



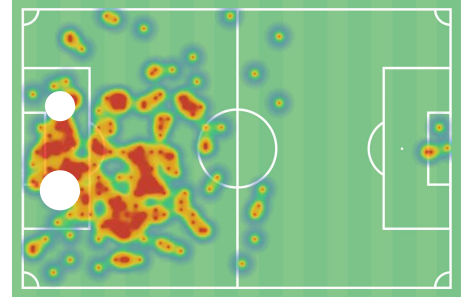
Cameron Dejong
Adamstown Rosebuds

Age 27

Birth country



Passport country



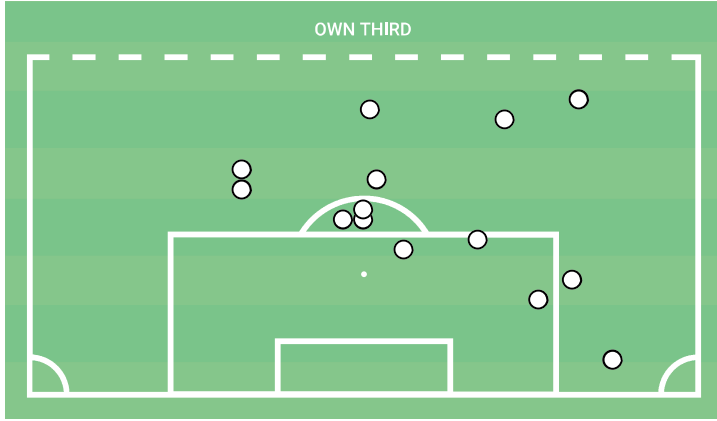
CAREER OVERVIEW

2021

	Team	Minutes played	Appearances / Starting lineup	Yellow / Red cards
 Northern NSW NPL	 Adamstown Rosebuds	270	3 / 3	0 / 0

Won defensive duels in own third

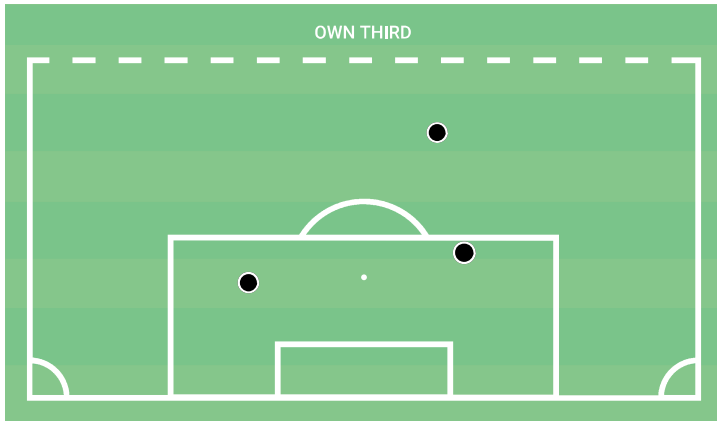
○ Defensive duel ■ Interception ◆ Sliding tackle



Zone	Won duels	Interceptions	Sliding tackles
Zone 14	8	0	0
Right flank	3	0	0
Penalty area	3	0	0
Total	14	0	0

Lost defensive duels in own third

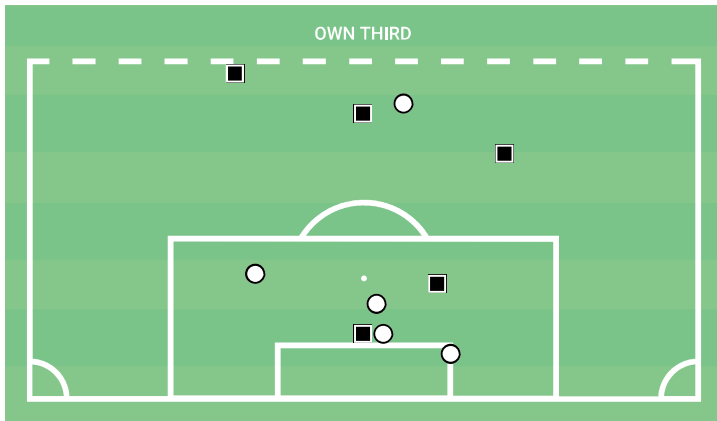
○ Duel ● With shot ◆ Goal □ Foul ■ Yellow card ■ Red card



Zone	Lost duels	Shots after / on target	xG	Goals after
Penalty area	2	2 / 0	0.21	-
Zone 14	1	1 / 1	0.05	-
Total	3	3 / 1	0.27	-

Aerial duels in own third

○ Won ■ Lost

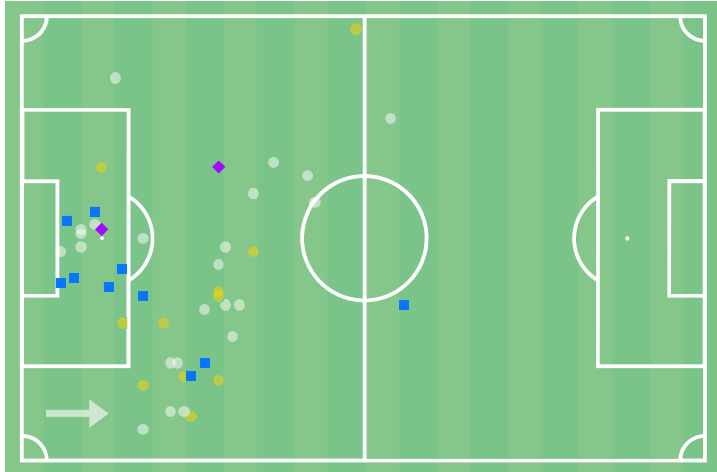


Zone	Duels / won
Penalty area	6 / 4 66.7%
Zone 14	4 / 1 25%
Total	10 / 5 50%

ABILITY SPORTS MANAGEMENT

Recoveries

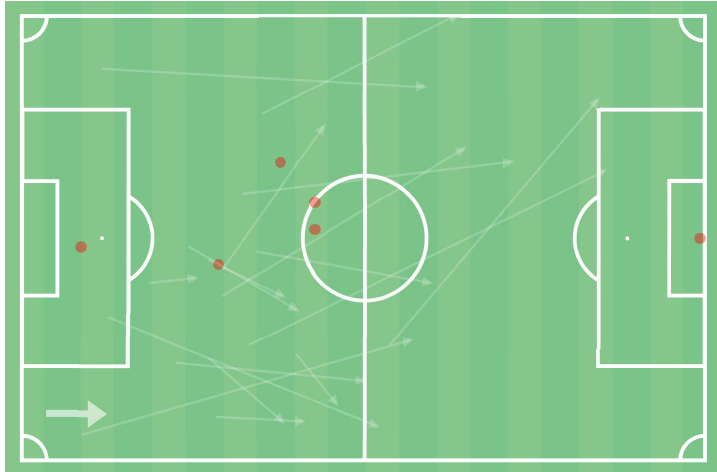
● Positioning ● Counterpressing ■ Interception ◆ Sliding tackle



Third	Recoveries	Counterpressing	Interceptions	Sliding tackles
Own third	38	12	9	2
Central third	8	3	1	0
Final third	0	0	0	0
Total	46	15	10	2

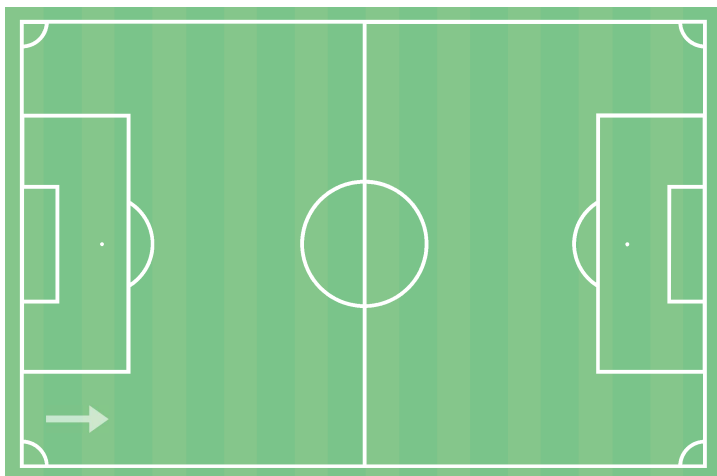
Losses

— Inaccurate pass ● Lost duel



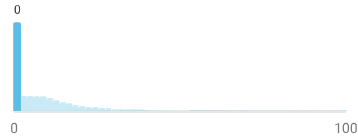
Third	Losses
Own third	15
Central third	7
Final third	1
Total	23

Actions in counterattacks



ABILITY SPORTS MANAGEMENT

% of xGChain in counterattacks

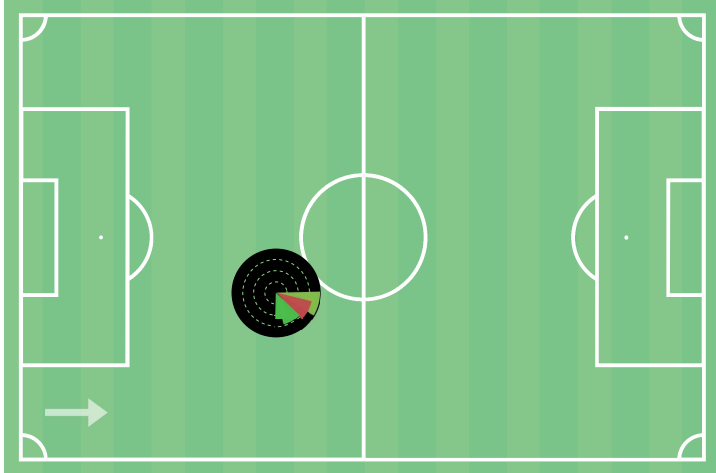


C. Dejong stats compared to other field players in the last year in Northern NSW NPL

Passing in key areas

Rays show directions and average pass length for zones with more than 10% of all passes

● Accuracy 0-50% ● 50-70% ● 70-80% ● 80-90% ● 90-100%



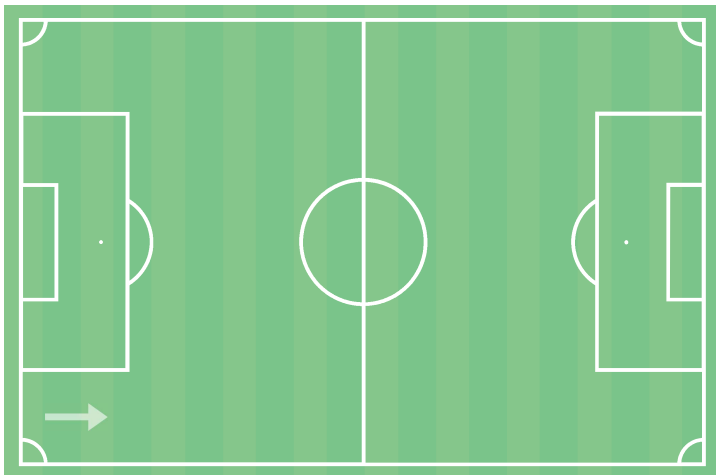
ABILITY SPORTS MANAGEMENT

Events after prog. runs

	8 / 1	12.5%
20-30m	7 / 6	85.7%
30-40m	4 / 3	75%
40m+	7 / 4	57.1%
Total	26 / 14	53.8%

Dribbles

○ Kept possession



Opponent position	Dribbles / kept possession	Shots after / on target	xG	Goals after
RW	1 / 0%	-	-	-
Total	1 / 0%	-	-	-



Match	Minutes played	Total actions / successful	Goals	Assists	Shots / on target	xG	Passes / accurate	Crosses / accurate	Dribbles / successful	Duels / won	Aerial duels / won	Yellow / Red cards
Adamstown Rosebuds - Weston Bears 1:1 26.06.2021	92	37 / 19 51.4%	-	-	-	-	18 / 12 66.7%	-	-	8 / 5 62.5%	2 / 1 50%	-
Charlestown City Blues - Adamstown Rosebuds 3:3 20.06.2021	96	41 / 25 61%	-	-	-	-	21 / 14 66.7%	-	-	16 / 11 68.8%	7 / 3 42.9%	-
Adamstown Rosebuds - Newcastle Olympic 2:0 05.06.2021	97	39 / 23 59%	-	-	-	-	18 / 13 72.2%	-	-	13 / 10 76.9%	4 / 2 50%	-
Edgeworth Eagles - Adamstown Rosebuds 3:0 23.05.2021	93	74 / 50 67.6%	-	-	-	-	44 / 36 81.8%	-	1 / 0 0%	22 / 14 63.6%	3 / 1 33.3%	-

ABILITY SPORTS MANAGEMENT

XG (EXPECTED GOALS)

A metric that assigns to every shot a probability (based on historical stats) of how likely it is to score from the position, type of assist, preceding events etc. A modern metric that allows to study the results of the matches with more stress on predictability of moments creation and less on pure luck.

XA (EXPECTED ASSISTS)

xA value for a pass is a value of expected goals (xG) or the shot that this pass led to.

ATTACK CONTRIBUTION (XGCHAIN)

A metric that assigns the xG value of a shot to every player that made any action in the attack that led to the shot. A general-purpose metric for attacking contribution.

BUILD UP (XGBUILDUP)

xGChain not counting the xG value of the actual shot and the xA value of the shot assist. This metric is most useful to evaluate player contribution in deeper-lying playmaking or buildup play.

CROSS

A ball played from a flank of the pitch aimed to find a teammate in the area in front of the goal.

TOUCH IN PENALTY AREA

Any action that happens in the opponent penalty area.

FORWARD / BACK / LATERAL PASS

Passes are quantified in quadrants of 45°. The passes to the side of the field with the length more than 12 meters are considered lateral.

LONG PASS

A targeted or untargeted pass, longer than 45 meters for a ground pass or typically longer than 25 meters for high pass.

THROUGH PASS

Direct pass in the empty space behind the defensive line or between two or more defenders, trying to put the attacking player alone against the goalkeeper.

KEY PASS

An important intended pass that creates a clear opportunity for scoring a goal, which is then missed by the assisted player. The key pass means the player who made it is the main creator of the clear goal situation.

SECOND / THIRD ASSIST

A second assist is a pass that immediately leads to an assist. A third assist is a pass that leads to a second assist. Not every assist is guaranteed to have second/third assists to it.

PROGRESSIVE RUN

A run is considered progressive if the distance before the starting point and the last touch of the player is:

- 30 meters, if starting and finishing points there are in own half
- 15 meters, if starting and finishing points there are in other halves
- 10 meters, if starting and finishing points there are in opponent half

PROGRESSIVE PASS

A pass that moves the ball considerably forward. The minimal requirement for a progressive path progression towards opponent goal is:

- 30 meters, if starting and finishing points there are in own half
- 15 meters, if starting and finishing points there are in other halves
- 10 meters, if starting and finishing points there are in opponent half

DEEP COMPLETION

A pass (excluding crosses) that was received in a 20-meter radius from the opponent goal line.

CARRY

A continuous ball control by one player.

OFF THE BALL MOVEMENT

A significant movement without the ball in an empty space.

DEFENSIVE DUEL

A duel that happened when opponent team was in the possession of the ball.

OFFENSIVE DUEL

A duel that happened when the player was in the possession of the ball.

DRIBBLE

An attempt to dribble past the opposite player. The player that has the possession of the ball is using his technique, vision, feints and false moves to pass the opposite player or to find a free zone for the next action.

LOSS

Any action that ends a possession of the current team.

DANGEROUS LOSS

A loss on own half that leads to a shot by the opponent within 20 seconds.

RECOVERY

Any action that ends a possession of the opposition team (the last action of this possession is a loss) and starts a possession for current team.

TRANSITION

Active change in the possession of the ball. Depending on what third of field it took place in, it's divided into Low, Medium and High.

ATTACK

A possession that includes at least one action in opponent's final third.

POSITIONAL ATTACK

Any open play (i.e., not from a set piece) attack that is not considered a counterattack.

COUNTERATTACK

An attack that includes a quick transition, attempting to get advantage of the opponent being out of positions.

ZONE 14

A piece of final third in front of penalty area. This area is most favourable to produce dangerous attacks.