Physical Benchmarking

SKILLCORNER

Report Overview

Player Name	Short Name	Date Of Birth	Matches	Team	Position Group
Alan Pulido Izaguirre	A. Pulido	1991-03-08	29	Sporting Kansas City	Forward
Brandon Vázquez Toledo	B. Vázquez	1998-10-14	31	Football Club Cincinnati	Forward
Christian Benteke Liolo	C. Benteke	1990-12-03	31	DC United	Forward
Denis Bouanga	D. Bouanga	1994-11-11	28	Los Angeles FC	Forward
Jeremy Ebobisse	J. Ebobisse	1997-02-14	35	San Jose Earthquakes	Forward
Kwadwo Opoku	K. Opoku	2001-07-13	11	Los Angeles FC	Forward
Kwadwo Opoku	K. Opoku	2001-07-13	9	Montreal Impact	Forward

Seasons: **2023**
Competitions: **USA1**
Positions: **Forward**
Minimum of 8 matches of at least 60 minutes.

Glossary

Total Distance: Total distance covered.

M/min: Total distance covered divided per number of minutes. For TIP (resp OTIP), it's divided per number of minutes TIP (resp OTIP).

Running Distance: Distance covered between 15km/h and 20km/h.

High Speed Running (HSR) Distance: Distance covered between 20 and 25 km/h.

Sprinting Distance: Distance covered above 25 km/h.

High Intensity (HI) Running Distance: Distance covered above 20 km/h.

Number Of High Speed Runs: Discrete activity between 20 and 25 hm/h. The activity needs to last for at least 0.7s.

Number Of Sprints: Discrete activity exceeding 25 km/h. The activity needs to last for at least 0.7s.

Number Of High Intensity Actions: Discrete activity exceeding 20 km/h. The activity needs to last for at least 0.7s.

Distance Per Sprint: Sprinting distance divided by number of sprints.

Number Of Medium Accelerations: Discrete activity between 1.5 m/s² and 3 m/s². The activity needs to last for at least 0.7s.

Number Of High Accelerations: Discrete activity exceeding 3 m/s². The activity needs to last for at least 0.7s.

Number Of Medium Decelerations: Discrete activity between -1.5 m/s² and -3 m/s². The activity needs to last for at least 0.7s.

Number Of High Decelerations: Discrete activity under -3 m/s². The activity needs to last for at least 0.7s

PSV-99: Peak sprint velocity 99th percentile. This metric reflects the peak speed of a player and its ability to reach it multiple times or sustain it long enough.

Top 5 PSV-99: When averaged by player only. Best 5 PSV-99 performances by player.

TIP: Team in Possession

OTIP: Opponent Team In Possession

BIP: Ball in Play. The sum of TIP & OTIP

P90: Per 90 minutes

P60 BIP: Per 60 BIP minutes

Physical Data Context

The physical data in this comparison study is reported in isolation, however we acknowledge that the highly tactical and dynamic nature of Football means that physical output should not generally be considered in isolation. It is also a function of playing style, tactics, formations, transitions, set pieces and in-possession and out-of-possession strategies.

The influence of other factors means there is a high level of variability in match-to-match performances as documented through scientific research by Gregson et al. (2010) and Carling et al. (2016). Therefore data should be viewed longitudinally to understand the physical capability of players.

We are providing this data as a framework to support player profiling but understand that the physical data needs to be reviewed alongside technical and tactical data to fully understand and evaluate performance.

Gregson W. ,Drust, B., Atkinson, G., Di Salvo, V. (2010). Match-to-Match Variability of High-Speed Activities in Premier League Soccer. International Journal of Sports Medicine, 31 (4). pp. 237-242

Carling, C, Bradley, P., McCall, A and Dupont, G (2016). Match-to-Match Variability in High-Speed Running Activity in a Professional Soccer Team. Journal of Sports Sciences, 34 (24). pp. 2215-2223.

Report Summary

	A. Pulido	B. Vázquez	C. Benteke	D. Bouanga	J. Ebobisse	K. Opoku	K. Opoku
Total Distance P60 BIP	8223.6m	7793.5m	6826.4m	8092.1m	7560.9m	8403.8m	8435.3m
High Intensity (HI) Running Distance P60 BIP	605.5m	798.7m	713.0m	1006.9m	808.3m	841.4m	781.2m
Number Of High Intensity Actions P60 BIP	48.1	60.8	56.6	69.2	66.4	62.8	58.8
PSV-99	27.3 km/h	29.6 km/h	29.2 km/h	30.9 km/h	28.6 km/h	29.2 km/h	28.8 km/h
Number Of Sprints P60 BIP	5.5	12.6	10.2	17.8	10.9	10.9	10.1
Distance Per Sprint	17.3m	17.4m	17.3m	20.5m	15.4m	19.0m	16.8m
Number Of Medium Accelerations P60 BIP	61.1	67.5	65.4	64.0	77.1	65.9	71.4
Number Of High Accelerations P60 BIP	2.0	5.7	5.7	5.5	6.9	3.6	3.6
M/min TIP	136.1	136.4	116.5	134.7	126.9	137.3	143.3
M/min OTIP	138.2	124.0	111.2	135.0	125.2	142.6	138.2

Competition & Team Analysis

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(Player Av.) High Intensity (HI) Running Distance P60 BIP (m)

Distance covered above 20 km/h.

USA Major League Soccer

Football Club Cincinnati

Montreal Impact

San Jose Earthquakes

DC United

Sporting Kansas City

Los Angeles FC

550 m 600 m 650 m 700 m 750 m 800 m 850 m 900 m

(Player Av.) High Intensity (HI) Running Distance P60 BIP
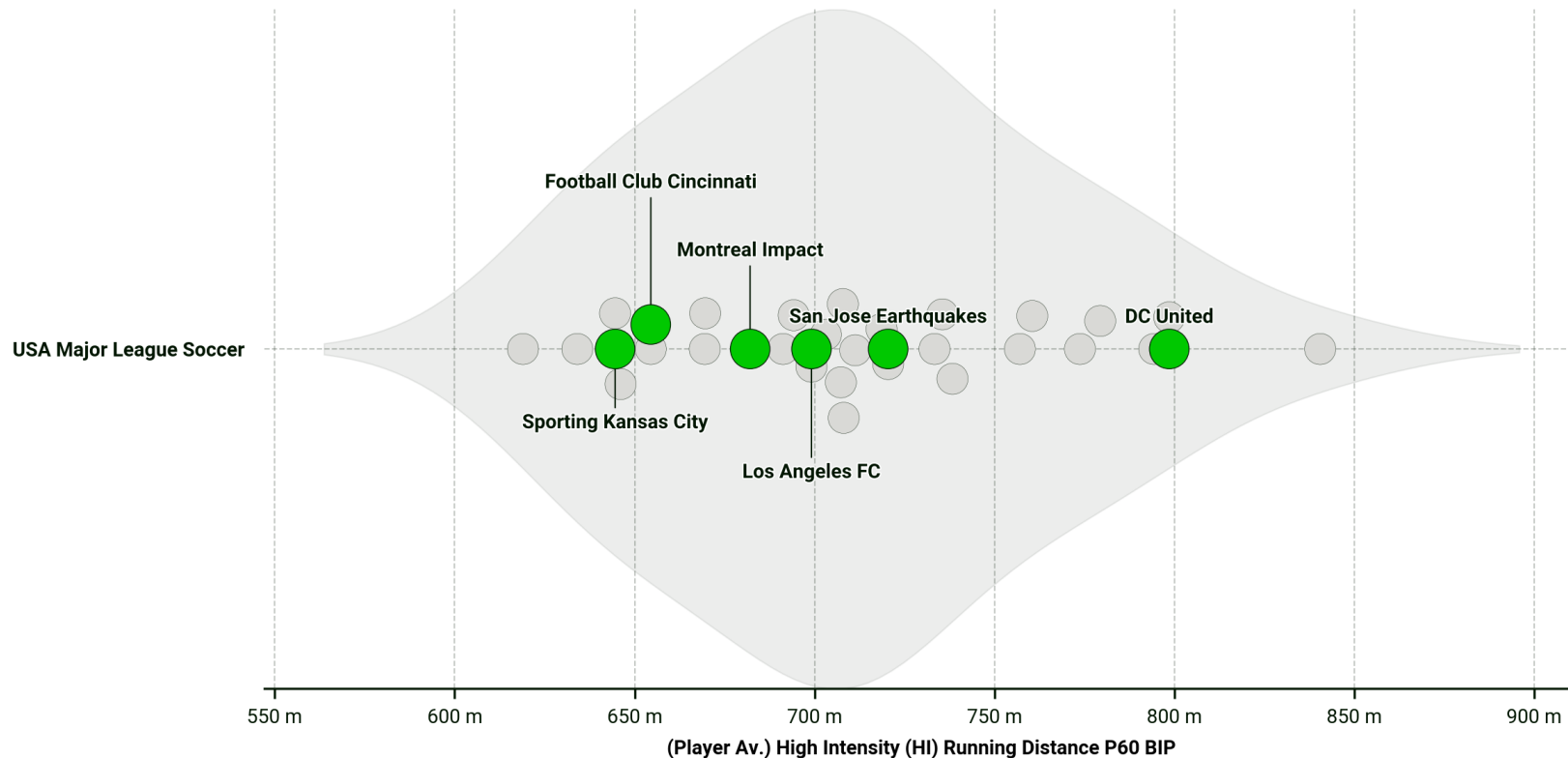
(Player Av.) Number Of Accelerations P60 BIP

Discrete activity exceeding 1.5 m/s². The activity needs to last for at least 0.7s.

USA Major League Soccer

Sporting Kansas City
Los Angeles FC
San Jose Earthquakes
Montreal Impact
DC United
Football Club Cincinnati
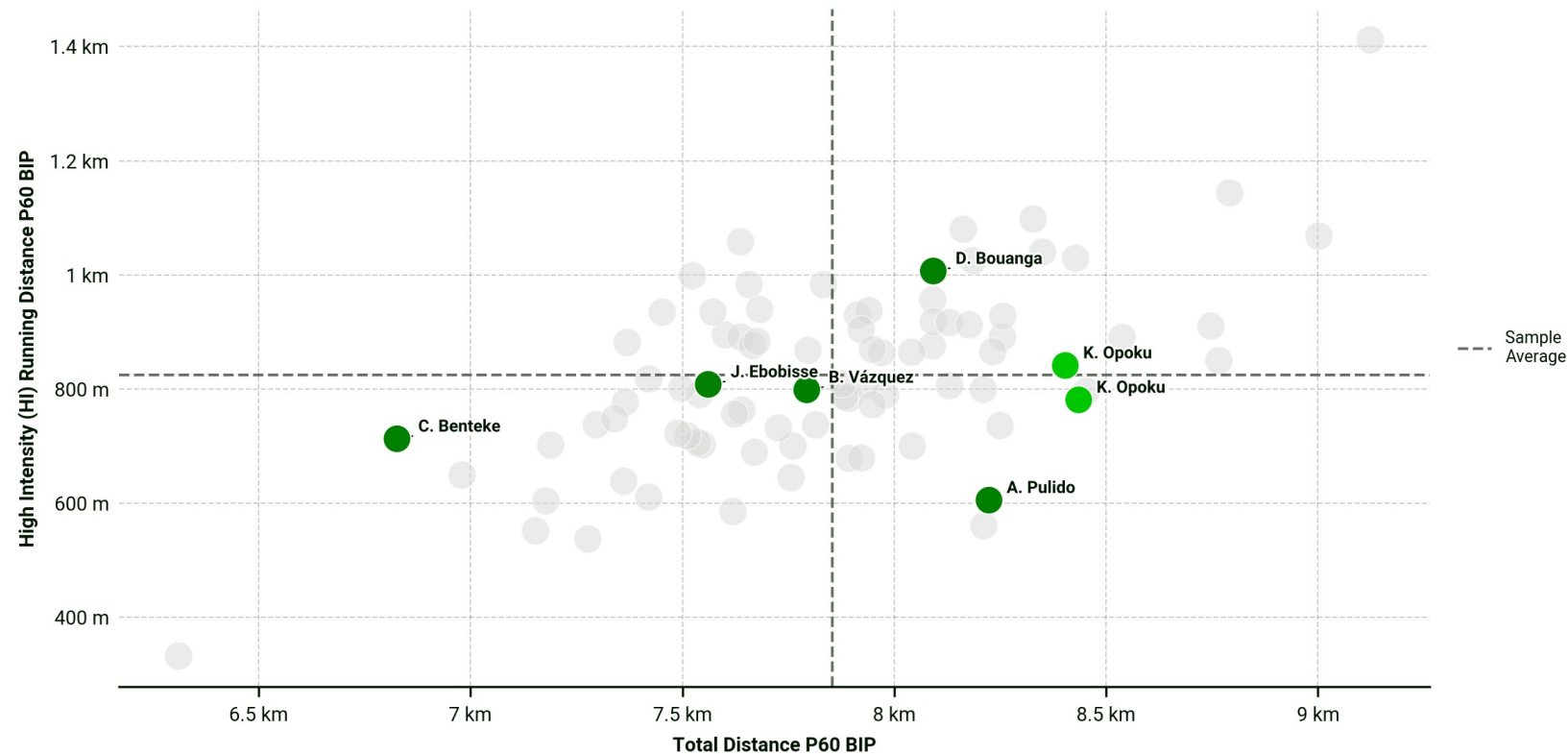
Player Av.) Number Of Accelerations P60 BIP
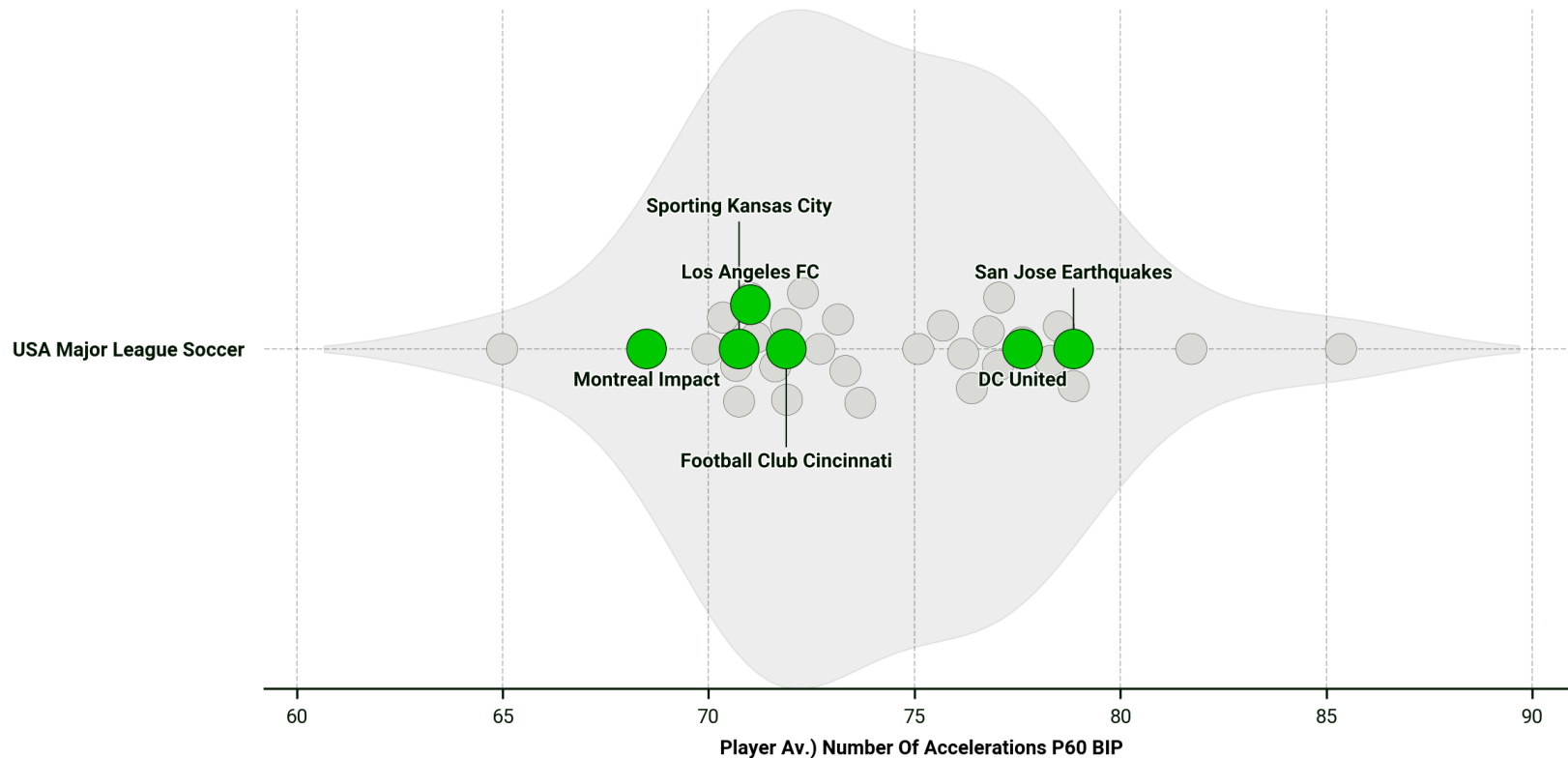
Standard Benchmarking

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Volume

Total Distance: Total distance covered. **High Intensity (HI) Running Distance:** Distance covered above 20 km/h.

Intensity

Number Of High Intensity Actions: Discrete activity exceeding 20 km/h. The activity needs to last for at least 0.7s. **PSV-99:** Peak sprint velocity 99th percentile. This metric reflects the peak speed of a player and its ability to reach it multiple times or sustain it long enough.

Scatter plot. Y-axis: PSV-99 (26 km/h to 32 km/h). X-axis: Number Of High Intensity Actions P60 BIP (30 to 90). Labeled players: D. Bouanga, B. Vázquez, C. Benteke, K. Opoku, K. Opoku, J. Ebobisse, A. Pulido. Dashed lines indicate Sample Average.
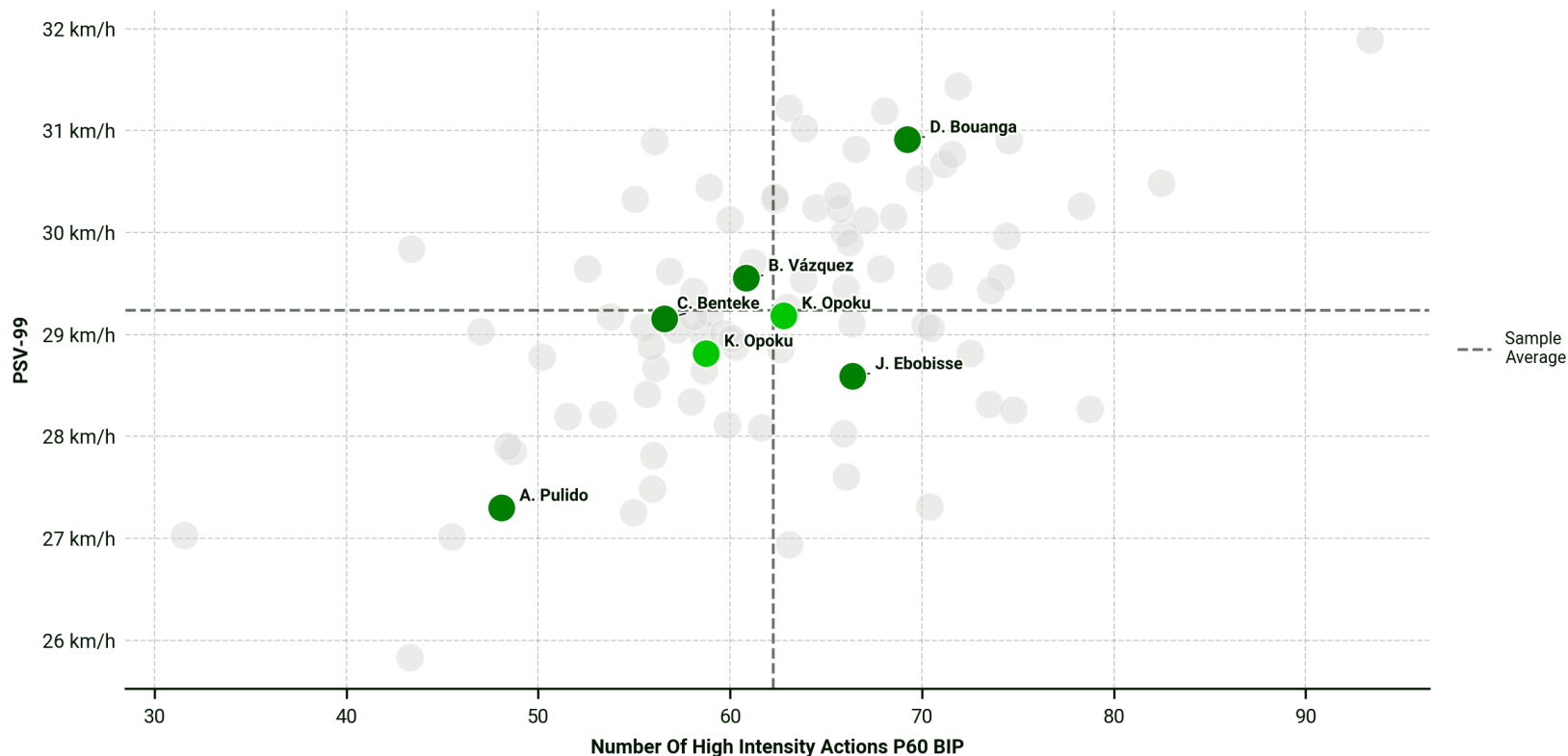
Sprinting

Number Of Sprints: Discrete activity exceeding 25 km/h. The activity needs to last for at least 0.7s. **Distance Per Sprint:** Sprinting distance divided by number of sprints.
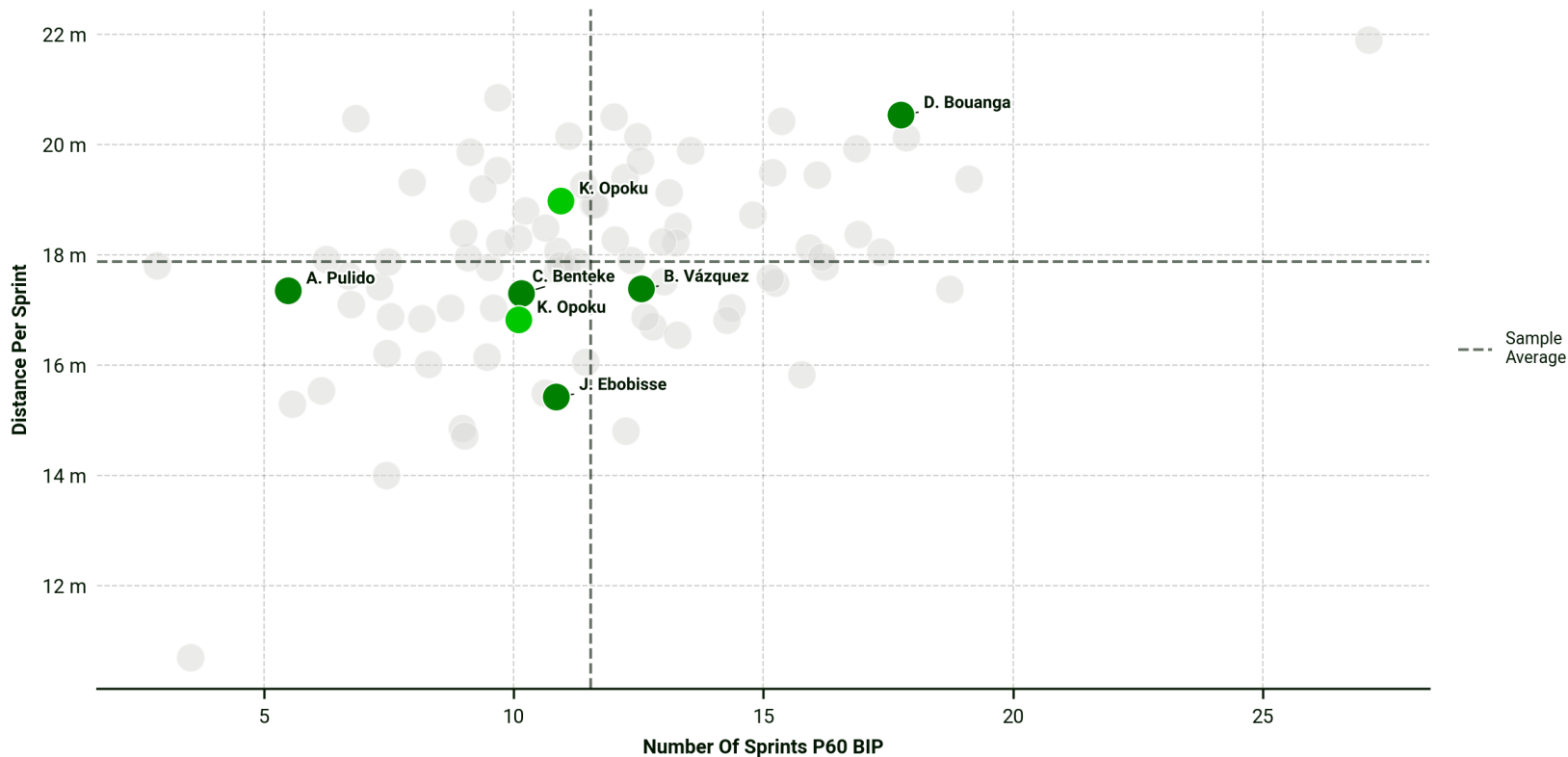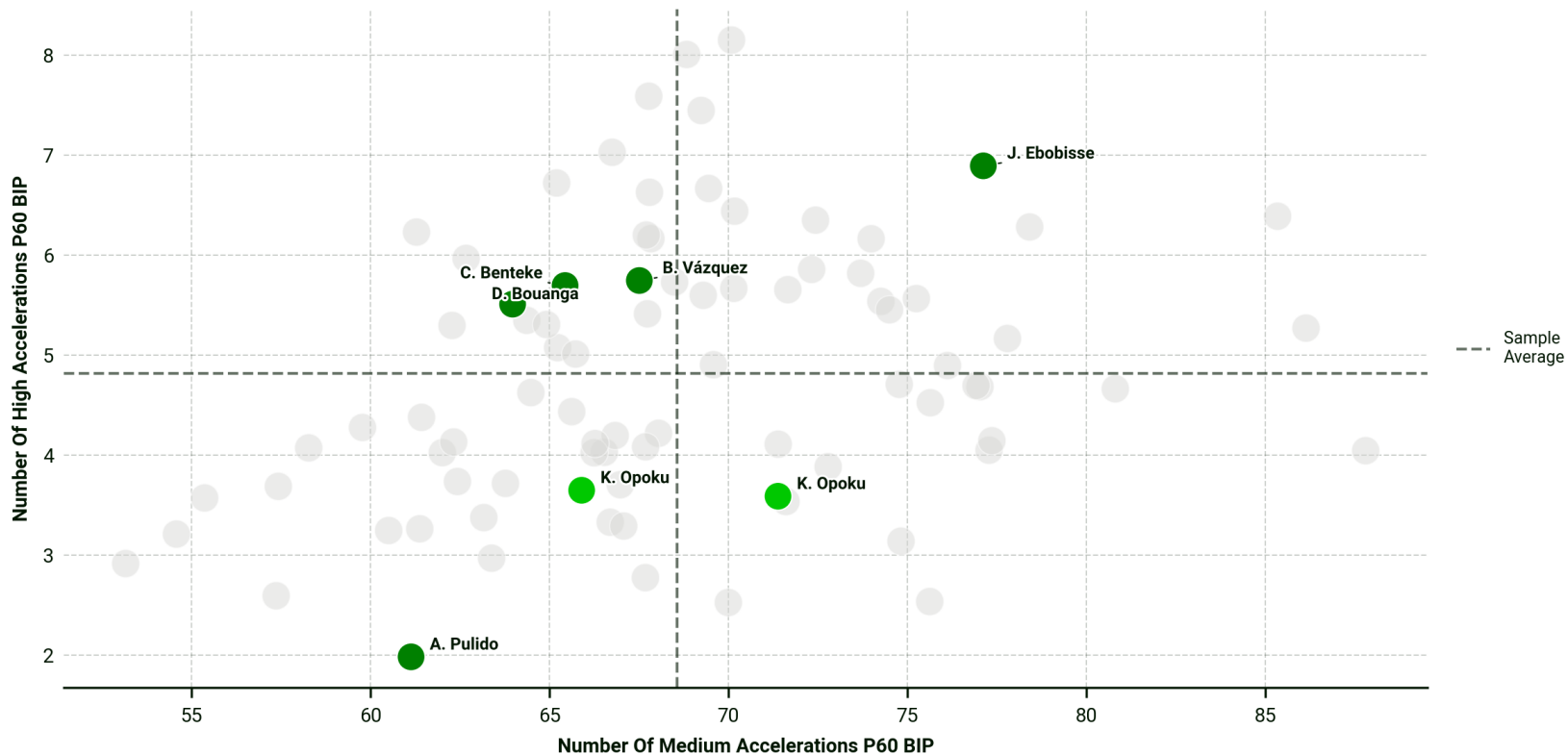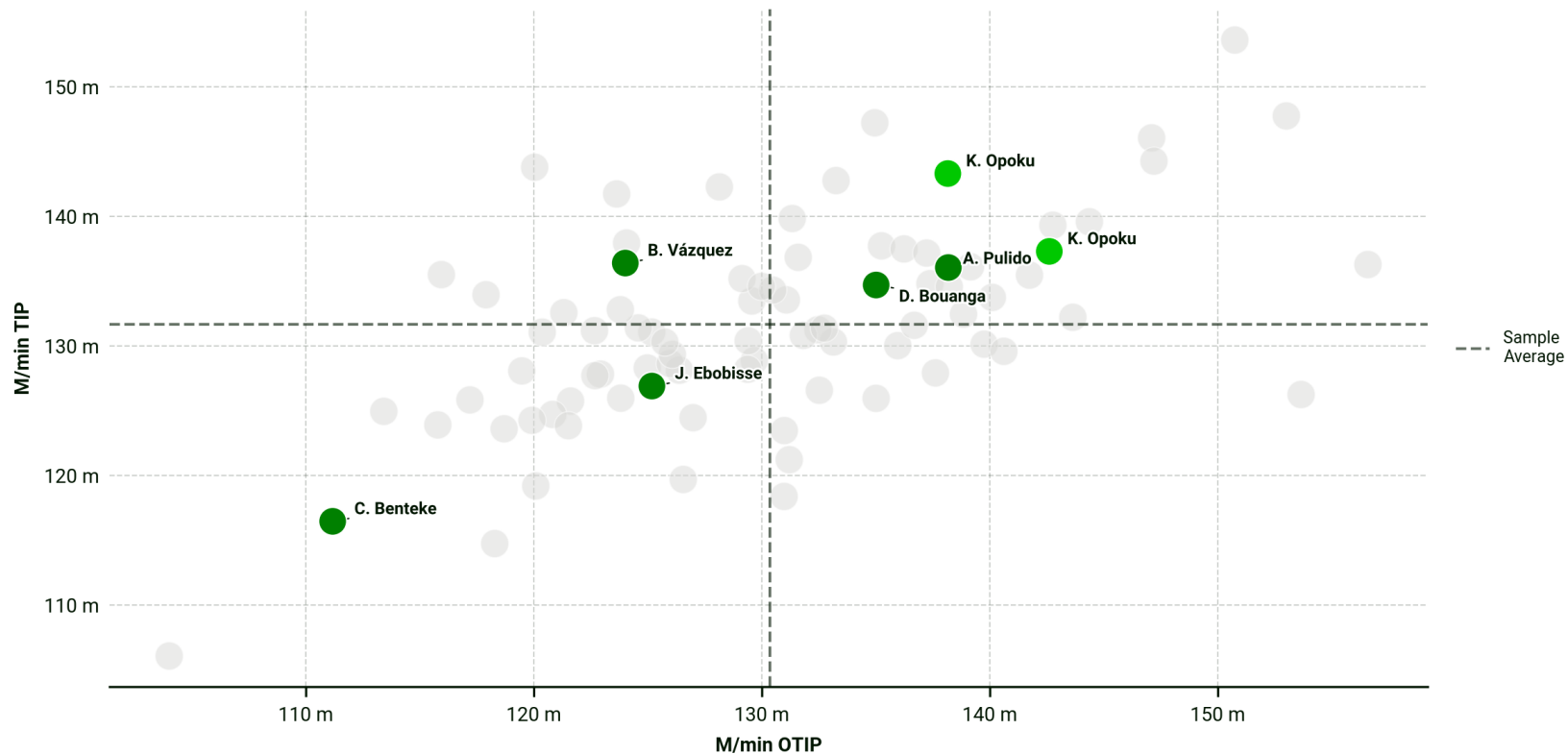
Acceleration

Number Of Medium Accelerations: Discrete activity between 1.5 m/s² and 3 m/s². The activity needs to last for at least 0.7s.
Number Of High Accelerations: Discrete activity exceeding 3 m/s². The activity needs to last for at least 0.7s.

Meters Per Minute

M/min: Total distance covered divided per number of minutes. For TIP (resp OTIP), it's divided per number of minutes TIP (resp OTIP).
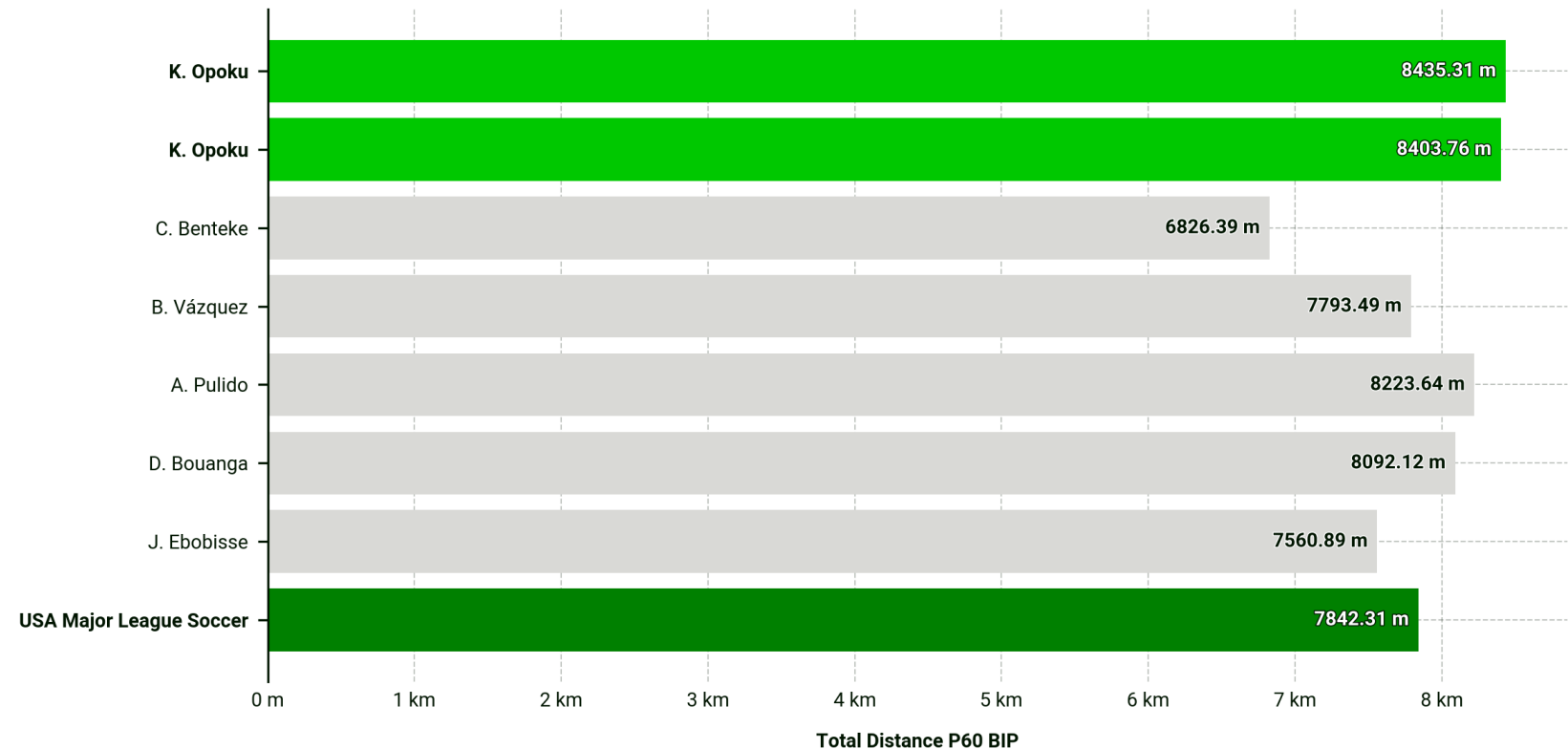
Comparison With Competition Benchmarks
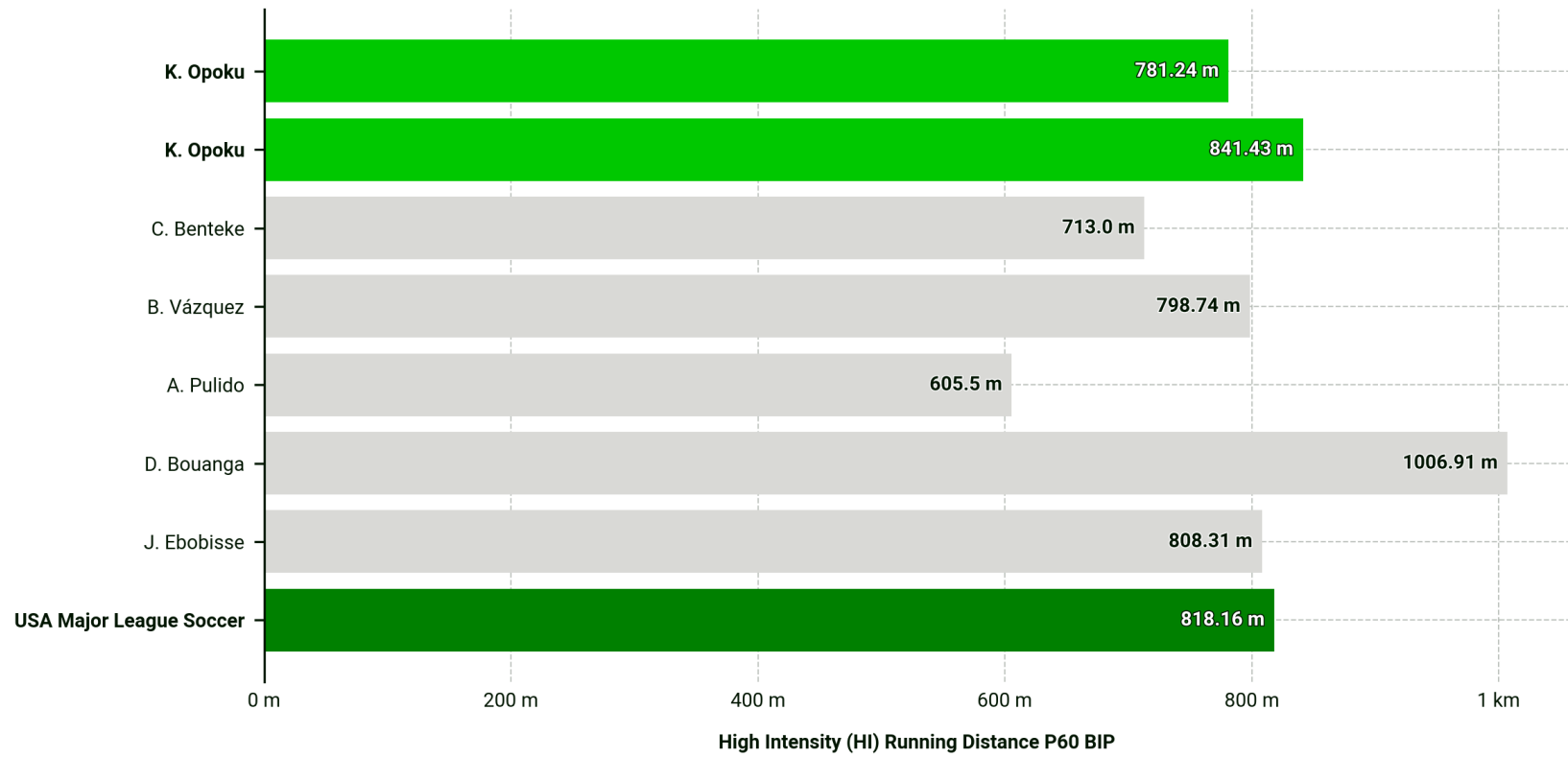
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Total Distance P60 BIP (m)

Total distance covered.

Player	Total Distance P60 BIP
K. Opoku	8435.31 m
K. Opoku	8403.76 m
C. Benteke	6826.39 m
B. Vázquez	7793.49 m
A. Pulido	8223.64 m
D. Bouanga	8092.12 m
J. Ebobisse	7560.89 m
USA Major League Soccer	7842.31 m

Total Distance P60 BIP

High Intensity (HI) Running Distance P60 BIP (m)

Distance covered above 20 km/h.

Player	Distance
K. Opoku	781.24 m
K. Opoku	841.43 m
C. Benteke	713.0 m
B. Vázquez	798.74 m
A. Pulido	605.5 m
D. Bouanga	1006.91 m
J. Ebobisse	808.31 m
USA Major League Soccer	818.16 m

High Intensity (HI) Running Distance P60 BIP

0 m   200 m   400 m   600 m   800 m   1 km
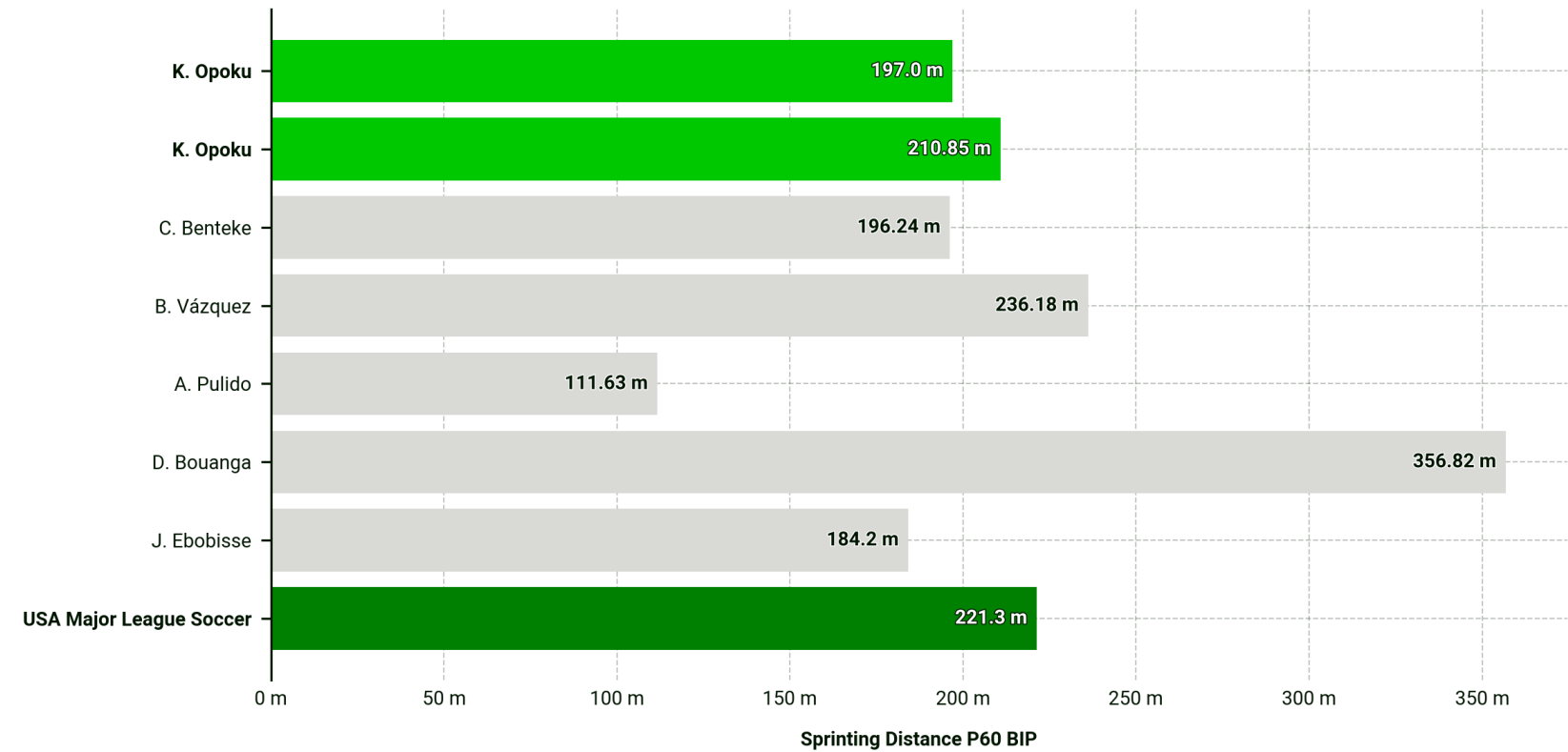
Number Of High Intensity Actions P60 BIP

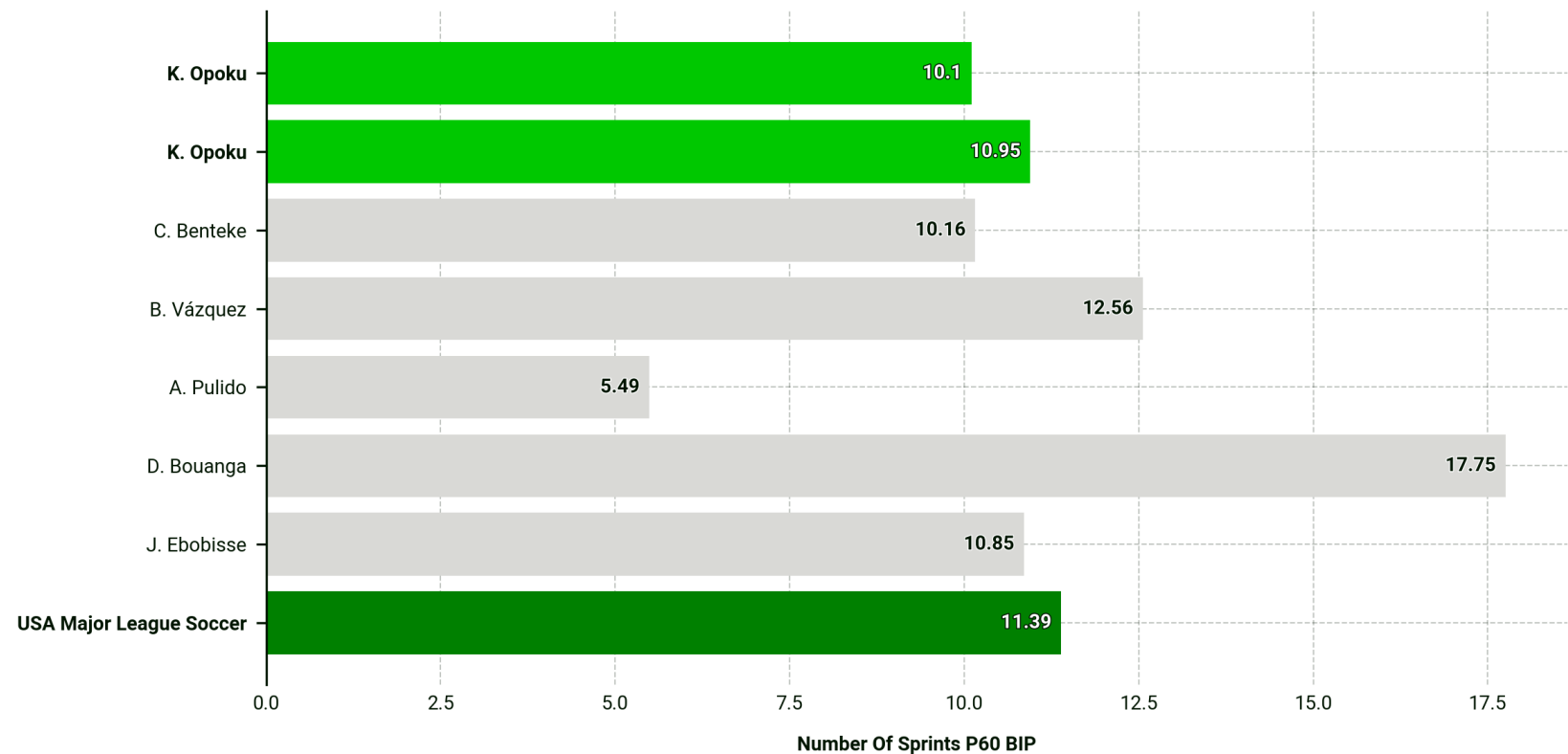Discrete activity exceeding 20 km/h. The activity needs to last for at least 0.7s.

Player	Number Of High Intensity Actions P60 BIP
K. Opoku	58.76
K. Opoku	62.8
C. Benteke	56.59
B. Vázquez	60.85
A. Pulido	48.1
D. Bouanga	69.25
J. Ebobisse	66.39
USA Major League Soccer	62.0

Number Of High Intensity Actions P60 BIP

Sprinting Distance P60 BIP (m)

Distance covered above 25 km/h.

Player	Sprinting Distance P60 BIP
K. Opoku	197.0 m
K. Opoku	210.85 m
C. Benteke	196.24 m
B. Vázquez	236.18 m
A. Pulido	111.63 m
D. Bouanga	356.82 m
J. Ebobisse	184.2 m
USA Major League Soccer	221.3 m

Sprinting Distance P60 BIP

Number Of Sprints P60 BIP

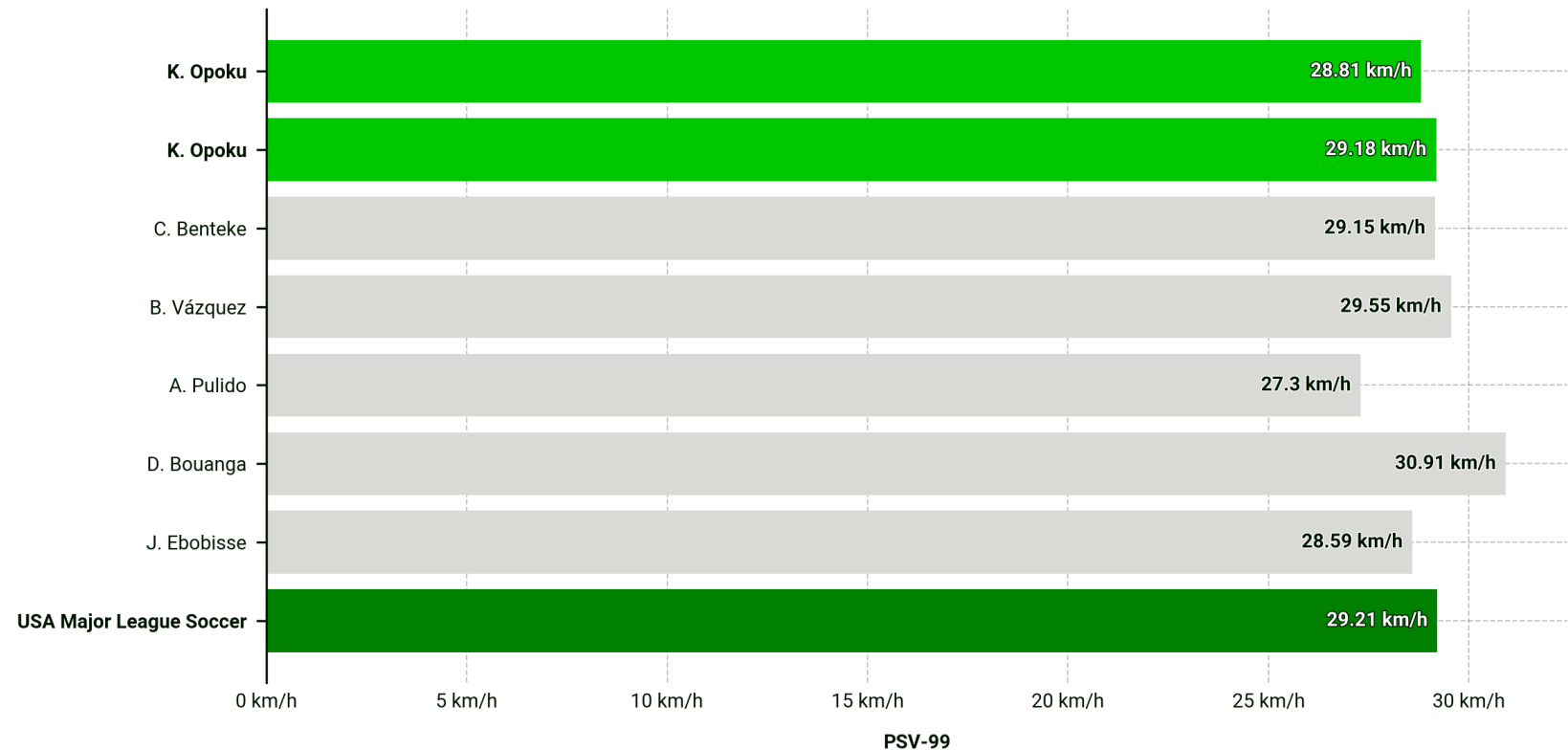Discrete activity exceeding 25 km/h. The activity needs to last for at least 0.7s.

Player	Number Of Sprints P60 BIP
K. Opoku	10.1
K. Opoku	10.95
C. Benteke	10.16
B. Vázquez	12.56
A. Pulido	5.49
D. Bouanga	17.75
J. Ebobisse	10.85
USA Major League Soccer	11.39

Number Of Sprints P60 BIP

Number Of High Accelerations P60 BIP

Discrete activity exceeding 3 m/s². The activity needs to last for at least 0.7s.

Player	Number Of High Accelerations P60 BIP
K. Opoku	3.59
K. Opoku	3.65
C. Benteke	5.7
B. Vázquez	5.75
A. Pulido	1.98
D. Bouanga	5.51
J. Ebobisse	6.9
USA Major League Soccer	4.85

Number Of High Accelerations P60 BIP
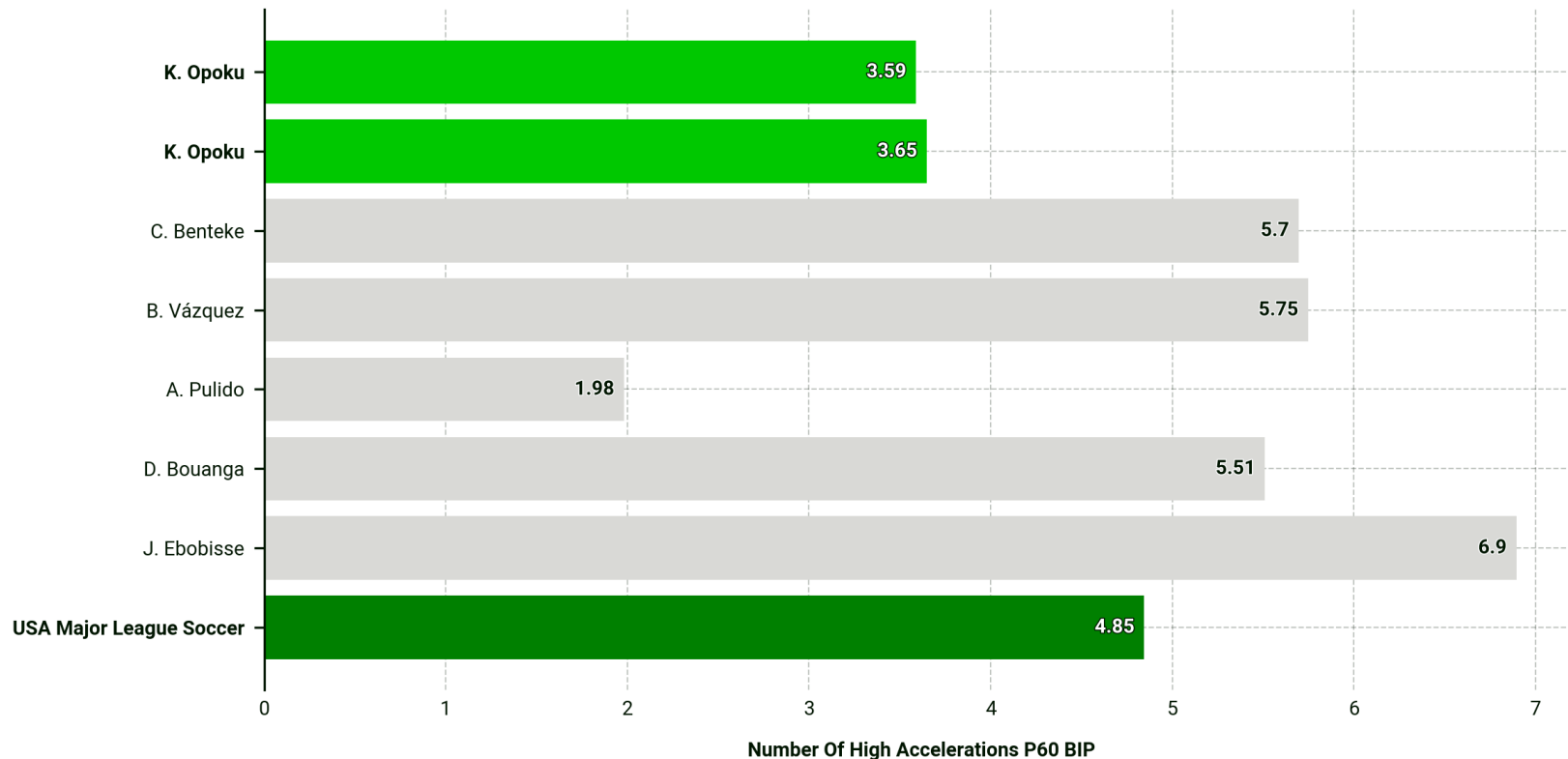
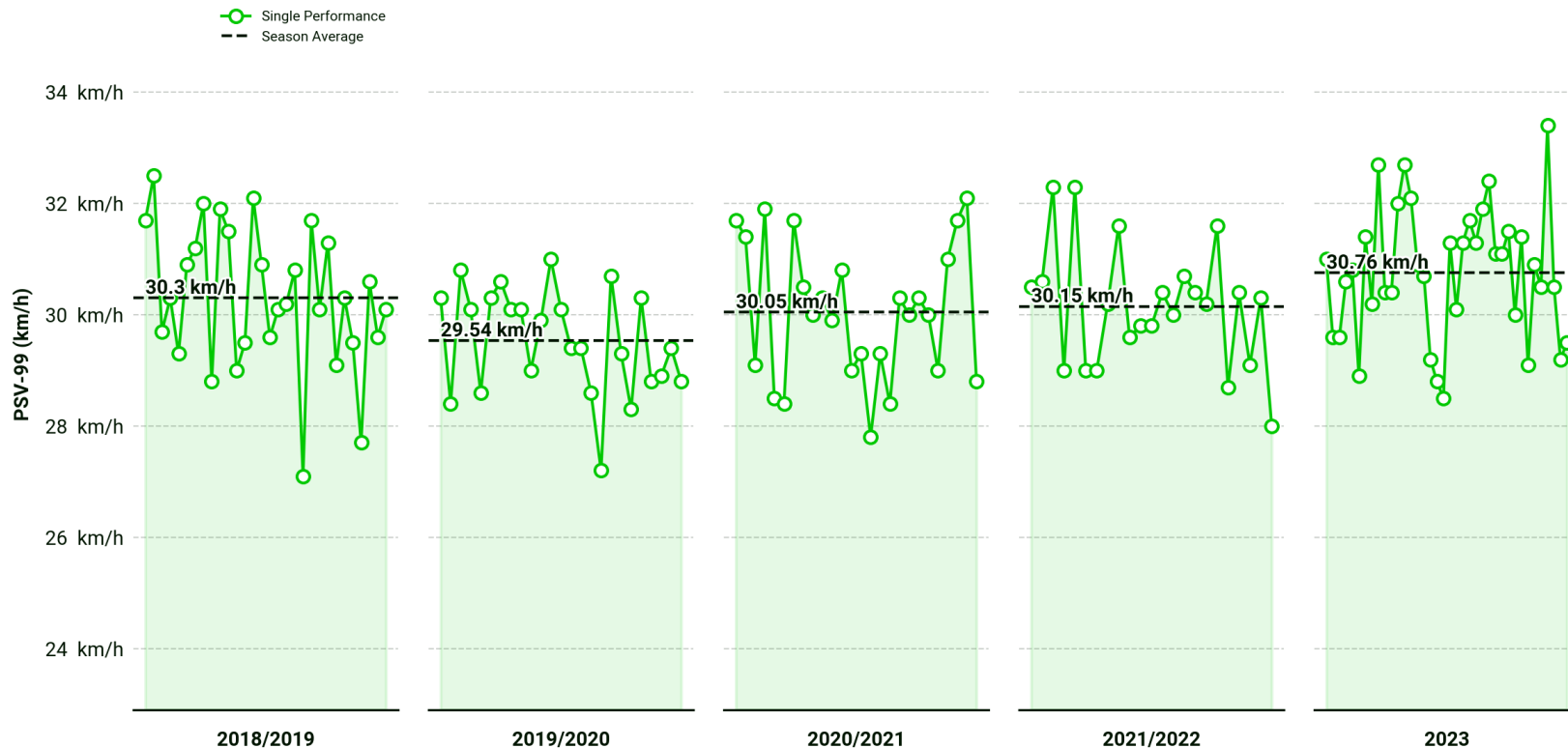# Average PSV-99 (km/h)

Peak sprint velocity 99th percentile. This metric reflects the peak speed of a player and its ability to reach it multiple times or sustain it long enough.
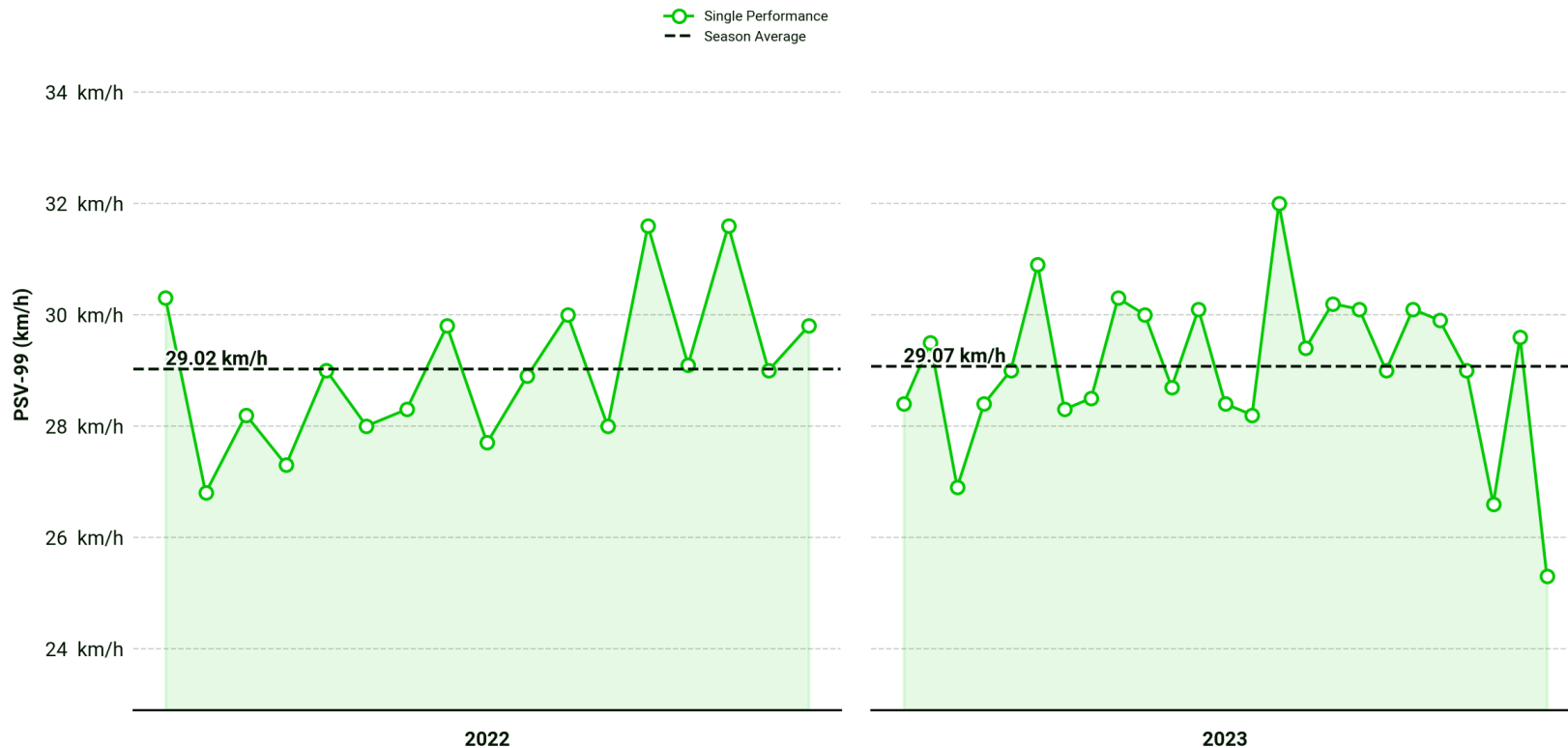
Player	PSV-99
K. Opoku	28.81 km/h
K. Opoku	29.18 km/h
C. Benteke	29.15 km/h
B. Vázquez	29.55 km/h
A. Pulido	27.3 km/h
D. Bouanga	30.91 km/h
J. Ebobisse	28.59 km/h
USA Major League Soccer	29.21 km/h

PSV-99

Match By Match Analysis

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2023 - PSV-99 Variation (km/h)

Peak sprint velocity 99th percentile. This metric reflects the peak speed of a player and its ability to reach it multiple times or sustain it long enough.

Legend:
- Single Performance
- Player Av.
- Av. of Top 5 Performances

Y-axis (PSV-99): 34 km/h, 32 km/h, 30 km/h, 28 km/h, 26 km/h, 24 km/h

Reference lines: High, Average (USA Major League Soccer), Low

X-axis: B. Vázquez, J. Ebobisse, C. Benteke, D. Bouanga, K. Opoku, A. Pulido

* Distribution outline is only shown for players with 10 or more matches.
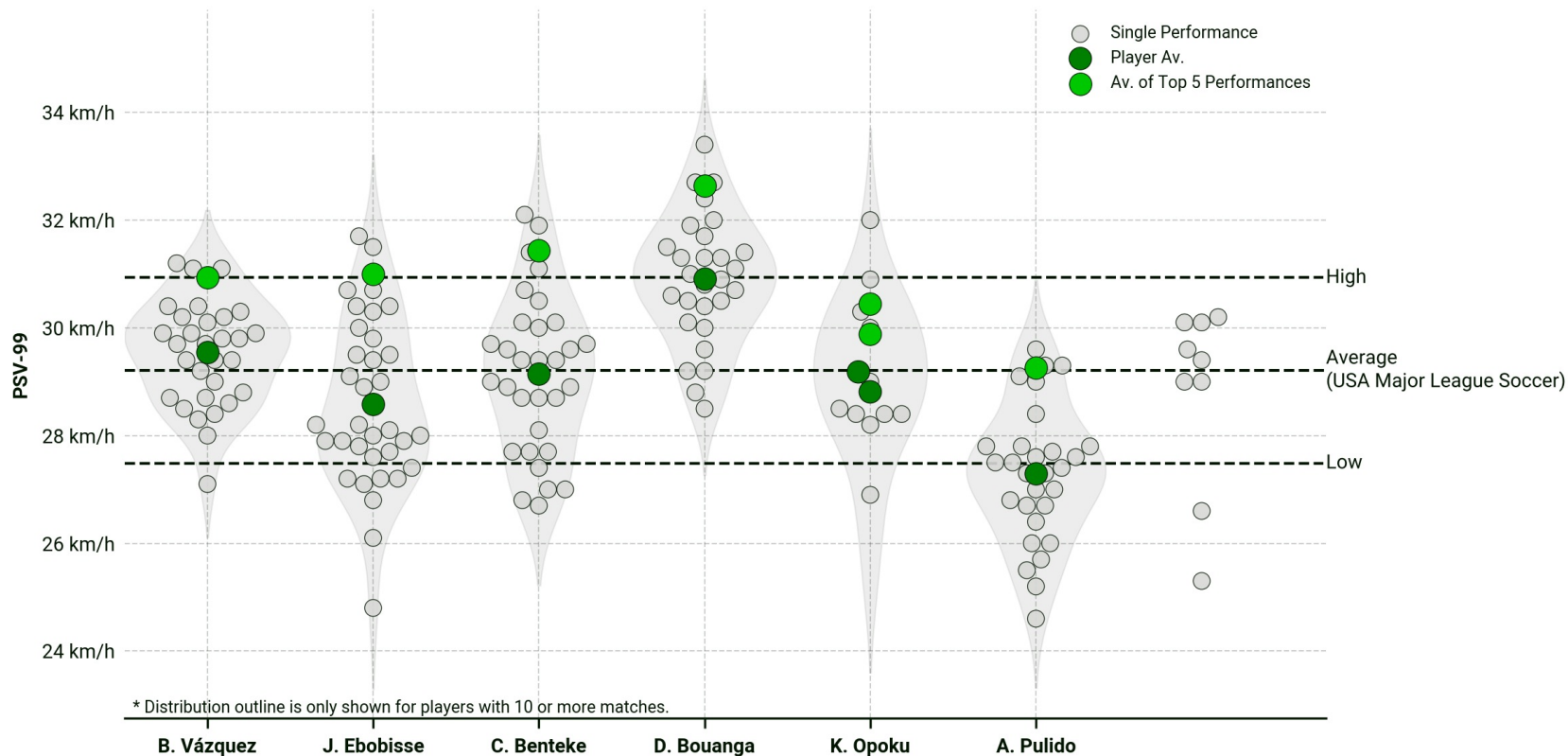
D. Bouanga - PSV-99 Longitudinal Performance (km/h)
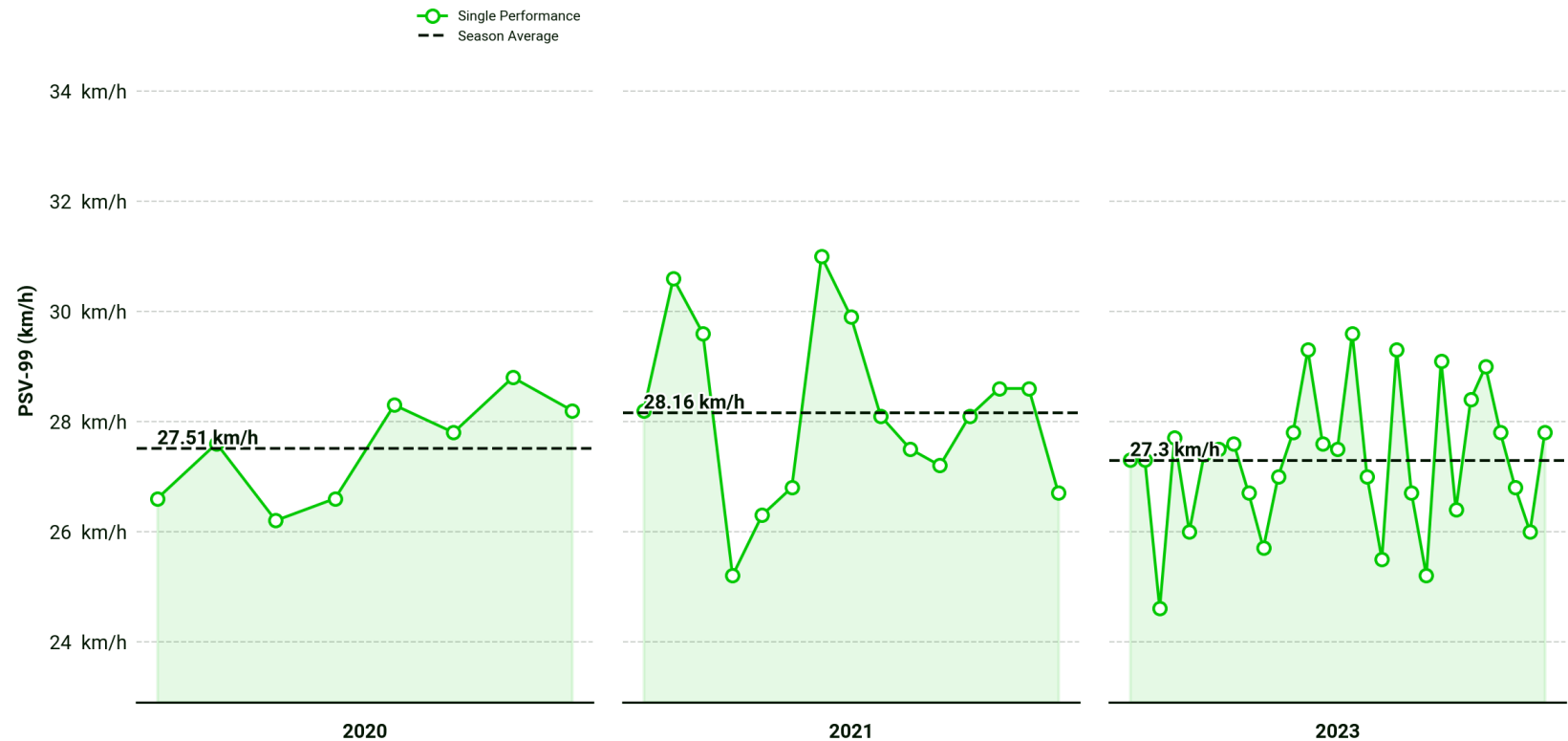
K. Opoku - PSV-99 Longitudinal Performance (km/h)

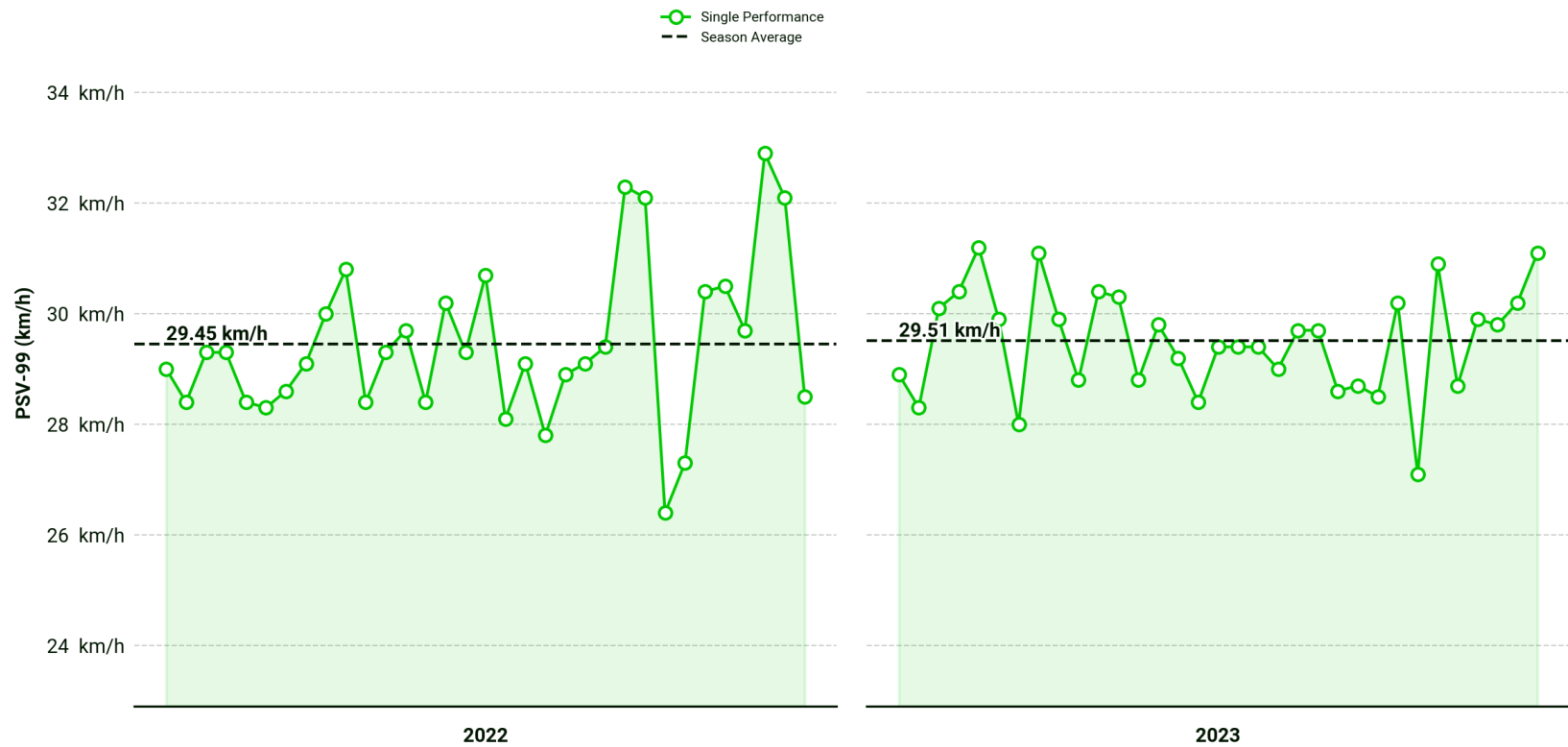# K. Opoku - PSV-99 Longitudinal Performance (km/h)
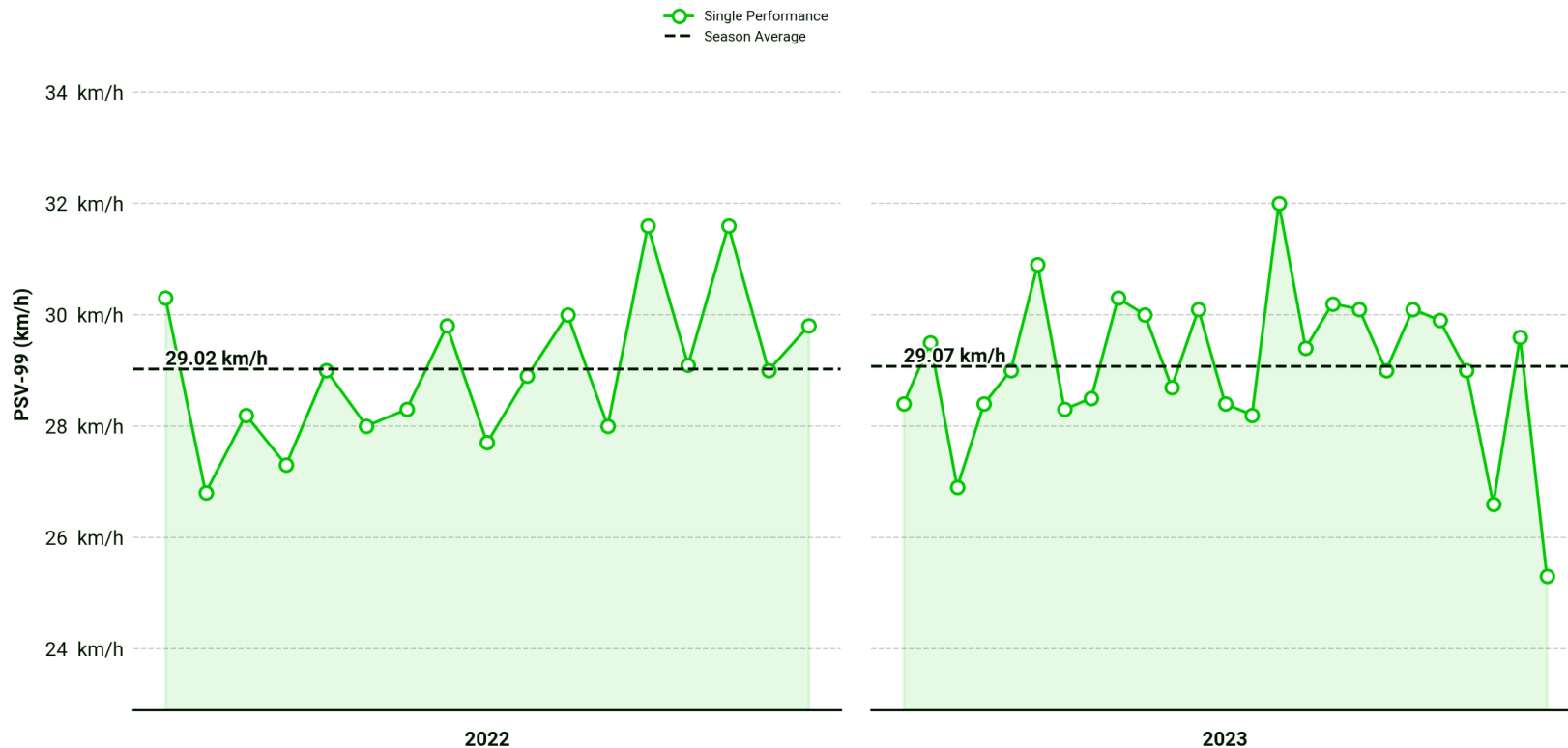
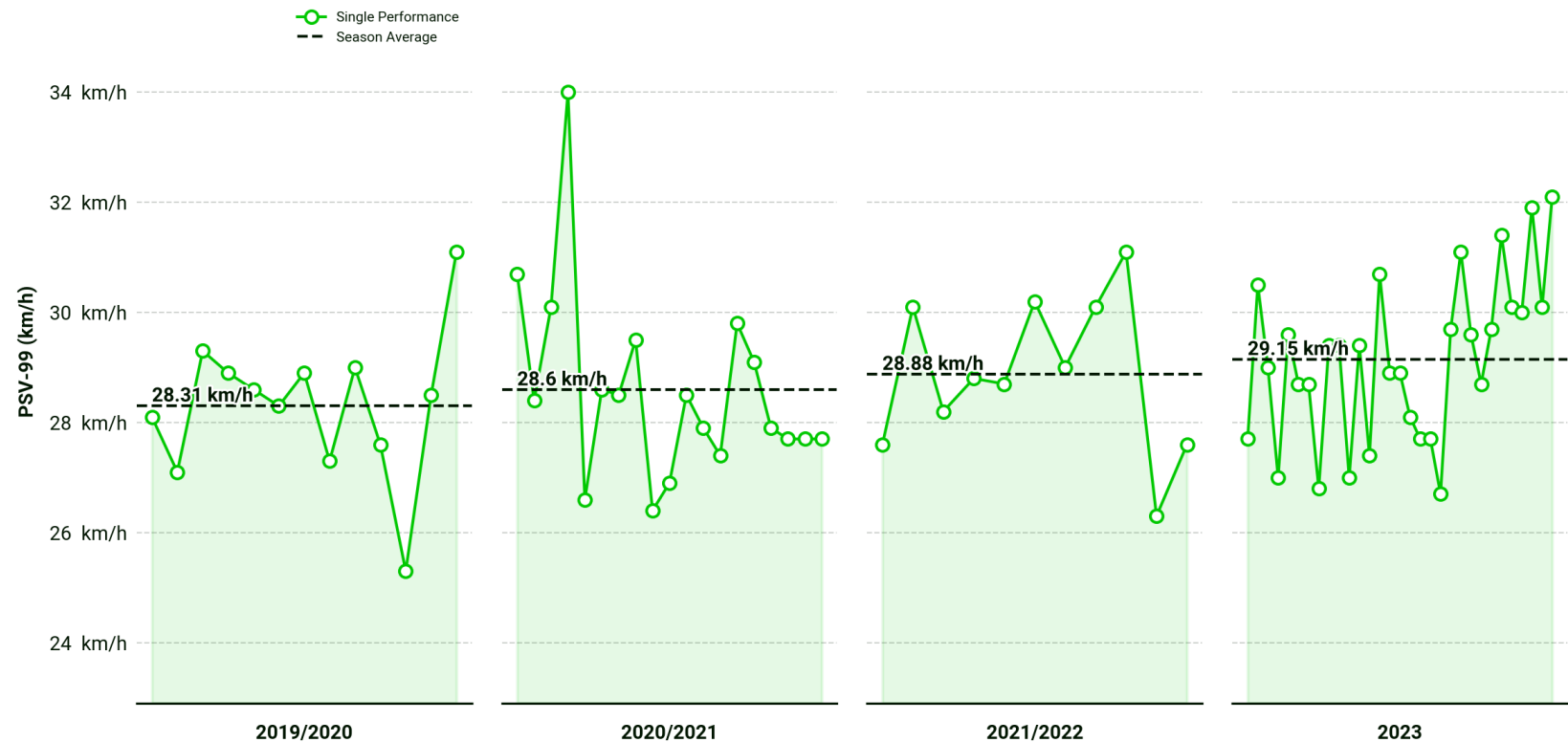# J. Ebobisse - PSV-99 Longitudinal Performance (km/h)
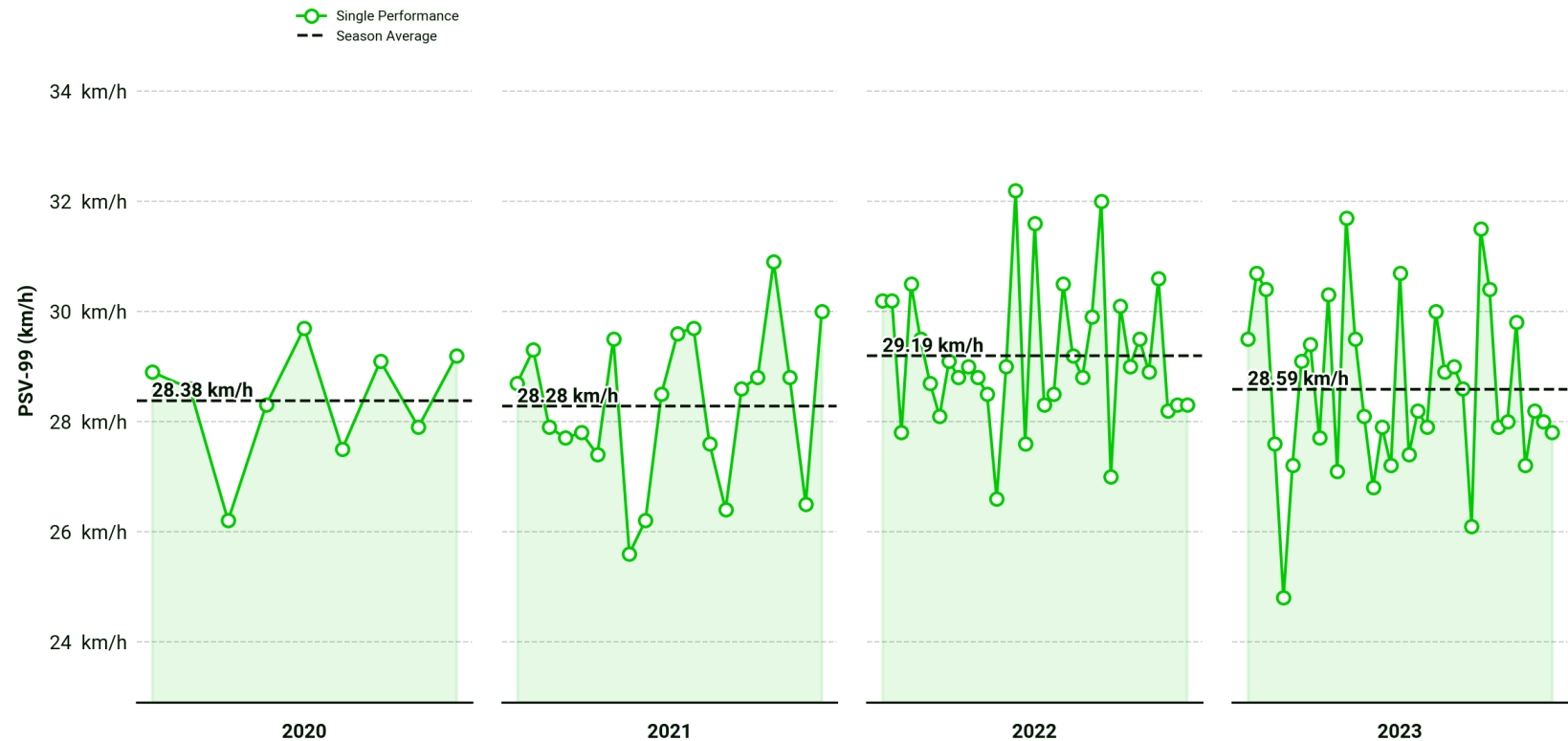
A. Pulido - PSV-99 Longitudinal Performance (km/h)

B. Vázquez - PSV-99 Longitudinal Performance (km/h)

C. Benteke - PSV-99 Longitudinal Performance (km/h)