



2026-02-16



Match Report - Wales U16

Wales U16 : 0
Scotland U16 : 1

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Line Up: Wales U16

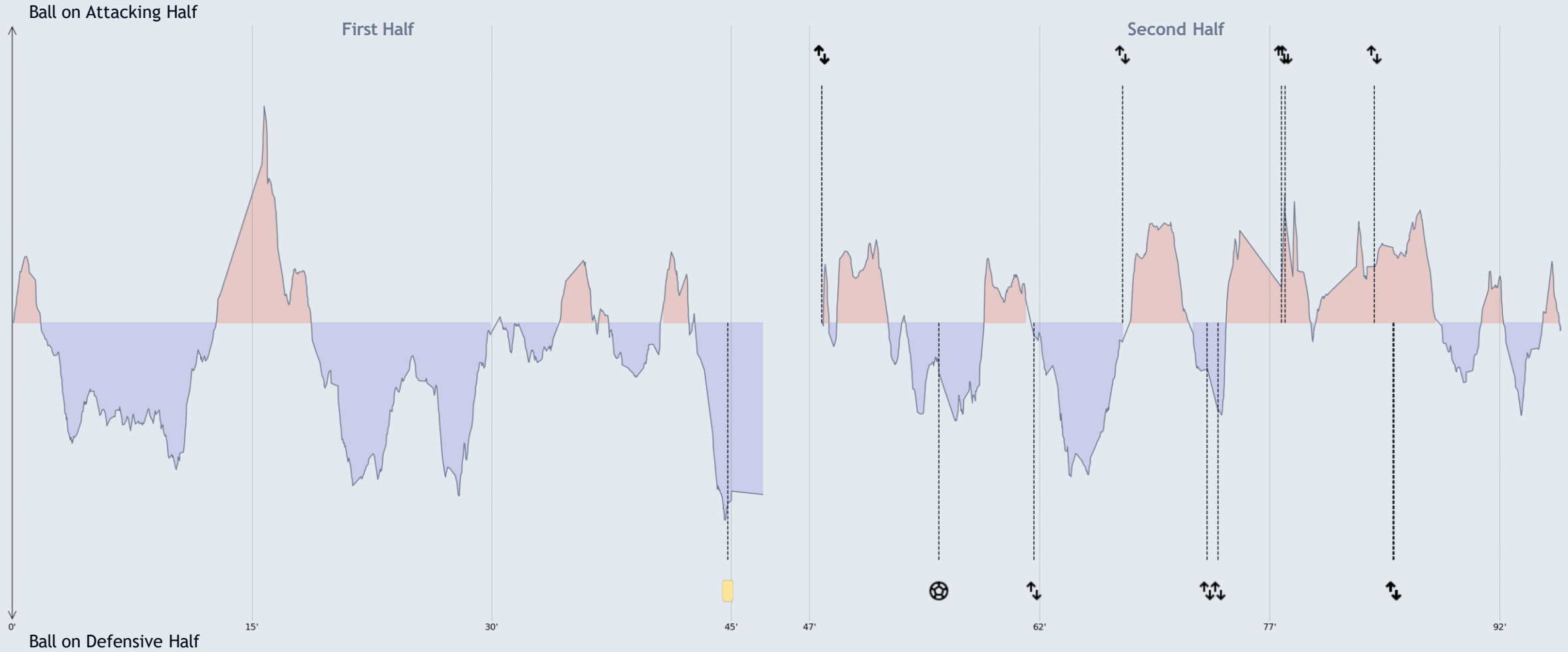
Trystan Hounsell (12)	Goalkeeper
Joseph Deighton (4)	Defender
Ali Tucker (5)	Defender
Ted Evans (14)	Defender
Alffi Hughes (8)	Midfielder
Sebastian Sedgemore (15)	Defender
Noah Yabantu (17)	Defender
Hugo Daniel (13)	Defender
Thomas Alcock (2)	Defender
Archie Walls (6)	Midfielder
Cynan Holdsworth (22)	Midfielder
Daniel Goulding (20)	Midfielder
Ralph Brockway (19)	Forward
Ralphie Beckwith (16)	Midfielder
Leon Huxley (11)	Forward
George Thomas (7)	Forward
Leo Kelleher (3)	Forward
Bobby Jaiteh (10)	Midfielder
Bobby Lewis (9)	Forward

SciSports AI Match Analyst

Match Summary

- * Wales relied more on longer passes but had trouble completing them, especially over long distances.
- * The team used direct play but struggled to connect passes into key attacking areas.
- * Chance creation was limited, with fewer successful crosses and dribbles in the final third.
- * Set-piece usage was minimal, with no goal attempts from corners or free-kicks and lower throw-in accuracy.
- * Defensively, Wales blocked shots well and recovered the ball quickly but gave away more fouls than Scotland.

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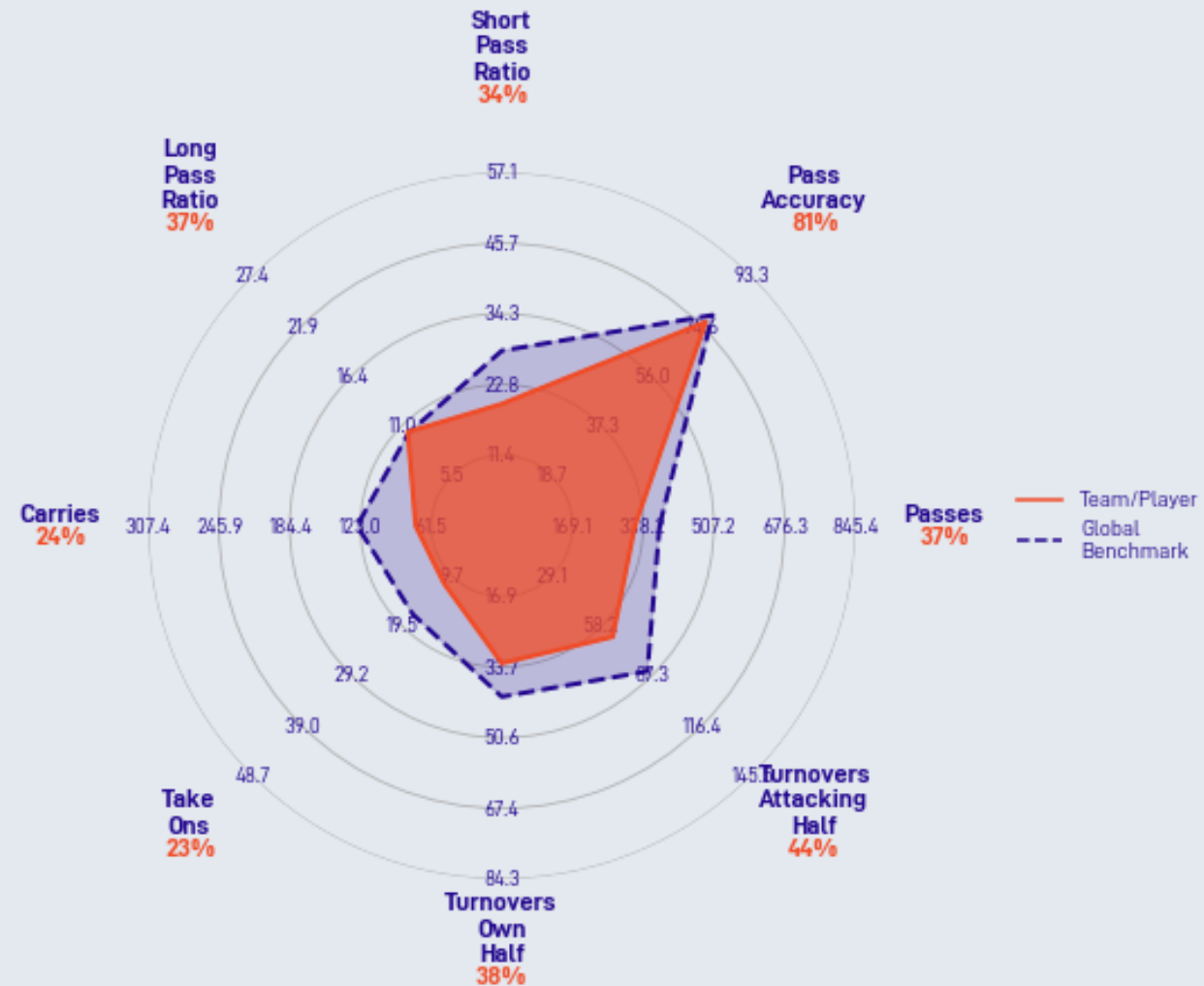
* Mean longitudinal position of the ball over a three minute window (rolling average)

SciSports AI Match Analyst

Ball actions

- * Wales made fewer passes overall but focused more on middle-long range passes than their opponent.
- * Pass accuracy was slightly lower than the opponent's, especially for long passes where Wales struggled more.
- * Short passing was less frequent but had a higher accuracy than the opponent's short passes.
- * Wales had fewer dribbles and offensive duels, showing less individual forward take-ons than Scotland.
- * Turnovers were higher on the attacking half, indicating possession losses in dangerous areas more often than the opponent.

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

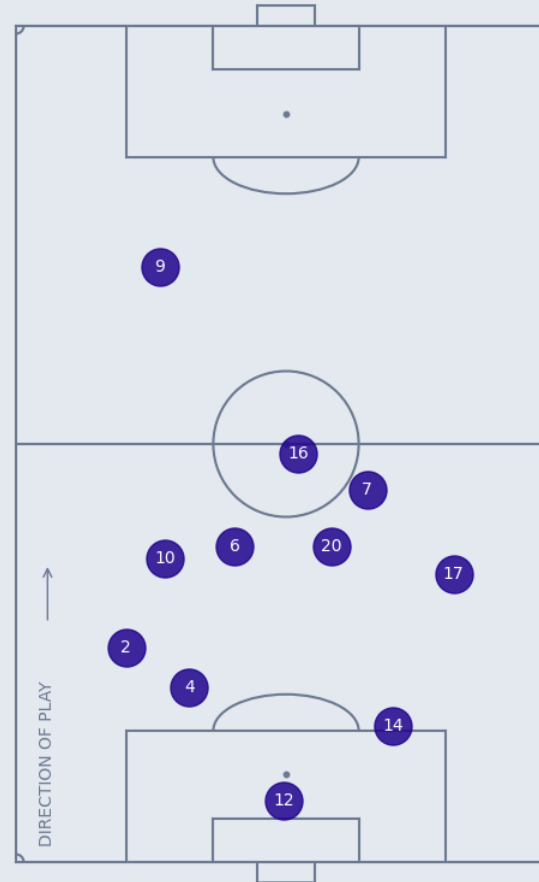
General Information	
Total Actions	702
Offensive / Defensive	496 / 206
Goals / Assists	0 / 0

Chance Creation	
Shots	5
Shots on Target	1
Crosses	4 (25.0%)
Key Passes	3
Pre-Key Passes	2
Dribbles	80
Forward Dribbles ¹	48
Box Receptions	6
Final 3rd Receptions	26

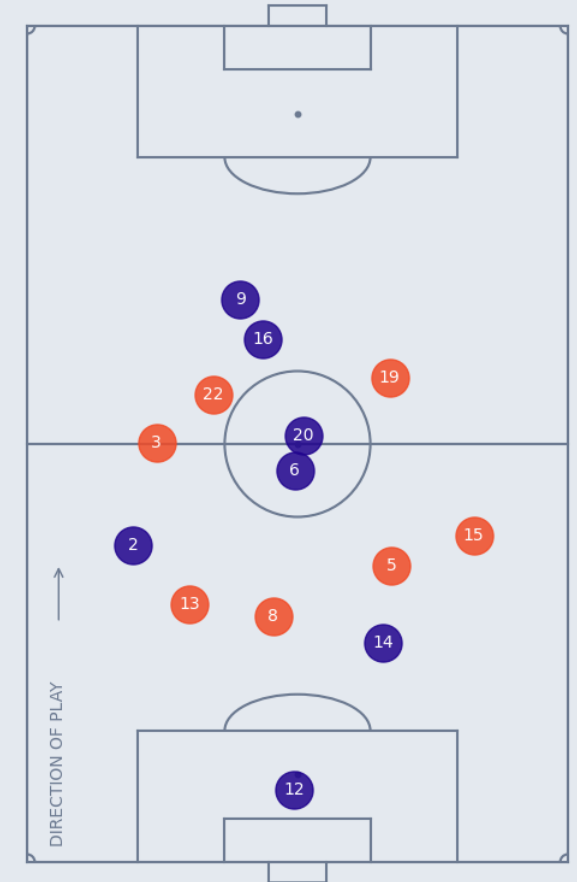
Passing Performance	
Total Passes	340 (76.2%)
Direct Passes	216 (69.4%)
Switch Passes	1 (100.0%)
Short Passes (<10 m)	67 (76.1%)
Med. Passes (10-34 m)	238 (83.6%)
Long Passes (>34 m)	35 (25.7%)
Passes to Hot Zone	24 (50.0%)
Passes to Assist Zone	17 (47.1%)
Passes to Final 3rd	41 (41.5%)
Deep Completions	5 (0.0%)

Defending Performance	
Recoveries	74
Clearances	33
Interceptions	8
Blocks	5
Tackles	46 (50.0%)
Aerials	16 (43.8%)
PPDA	9.5

Wales U16 - 1st Half



Wales U16 - 2nd Half



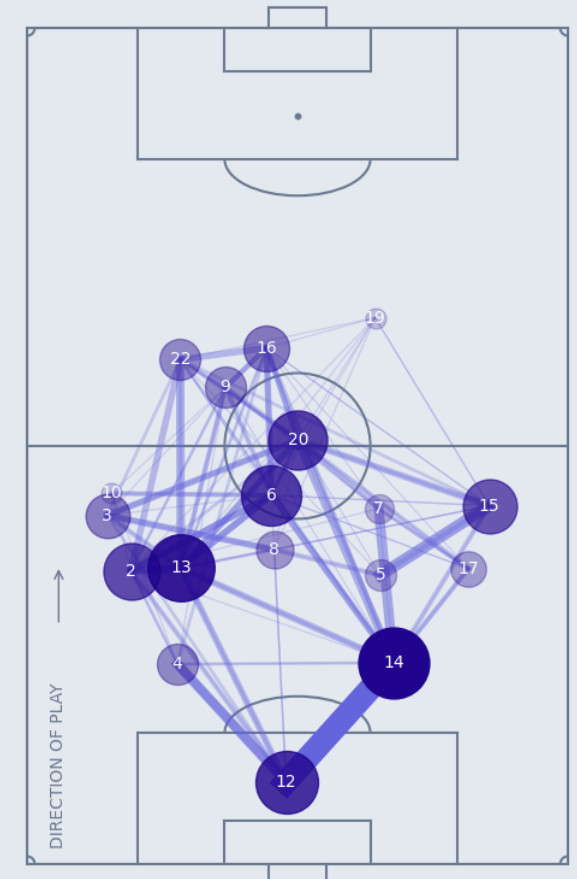
* See glossary for definitions.

* 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

	2	3	4	5	6	7	8	9	10	12	13	14	15	16	17	19	20	22
2			2		4	1		2	1	3	3					1	2	4
3					1		3	1			3						4	2
4	1							1	1	5		1		2				
5							3						3				1	
6	4							3	3	1	4	3	1	3	1	1	2	
7								2				1		1	2			
8		4		1						1	2		1				1	
9	1				1						2			3			3	2
10					2			1										
12	1	2	6				1				4	14						
13	5	1			4		1	3		2		4	1	1		1	4	5
14	1		2		4	6		1		10	2		1	3	3		1	2
15				7	1		1					3		1		1	4	2
16					4			3			2	1	1			1	3	
17					1	2					2			1			3	
19							1						1				1	
20		3			2	3		1			3	5	2	3	1			2
22				1	1						2	1		4		1	2	

Wales 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

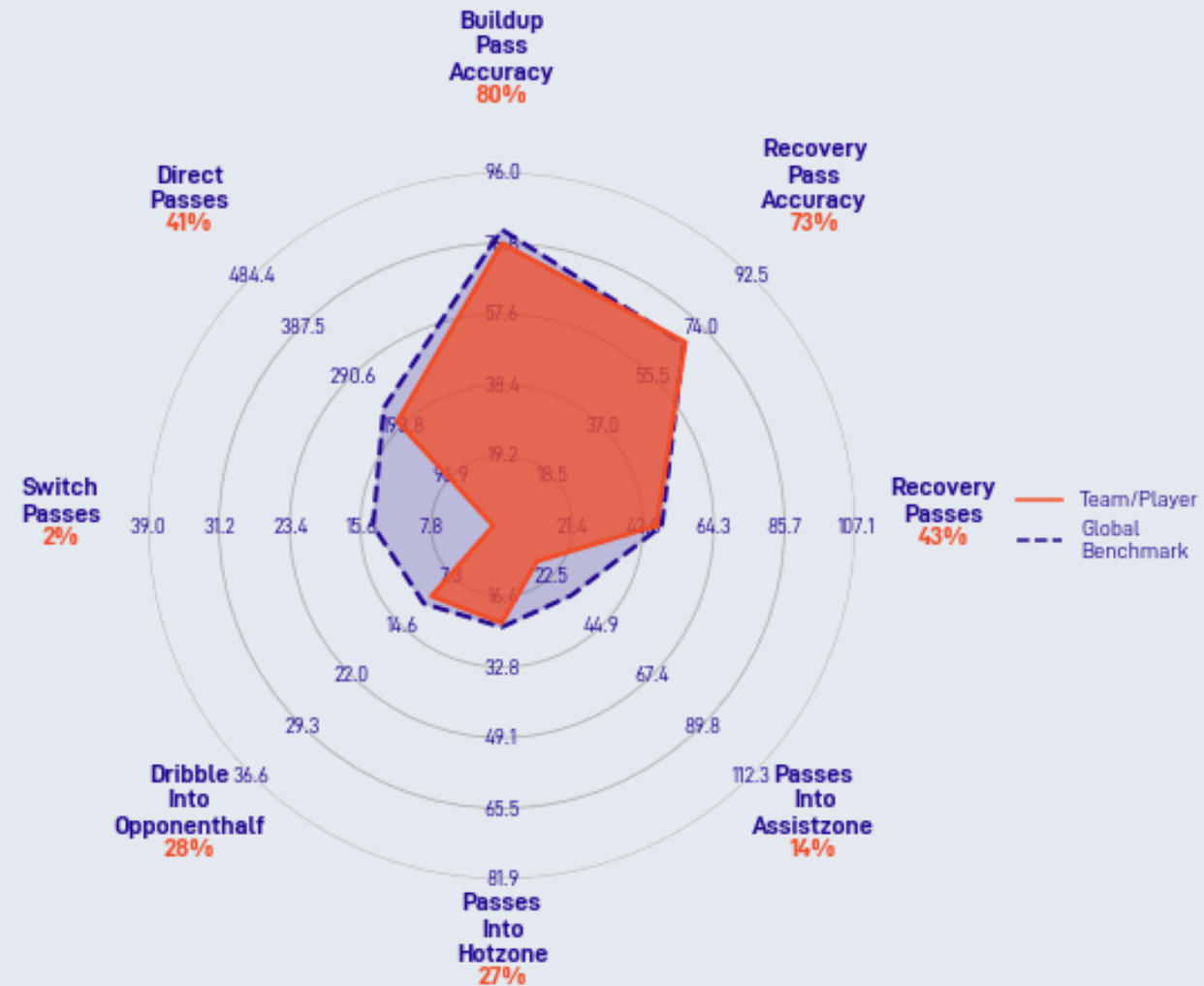
- * Only links where players have both passed & received passes from each other are shown.
- * Node & Edge sizes represent relative importance in the team's network.
- * Only successful passes are included.
- * Rows show top 18 players by event count; columns limited to 22 players.

SciSports AI Match Analyst

Build-up

- * Wales U16 played a high number of direct passes, with slightly lower accuracy compared to the opponent.
- * Team used fewer switches of play but completed all successfully, unlike Scotland with more switches but lower accuracy.
- * Build-up passing volume was on par with the opponent but with slightly less accuracy.
- * Wales showed fewer passes into key attacking zones and with lower completion rates than Scotland.
- * They attempted more dribbles into the opponent half, doubling the opponent's total.

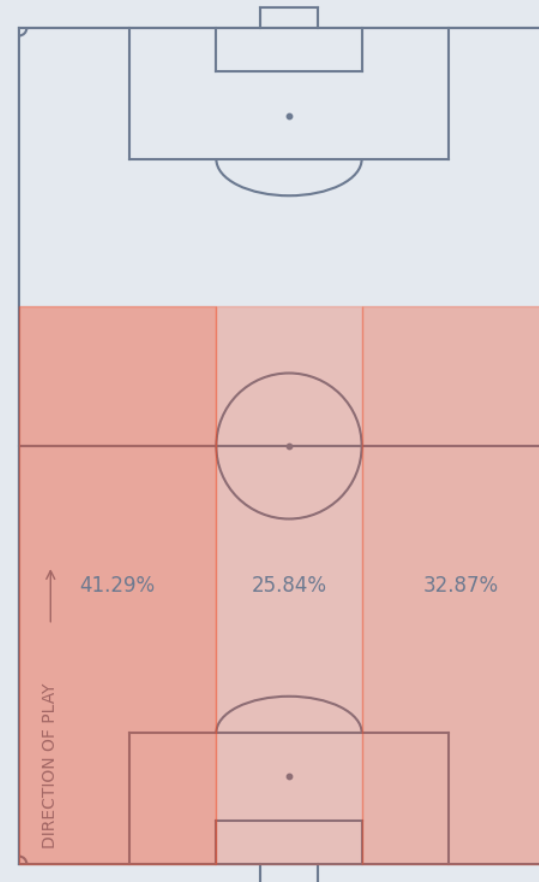
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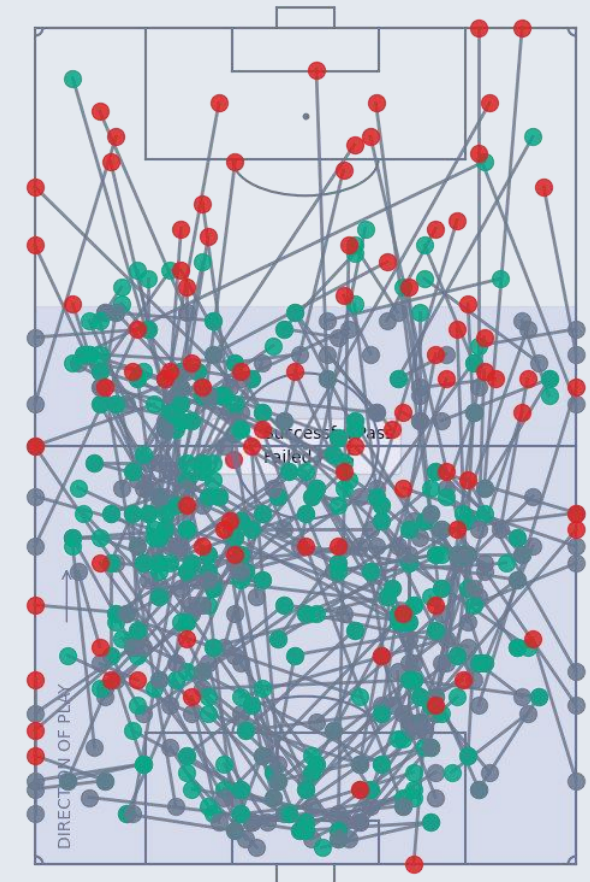
- * All statistics are standardized per 90 minutes.
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Build-up Passing Stats	
Possession	47.0%
Possession on Att. Half	30.4%
Possession on Def. Half	69.6%
Total Build-up Passes ¹	315
Build-up Pass Accuracy ¹	76.8%
Long Pass (> 34m) Ratio	10.3%
Long Pass (> 34m) Accuracy	25.7%
Med. Pass (10-34m) Ratio	70.0%
Med. Pass (10-34m) Accuracy	83.6%
Short Pass (<10 m) Ratio	19.7%
Short Pass (<10 m) Accuracy	76.1%

Wales U16 - Build-up Delivery Zones



Wales U16 - Build-up Passes



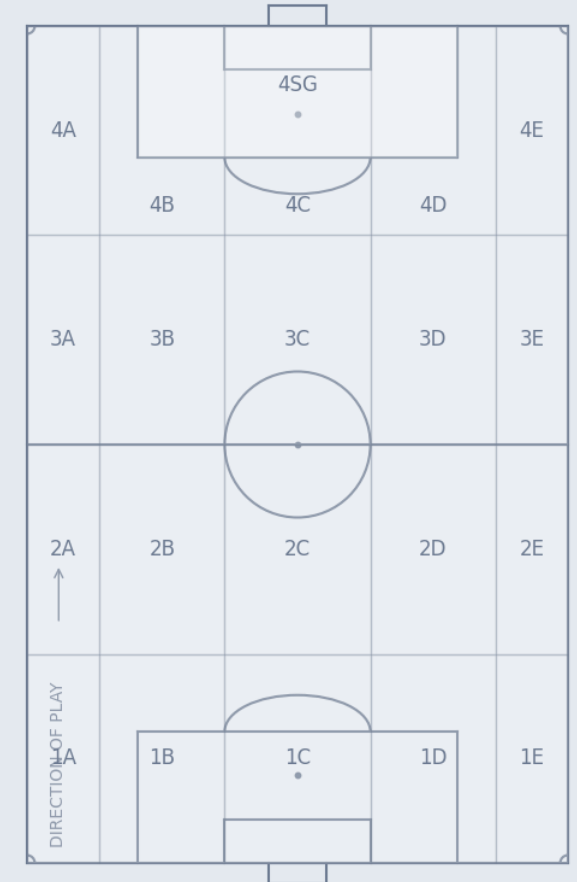
* Delivery zones are based on the end locations of the build-up pass.

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

Zone Progression Matrix

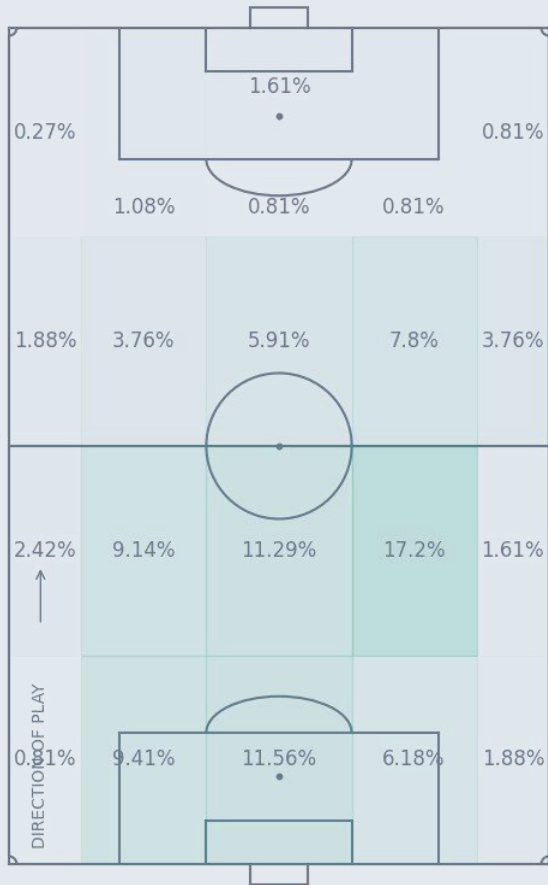
	1.0A	1.0B	1.0C	1.0D	1.0E	2.0A	2.0B	2.0C	2.0D	2.0E	3.0A	3.0B	3.0C	3.0D	3.0E	4.0A	4.0B	4.0C	4.0D	4.0E	4.0SG	
1.0A		3																				
1.0B	1	12	8			1	11	2														
1.0C		12	12	13			3	1	2													
1.0D		1	3	6	1		1		10	1												
1.0E			1	1	1				3	1												
2.0A		3				1	4					1										
2.0B		2	2			4	10	9	1		1	4	1									
2.0C		1	3	2	1	1	6	9	8			2	6	1	1				1			
2.0D		1	1	1			3	10	26	5			2	11	4							
2.0E									4					1	1							
3.0A							2				1	3				1						
3.0B											3	7	2			1	1					
3.0C								4	4			1	9	3	1							
3.0D								4	6				4	9	4					1	1	
3.0E													9	1			1			2	1	
4.0A												1										
4.0B																	2	1				1
4.0C													1						1			1
4.0D																				3		
4.0E																						3
4.0SG																						6

Zone Definitions

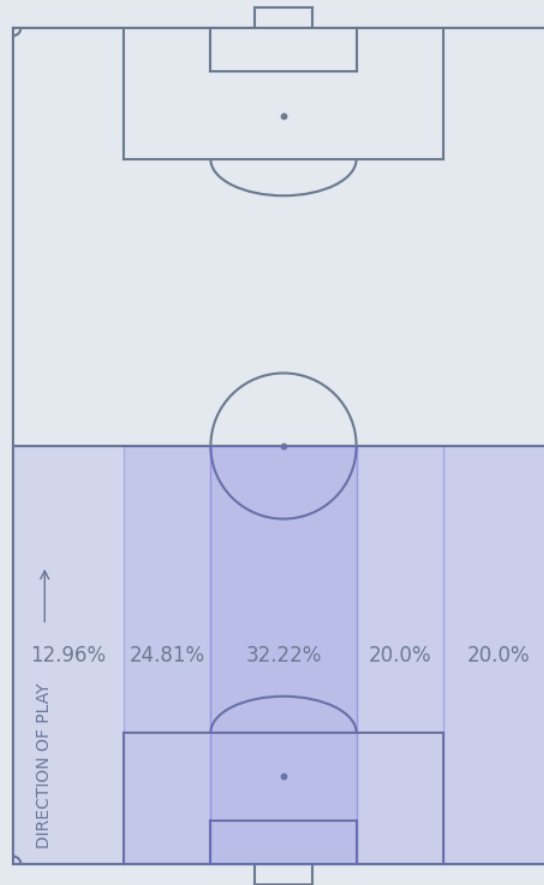


* Rows: from zone
* Columns: to zone

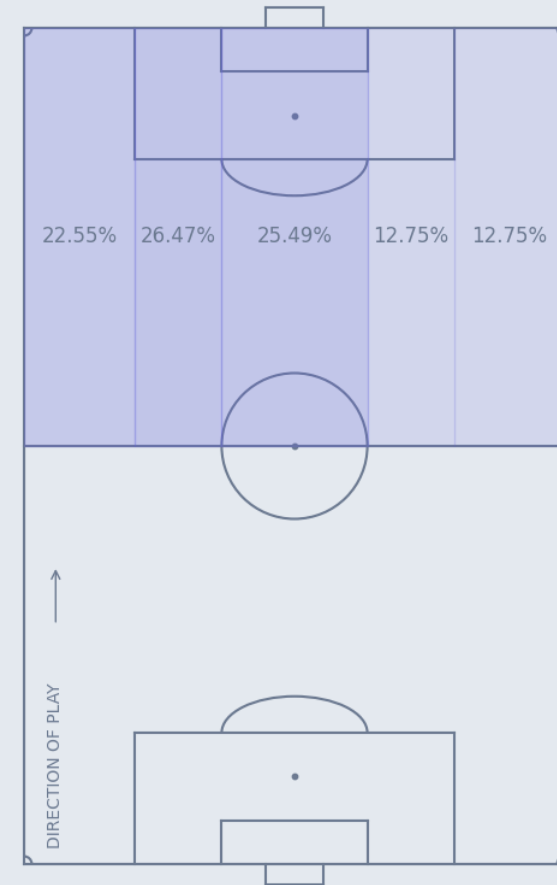
Wales U16 - Action Zones



Wales U16 - Action Regions (Def. half)



Wales U16 - Action Regions (Att. half)



* Distributions are based on all start locations of passes & dribbles.

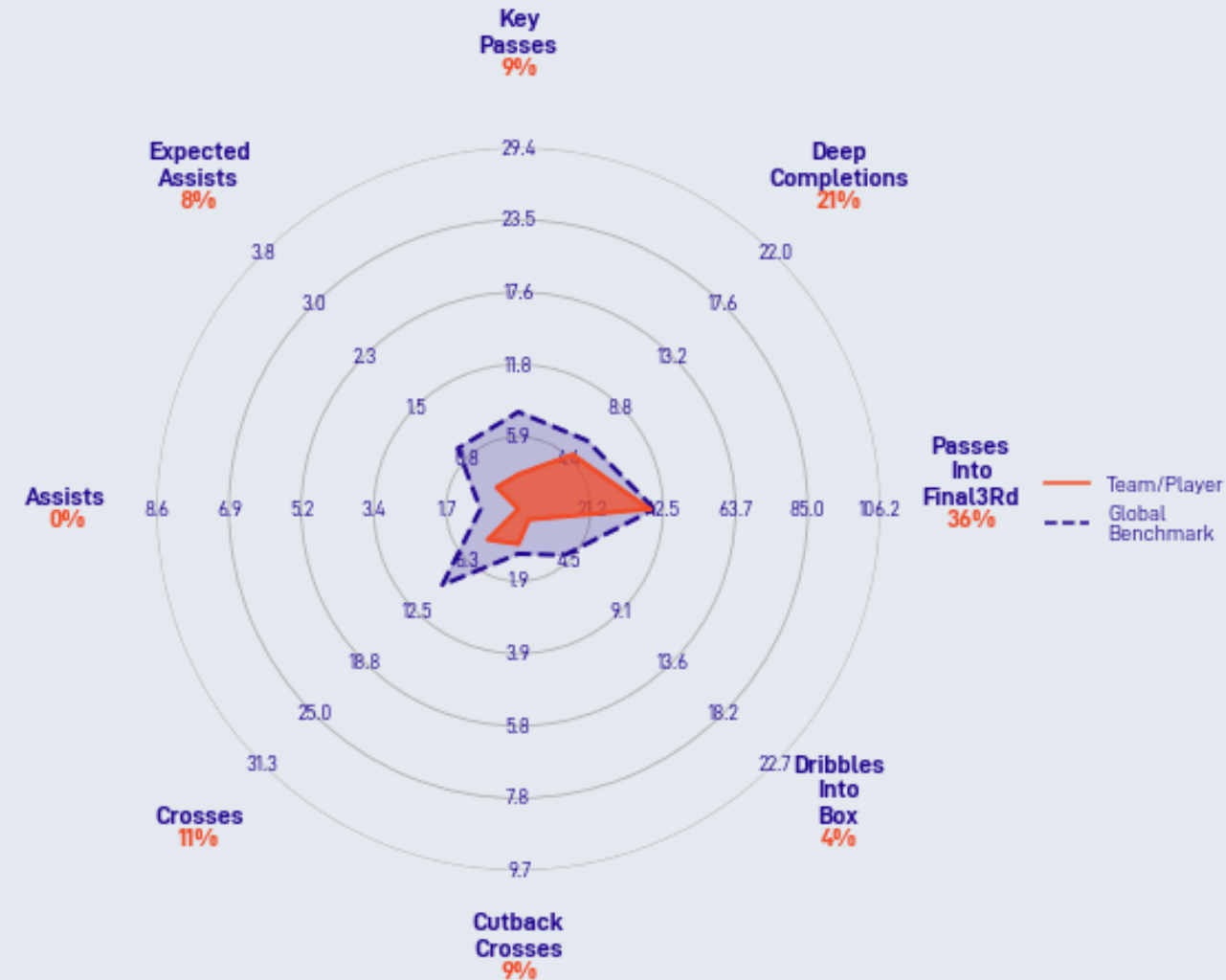
* Percentages represent the amount of actions in a zone relative to the overall number of actions by a team.

SciSports AI Match Analyst

Chance creation

- * Wales created fewer chances with passes starting in the final third compared to their opponent.
- * Pass accuracy into and in the final third was below average and lower than Scotland's.
- * Deep forward passes into the score box were less frequent and none were successfully received.
- * Crossing volume was low with accuracy notably below opponent levels, especially on early and late crosses.
- * Dribbling to create chances happened less often than Scotland, limiting direct attacks through individual runs.

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Hot & Assist Zone Passing	
Passes to Hot Zone ¹	24
Pass Accuracy to Hot Zone ¹	50.0%
Passes from Hot Zone ¹	10
Pass Accuracy from Hot Zone ¹	70.0%
Passes to Assist Zone ¹	17
Pass Accuracy to Assist Zone ²	47.1%
Passes from Assist Zone ²	8
Pass Accuracy from Assist Zone ²	62.5%

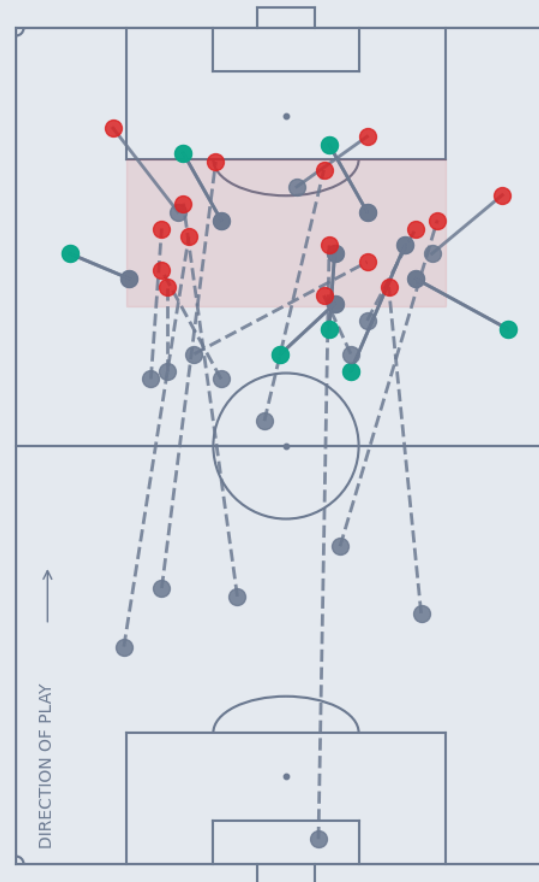
¹ Hot Zone: The central area in front of the box.

Note: The Hot Zone is the red area in the left pitch.

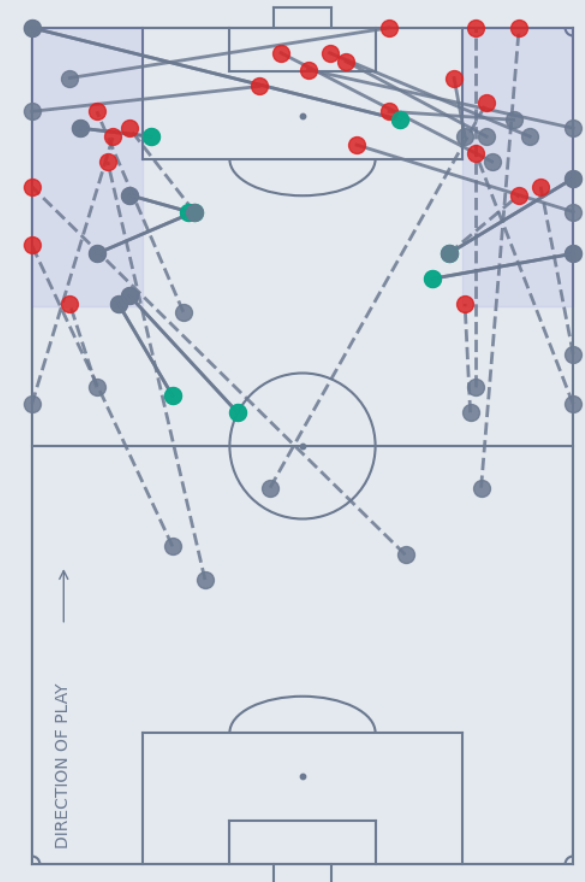
² Assist Zone: Wide areas in the final third.

Note: The Assist Zones are shaded in blue in the right pitch.

Wales U16 - Hot Zone Passes



Wales 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.

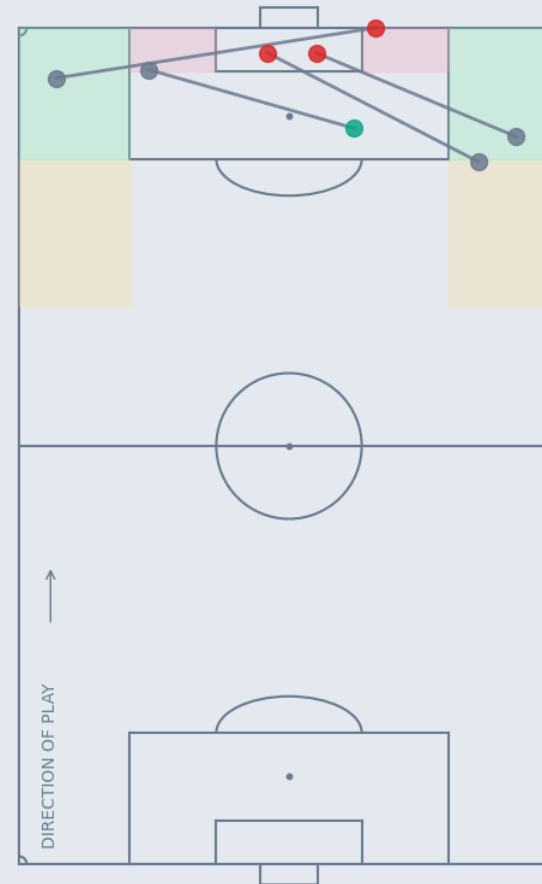
* Solid lines (-): passes from a zone.

* Green dots: Successful passes.

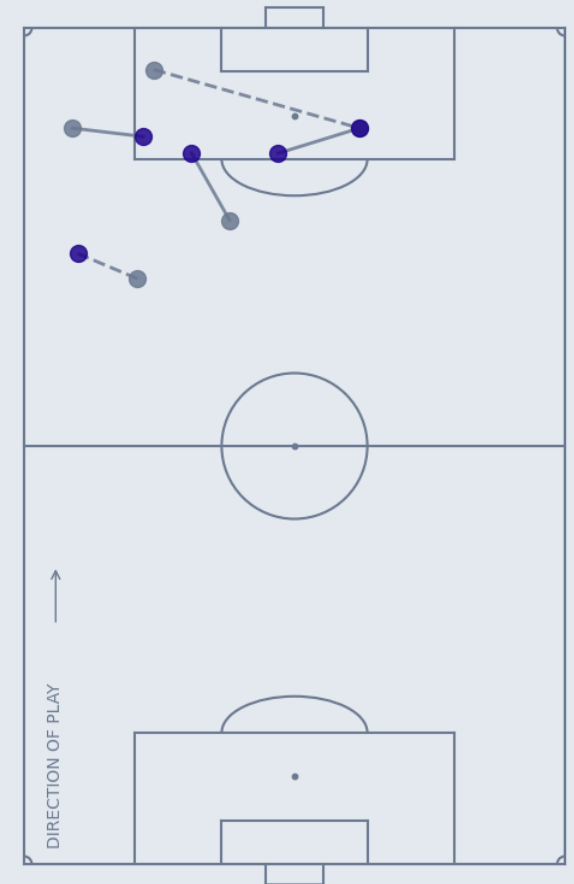
* Red dots: Unsuccessful passes.

Chance Creation Performance	
Total Crosses	4
Crossing Accuracy	25.0%
Early Crosses ¹	1
Early Cross Accuracy ¹	0.0%
Late Crosses ¹	2
Late Cross Accuracy ¹	0.0%
Cutback Crosses ¹	1
Cutback Cross Accuracy ¹	100.0%
Total Key Passes ²	3
Total Assists ³	0

Wales U16 - Cross Map



Wales 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).

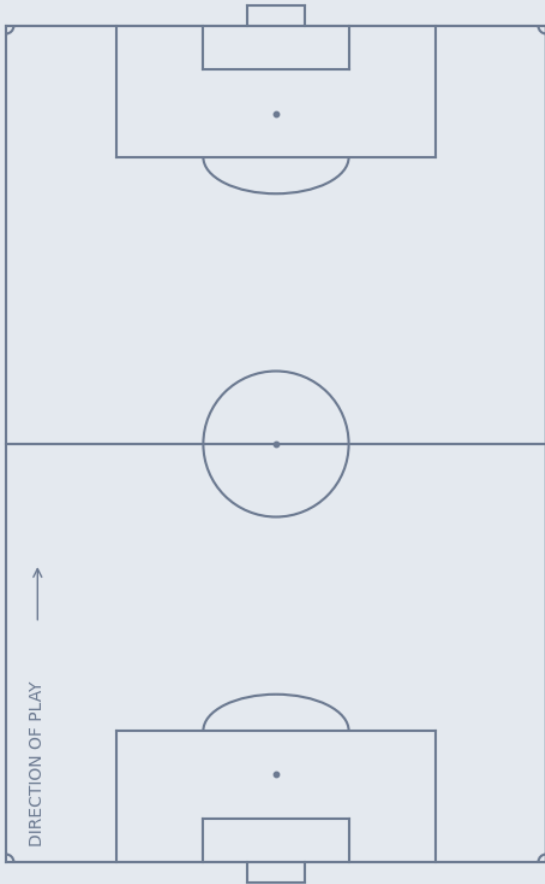
* Green dots: assist passes³ (passes leading to a goal).

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

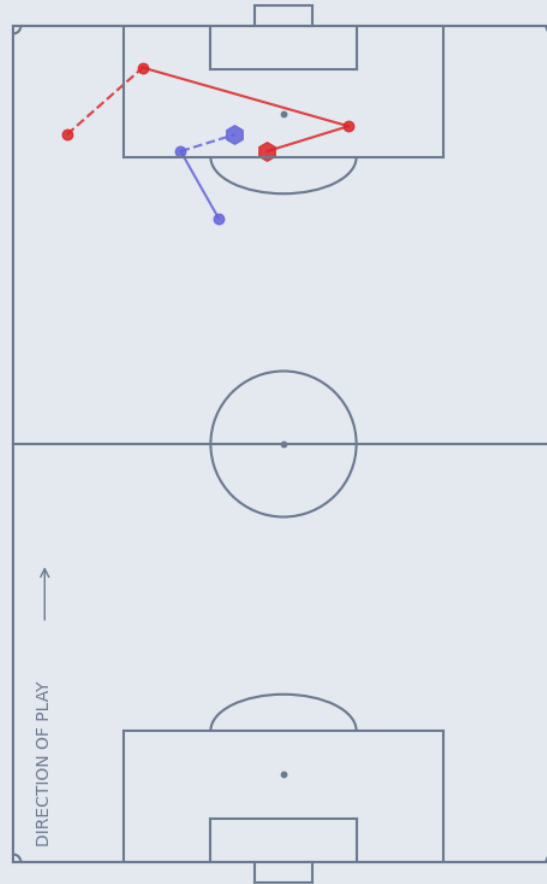
* Dotted (---) lines: pre-key passes² (a pass resulting in a key-pass² / assist³).

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

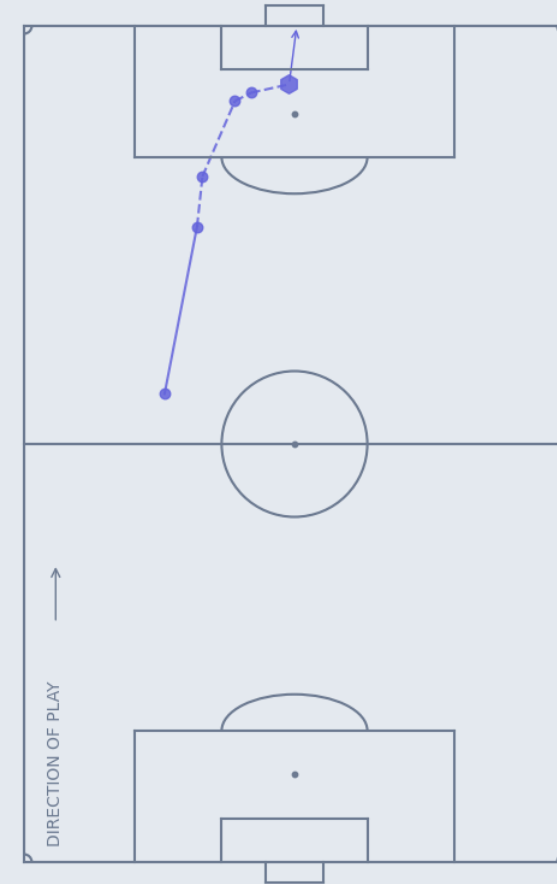
Wales U16 - Key Sequences (Shots Wide)



Wales U16 - Key Sequences (Shots Blocked)



Wales U16 - Key Sequences (Shots On Target)



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

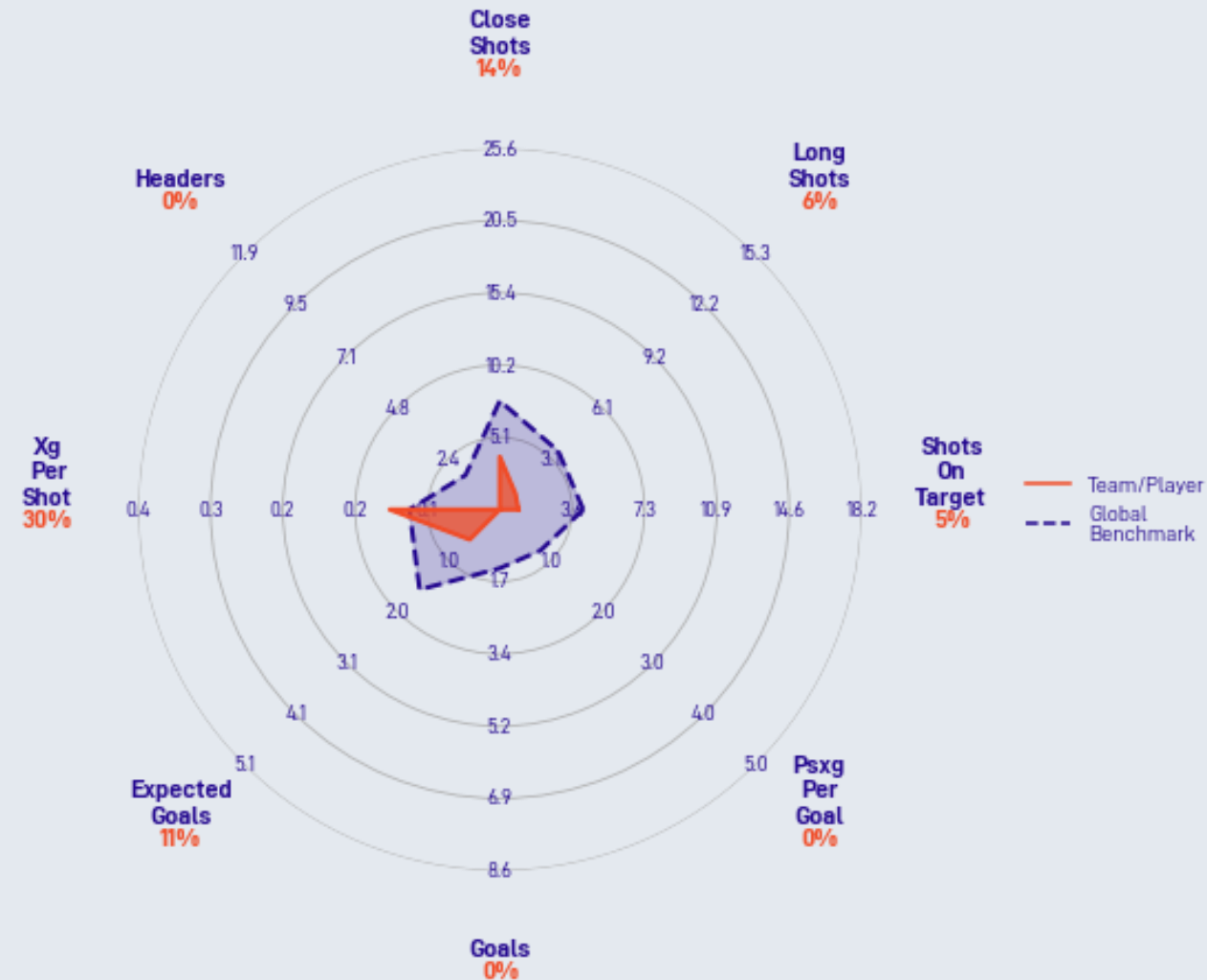
- * Hexagon: Shot (no goal)
- * Dotted (---) lines: dribbles.

SciSports AI Match Analyst

Finishing

- * Wales took fewer shots and fewer shots on target than their opponent, indicating less shooting activity overall.
- * The team created most of their shooting chances from inside the box, but fewer than the opponent.
- * No shots were taken following crosses, differing from the opponent who utilized this more.
- * Expected goals were lower than the opponent, matching the fewer quality chances created.
- * Wales did not score despite shot opportunities, while the opponent converted some chances into goals.

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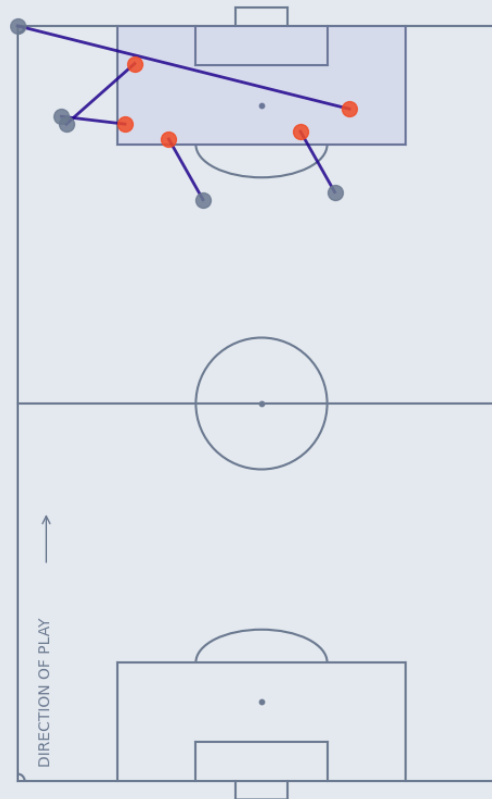


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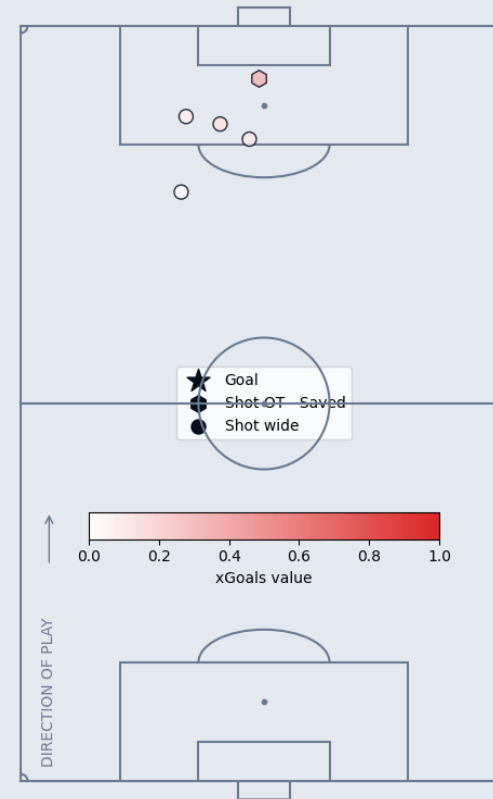
Goal Scoring Performance

Total Shots	5
Shots on Target	1
Shots inside the Box ¹	4
Shots outside the Box ¹	1
Offensive Headers	0
Goals / Shot Ratio	0.0%
Box Receptions ¹	6
Total xGoals ²	0.6
Total PSxG ²	0.4
Total Goals:	0

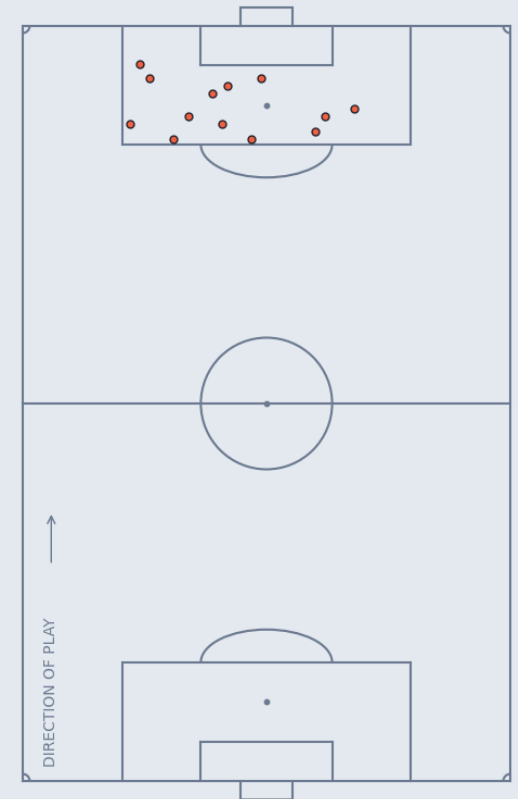
Wales U16 - Box Penetrations



Wales U16 - Shot Map



Wales 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.

SciSports AI Match Analyst

Set-pieces

* Wales U16 made no attempts on goal from set-piece crosses, while Scotland created several shot chances this way.

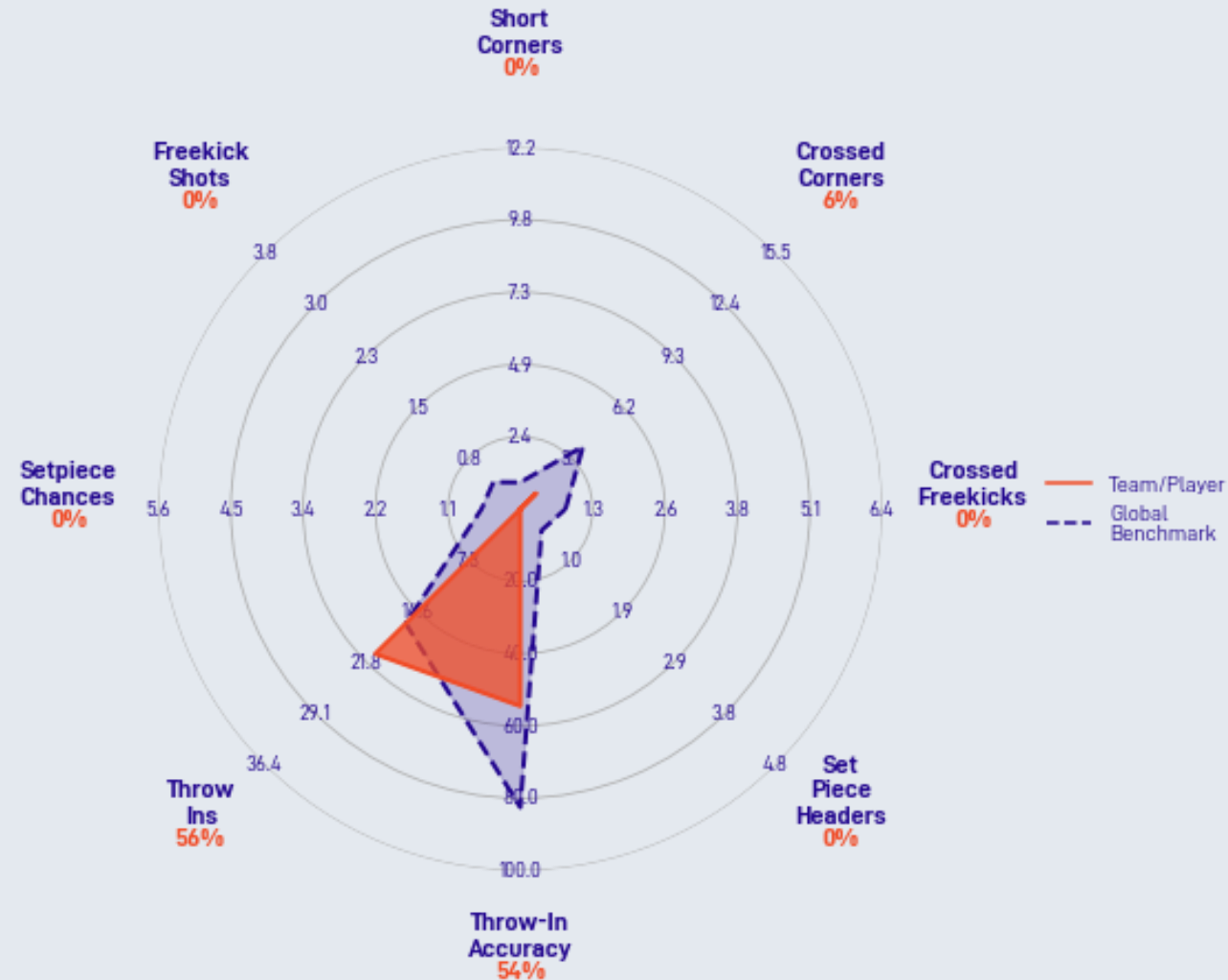
* The team took fewer corners and never used short or crossed corners compared to the opponent's higher corner activity.

* Wales had more throw-ins but their accuracy in completing them to teammates was notably lower than Scotland's.

* The squad did not attempt any direct free-kick shots or crossed free-kicks, unlike Scotland who used these more often.

* Wales did not earn or take any penalties or direct free-kicks, while the opponent was awarded more free-kicks overall.

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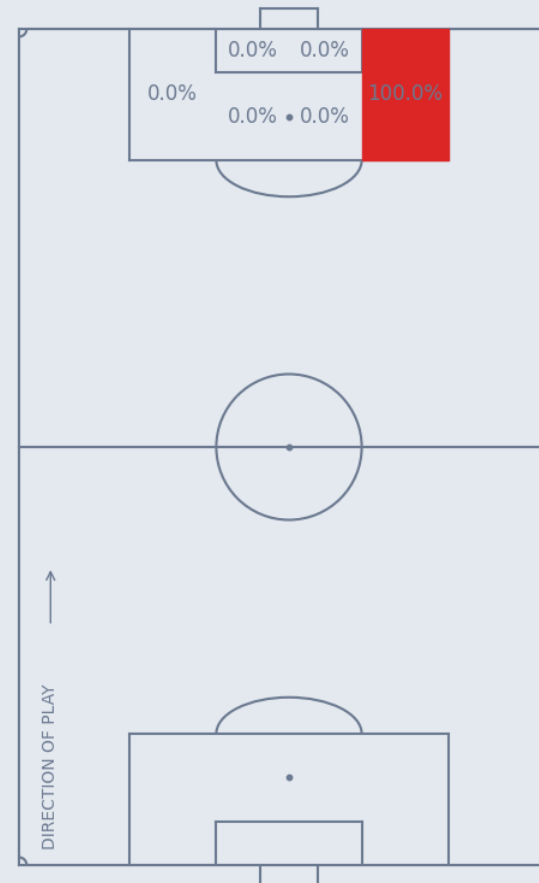
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Goal Scoring Performance	
Total Corners	1
Crossed Free Kicks	0
Shot Free Kicks	0
Short Corner Ratio ¹	0.0%
Long Corner Ratio ²	100.0%
Crossed Free kick Ratio	0.0%
Shot Free kick Ratio	0.0%

¹Short Corner: All corners that are not crossed.

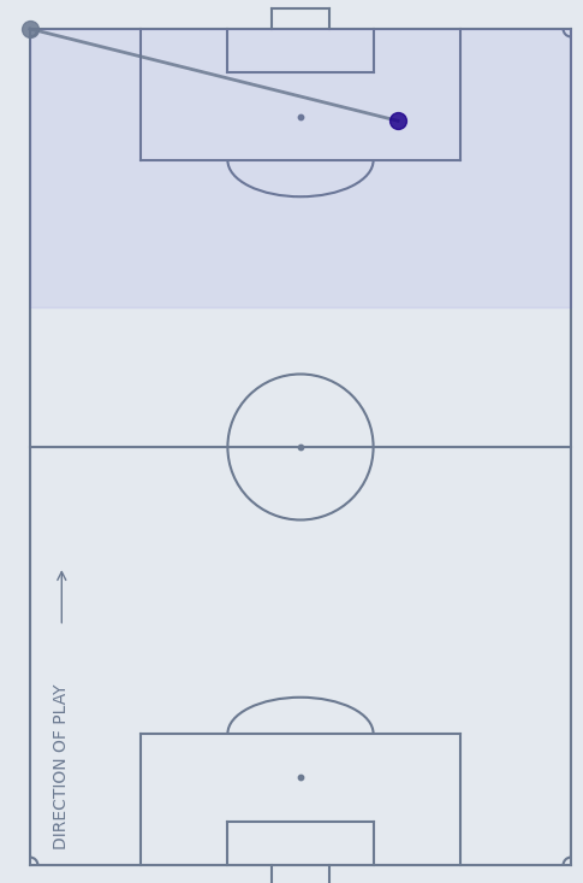
²Long Corner: All corners that are crossed

Wales U16 - Set Piece Delivery Zones



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

Wales U16 - Set Piece Map



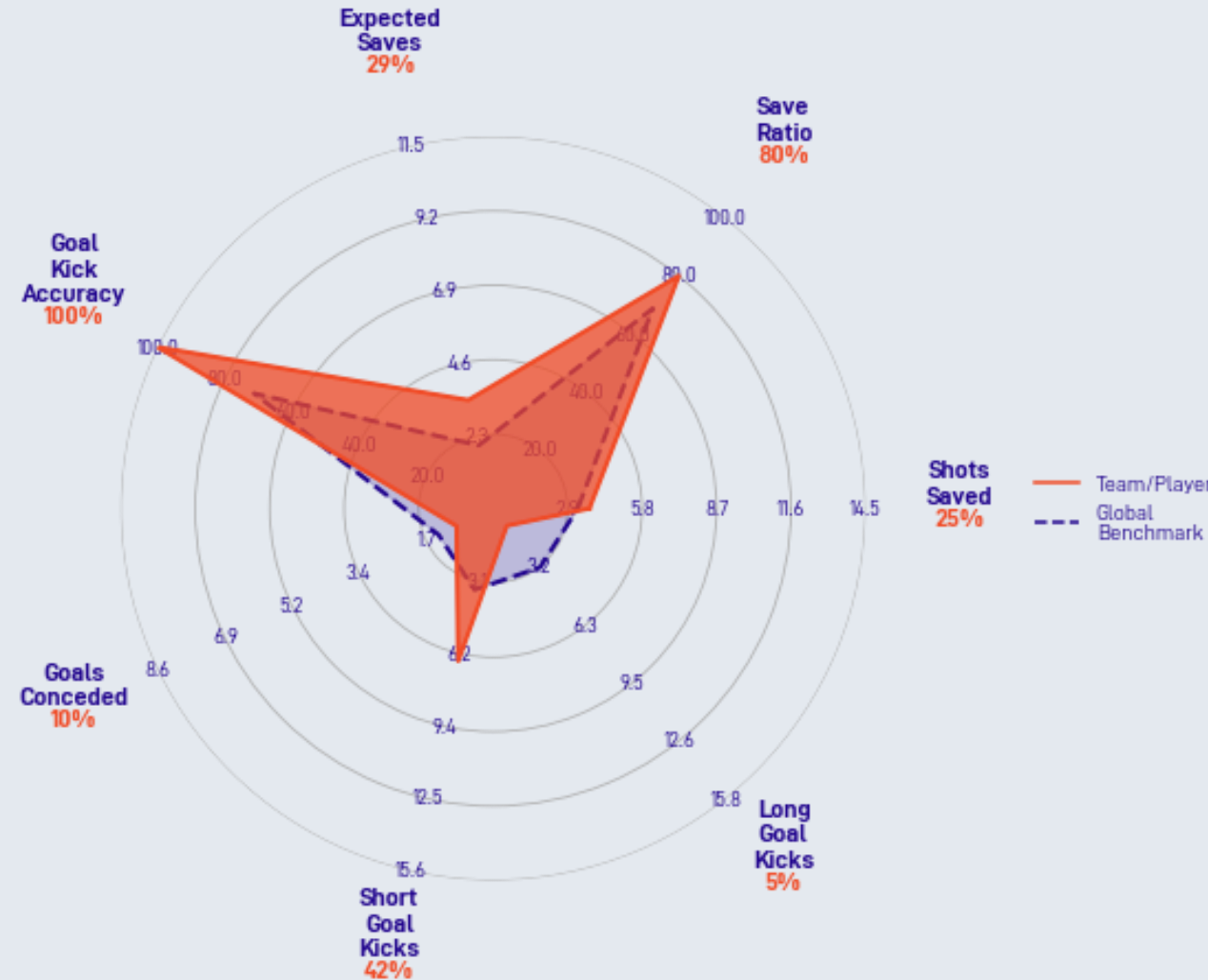
* Gray Dots: Start location of Set-Piece event.
 * Blue Dots: End location of Set-Piece event.
 * Blue area denotes final third.

SciSports AI Match Analyst

Goalkeeping & Defending

- * Wales U16 showed strong shot blocking and clearances, limiting opponent's shooting chances effectively.
- * The team made many tackles and defensive duels on the ground but won half their defensive duels.
- * Wales recovered possession quickly after losing it, especially on the attacking half.
- * Defensive actions inside the penalty area and on set pieces were minimal or absent.
- * The team committed more fouls than the opponent, which could risk free kicks or disruptions.

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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.