



2026-04-18



Match Report - Olympiakos U16

Olympiakos U16 : 4
AEL U16 : 2



Line Up: Olympiakos U16

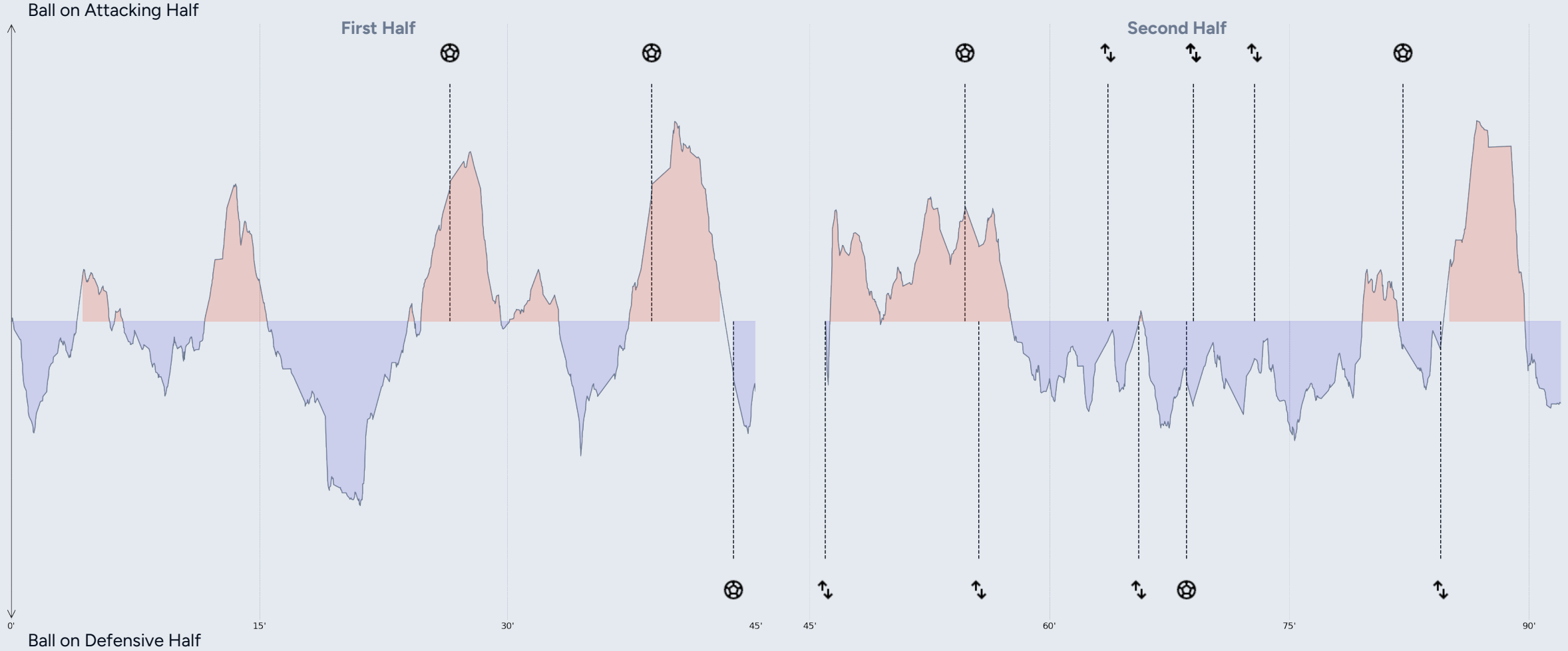
Andreas Eleftheridis (9)	Centre forward
Georgios Daveloudis (23)	Goalkeeper
Antonis Vrahimis (3)	Left back
Panayiotis Diacou (15)	Centre back
Andreas Marinos Michaelides (4)	Centre back
Andreas Meramveliotakis (5)	Centre back
Stelios Demosthenous (18)	Defensive midfield
Loucas Epiphaniou (10)	Centre midfield
Alexandros Alexandrou (8)	Centre midfield
Alexandros Antonis Lazarou (7)	Right wing
Martinos Koulli (17)	Left wing
Giorgos Chatzisavvas (19)	Centre forward
Gregoris Manousopoulos (12)	Right back
Panagiotis Constantinou (20)	Centre forward
Konstantinos Midleton (21)	Left wing

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Match Summary

- * Olympiakos used longer passes with better accuracy, favoring direct and middle-long plays over short passing.
- * The team maintained possession well by limiting turnovers, especially in advanced areas.
- * Dribbling into the box created more chances, showing strength in individual attacking moves.
- * Shots were frequent and precise, mainly from open play and inside the box, with good finishing efficiency.
- * Defensively, Olympiakos won duels often, cleared danger frequently, and regained possession quickly despite committing more fouls.

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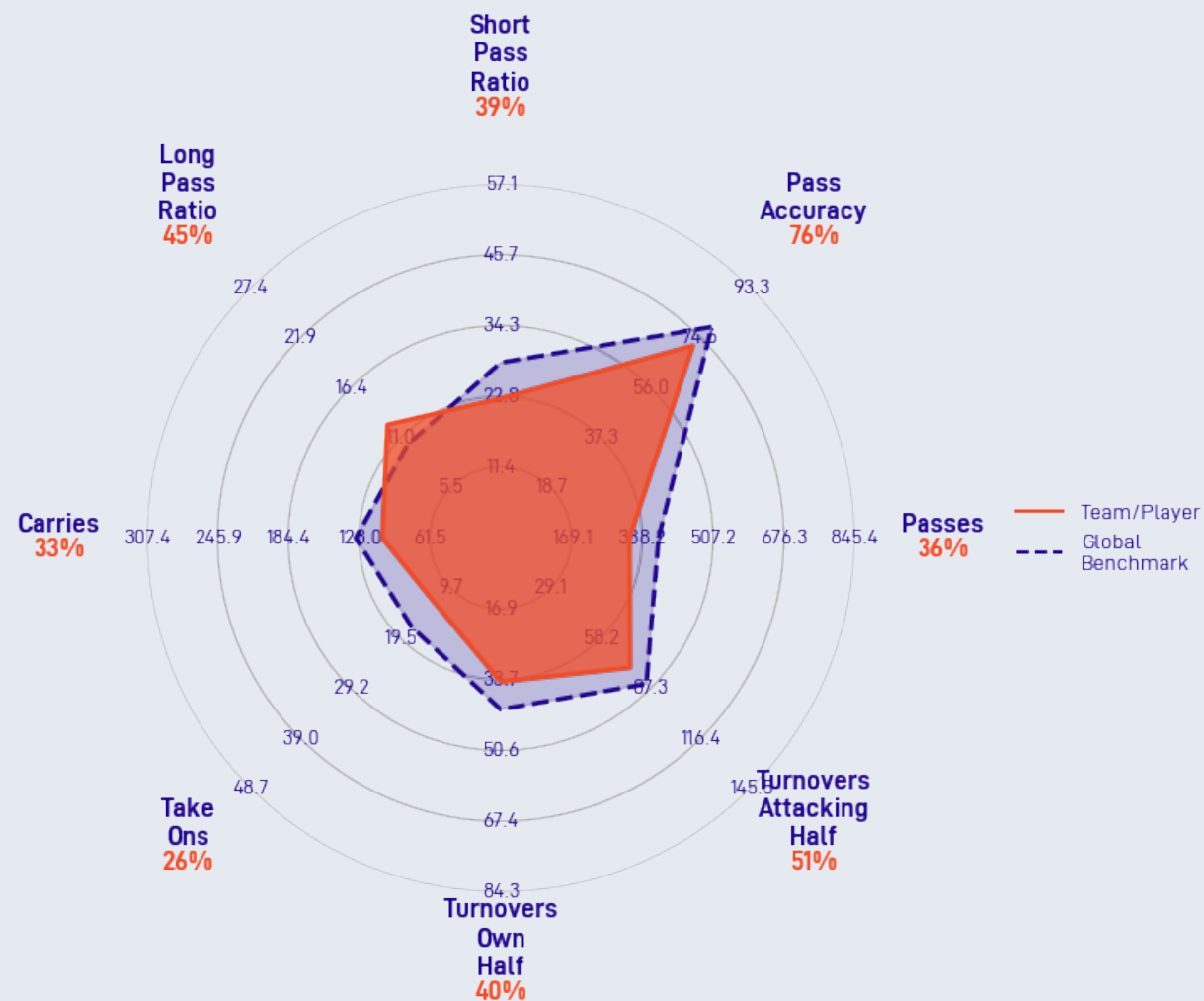
* Mean longitudinal position of the ball over a three minute window (rolling average)

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Ball actions

- * Olympiakos showed a strong preference for middle-long passes and had better accuracy in this range than usual.
- * There were fewer total passes and short passes compared to the opponent, with lower accuracy on short passes.
- * Turnovers were slightly fewer overall, especially in the attacking half, helping to maintain possession better than the opponent.
 - * The team engaged more in offensive duels and cut inside dribbles, indicating more direct attacking play down the flanks.
- * Long pass usage was slightly above average with moderate accuracy, contributing to varied passing options.

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- * Global Benchmark represents the average (professional) team's performance standardized per 90 minutes.

General Information

Total Actions	722
Offensive / Defensive	521 / 201
Goals / Assists	4 / 2

Chance Creation

Shots	16
Shots on Target	10
Crosses	8 (62.5%)
Key Passes	11
Pre-Key Passes	7
Dribbles	105
Forward Dribbles ¹	50
Box Receptions	7
Final 3rd Receptions	55

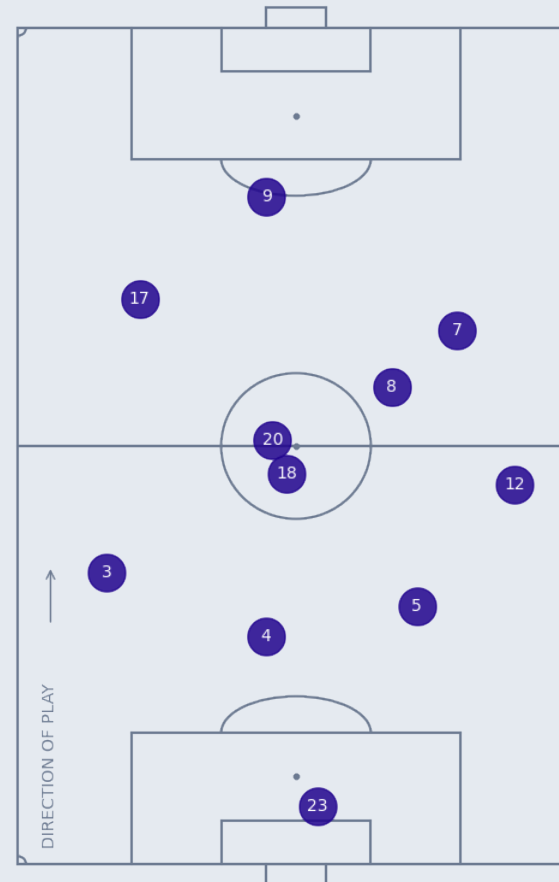
Passing Performance

Total Passes	315 (71.7%)
Direct Passes	222 (67.6%)
Switch Passes	0 (0.0%)
Short Passes (<10 m)	71 (59.2%)
Med. Passes (10-34 m)	205 (81.0%)
Long Passes (>34 m)	39 (46.2%)
Passes to Hot Zone	26 (50.0%)
Passes to Assist Zone	25 (64.0%)
Passes to Final 3rd	43 (53.5%)
Deep Completions	2 (50.0%)

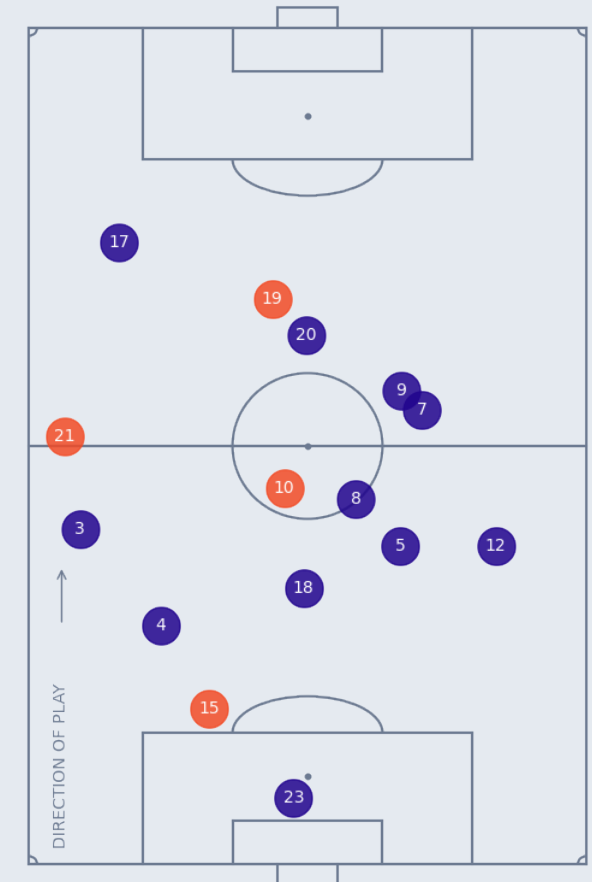
Defending Performance

Recoveries	72
Clearances	27
Interceptions	32
Blocks	8
Tackles	22 (63.6%)
Aerials	13 (76.9%)
PPDA	9.0

Olympiakos U16 - 1st Half



Olympiakos U16 - 2nd Half



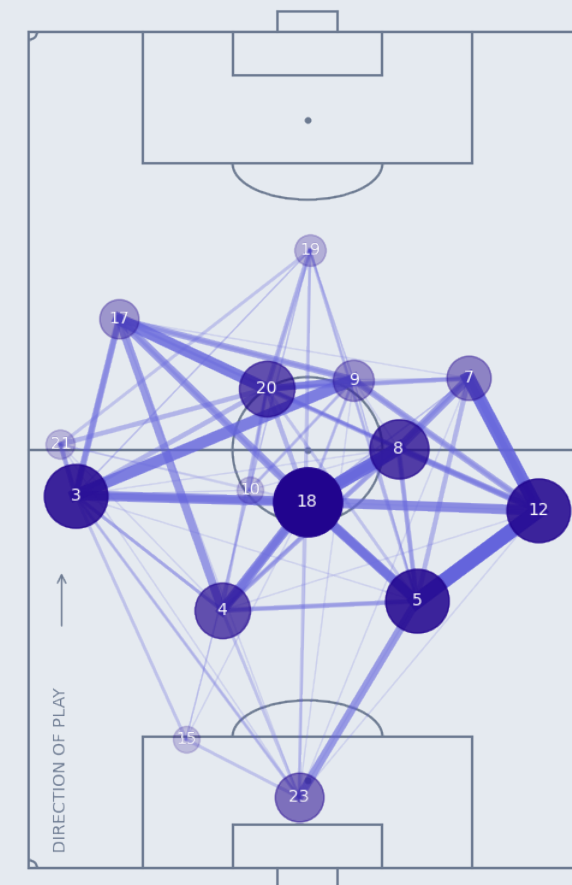
* See glossary for definitions.

* Positions are based on the average location over all player events.
 * Players are labelled with their jersey numbers.
 * Blue dots represent starters, Orange dots represent substitutes.

Passing Matrix

	3	4	5	7	8	9	10	12	15	17	18	19	20	21	23
3		2	1			7	1			4	6	1	3	3	1
4	2		3		3					5	4		2	1	
5		2		3	3	1		9			6	2	2		1
7		1			5	1		4			1		2		
8	1	2	2	2		1	1	3		2	8		3		
9			1				1	2		2	1	1	4		
10							2		1			1	1		
12		1	4	8	4	4					6		2		
15	2										1				2
17	3			1	1	4					2				
18	4	6	5	1	5	2	1	1		5		1	3		
19	1		1			1			1				3		
20		1		3	1	4	2			7		1		3	
21	2						1				1	2			
23	2	2	5	1		1		1		1	1	2		1	

Olympiakos U16 - Passing Network



- * Only links where players have both passed & received passes from each other are shown.
- * Players are labelled by jersey number.
- * Rows: from player | Columns: to player

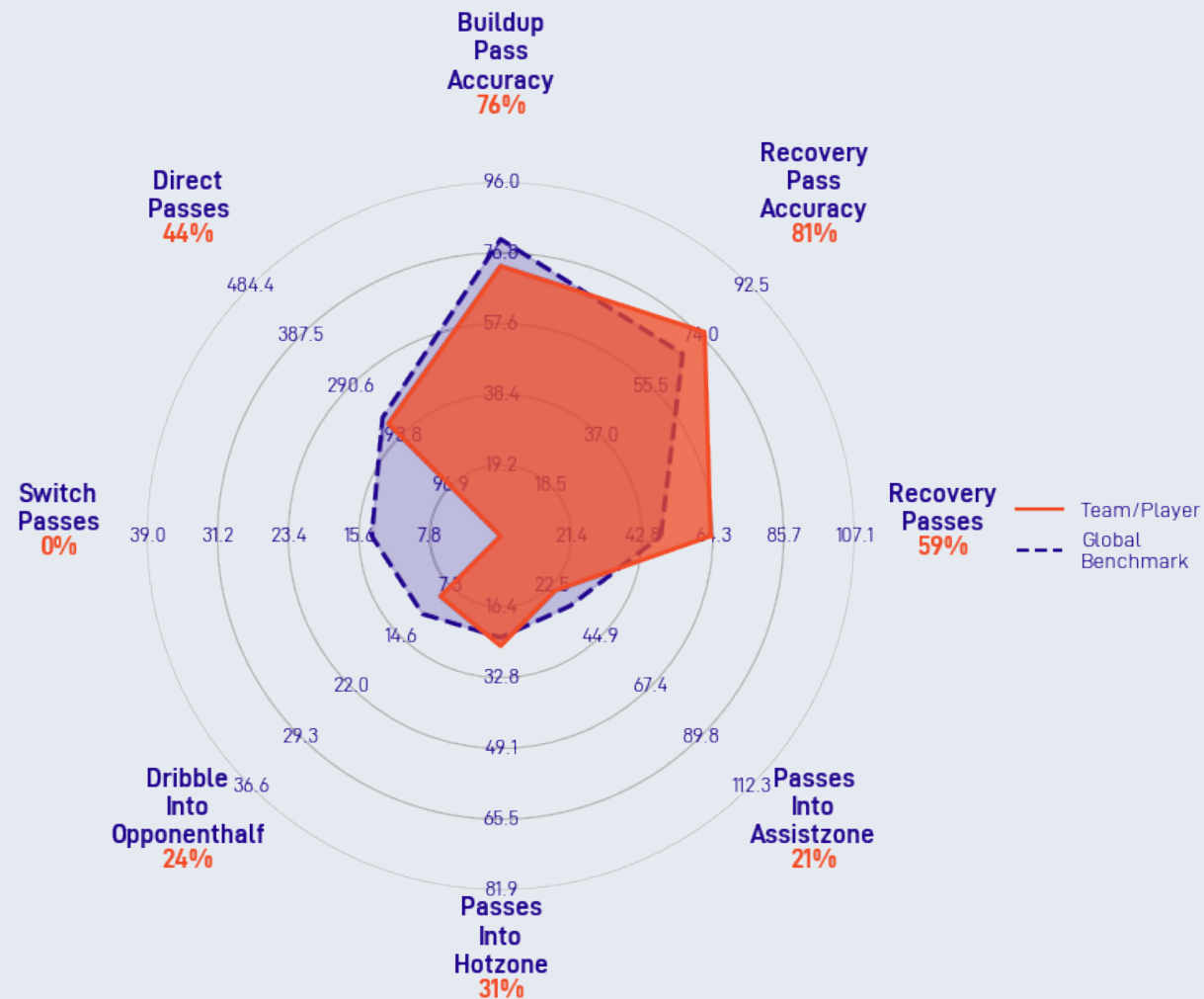
- * Only links where players have both passed & received passes from each other are shown.
- * Node & Edge sizes represent relative importance in the team's network.
- * Only successful passes are included.
- * Rows show top 18 players by event count; columns limited to 22 players.

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Build-up

- * Olympiakos favored direct passes more than the opponent and had a higher share of these in overall passing.
- * Passing accuracy for direct and build-up passes was slightly above or near average but below the opponent's performance.
- * No use of switch of play passes, while the opponent managed some with typical accuracy.
- * First passes after winning possession were more in number and had higher accuracy compared to the opponent.
- * Passes into the central hot zone were fewer but more accurate than the opponent, while flank passes showed room for accuracy improvement.

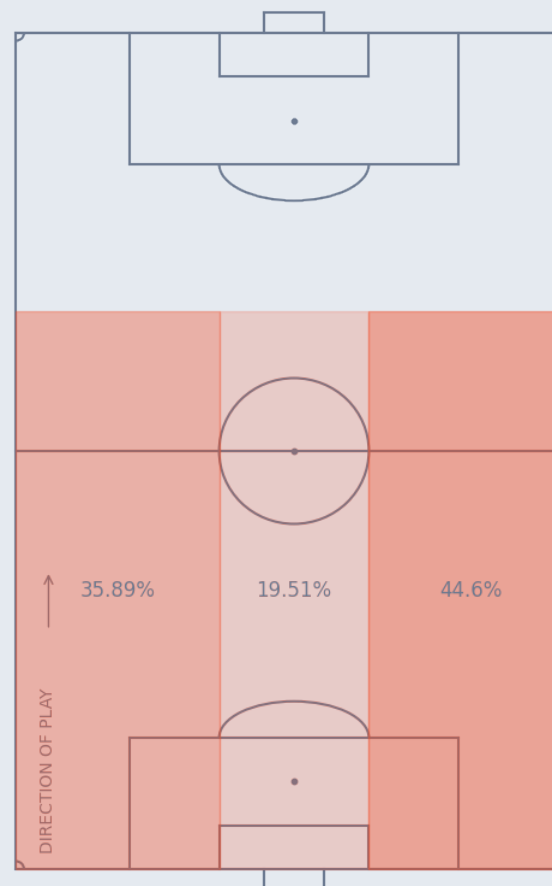
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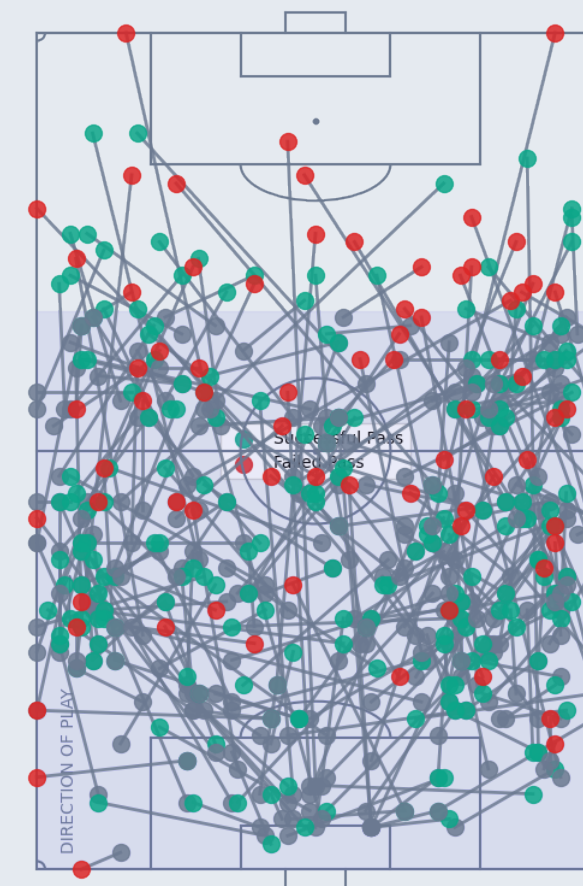
Build-up Passing Stats	
Possession	49.3%
Possession on Att. Half	38.2%
Possession on Def. Half	61.8%
Total Build-up Passes ¹	254
Build-up Pass Accuracy ¹	73.2%
Long Pass (> 34m) Ratio	12.4%
Long Pass (> 34m) Accuracy	46.2%
Med. Pass (10-34m) Ratio	65.1%
Med. Pass (10-34m) Accuracy	81.0%
Short Pass (<10 m) Ratio	22.5%
Short Pass (<10 m) Accuracy	59.2%

Olympiakos U16 - Build-up Delivery Zones



* Delivery zones are based on the end locations of the build-up pass.

Olympiakos U16 - Build-up Passes



¹ Build-up passes are passes starting in the first or middle third.

Zone Progression Matrix

	1.0A	1.0B	1.0C	1.0D	1.0E	2.0A	2.0B	2.0C	2.0D	2.0E	3.0A	3.0B	3.0C	3.0D	3.0E	4.0A	4.0B	4.0C	4.0D	4.0E	4.0SG	
1.0A	1	3					2					1				1						
1.0B	4	4				3	5			1			1									
1.0C	1	6	2	5	1	2	4	3	1	2			2									
1.0D			5	5	1		1	1	4	4												
1.0E				1	1					3												
2.0A	1					8	5	2			1	2										
2.0B		1	1	1		8	15	6	1		2		1	1								
2.0C		1	2				6	7	3	3	1	1	4	3								
2.0D			1	2			1	2	4	3				2	3						1	
2.0E								1	6	12				4	4							
3.0A						1					2	11				2						1
3.0B		1				1	2	2			8	3	3			1	2					
3.0C		1		1		1		2	1			3	6	3	1	1	1	1	3			
3.0D								1		1			4	7	2		1	2	3	2		
3.0E										1				6	3				1	5		
4.0A											1					3	3					
4.0B																1	3	2				2
4.0C													1					2				3
4.0D														1					2	4	1	8
4.0E														1						3	3	3
4.0SG																						4

Zone Definitions



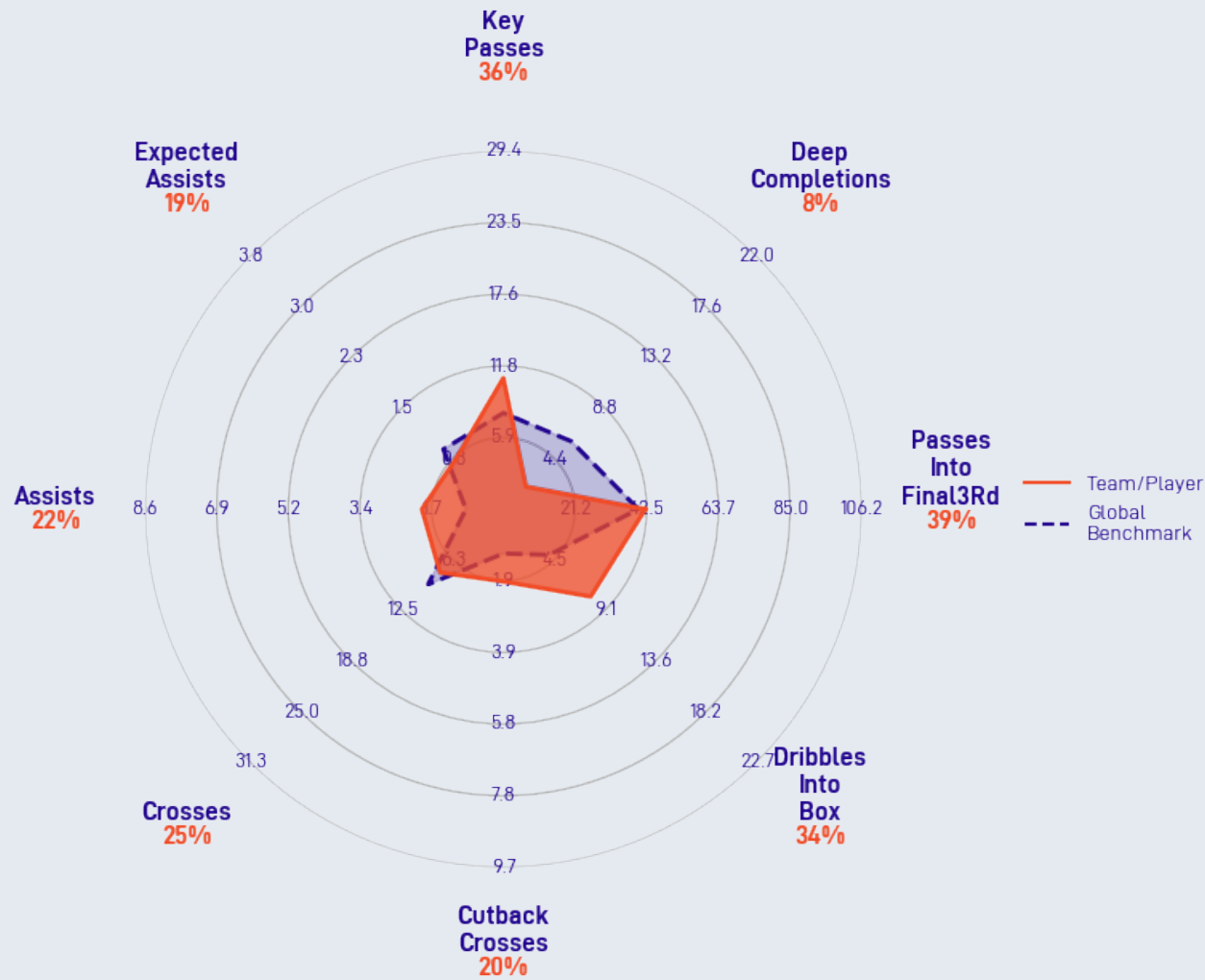
* Rows: from zone
* Columns: to zone

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Chance creation

- * Olympiakos made fewer chance creation passes and had lower accuracy compared to the opponent, suggesting less effective ball delivery in the final third.
- * The team's forward passes into and around the box were close to average but less accurate than the opponent's, impacting scoring chance quality.
- * Crosses were fewer but showed higher accuracy than the opponent, indicating more precise deliveries from wide areas.
- * Dribbling led to more scoring chances for Olympiakos, with more dribbles into the box than the opponent, showing individual penetration strength.
- * Passes from the key central "hot zone" were fewer but with higher accuracy, hinting at cautious but well-executed central play.

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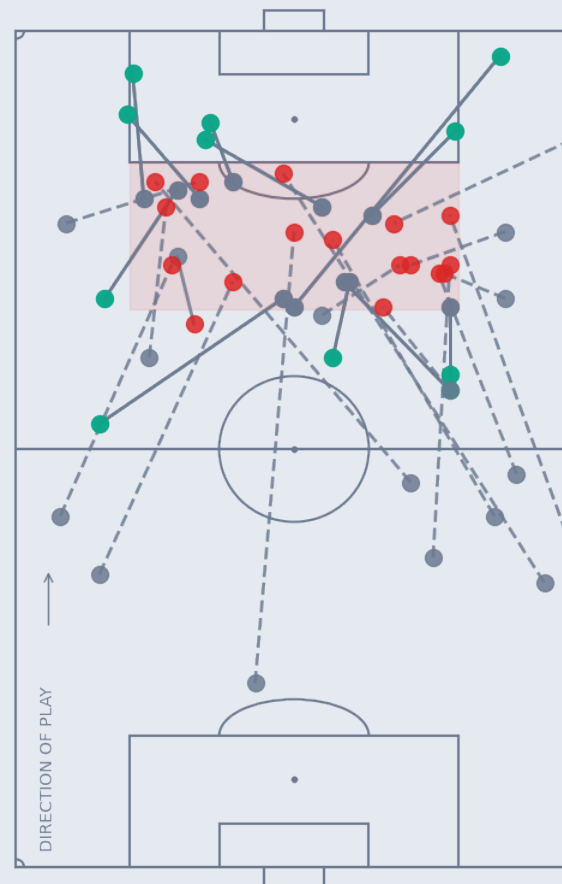
- * All statistics are standardized per 90 minutes.
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Hot & Assist Zone Passing	
Passes to Hot Zone ¹	26
Pass Accuracy to Hot Zone ¹	50.0%
Passes from Hot Zone ¹	12
Pass Accuracy from Hot Zone ¹	91.7%
Passes to Assist Zone ¹	25
Pass Accuracy to Assist Zone ²	64.0%
Passes from Assist Zone ²	14
Pass Accuracy from Assist Zone ²	50.0%

¹ Hot Zone: The central area in front of the box.
 Note: The Hot Zone is the red area in the left pitch.

² Assist Zone: Wide areas in the final third.
 Note: The Assist Zones are shaded in blue in the right pitch.

Olympiakos U16 - Hot Zone Passes



Olympiakos U16 - Assist Zone Passes

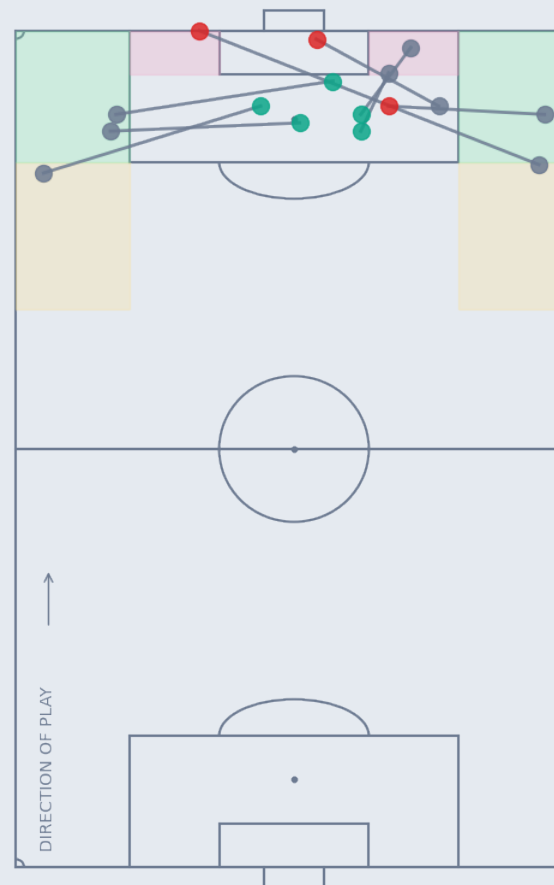


* When passes from a zone are more frequent than passes to that zone, it can be explained by dribbles to, and interceptions in, that zone.

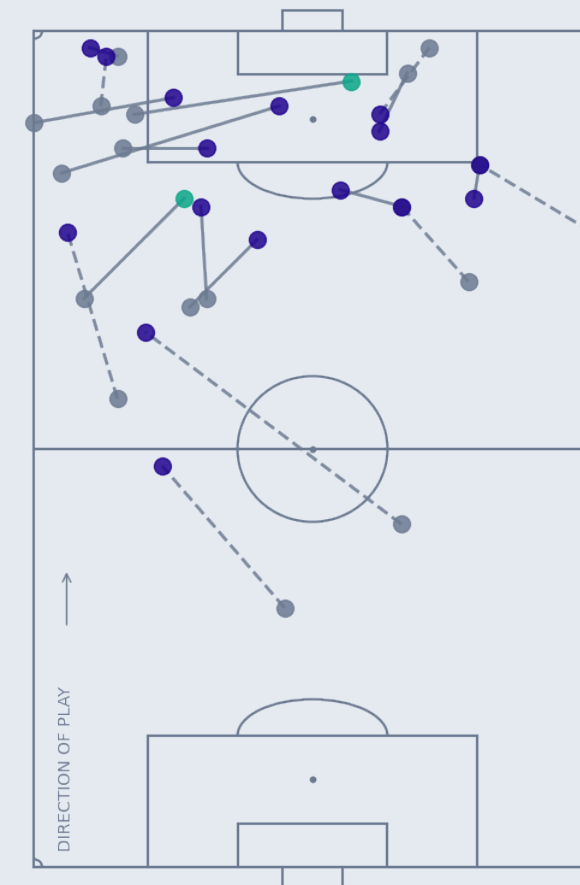
* Dotted lines (---): passes to a zone.
 * Solid lines (-): passes from a zone.
 * Green dots: Successful passes.
 * Red dots: Unsuccessful passes.

Chance Creation Performance	
Total Crosses	8
Crossing Accuracy	62.5%
Early Crosses ¹	2
Early Cross Accuracy ¹	50.0%
Late Crosses ¹	4
Late Cross Accuracy ¹	50.0%
Cutback Crosses ¹	2
Cutback Cross Accuracy ¹	100.0%
Total Key Passes ²	11
Total Assists ³	2

Olympiakos U16 - Cross Map



Olympiakos U16 - Key-Passes & Assists



¹ * Early Crosses: Crosses that start from the yellow zone in the left pitch.

* Late Crosses: Crosses that start from the green zone in the left pitch.

* Cutback Crosses: Crosses that start from the red zone in the left pitch.

² Key Passes: A successful pass that directly leads to a goal-scoring opportunity, typically a shot

³ Assist Passes: A successful pass that directly leads to a goal scored by a teammate.

* Blue dots: key passes² (passes leading to a shot).

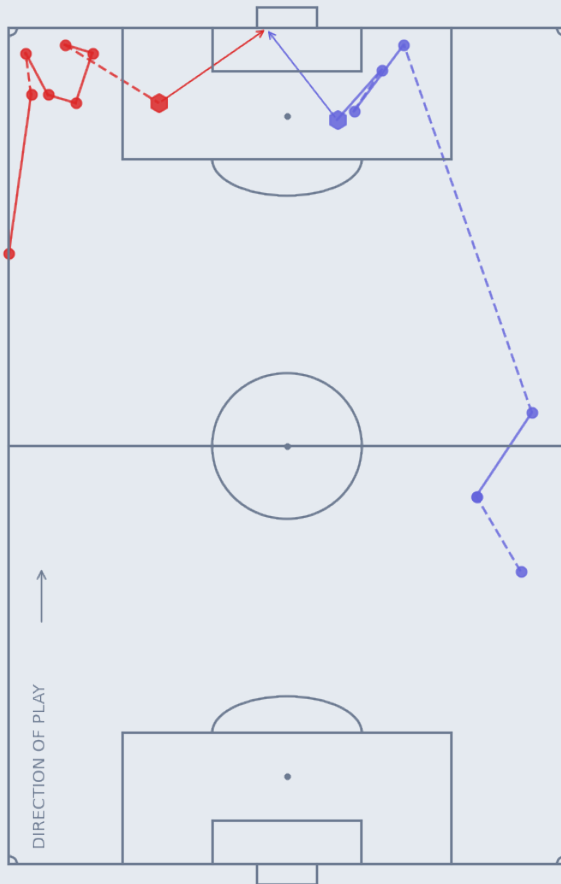
* Green dots: assist passes³ (passes leading to a goal).

Note: A dribble can follow between the key-pass / assist and the resulting shot.

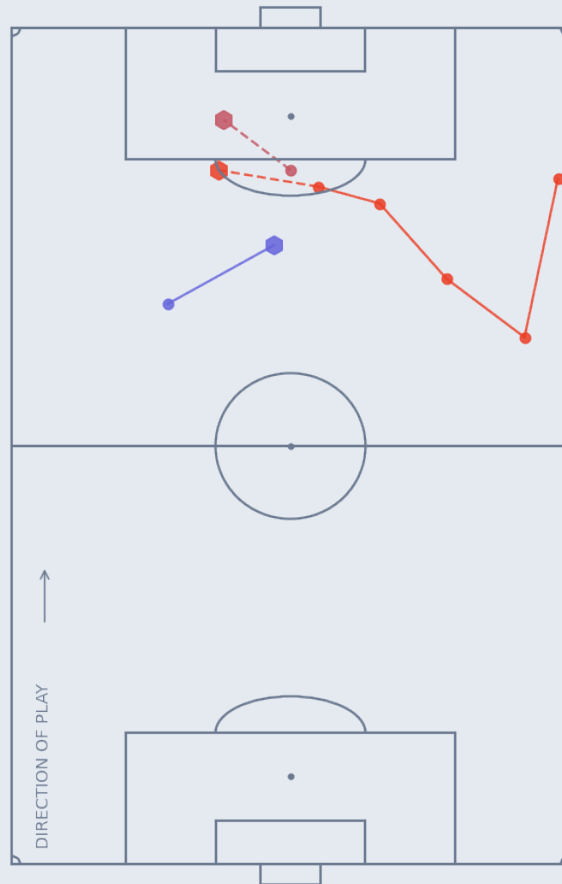
* Dotted (---) lines: pre-key passes² (a pass resulting in a key-pass² / assist³).

* Solid lines (-): key passes² / assists³.

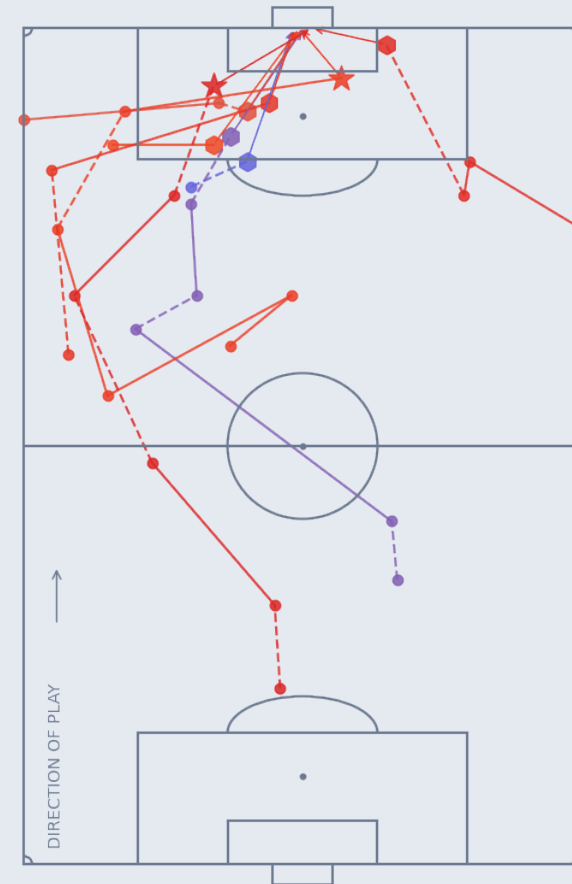
Olympiakos U16 - Key Sequences (Shots Wide)



Olympiakos U16 - Key Sequences (Shots Blocked)



Olympiakos U16 - Key Sequences (Shots On Target)



- * Only shots, dribbles, passes and crosses are included in this visual.
- * Dot: non shot event.
- * Star: Shot (goal).

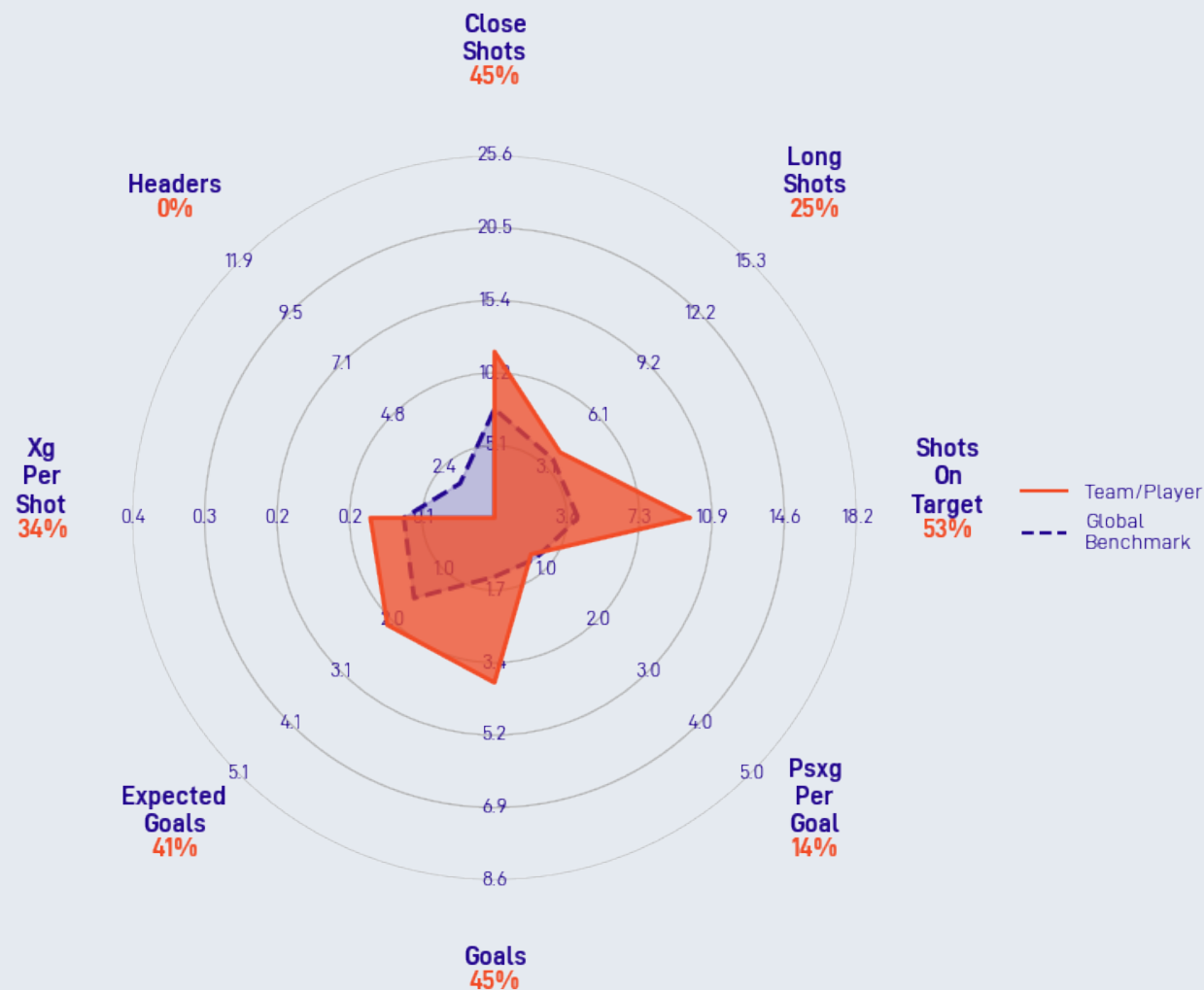
- * Hexagon: Shot (no goal)
- * Dotted (---) lines: dribbles.

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Finishing

- * Olympiakos created more shots and shots on target than the opponent, indicating a higher offensive activity.
- * Most shots came from inside the box, with a large share not following crosses, showing direct goal attempts.
- * They scored significantly more goals than expected, pointing to effective finishing in front of goal.
- * No goals or shots with the head; attacks relied fully on shots with the feet.
- * Shots were more frequent and precise than opponents, with fewer wide shots overall.

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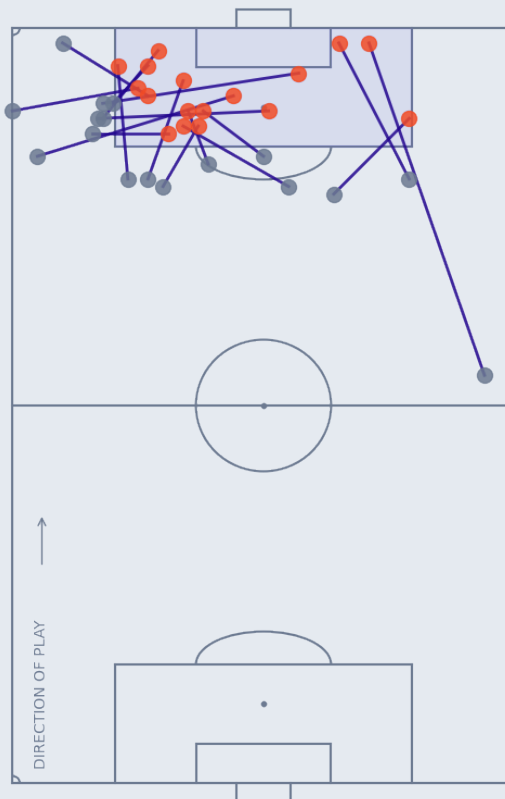


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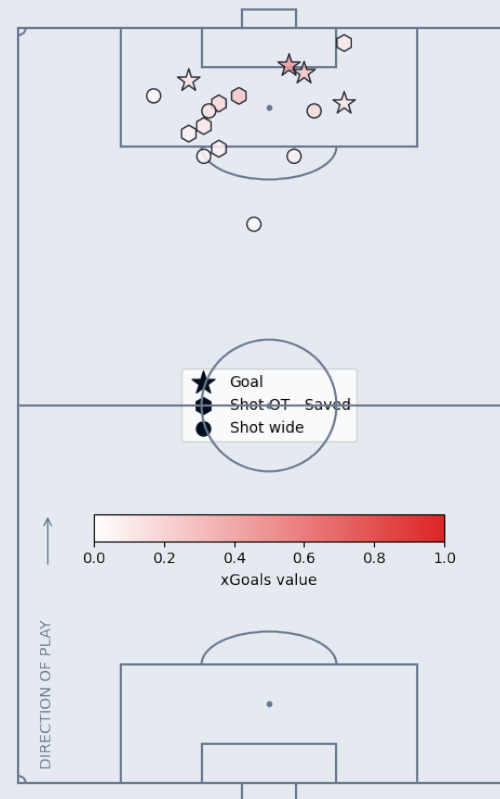
Goal Scoring Performance

Total Shots	16
Shots on Target	10
Shots inside the Box ¹	12
Shots outside the Box ¹	4
Offensive Headers	0
Goals / Shot Ratio	25.0%
Box Receptions ¹	7
Total xGoals ²	2.2
Total PSxG ²	2.9
Total Goals:	4

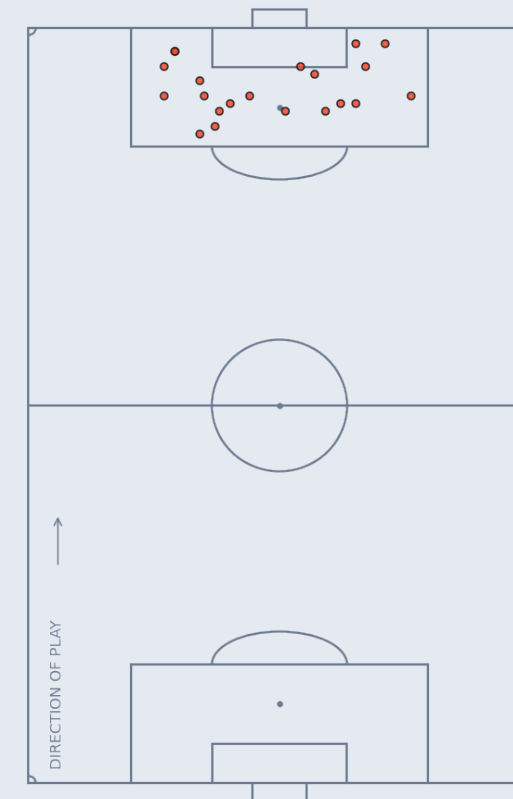
Olympiakos U16 - Box Penetrations



Olympiakos U16 - Shot Map



Olympiakos U16 - Events in Score Box Map



¹ Box: 16 meter area in front of the goal, shaded in blue in the left pitch

² xGoals: Expected Goals & PSxG, see Glossary

* Box penetrations can be achieved through passing or dribbling.

* Only successful penetrations are included.

* The 'Dribble Penetration Ratio' indicates how many of the penetrations were the result of a dribble.

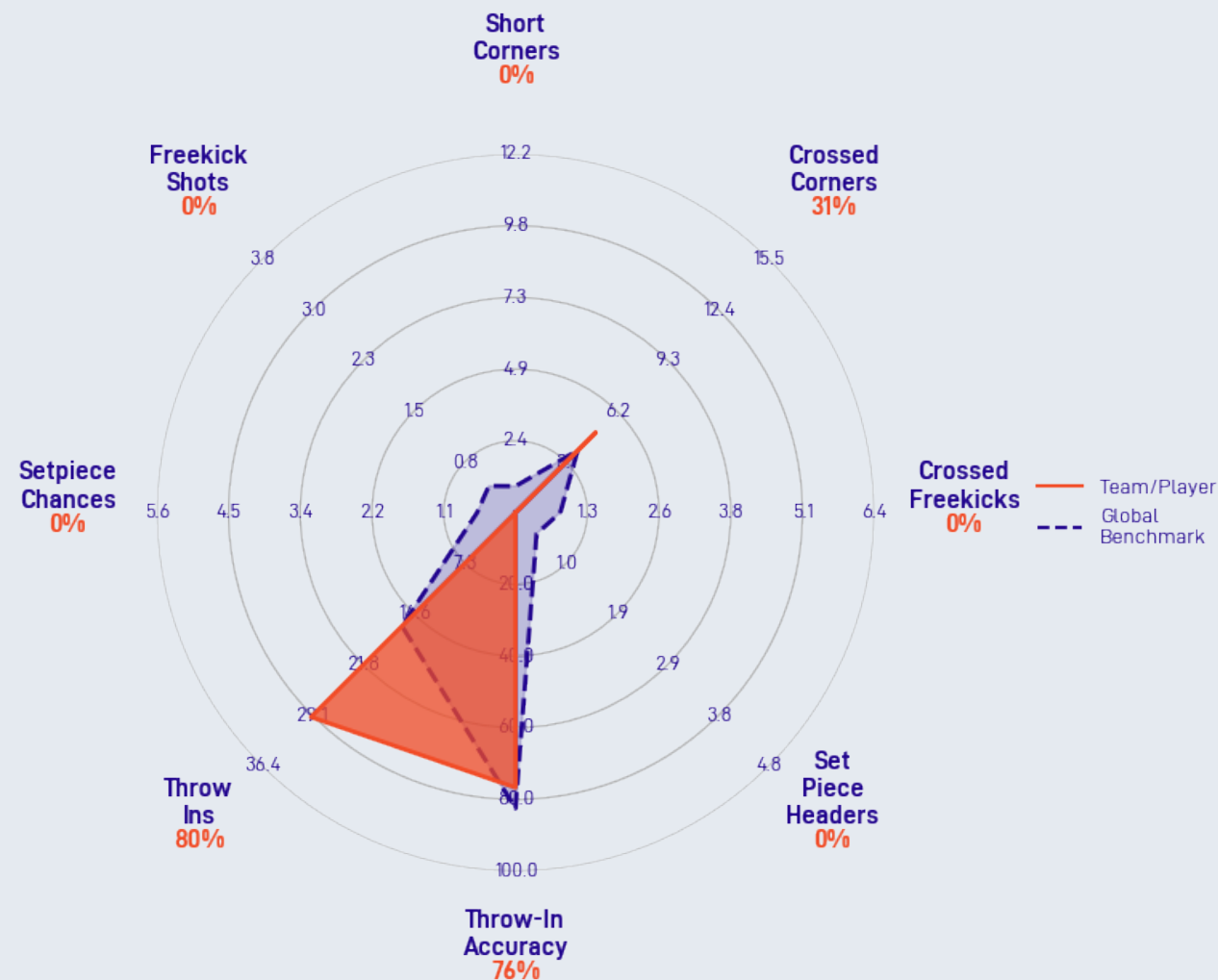
* Start location of all the on-ball offensive events inside the attacking box.

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Set-pieces

- * Olympiakos U16 created no shots or goal chances from set-piece crosses or direct free kicks in this match.
- * The team took many throw-ins but with lower accuracy compared to the opponent.
- * Olympiakos U16 executed more crossed corners than the opponent but didn't convert them into shots or goals.
- * The opponent generated multiple headed shots and shots after crossed set-pieces, indicating more threat from their set-piece situations.
- * No penalties or shots from penalties occurred for Olympiakos U16, while the opponent had some penalty shots and goals.

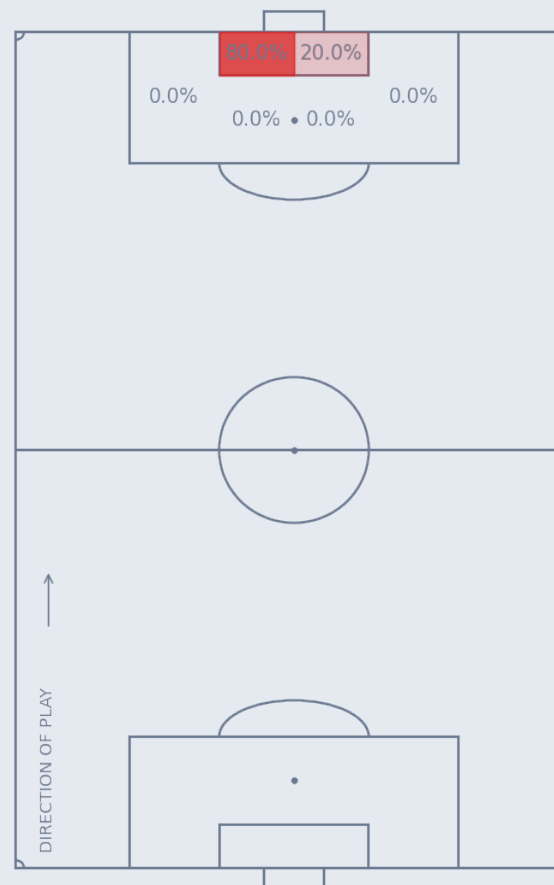
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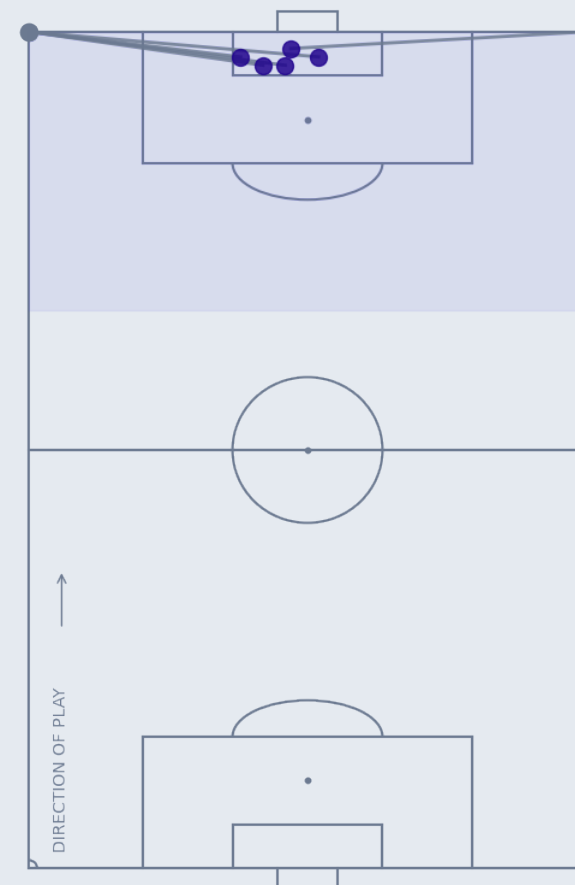
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Goal Scoring Performance	
Total Corners	5
Crossed Free Kicks	0
Shot Free Kicks	0
Short Corner Ratio ¹	0.0%
Long Corner Ratio ²	100.0%
Crossed Free kick Ratio	0.0%
Shot Free kick Ratio	0.0%

Olympiakos U16 - Set Piece Delivery Zones



Olympiakos U16 - Set Piece Map



¹ Short Corner: All corners that are not crossed.

² Long Corner: All corners that are crossed

* Delivery zones are based on the end locations of the Set-Piece event.

* Gray Dots: Start location of Set-Piece event.

* Blue Dots: End location of Set-Piece event.

* Blue area denotes final third.

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Goalkeeping & Defending

- * Olympiakos U16 showed strong defensive blocking and high success winning duels on ground and in the air.
- * They cleared the ball from danger more often than their opponent, limiting threats near goal.
- * The team made more tackles and interceptions, especially quickly regaining possession after losing it.
- * Olympiakos committed more fouls than their opponent, which could indicate aggression or pressure in defense.
- * Both teams had no defensive actions inside the box or on set-pieces, suggesting limited close-range threats.

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Aerials:

A challenge in the air between two players, typically contesting for the ball using their heads or bodies.

Assist Passes:

A successful pass that directly leads to a goal scored by a teammate.

Assist Zone:

Wide areas in the final third.

Note: See Match Team Tactics page for a visual of the Assist Zones.

Block:

The act of blocking an opponent's shot attempt, typically by positioning oneself in the path of the ball to prevent it from reaching the goal.

Clearance:

The act of kicking or heading the ball away from the defending, team's goal area to alleviate immediate danger or to reset play.

Deep Completions:

A pass to the final quarter of the pitch (offensively) that is longer than 15 meters.

Direct Passes:

A pass that reduces the distance to the goal.

Switch Passes:

A pass from one side to the other side [lateral].

Forward Dribbles:

A dribble that has an angle between 45 and 135 degrees.

Note: Sideline angle is 90 deg, goal line angle is 0 deg.

Hot Zone:

The central area in front of the box.

Note: See Match Team Tactics page for a visual of the Hot Zone.

Key Passes:

A successful pass that directly leads to a goal-scoring opportunity, typically a shot.

Interception:

The act of interrupting an opponent's pass or intended play, by gaining control of the ball before it reaches its intended target.

PPDA:

Passes Per Defensive Action (PPDA) is a metric that measures the extent and intensity of high pressing. Defined as the number of opposing passes relative to defensive actions in the final 2/3 of the pitch.

Pre-Key Passes:

A successful pass that sets up the key pass, contributing, to the creation of a goal-scoring opportunity.

Recovery:

The act of regaining possession of the ball by the defending team, usually by picking up a loose ball.

Tackle:

A physical challenge between two players, where one attempts to dispossess the other. A tackle can be successful or unsuccessful.

xGoals:

Expected Goals quantifies the probability that a shot will result in a goal, ranging from 0 (0% chance) to 1 (100% chance).

PSxG:

Post-Shot Expected Goals that accounts for the end-location in the probability of scoring a goal.

Expected Saves:

Total number of saves based on the xGoals value of the shots faced by a goalkeeper.