

BB PLAYER STATISTICS REPORT 2025

FEBRUARY 2025

BOOKIE BASHING

PLAYER
STATS
EXPECTANCY
VS RESULTS
2022-2025

IN THIS ISSUE

A soccer player in a red kit is captured mid-air, performing a bicycle kick. The player is upside down, with their legs extended upwards and feet pointing towards the ground. A soccer ball is suspended in the air above the player's head. The background shows a blurred stadium at night with lights and a goalpost visible in the distance. The overall scene is dynamic and action-packed.

IN THIS REPORT YOU FIND OUT ABOUT:

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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:

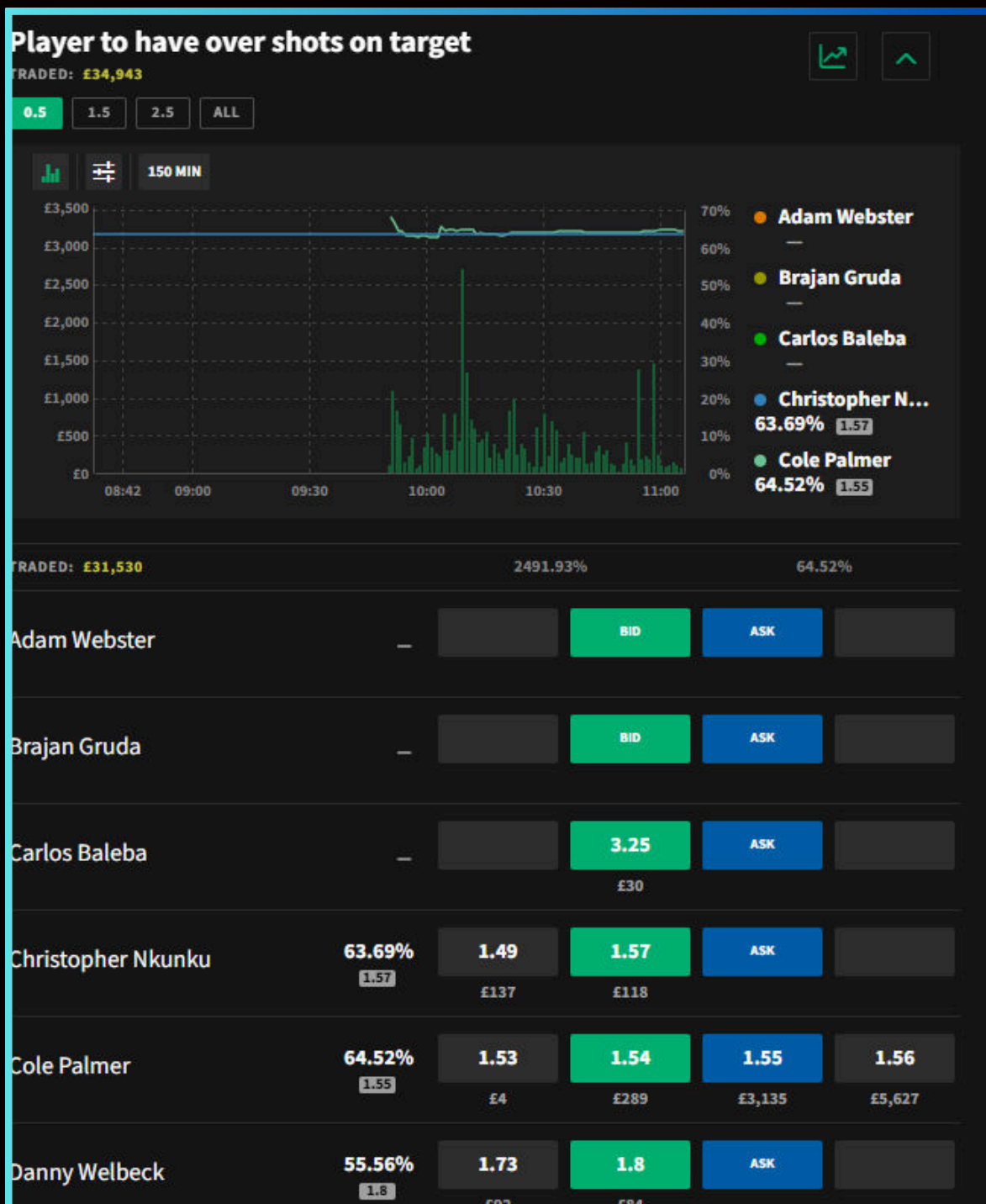
- Empirical: We look at the lines in a wide range of markets and make an assessment of the expectancies assumed by the traders
- Heuristic: We look back at the accuracy of our historical database to adjust the assumptions we make to ensure that live expectancies are as accurate as possible.
- Optimisations: 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.

15:00 Player Shots On Target					
Haaland & Isak to Each Have 1 or More Shots on Target (15/02)					
			Back	Lay	
Yes	1.85 £43	1.86 £25	1.93 £36	1.94 £225	



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.

Accuracy	Fair Odds	xSOT 0.89 (Over 0)	
		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



Player Stats

Help - [click here for more information](#)

Shots On Target

Custom CSV

Competition	Game	Start	Dr	Days to CSV	Shots On Target	Shots	Assists	Cards	Tackles	Fouls	Offsides	VAR Reviews	Throw Ins	Saves	Saves or Assist
Turkish Super League	Adana Demirspor v Antalyaspor	07:03	Team Stats	Days to CSV	0	0				0	0				
German Bundesliga 2	Paderborn v Preussen Muenster	07:30	Team Stats	Days to CSV	0	0				0	0				
Danish Superliga	Brøndby v Viborg	18:00	Team Stats	Days to CSV	0	0									
Dutch Eredivisie	Go Ahead Eagles v Sparta Rotterdam	18:00	Team Stats	Days to CSV	0	0	0			0	0				0
German Bundesliga	Augsburg v RB Leipzig	18:30	Team Stats	Days to CSV	0	0	0	0	0	0	0	0	0	0	0
Spanish Segunda Division	Mirandes v Racing de Ferrol	19:30	Team Stats	Days to CSV	0	0	0								0
Italian Serie A	Bologna v Torino	19:45	Team Stats	Days to CSV	0	0	0	0	0	0	0		0	0	0
French Ligue 1	Brest v Auxerre	19:45	Team Stats	Days to CSV	0	0	0	0	0	0	0		0	0	0
Belgian First Division A	Standard v Genk	19:45	Team Stats	Days to CSV	0	0				0	0				
English Premier League	Brighton v Chelsea	20:00	Team Stats	Days to CSV	0	0	0	0	0	0	0		0	0	0
Spanish La Liga	Girona v Betis	20:00	Team Stats	Days to CSV	0	0	0	0	0	0	0		0	0	0
English Championship	QPR v Derby	20:00	Team Stats	Days to CSV	0	0	0	0	0	0	0				0
Portuguese Primeira Liga	Boavista v Club Football Estrela	22:15	Team Stats	Days to CSV	0	0	0			0	0				0
Mexican Liga MX	Mazatlan FC v Santos Laguna	00:00 tomorrow	Team Stats	Days to CSV	0	0	0								0
Mexican Liga MX	Tijuana v FC Juarez	00:00 tomorrow	Team Stats	Days to CSV	0	0	0								0
Mexican Liga MX	CF America v Pumas	00:00 tomorrow	Team Stats	Days to CSV	0	0	0								0

BETBUILDER

BookieBashing BetBuilder

Help - [click here for more information](#)

Standard View

Reset

Stat BookieBashing Lines Soccer BB Player/Team Stats BB xSOT

Competition English Premier League (21/21)

Search Palmer

Game(s)

Player Cole Palmer

Team

Combine Players/Games

Under 1 shots

Period 1st Half

Expected Playing Time 90 Minutes

Total Odds 1.59

Reset

Update Data

619s since data update

BET TRACKER:

Bookie	C.	Name	Book odds	Fair Odds	EV	ROI	Credit
Skybet		QPR v Derby - Cole Salto (Over 0.5 shots on target)	3.00	2.81	106.7%	9 hours	88

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.

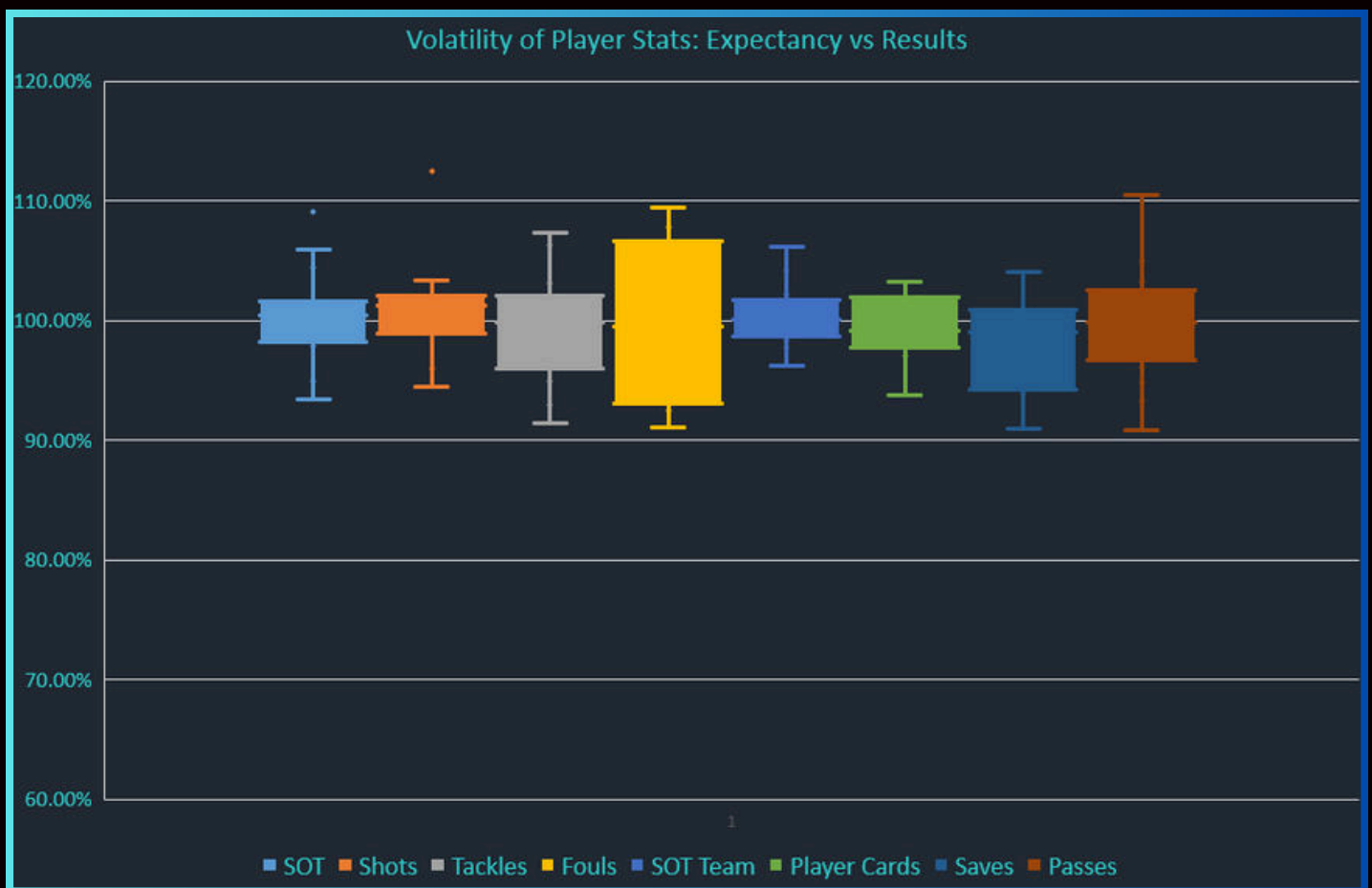
If the ball goes behind the goal because of a goalkeeper intervention, the match officials must award a Corner for it to be recognised as a Save.

7-OVERVIEW OF STATS



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

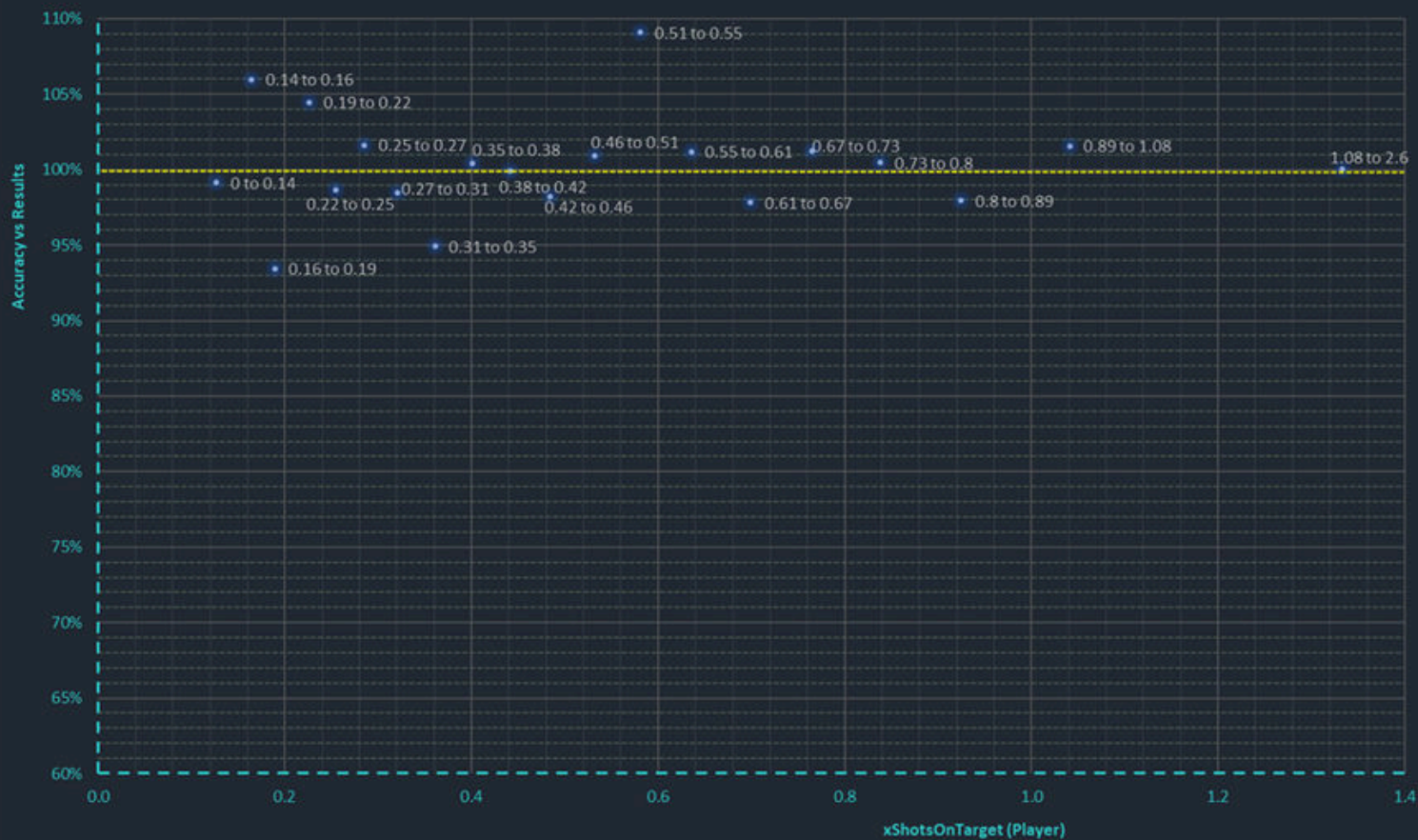
At BookieBashing, we have ascertained that a satisfactory betting model should achieve an accuracy level between 80% and 120%. A narrower range (and a closer approximation of each player statistic to 100%) enhances the confidence in the data, enabling the bettor to adopt a strategy involving thinner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



8-SHOTS ON TARGET (PLAYER)

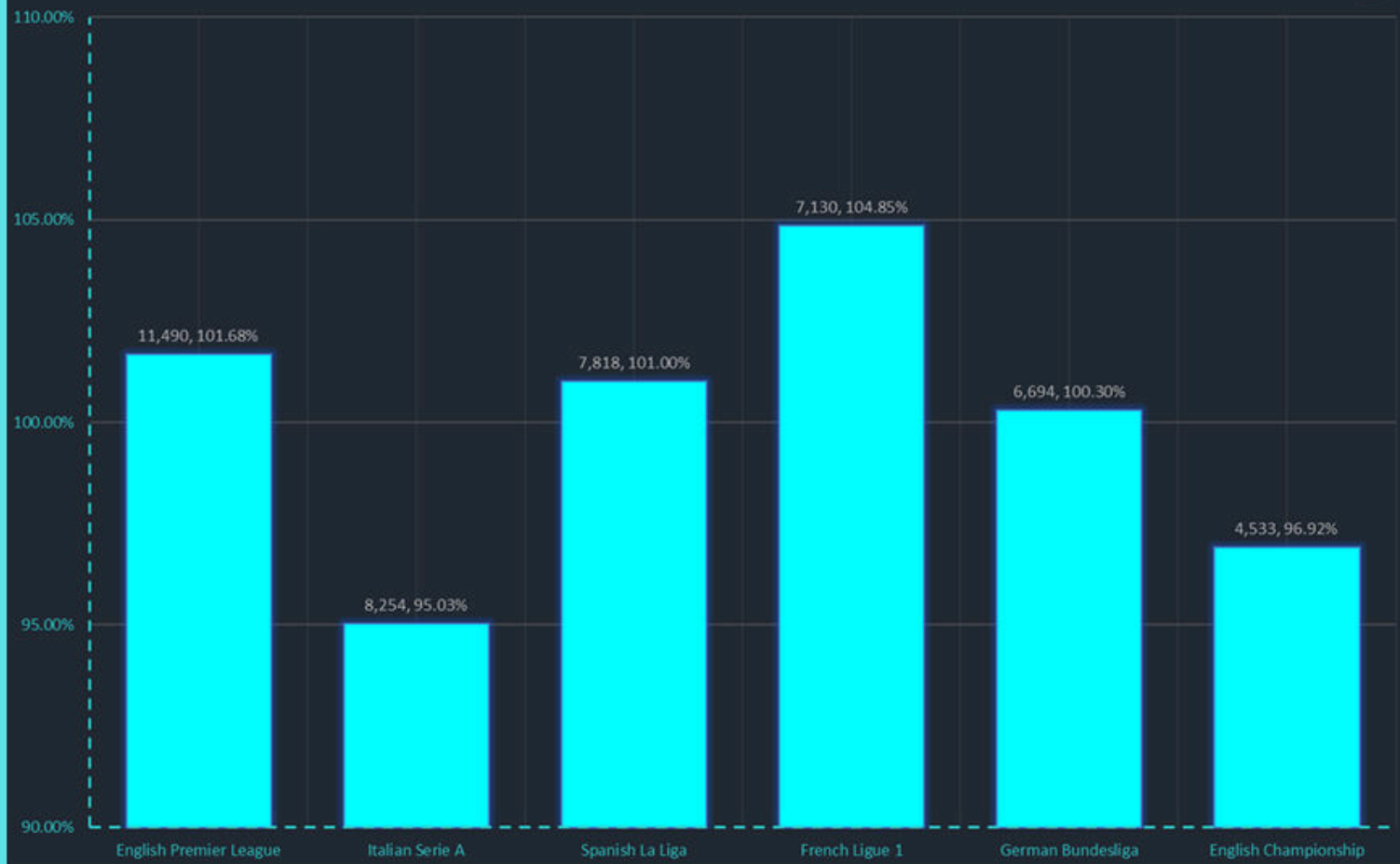


xShotOnTarget (Player) review of Accuracy: deviation from results by Category

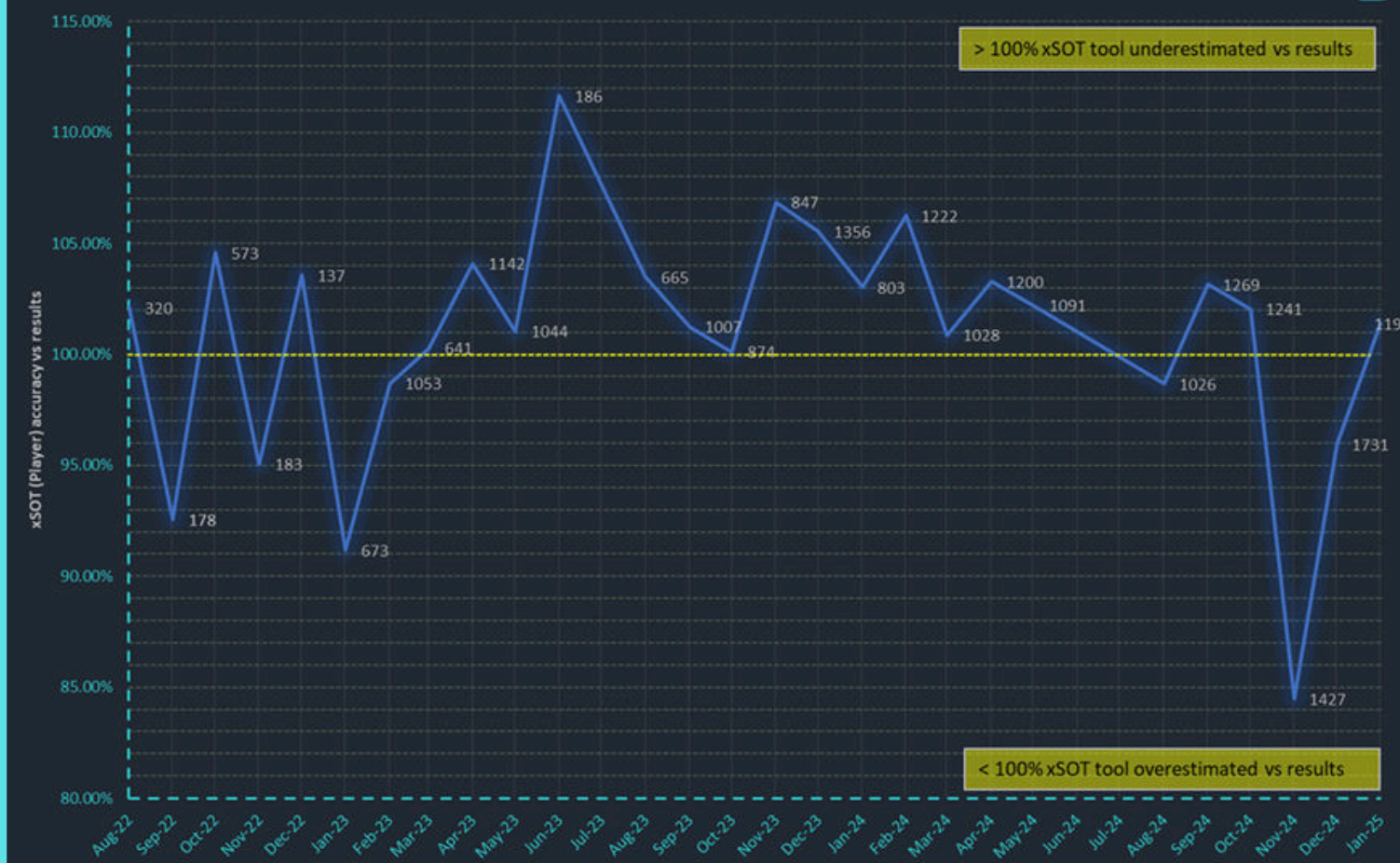


Category	Quantity	xSOT total	SOT Recorded	Delta
0 to 0.14	3,045	385.33	382	99.14%
0.14 to 0.16	2,049	335.91	356	105.98%
0.16 to 0.19	2,116	400.24	374	93.44%
0.19 to 0.22	2,211	499.68	522	104.47%
0.22 to 0.25	2,583	657.62	649	98.69%
0.25 to 0.27	2,161	616.85	627	101.65%
0.27 to 0.31	2,286	732.11	721	98.48%
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



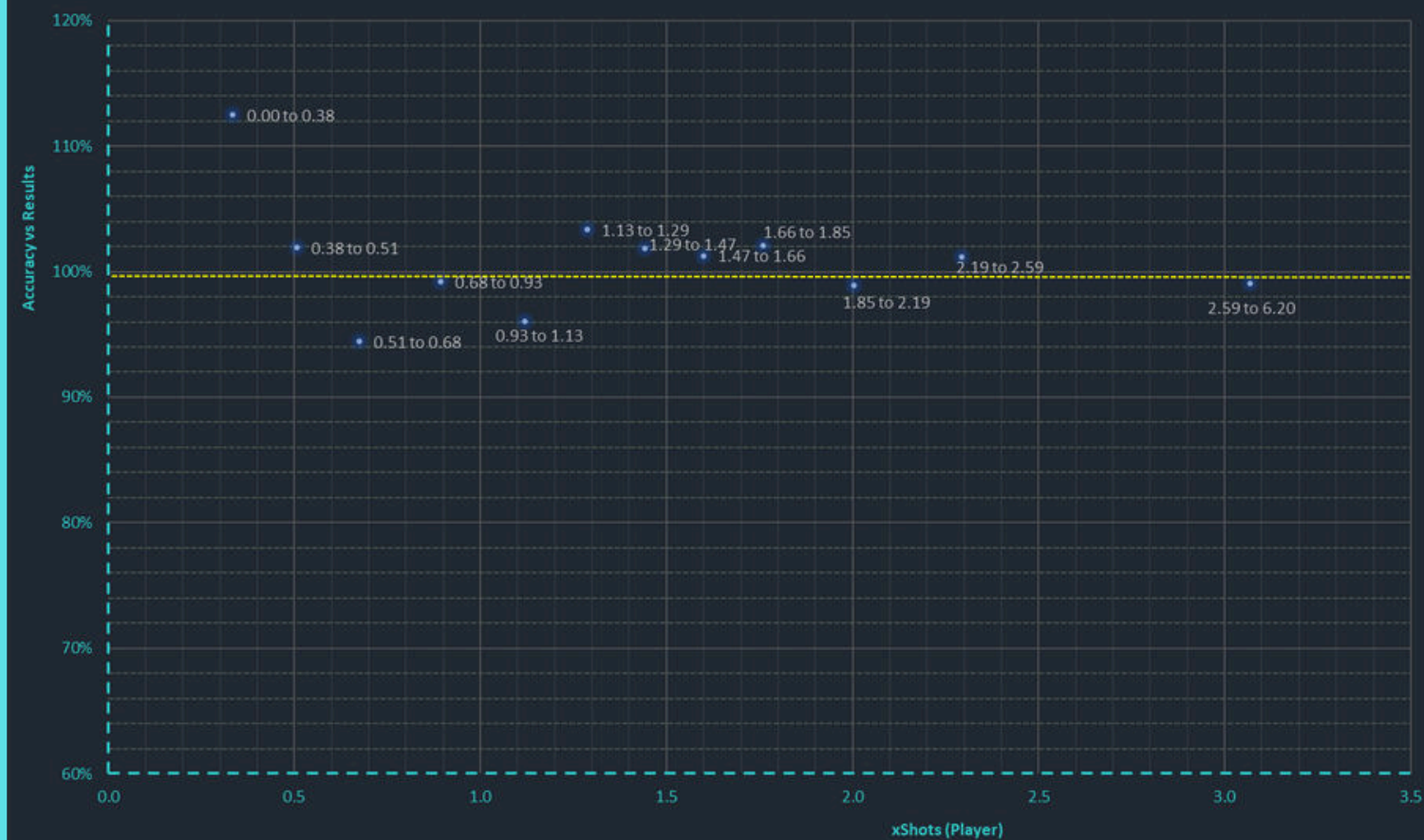
Shot on Target (Player): Market Accuracy over Time



9-SHOTS (PLAYER)

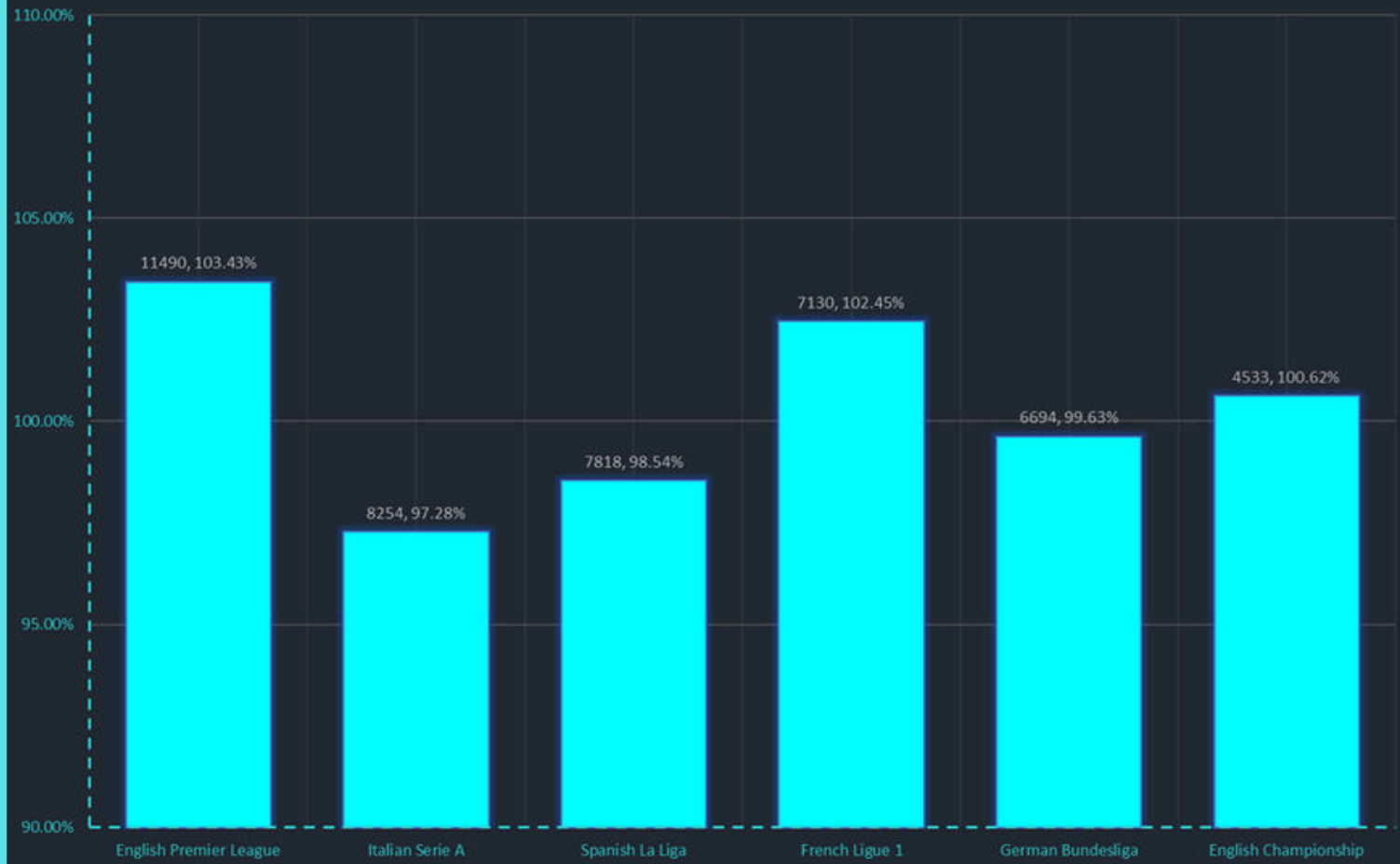


xShots (Player) review of Accuracy: deviation from results by Category

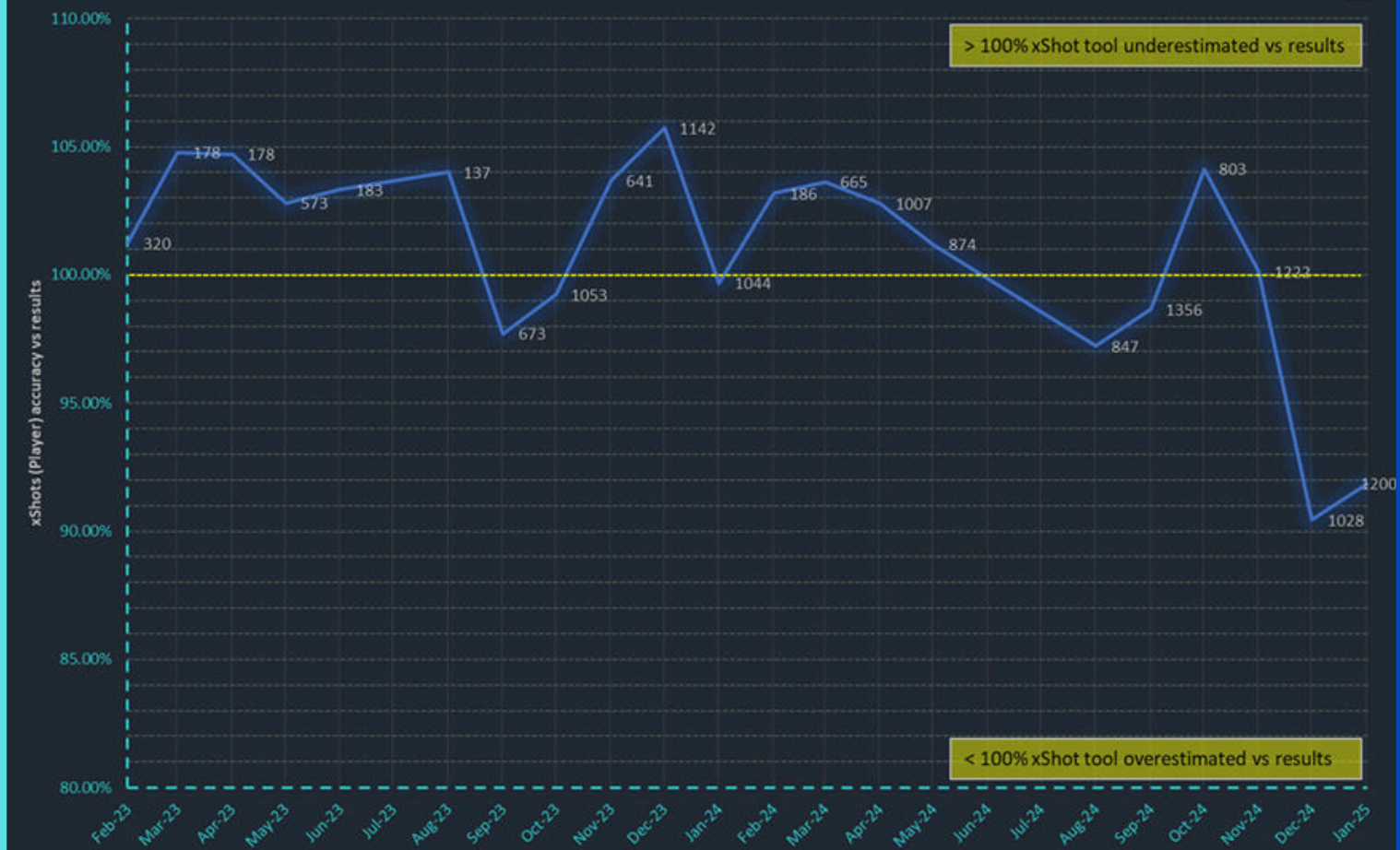


Category	Quantity	xShots total	Shots Recorded	Delta
0.00 to 0.38	3,660	1,221.42	1,374	112.49%
0.38 to 0.51	3,097	1,571.67	1,602	101.93%
0.51 to 0.68	3,014	2,035.89	1,923	94.45%
0.68 to 0.93	3,025	2,703.25	2,682	99.21%
0.93 to 1.13	3,366	3,766.82	3,617	96.02%
1.13 to 1.29	3,195	4,112.53	4,250	103.34%
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%

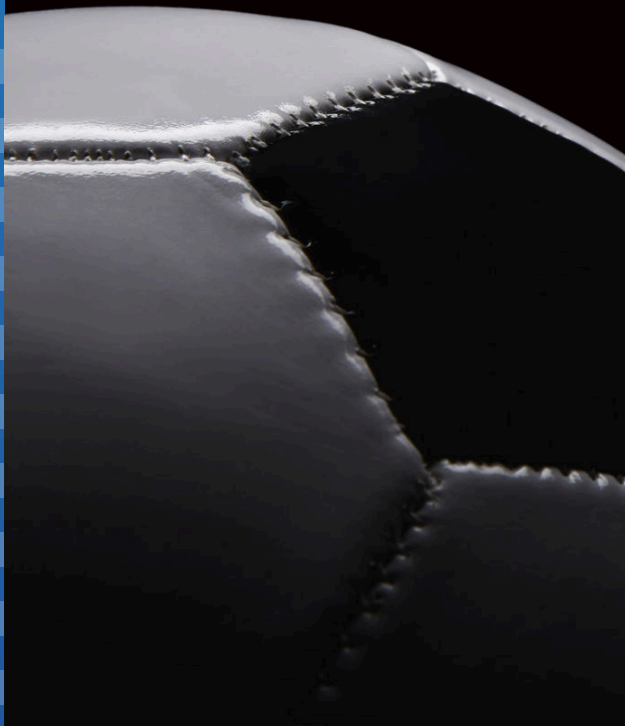
xShots Accuracy: by Competition



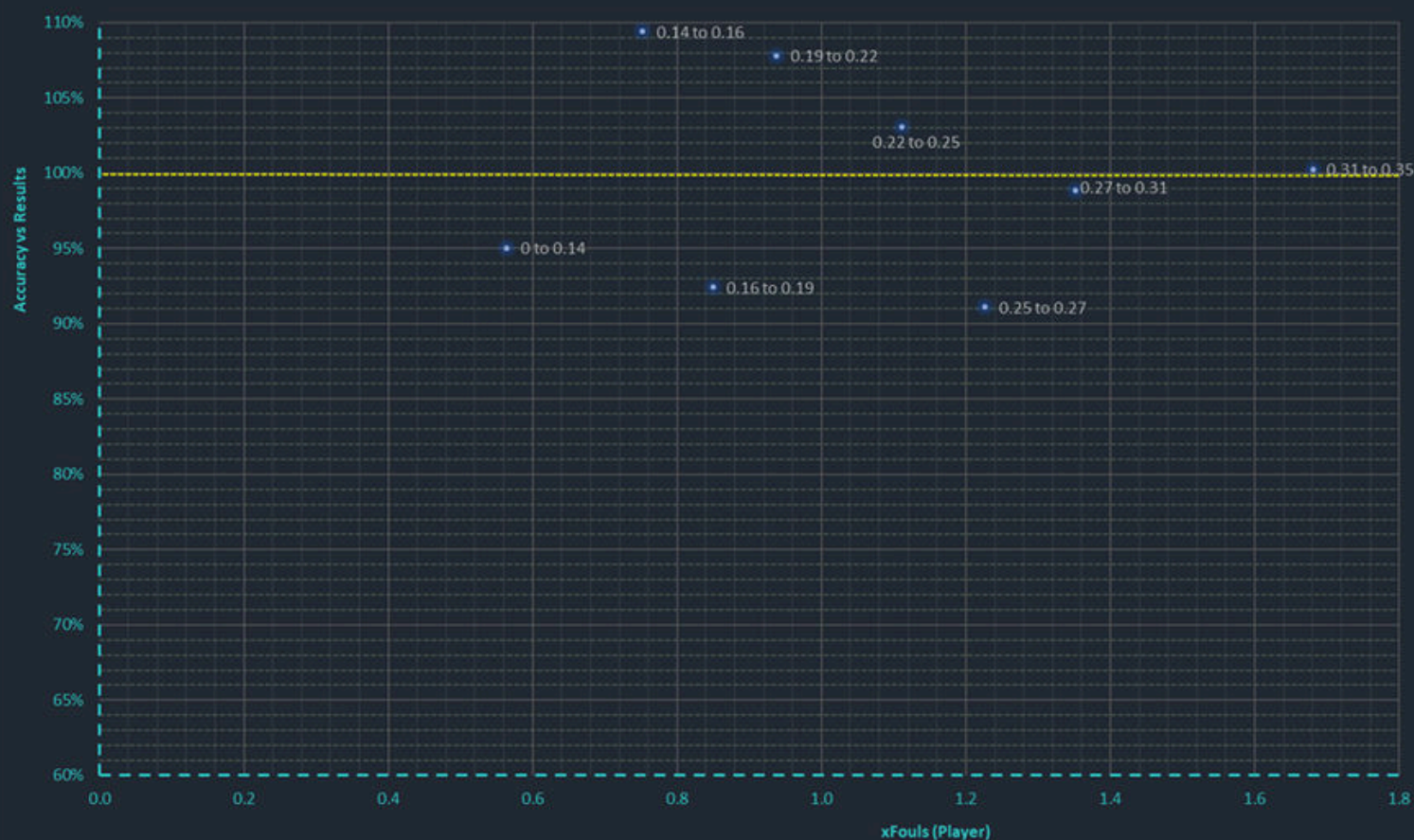
Shots: Market Accuracy over Time



10-FOULS (PLAYER)

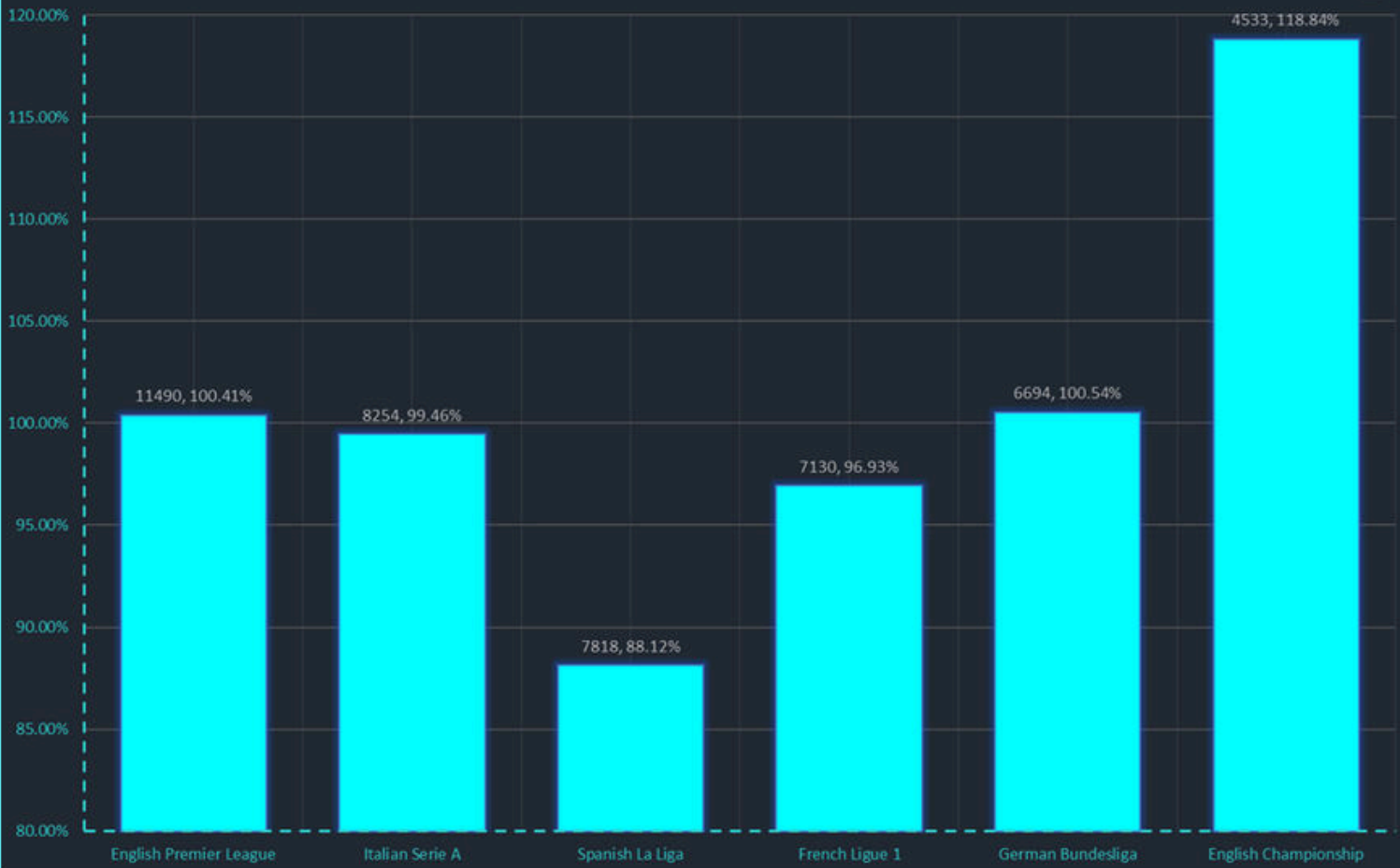


xFouls (Player) review of Accuracy: deviation from results by Category

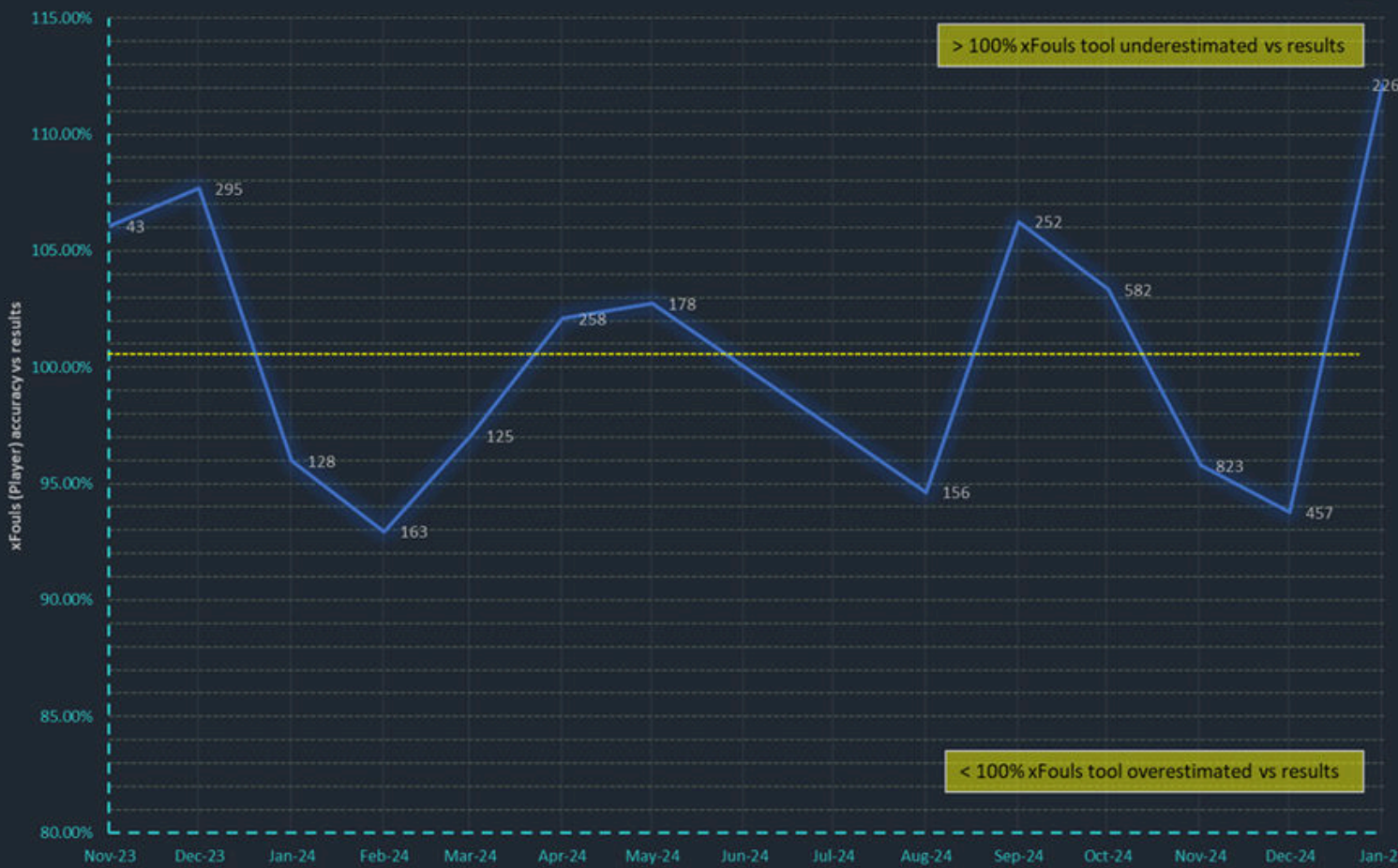


Category	Quantity	xFouls total	Fouls Recorded	Delta
0.00 to 0.66	489	275.66	262	95.04%
0.66 to 0.80	412	309.80	339	109.43%
0.80 to 0.89	419	355.97	329	92.42%
0.89 to 0.98	457	428.52	462	107.81%
0.98 to 1.20	508	564.79	582	103.05%
1.20 to 1.32	357	437.87	399	91.12%
1.32 to 1.53	449	607.08	600	98.83%
1.53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

xFouls (Player) Accuracy: by Competition



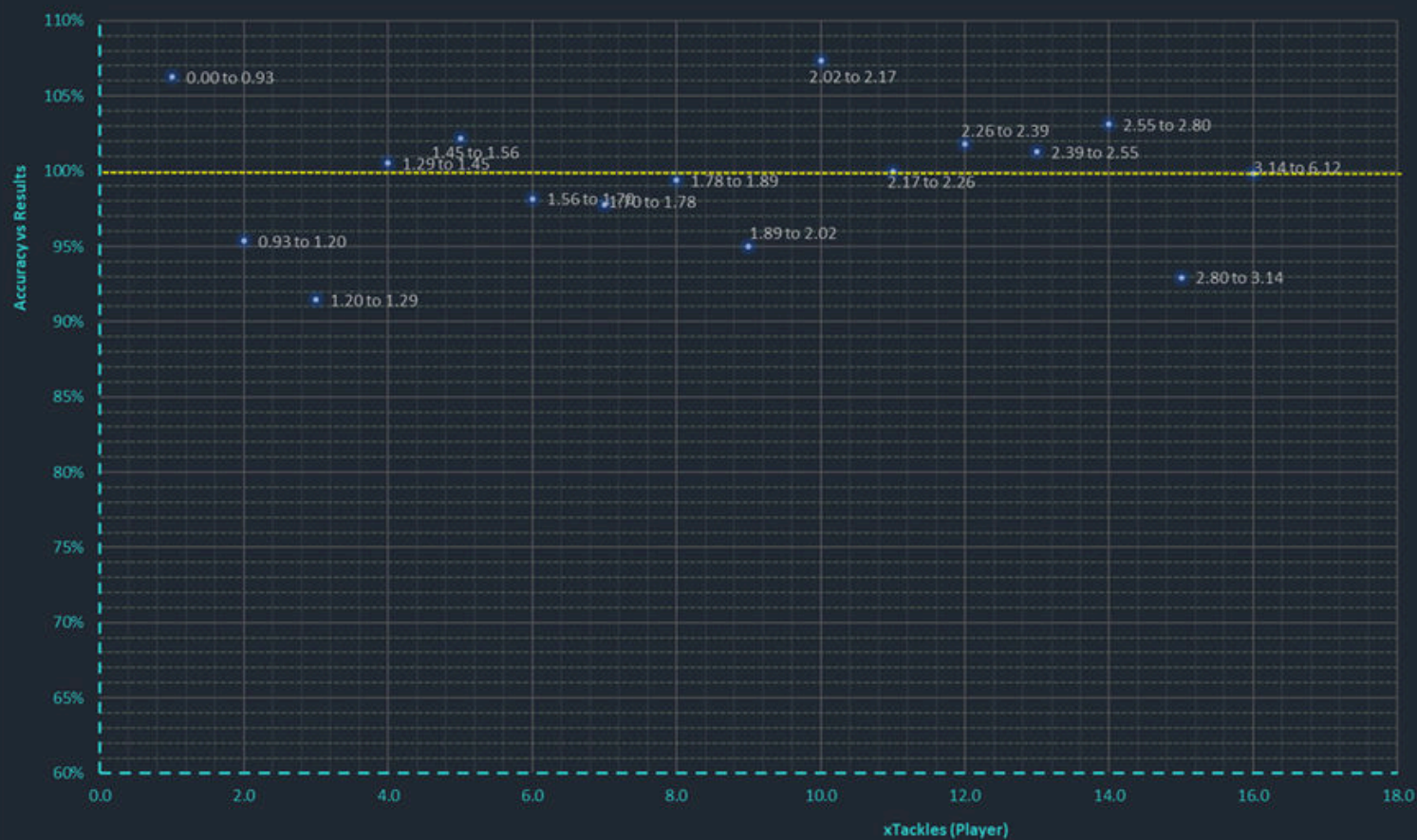
Fouls (Player): Market Accuracy over Time



11-TACKLES (PLAYER)

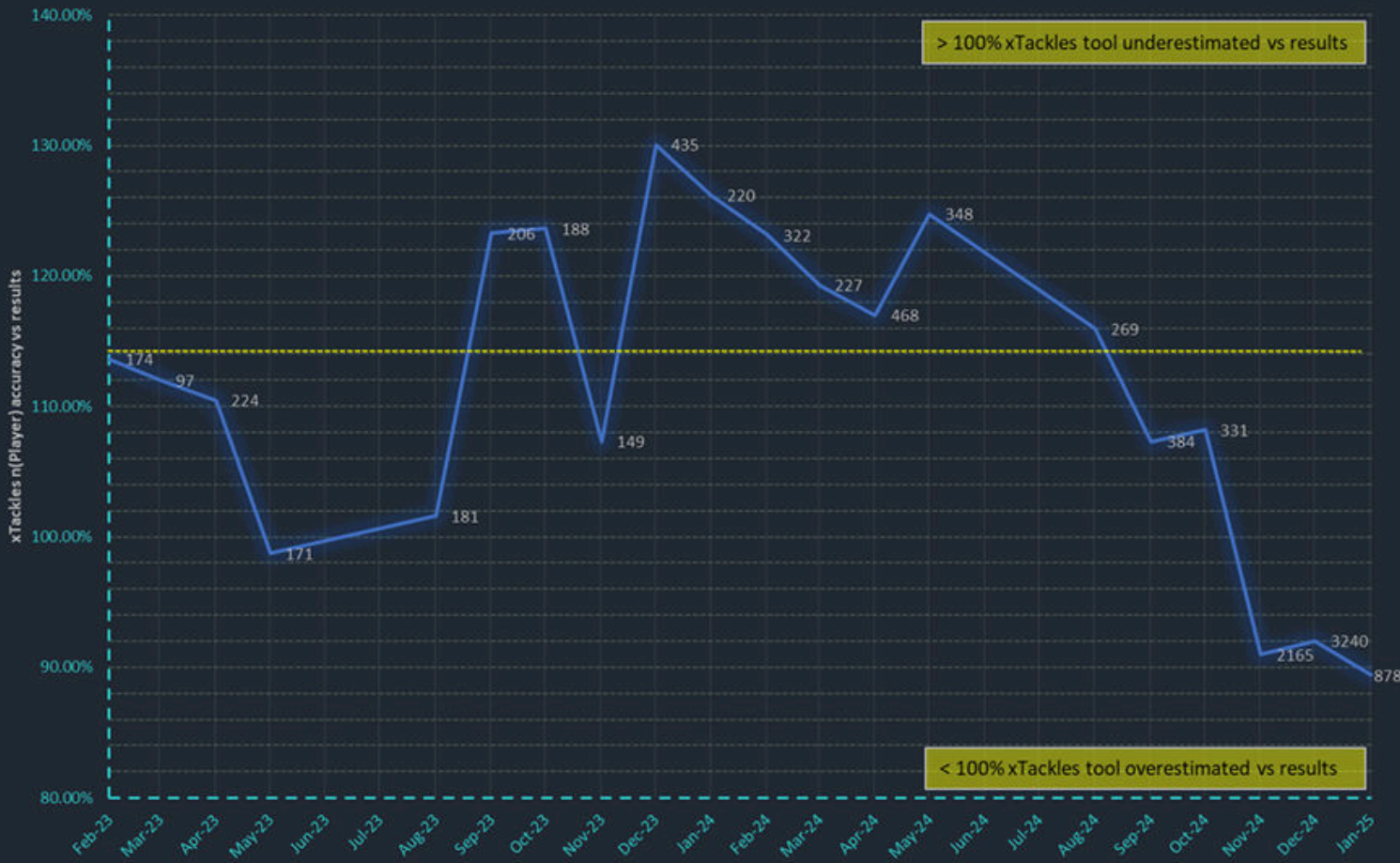


xTackles (Player) review of Accuracy: deviation from results by Category



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%

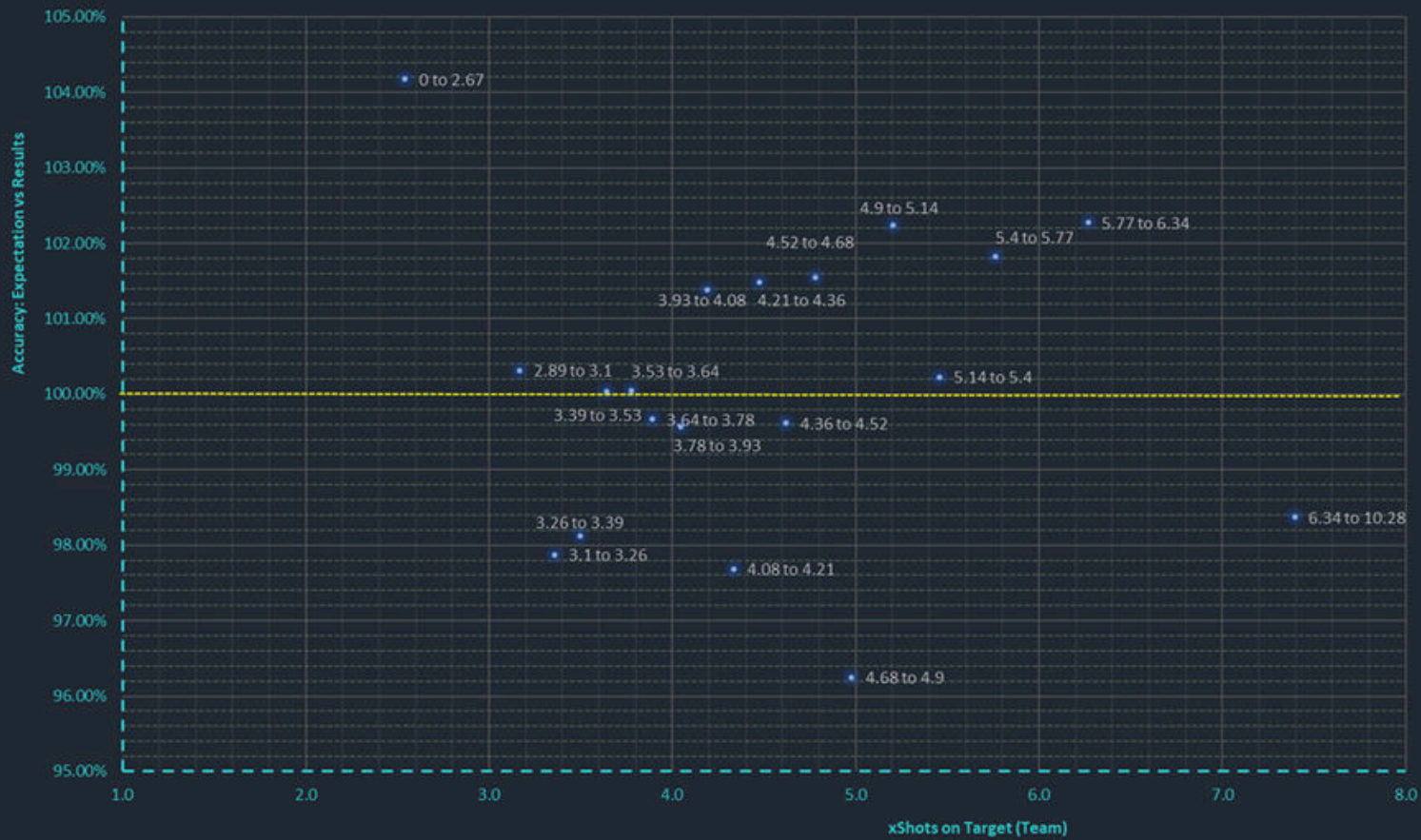
Tackles (Player): Market Accuracy over Time



12-SHOTS ON TARGET (TEAM)

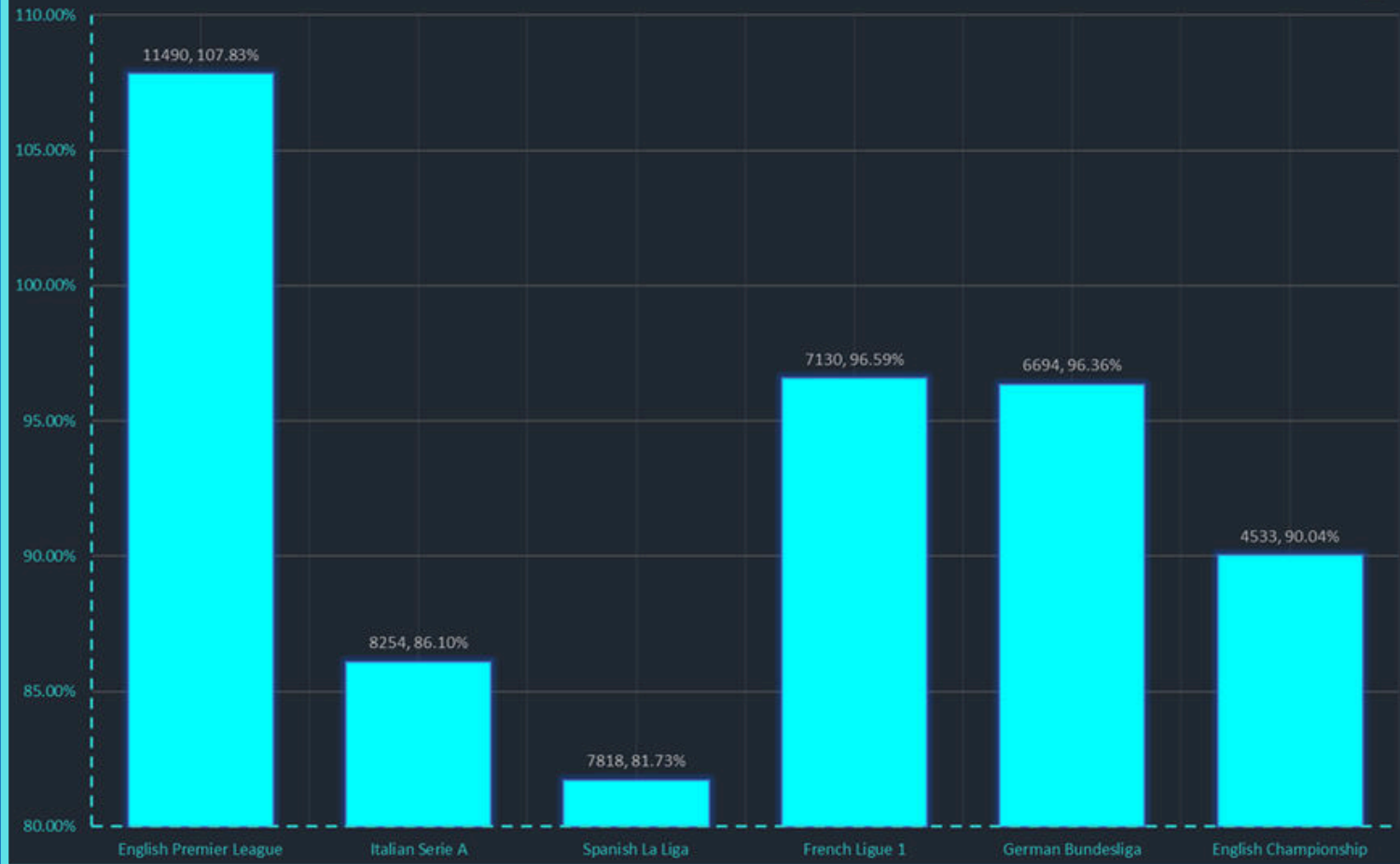


xSOT Team - review of Accuracy: deviation from results by Category

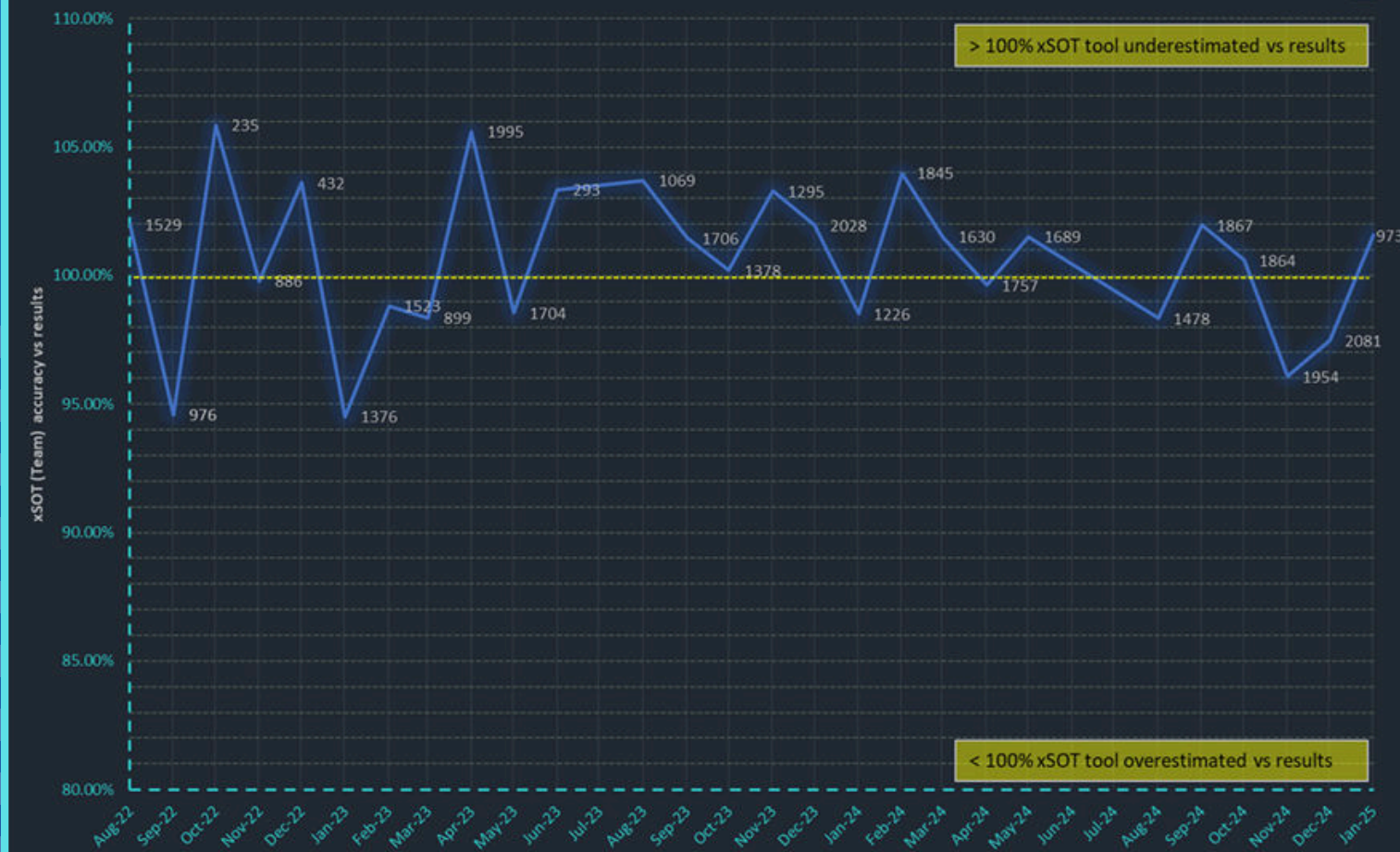


Category	Quantity	xSOT Team total	SOT Team Recorded	Delta
0 to 2.67	444	1,128.84	1,176	104.18%
2.67 to 2.89	412	1,201.31	1,275	106.13%
2.89 to 3.1	448	1,418.51	1,423	100.32%
3.1 to 3.26	404	1,355.83	1,327	97.87%
3.26 to 3.39	460	1,609.14	1,579	98.13%
3.39 to 3.53	431	1,569.40	1,570	100.04%
3.53 to 3.64	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



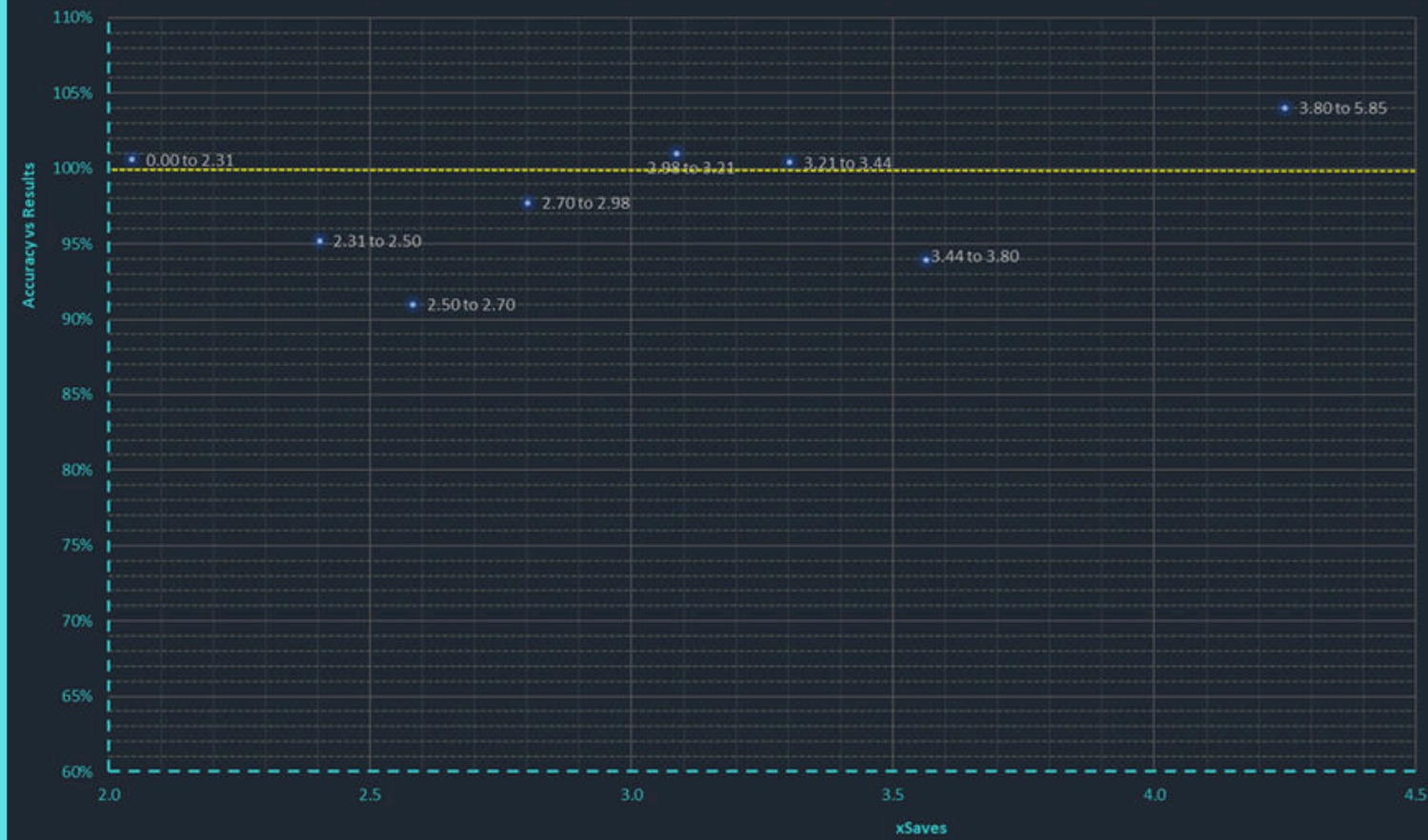
Shot on Target (Team): Market Accuracy over Time



13 - SAVES

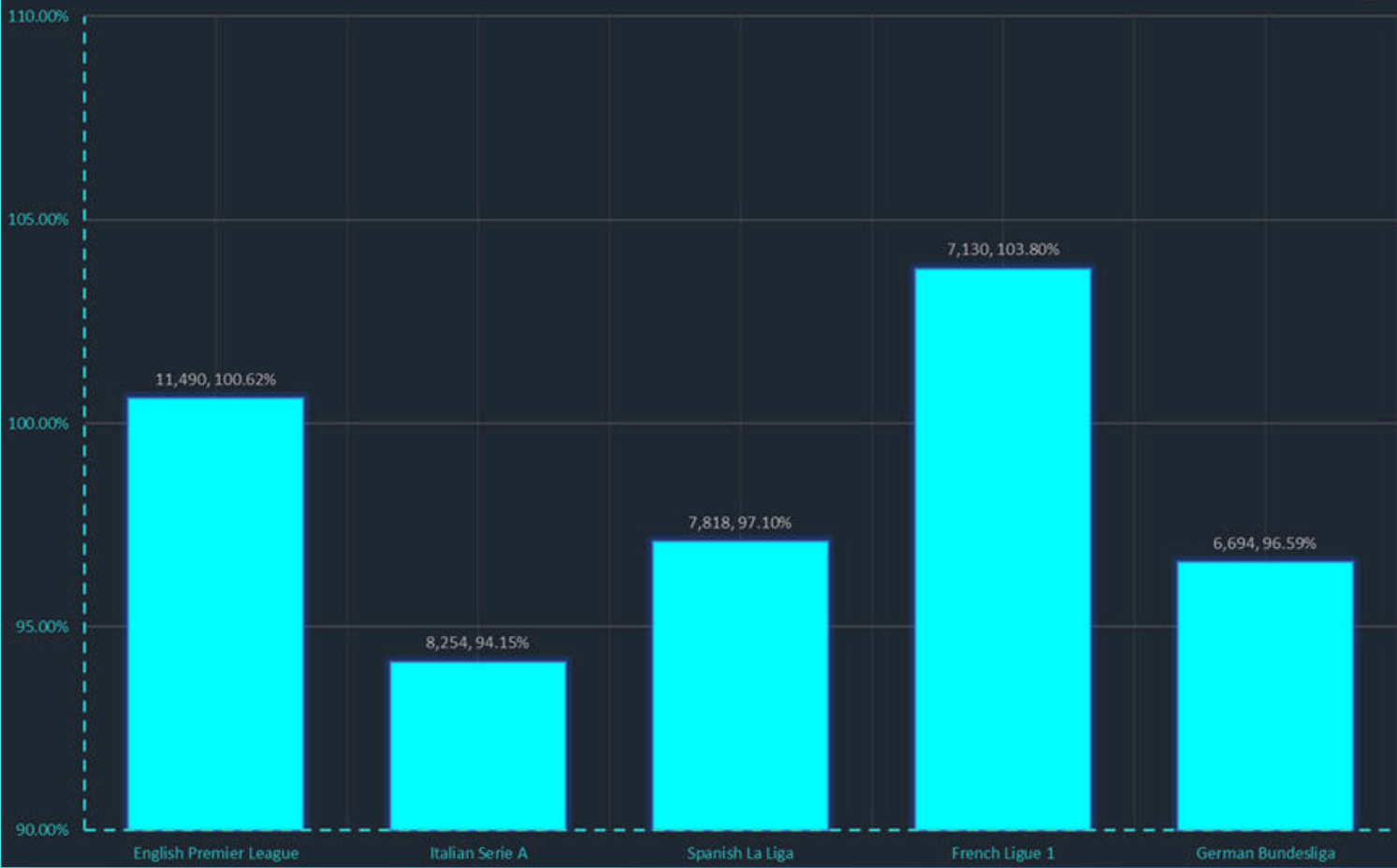


xSavesreview of Accuracy: deviation from results by Category



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%

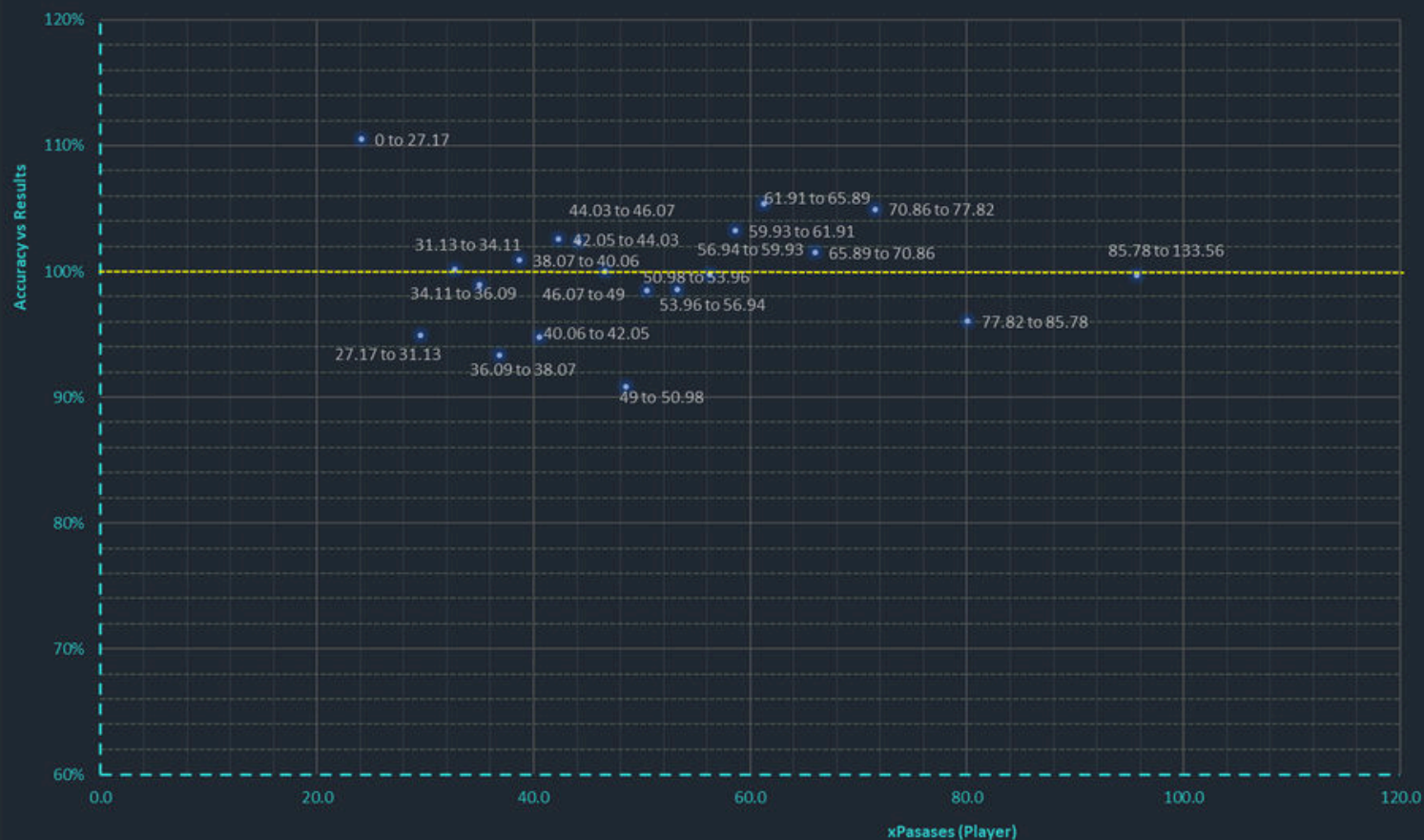
xSaves Accuracy: by Competition



14 - PASSES (PLAYER)

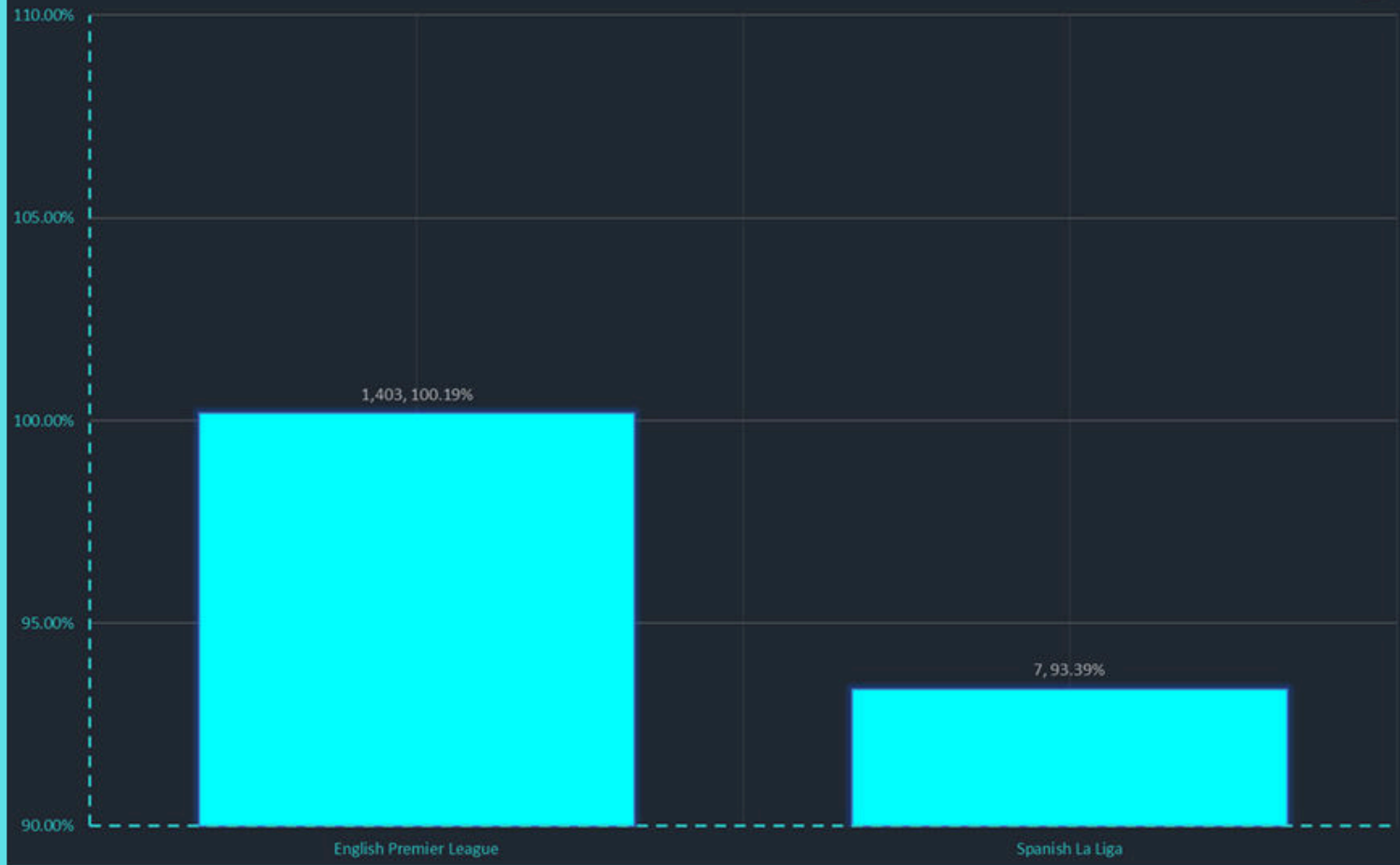


xPasses (Player) review of Accuracy: deviation from results by Category



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



Passes (Player): Market Accuracy over Time

