StatsBomb Open Matches Specification v1.0

[StatsBomb Open Data - last updated 06 June 2018]

This document describes the JSON format for StatsBomb's open match data.

Format

Match files in the *data/matches* directory will be in JSON format. Filenames will be in the format *1234.json* where 1234 is a competition ID. The response is an array of Match objects, which have the following structure:

Object Name	Type	Child Object Name	Child Type	Description
match_id	Integer			The unique identifier for the match (required to request events).
competition	Object	competition_id	Integer	The unique identifier for the competition.
		competition_name	String	The name of the competition.
		country_name	String	The name of the country the competition relates to (or region for international competitions)
season	Object	season_name	String	The name of the season.
		season_id	Integer	The unique identifier for the season
match_date	Date			The date of the Match
kick_off	Time			The time of the Match

stadium_name	String			The name of the location of the match.
referee_name	String			The name of the Referee
home_team	Object	home_team_id	Integer	The unique identifier for the team at home in this match
		home_team_name	String	The name of the team at home in this match
away_team	Object	away_team_id	Integer	The unique identifier for the team away in this match
		away_team_name	String	The name of the team away in this match
home_score	Integer			The final score of the home team
away_score	Integer			The final score of the away team
match_status	String			The current status of this match. Possible values. The final status is "available", at which point event data can be obtained from the event API.
last_updated	DateTime			The date and time at which this match information was last updated.
data_version	String			The version number for the method in which the data was collected.

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