

Team A v Team B

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TEAM A

VS

TEAM B

Team B see more of the ball on camera

In a short analysed window, tracking credits Team B with every touch while their runners cover the most ground and set the top speed.

10 min of footage analysed

1080p video

12 players named · 7% of screen time

KEY TAKEAWAYS

Written by Claude Opus 5.5 from the facts below; every number it states is checked against them.

9

Team B own the touches

0

No passing pattern captured

Team B logged 9 tracked touches to Team A's 0 across the 10 min of analysed footage.

provisional

Tracking recorded 0 passes and 0 turnovers for either side, so build-up remains unread.

provisional

282_m

Jensen and Petrov cover ground

Jensen tracked about 282 m and Petrov about 260 m on camera, the highest totals shown.

provisional

19.1_{km/h}

Rossi sets the pace

Rossi was the fastest tracked player in the footage, reaching about 19.1 km/h.

provisional

HIGHLIGHTS

Real footage from the analysed video. Click a moment to play it.



ROSSI HITS TOP SPEED

Rossi's burst of about 19.1 km/h is the quickest tracked run in the analysed footage.



TEAM B KEEP IT

Team B's longest spell on the ball shows the side that held possession on camera.

MATCH TIMELINE

Events: ESPN.



TEAM COMPARISON

Full-match figures are ESPN's. Footage figures are tracked automatically from the analysed video and are provisional.

TEAM A

TEAM B



TEAM A

- Team A registered 0 tracked touches in the analysed footage, chasing rather than carrying.
- Mendes led Team A's running with about 207 m tracked and 18.5 km/h top speed.
- Silva produced Team A's quickest tracked burst at about 18.6 km/h.
- Okafor spent about 94 seconds on screen, the most of any tracked Team A player.

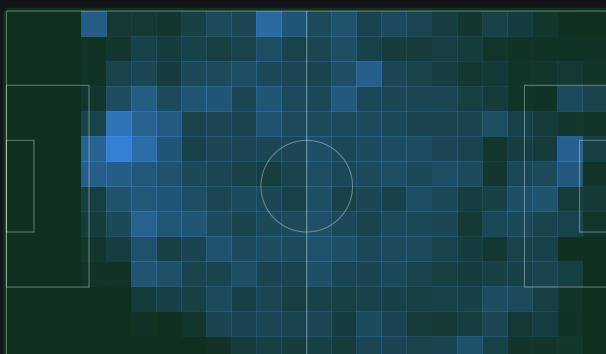
TEAM B

- Team B took all 9 tracked touches recorded in the analysed footage.
- Jensen covered about 282 m on camera, the most of any tracked player.
- Murphy stayed in shot for about 144 seconds but topped out at 12.6 km/h.

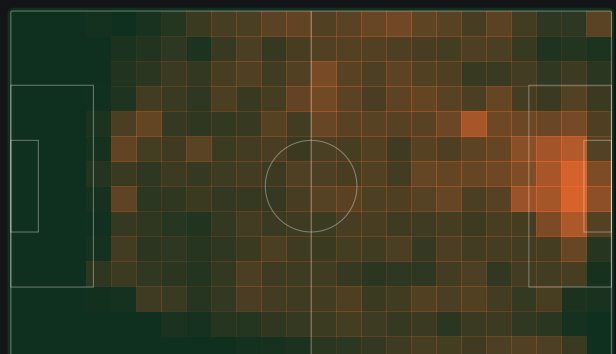
WHERE THEY PLAYED

Heat maps count where each team's players were while the camera showed them (the camera follows the ball); which way each team attacked is not determined from this footage.

TEAM A



TEAM B



on camera, replays excluded

on camera, replays excluded

SQUADS

12 players were named in the video. Their cards add what the tracking saw: touches, passes and a reel of every touch (provisional). Click a player.

Played

Named in the video

Everyone

TEAM A

Named in the video only



OKAFOR

not on the team sheet

0

touches



MENDES

not on the team sheet

0

touches



FERRIS

not on the team sheet

0

touches



LIND

not on the team sheet

0

touches



TANAKA

not on the team sheet

0

touches



SILVA

not on the team sheet

0

touches

TEAM B

Named in the video only



MURPHY

not on the team sheet

0

touches



PETROV

not on the team sheet

0

touches



ROSSI

not on the team sheet

1

touches



JENSEN

not on the team sheet

0

touches



SANTOS

not on the team sheet

0

touches



KAYA

not on the team sheet

0

touches

ASK ABOUT THIS MATCH

Claude answers from this report's facts and cites them. A number it cannot back with a fact is removed before you see it.

Who had the most touches in the footage?

Ask

Who was the most involved player in the footage?

How were the goals scored?

How did each team come into this match?

What does the shot map say about the chances?

ABOUT THIS REPORT

- Official events, the result and full-match team statistics come from ESPN's public match feed (unofficial, no service guarantee).
- Tracking numbers - touches, passes, possession, distance and speed - cover only the analysed video (10 minutes) and only what the camera showed. They are provisional: checked by eye, not against ground truth.
- Distance and speed are measured only where the camera was solved from the pitch's painted lines; replays are excluded.
- Names come from shirt numbers read automatically and matched to the ESPN team sheets.
- High-speed running is distance at 19.8 km/h or faster, and a sprint is at least 25.2 km/h for 1 s: the men's speed bands (this module's men's bands (19.8 / 25.2 km/h = 5.5 / 7.0 m/s), 2026-10-10).
- Heat maps count where each team's players were while the camera showed them (the camera follows the ball); which way each team attacked is not determined from this footage.

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