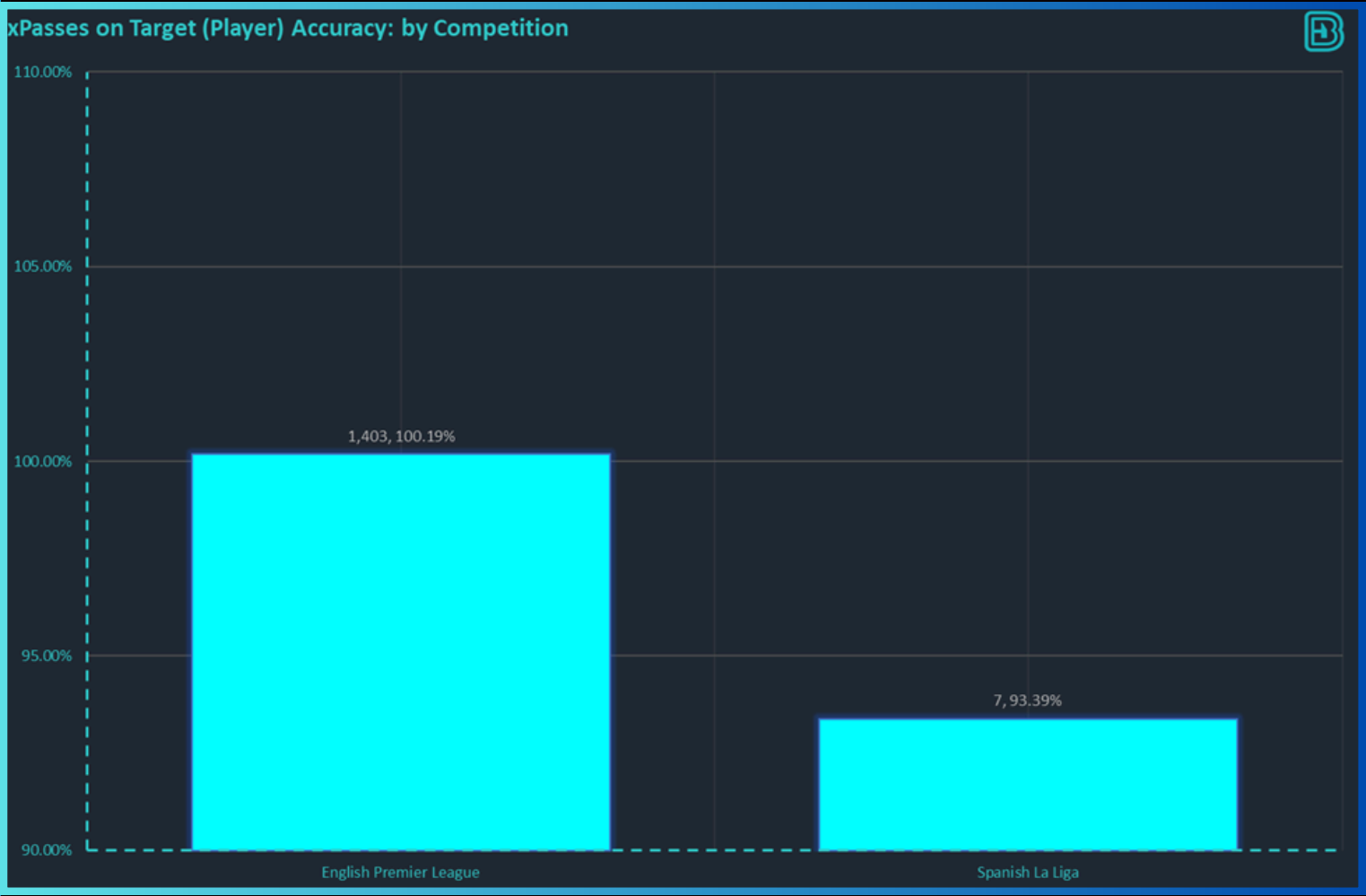
Category	Quantity	xSaves total	Saves Recorded	Delta
0.00 to 2.31	285	582.62	586	100.58%
2.31 to 2.50	236	567.11	540	95.22%
2.50 to 2.70	263	679.09	618	91.00%
2.70 to 2.98	248	694.71	679	97.74%
2.98 to 3.21	272	839.60	848	101.00%
3.21 to 3.44	247	815.77	819	100.40%
3.44 to 3.80	250	891.04	837	93.94%
3.80 to 5.85	257	1,092.07	1,136	104.02%
Total	**2,058**	**6,162.02**	**6,063**	**98.39%**

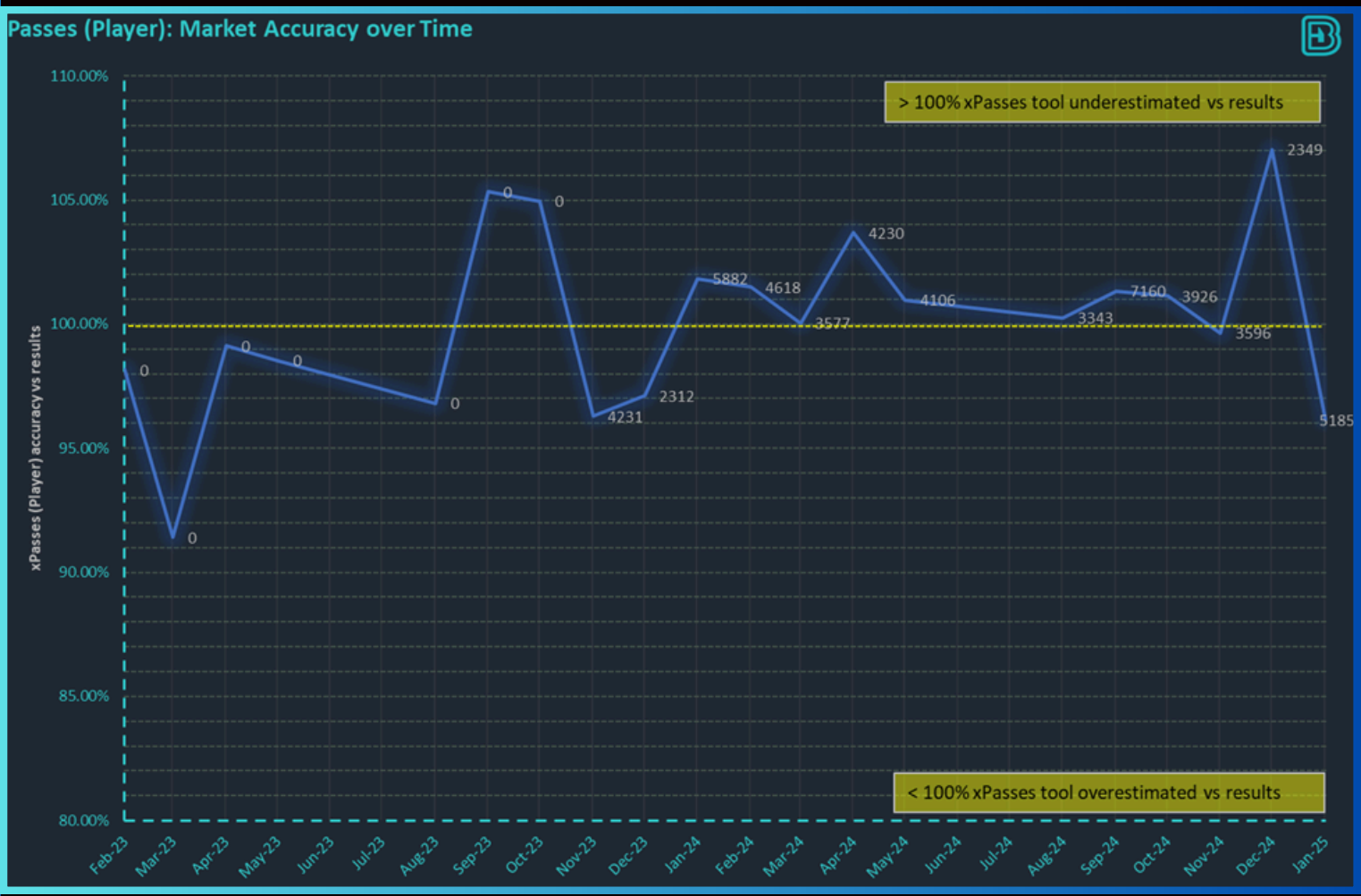

xSaves Accuracy: by Competition
110.00%
105.00%
100.00%
95.00%
90.00%
11,490, 100.62%
8,254, 94.15%
7,818, 97.10%
7,130, 103.80%
6,694, 96.59%
English Premier League
Italian Serie A
Spanish La Liga
French Ligue 1
German Bundesliga

14 - PASSES (PLAYER)

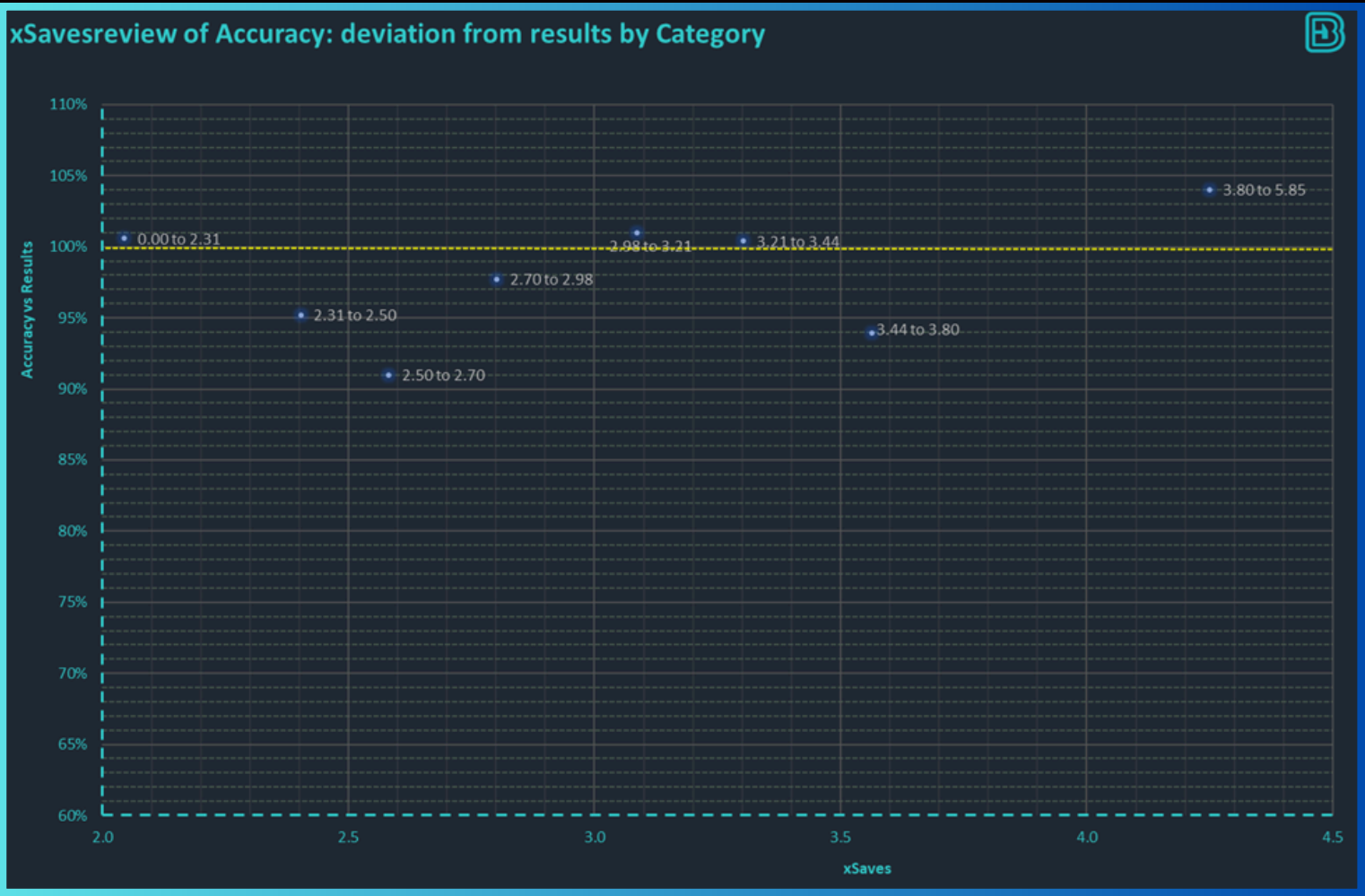


Category	Quantity	xPasses total	Passes Recorded	Delta
0 to 27.17	75	1,805.11	1,995	110.52%
27.17 to 31.13	76	2,245.80	2,131	94.89%
31.13 to 34.11	93	3,040.78	3,045	100.14%
34.11 to 36.09	58	2,028.15	2,007	98.96%
36.09 to 38.07	75	2,765.89	2,581	93.32%
38.07 to 40.06	58	2,242.68	2,263	100.91%
40.06 to 42.05	63	2,551.33	2,418	94.77%
42.05 to 44.03	68	2,875.94	2,950	102.58%
44.03 to 46.07	69	3,046.43	3,119	102.38%
46.07 to 49	91	4,239.88	4,239	99.98%
49 to 50.98	30	1,454.71	1,321	90.81%
50.98 to 53.96	73	3,683.74	3,627	98.46%
53.96 to 56.94	76	4,048.66	3,989	98.53%
56.94 to 59.93	79	4,444.12	4,434	99.77%
59.93 to 61.91	53	3,105.76	3,207	103.26%
61.91 to 65.89	78	4,776.49	5,034	105.39%
65.89 to 70.86	75	4,949.74	5,025	101.52%
70.86 to 77.82	77	5,504.85	5,777	104.94%
77.82 to 85.78	67	5,366.05	5,155	96.07%
85.78 to 133.56	75	7,174.36	7,150	99.66%
Total	**1,409**	**71,350.47**	**71,467**	**100.16%**

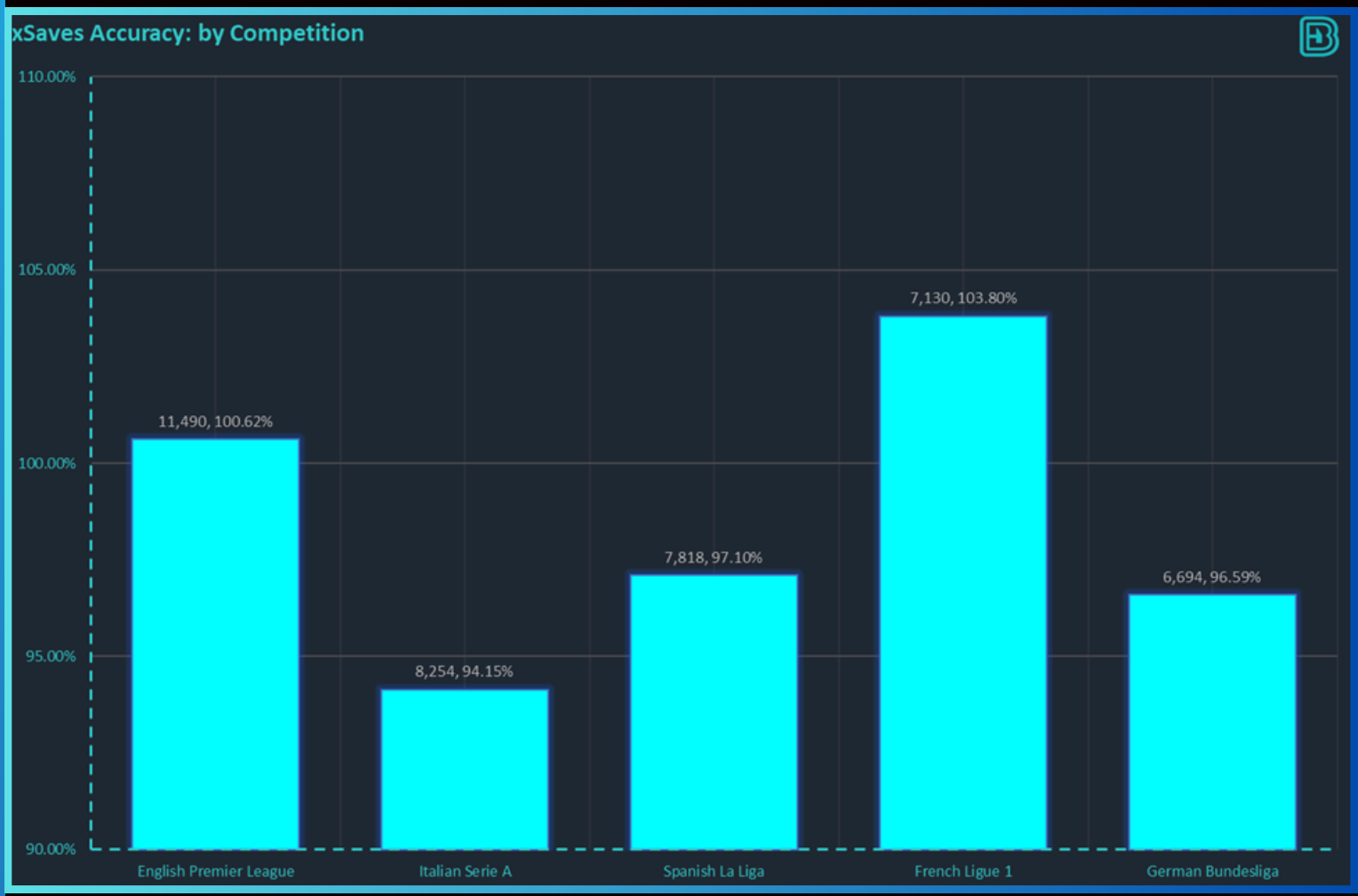

xPasses on Target (Player) Accuracy: by Competition
110.00%
105.00%
100.00%
95.00%
90.00%
1,403, 100.19%
7, 93.39%
English Premier League
Spanish La Liga

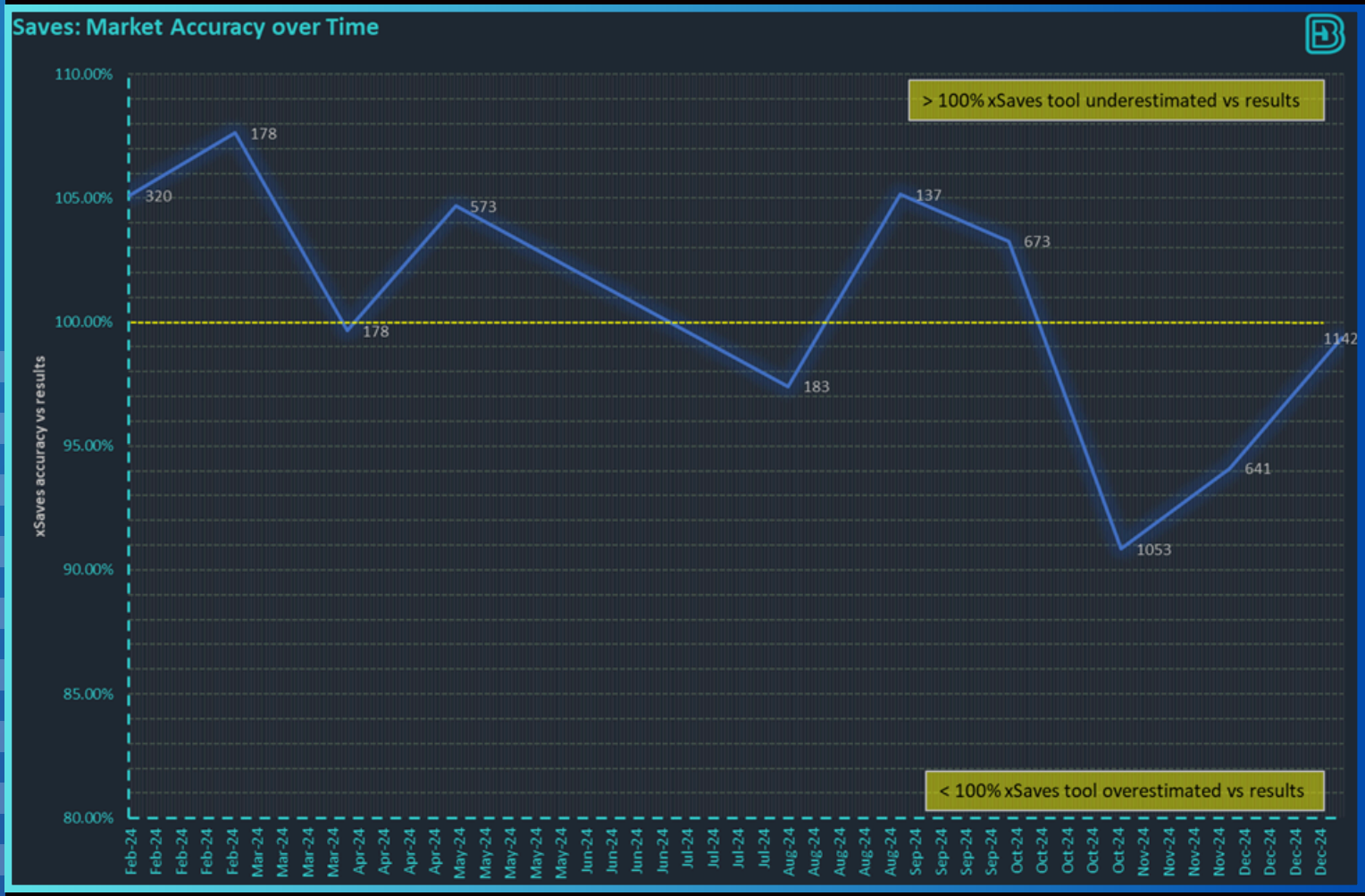

Passes (Player): Market Accuracy over Time
> 100% xPasses tool underestimated vs results
< 100% xPasses tool overestimated vs results
xPasses (Player) accuracy vs results
110.00%
105.00%
100.00%
95.00%
90.00%
85.00%
80.00%
0
0
0
0
0
0
0
4231
2312
5882
4618
3577
4230
4106
3343
7160
3926
3596
2349
5185
Feb-23
Mar-23
Apr-23
May-23
Jun-23
Jul-23
Aug-23
Sep-23
Oct-23
Nov-23
Dec-23
Jan-24
Feb-24
Mar-24
Apr-24
May-24
Jun-24
Jul-24
Aug-24
Sep-24
Oct-24
Nov-24
Dec-24
Jan-25

15 - SAVES



Category	Quantity	xSaves total	Saves Recorded	Delta
0.00 to 2.31	285	582.62	586	100.58%
2.31 to 2.50	236	567.11	540	95.22%
2.50 to 2.70	263	679.09	618	91.00%
2.70 to 2.98	248	694.71	679	97.74%
2.98 to 3.21	272	839.60	848	101.00%
3.21 to 3.44	247	815.77	819	100.40%
3.44 to 3.80	250	891.04	837	93.94%
3.80 to 5.85	257	1,092.07	1,136	104.02%
Total	**2,058**	**6,162.02**	**6,063**	**98.39%**


xSaves Accuracy: by Competition
110.00%
105.00%
100.00%
95.00%
90.00%
11,490, 100.62%
8,254, 94.15%
7,818, 97.10%
7,130, 103.80%
6,694, 96.59%
English Premier League
Italian Serie A
Spanish La Liga
French Ligue 1
German Bundesliga


Saves: Market Accuracy over Time
> 100% xSaves tool underestimated vs results
< 100% xSaves tool overestimated vs results
xSaves accuracy vs results
110.00%
105.00%
100.00%
95.00%
90.00%
85.00%
80.00%
320
178
178
573
183
137
673
1053
641
1142