



Overall Score



The Protechtors present an total of 16 metrics of the training or matchday. These metrics are all divided into 5 main categories. Each category stands for an important element of the game. Speed, Explosive Power, Stamina, Power and (foot) balance are all provided. Each of the main categories is rated to a standard, and an overall score is generated.



Remark	S	A+	A	B+	B	C+	C
Standard	score≥95	95>score≥85	85>score≥75	75>score≥65	65>score≥55	55>score≥45	45>score

Overall Score

35% Stamina + 25% Speed + 25% Explosive + 10% Balance + 5% Power

Stamina

(a) 90% distance covered score + (b) 10% distance covered per min score

(a) = the more distance covered during a game the higher score you get. In case you only run less than 3000m the score is below 70

(b) = the higher distance covered per min, the higher score you get. In case you only played 10 mins you only get minimum score.

Speed

(a) when speed is below 5m/s max score 75

(b) when speed is below 7m/s max score 90

(c) when speed is above 7m/s max score 99

Explosive Power & Power

We give a minimum score of 60 for these 2 ratings and the higher stats you have the higher rating you get.

Top Power is 2800N and top Explosive Power is 6m/s²

Balance

Max balance score (99) is when you reach 50%-50% and minimum score is 50. In case no touches to the ball the score is 0.

