

ScoutDeck®

MORGAN ROGERS

ASTON VILLA V CRYSTAL PALACE
SUNDAY 31ST AUGUST 2025

FOOTWORK





FOOTWORK

MATCH REPORT

ASTON VILLA v CRYSTAL PALACE

Morgan Rogers was utilised as the central attacking midfielder, operating between Palace’s midfield and defensive lines. He looked to provide a forward passing option for Villa’s double pivot, receiving the ball and progressing play into advanced areas when space opened up. Rogers supported Ollie Watkins with runs beyond the striker, but was mainly forced to drop deep to link play and move the ball to wide areas. Out of possession he pressed aggressively from the front, aiming to close passing lanes into Palace’s midfield and set the trigger for Villa’s press. His most dangerous moment came when he drove into the box from a central position and forced a save early in the second half, but overall his influence was limited by Villa’s inability to sustain possession in advanced areas.

MINUTES PLAYED	GOALS	EXPECTED GOALS (xG)	SHOTS ON TARGET
90	0	0.11	1/1
ASSISTS	EXPECTED ASSISTS (xA)	PASS COMPLETION	TOTAL TOUCHES
0	0.03	67%	46

ASTON VILLA

MATCHDAY SQUAD AND LINEUP

NUMBER	PLAYER
40	Marco Bizot
2	Matty Cash
4	Ezri Konsa
5	Tyrone Mings
22	Ian Maatsen
7	John McGinn
8	Youri Tielemans
17	Donyell Malen
27	Morgan Rogers
29	Evann Guessand
11	Ollie Watkins

SUBSTITUTES

10	Emiliano Buendia
14	Pau Torres
83	Bradley Burrows
12	Lucas Digne
26	Lamare Bogarde
52	Sam Proctor
45	Tristan Rowe
55	Travis Patterson
20	Jamaldeen Jimoh

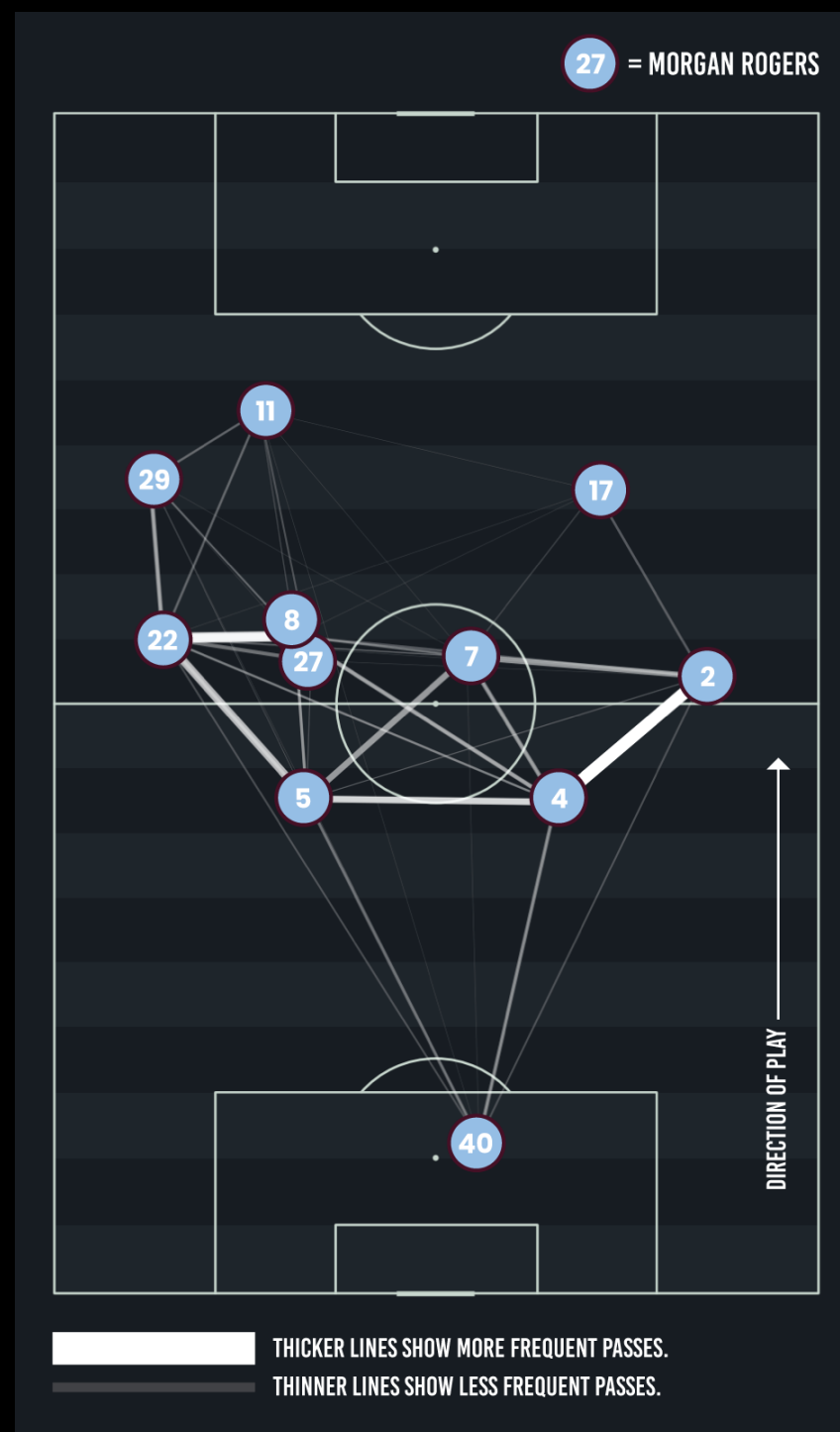


4-2-3-1 FORMATION

PASSING NETWORK AND AVERAGE POSITIONS

Morgan (27) was deployed as Villa's central attacking midfielder but consistently dropped deeper to receive possession, often positioning close to the pivots and left-sided defenders.

While this gave Villa an additional passing option in build-up, it reflected their inability to progress through Palace's press, with Rogers' involvement largely confined to circulation in deeper zones.



TOUCH MAP

versus CRYSTAL PALACE

Rogers' touch map shows him adapting to Villa's tactical setup by operating deeper than a typical CAM. Across 90 minutes he recorded **46 touches**, mainly in the middle third on the left, often dropping alongside the pivots to support circulation.

His limited presence around the penalty area reflected Villa's collective structure rather than his individual positioning, highlighting his willingness to take responsibility and try make things happen for his team.

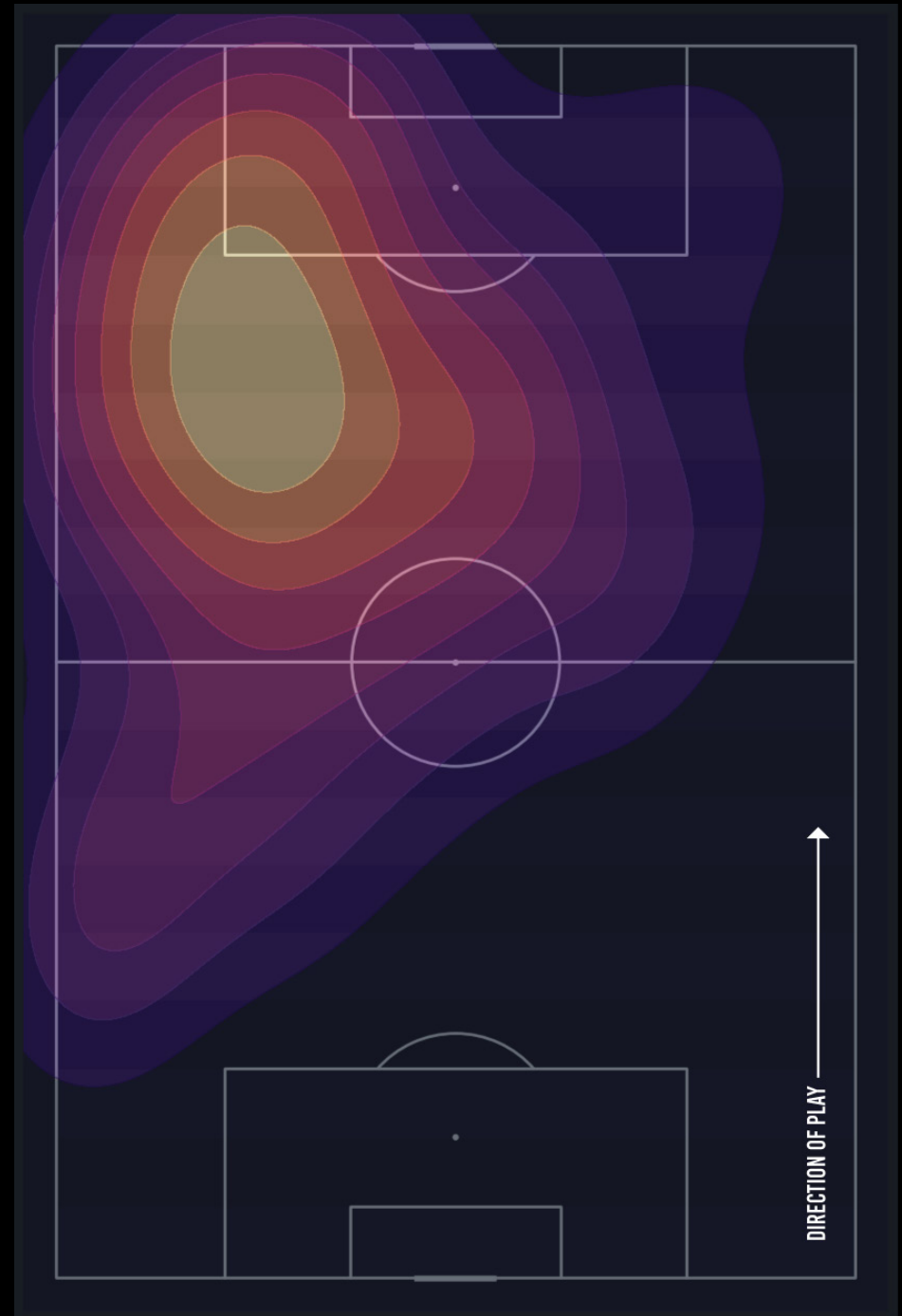
27 = MORGAN ROGERS



HEAT MAP

AREAS OF ACTION

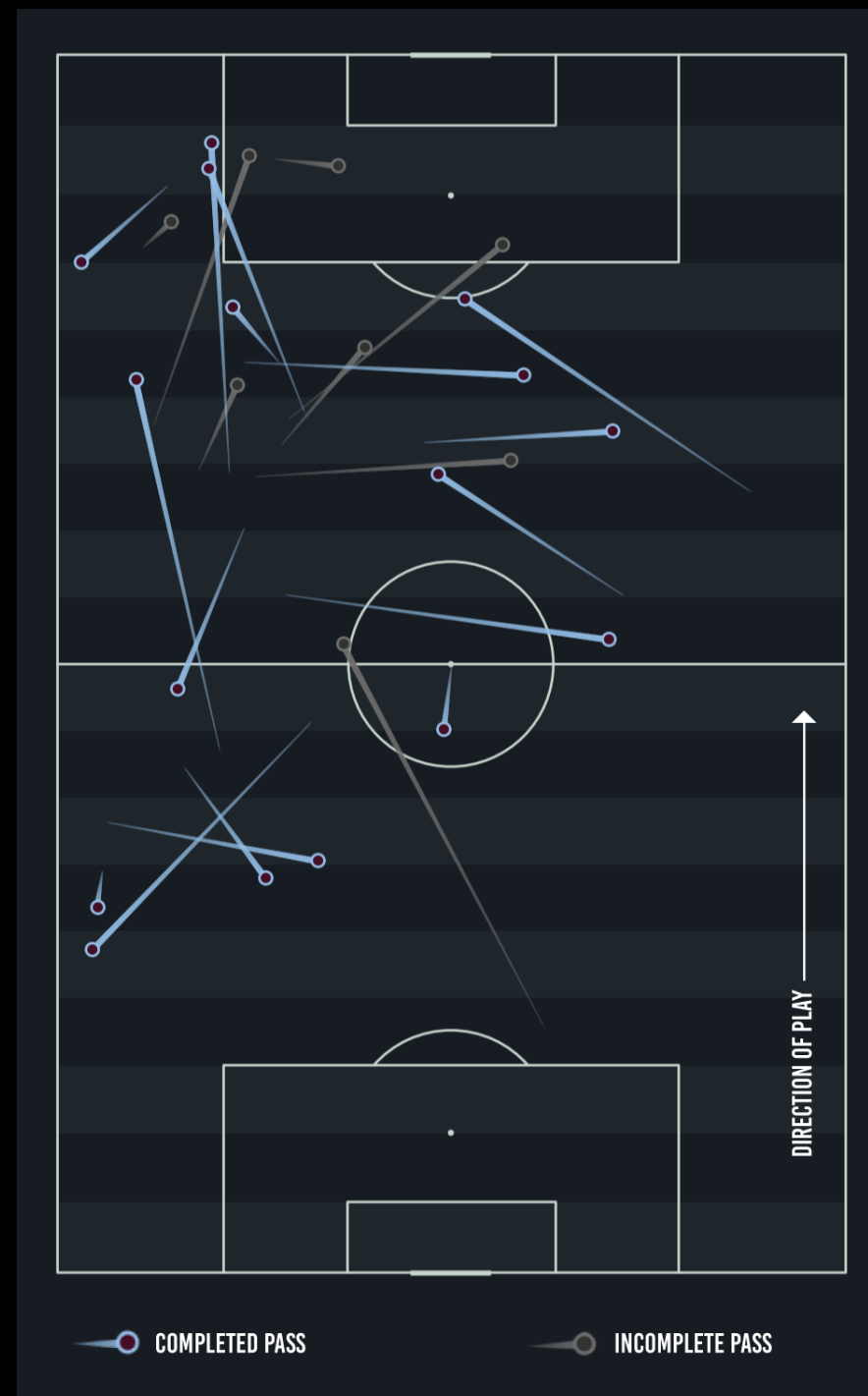
Morgan's heat map shows most of his activity in the left half-space between midfield and the edge of the box, reflecting Villa's reliance on left-sided build-up. He acted primarily as a connector in progression rather than consistently occupying higher attacking zones, with limited presence inside the penalty area more a result of Villa's tactical setup than his individual positioning.



PASS MAP

DIRECTION AND COMPLETION

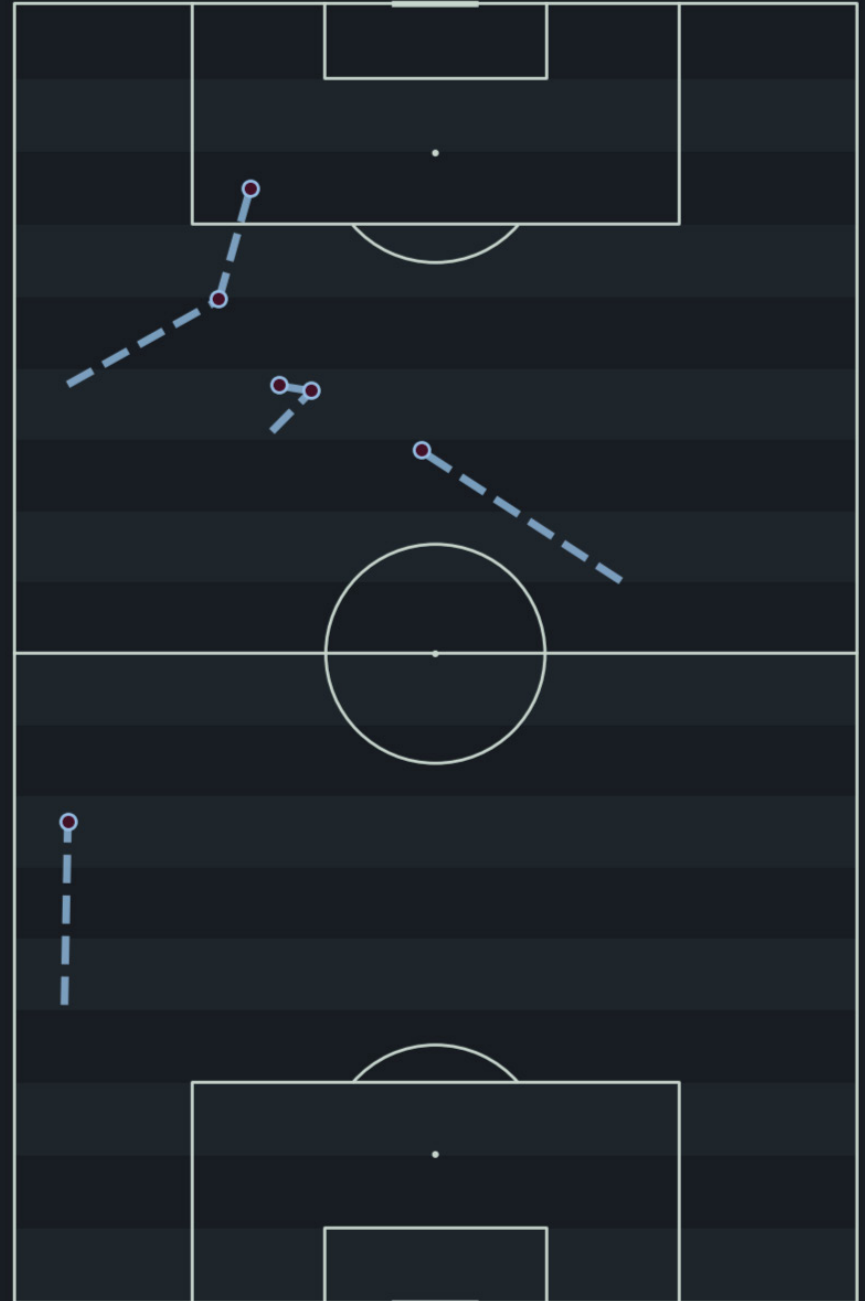
Morgan attempted 24 passes with a 67% success rate, operating mainly in the middle third from left-of-centre. His map shows intent to play forward, with several progressive balls aimed into the final third, but limited support meant many were intercepted or misplaced. The lack of short passing combinations around the box highlights Villa's inability to sustain attacks, leaving Rogers to balance deeper circulation with higher-risk progression attempts.



BALL CARRIES AND PROGRESSION

Morgan completed six carries, mainly through central and left-sided channels, including longer progressions from deeper areas. This underlined his willingness to take responsibility in advancing play, offering Villa a direct outlet when passing lanes were restricted.

However, with Villa unable to sustain attacks higher up, his carries largely stopped short of the box, reflecting collective limitations rather than a lack of individual drive.



SHOT MAP

versus CRYSTAL PALACE

TOTAL SHOTS

1

GOALS

0

NPxG

0.11

xG PER SHOT

0.11

RIGHT FOOT

1

LEFT FOOT

0

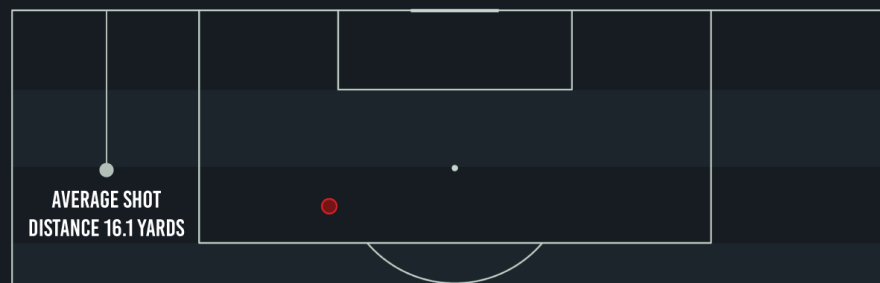
HEADER

0

OTHER

0

LOW QUALITY CHANCE ○○○○● HIGH QUALITY CHANCE
NO GOAL ● GOAL ●



FOOTWORK

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