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MA2- Soccer Match Stats (Basic v Detailed)

This page gives an overview of the basic and detailed soccer stats in the MA2 match stats SDAPI feeds.

Basic

Description (click to expand)	Feed output attribute name
All accurate passes (excluding throw-ins, keeper throws and crosses)	accuratePass
Shot blocked (excludes any shots saved/cleared off the line in a defensive act, which is not the same as a regular goalkeeper save on the line)	blockedScoringAtt
No goals conceded in the game (player must play 90 minutes)	cleanSheet
Player takes a corner	cornerTaken
Free kicks won when fouled or as a result of dangerous play by the opposition (does not include handball or penalties)	fkFoulWon
Free kicks conceded to the opposition via fouls, handballs, dangerous play, 6-second violations, or back passes (includes penalties)	fkFoulLost
Fouls committed	fouls
Kick Off - when game starts	gameStarted
Player assists a goal by passing the ball to the player who scored the goal	goalAssist
Goalkeeper restarts play with a goal kick	goalKicks
Goal scored	goals
Goal conceded	goalsConceded
Corner conceded	lostCorners
Minutes played by player	minsPlayed
Own goal conceded	ownGoals
Penalty goal conceded (and scored) against the team in question	penGoalsConceded
Penalty awarded against the team in question (including handballs) - differs from "pen_goals_conceded" in that the penalty kick has been conceded but the opposition may or may not have scored the penalty	penaltyConceded
Penalty save made	penaltySave

Description (click to expand)	Feed output attribute name
Player fouled within the penalty box (excludes any penalties won for handball)	penaltyWon
The percentage of overall ball possession the given team had during the game	possessionPercentage
Red card	redCard
Total goalkeeper saves	saves
Second yellow card given	secondYellow
Shot wide or over the goal	shotOffTarget
Number of substitutions made	subsMade
Total number of clearances	totalClearance
Total offsides	totalOffside
An aggregate of all attempted (successful or unsuccessful) passes excluding throw-ins, keeper throws and crosses. (Please note: This number cannot be calculated from the individual passing statistics within this feed.)"	totalPass
Total shots at goal (excludes own goals)	totalScoringAtt
Number of players substituted off	totalSubOff
Number of players substituted on	totalSubOn
Total number of tackles	totalTackle
Total number of throw-ins	totalThrows
Total number of yellow cards awarded to the team overall	totalYellowCard
Total number of red cards awarded to the team overall	totalRedCard
Number of fouls on the player	wasFouled
Total corners forced by the team	wonCorners
Total tackles won by the team (winning possession or putting the ball out of play)	wonTackle
Yellow cards awarded to the team	yellowCard
Goalkeeper faced a penalty kick	penaltyFaced
Red card rescinded by the referee	rescindedRedCard

Detailed

Description (click to expand)	Feed output attribute name
A pass that is successful and ends in a players own half of the pitch (excludes throw-ins and keeper throws)	accurateBackZonePass
Accurate corner distributions into the box that can include long balls if the corner kick is passed further than 35 yards	accurateCornersIntobox
Accurate crosses (via corners, open play and set pieces)	accurateCross

Description (click to expand)	Feed output attribute name
Accurate crosses (including freekicks but excluding corners)	accurateCrossNocorner
An accurate pass that ends in the attacking half of the pitch (including crosses but excluding throw-ins and keeper throws). Please note that the standard Opta definition for passes excludes crosses. In order to comply with this definition you must remove accurate_cross	accurateFwdZonePass
Accurate goal kicks (from goalkeeper)	accurateGoalKicks
Accurate throws from the goalkeeper in open play	accurateKeeperThrows
Long ball played forward without an obvious target but successfully finds a team-mate	accurateLaunches
A successful pass by a striker who has received the ball with his back to goal and then plays the ball back towards team-mates	accurateLayoffs
Accurate passes further than 35 yards (excluding throw-ins, crosses, keeper throws)	accurateLongBalls
All accurate passes (excluding throw-ins, keeper throws and crosses)	accuratePass
Accurate passes that leave a player one-on-one with the goalkeeper	accurateThroughBall
All accurate throw-ins	accurateThrows
Unsuccessful aerial duels Definition of an aerial duel: Two outfield players compete for the ball, with either both players jumping or only one jumping and the other contesting the header by making it difficult to win, where one player wins the contest with a header. In the case of an outfield player and a goalkeeper competing for the ball where the goalkeeper punches it clear, this is also classed as an aerial duel.)	aerialLost
Successful aerial duels	aerialWon
Shot from the centre of the box	attBxCentre
Total shots from outside the box, in the centre (less than 35 yards out)	attObxCentre
Shot that came after a corner was taken	attCorner
Shot resulting from a counter-attack	attFastbreak
Goal from a direct free kick	attFreekickGoal
A direct free kick saved by the goalkeeper (i.e. not blocked by an outfield player on the line)	attFreekickTarget
Total shots from direct free kicks	attFreekickTotal
A goal in the top centre of the goal	attGoalHighCentre
A goal in the top left of the goal	attGoalHighLeft
A goal in the top right of the goal	attGoalHighRight
A goal in the bottom centre of the goal	attGoalLowCentre
A goal in the bottom left of the goal	attGoalLowLeft
A goal in the bottom right of the goal	attGoalLowRight

Description (click to expand)	Feed output attribute name
A headed goal	attHdGoal
A headed attempt off target	attHdMiss
A headed attempt that hits the woodwork	attHdPost
A headed attempt that is saved by the goalkeeper (i.e. not blocked by an outfield player on the line)	attHdTarget
Total headed attempts	attHdTotal
Shot attempt from inside the box that is blocked (excludes any shots saved/cleared off the line in a defensive act â€” this is not the same as a regular goalkeeper save on the line)	attIboxBlocked
Goal from a shot inside the box	attIboxGoal
Attempt off target from a shot inside the box	attIboxMiss
Post/crossbar hit from a shot inside the box	attIboxPost
Shot from inside the box that are saved by the goalkeeper (i.e. not blocked by an outfield player on the line)	attIboxTarget
own goal from inside the box	attIboxOwnGoal
own goal from outside the box	attOboxOwnGoal
Goal from a left-footed shot	attLfGoal
Left-footed shot that was saved by the goalkeeper (i.e. not blocked by an outfield player on the line)	attLfTarget
Total left -footed shots	attLfTotal
Attempt that misses - over the crossbar	attMissHigh
Attempt that misses - over the crossbar and left	attMissHighLeft
Attempt that misses - over the crossbar and right	attMissHighRight
Attempt that misses - to the left	attMissLeft
Attempt that misses - to the right	attMissRight
Shot from outside the box that is blocked before reaching the goal (excludes any shots saved/cleared off the line in a defensive act â€” this is not the same as a regular goalkeeper save on the line)	attOboxBlocked
Goal from a shot outside the box	attOboxGoal
Shot that misses the goal completely that is from outside the box	attOboxMiss
Shot from outside the box that hit the woodwork	attOboxPost
Shot from outside the box that was saved by the goalkeeper (i.e. not blocked by an outfield player on the line)	attOboxTarget
Goal scored with other body part	attObpGoal
A shot attempt where the attacker was in a one-on-one situation against the goal keeper	attOneOnOne
A shot attempt that came in open play or in a fast break	attOpenplay

Description (click to expand)	Feed output attribute name
Penalty goal	attPenGoal
A penalty shot that goes wide of the goal or over the crossbar	attPenMiss
A penalty that hits the woodwork	attPenPost
A penalty that was saved by the goalkeeper	attPenTarget
A shot that hits the crossbar	attPostHigh
A shot that hits the left post	attPostLeft
A shot that hits the right post	attPostRight
Right-footed goals	attRfGoal
Right-footed shots that were saved by the goalkeeper (i.e. not blocked by an outfield player on the line)	attRfTarget
Total right-footed shots	attRfTotal
A shot that came directly after a set-piece (corner, free kick or throw-in)	attSetpiece
Shot that is saved in the top centre part of the goal (i.e. not blocked by an outfield player on the line)	attSvHighCentre
A shot that is saved in the top left of the goal (i.e. not blocked by an outfield player on the line)	attSvHighLeft
A shot that is saved in the top right of the goal (i.e. not blocked by an outfield player on the line)	attSvHighRight
A shot that is saved in the bottom centre part of the goal (i.e. not blocked by an outfield player on the line)	attSvLowCentre
A shot that is saved in the low, left part of the goal (i.e. not blocked by an outfield player on the line)	attSvLowLeft
A shot that is saved in the low, right part of the goal (i.e. not blocked by an outfield player on the line)	attSvLowRight
An attempt conceded from a shot from inside the box	attemptsConcededIbox
An attempt conceded from a shot from outside the box	attemptsConcededObox
Free kick for passing back to goalkeeper	backPass
When a player takes possession of a loose ball	ballRecovery
Shot blocked (excludes any shots saved/cleared off the line in a defensive act, which is not the same as a regular goalkeeper save on the line)	blockedScoringAtt
Challenge that did not make contact, i.e. a missed challenge where the player was dribbled past (therefore there cannot be a challenge_won metric)	challengeLost
No goals conceded in the game (player must play 90 minutes)	cleanSheet
Clearance/blocked shot off the line	clearanceOffLine
Any major talking point or error made by the referee	contentiousDecision
Player takes a corner	cornerTaken
Goalkeeper tries to catch a cross but misses the ball	crossNotClaimed

Description (click to expand)	Feed output attribute name
A cross caught by the goalkeeper when delivered from within 18 yards of the by-line.	crosses18yard
A cross caught by the goalkeeper when delivered from further than 18 yards from the by-line.	crosses18yardplus
Foul for play which could cause serious injury to an opponent	dangerousPlay
A goal scored by a defender	defenderGoals
Player is dispossessed on the ball by an opponent â€" no dribble involved	dispossessed
Goalkeeper dives and catches the shot	diveCatch
Goalkeeper dives and parries/deflects the ball to a safe area	diveSave
Duel over the possession of the ball where a player loses the ball â€" doesnâ€™t include â€"over-runâ€™™ situations, where the attacking player takes on an opponent but the ball runs away from them out of play or to an opponent	duelLost
NB: duel_lost â€" aerial_lost = the amount of lost duels that were deemed only ground duels	
Duel over the possession of the ball where a player wins the ball	duelWon
NB: duel_won â€" aerial_won = the amount of won duels that were deemed only ground duels	
A successful defensive clearance â€" where a player under pressure kicks the ball clear of the defensive zone or/and out of play	effectiveClearance
A successful defensive clearance via a header â€" where a player under pressure heads the ball clear of the defensive zone or/and out of play	effectiveHeadClearance
A mistake which leads to the opposition scoring	errorLeadToGoal
A mistake which leads to an opposition shot	errorLeadToShot
A pass or other action where the ball moves from outside the final third into the final third	finalThirdEntries
Free kicks won when fouled or as a result of dangerous play by the opposition (does not include handball or penalties)	fkFoulWon
Free kicks conceded to the opposition via fouls, handballs, dangerous play, 6-second violations, or back passes (includes penalties)	fkFoulLost
Goals scored by strikers	forwardGoals
Fouls committed	fouls
A foul that occurs in the final third of the pitch (in relation to the attacking playerâ€™™s final third, i.e. the attacking third)	fouledFinalThird
Kick Off â€" game starts	gameStarted
Goalkeeper successfully takes possession by diving down to collect a loose ball that a striker is chasing	gkSmother

Description (click to expand)	Feed output attribute name
Player assists a goal by passing the ball to the player who scored the goal	goalAssist
Qualifier for an assist to confirm that the assisting player had a direct intention to set up a goal attempt	goalAssistIntentional
Goalkeeper restarts play with a goal kick	goalKicks
Goal scored	goals
Goal conceded	goalsConceded
Goal conceded from a shot inside the box	goalsConcededIbox
Goal conceded from a shot outside the box	goalsConcededObox
Goalkeeper catches a cross	goodHighClaim
goals scored from regular play or on a fast break	goalsOpenplay
Free kick given for handball (included in the foul_lost statistic but not foul_won)	handBall
Clearance via a header	headClearance
Pass from a header (this statistic always implies a successful headed pass)	headPass
A defending player intercepts a pass between opposition players	interception
Interception made within the penalty area	interceptionsInBox
Goalkeeper picks the ball up - usually under pressure	keeperPickUp
Goalkeeper throw-outs	keeperThrows
Player successfully beat the last man in a dribble	lastManContest
A player makes a defensive action/tackle and is the last person between the opponent and the goal	lastManTackle
Long pass made from a player's own half into the opposition's half	longPassOwnToOpp
Successful long pass from a player's own half into the opposition's half	longPassOwnToOppSuccess
Corner conceded	lostCorners
Minutes played by player	minsPlayed
Goals scored by midfielders	midfielderGoals
Awarded to the last defender when an offside decision is given	offsideProvoked
Player assists another player, who takes a shot but misses the goal	offtargetAttAssist
Player assists another player, who takes a shot that is on target (includes goals)	ontargetAttAssist
Shot on target (i.e. applies for a shot that was not blocked, and did not hit woodwork, but may have been saved off the line by a player on the defending team)	ontargetScoringAtt
Defender blocks a shot	outfielderBlock

Description (click to expand)	Feed output attribute name
Own goal conceded	ownGoals
Pass to the left wing (attacking half)	passesLeft
Pass to the right wing (attacking half)	passesRight
Penalty goal conceded (and scored) against the team in question	penGoalsConceded
Penalty awarded against the team in question (including handballs) - differs from "pen_goals_conceded" in that the penalty kick has been conceded but the opposition may or may not have scored the penalty	penaltyConceded
Penalty save made	penaltySave
Player fouled within the penalty box (excludes any penalties won for handball)	penaltyWon
The percentage of overall ball possession the given team had during the game	possessionPercentage
Shot on goal which hits the woodwork	postScoringAtt
Goalkeeper punches the ball clear from a high ball	punches
Red card	redCard
Shot saved from shot inside the box	savedIbox
Shot saved from shot outside the box	savedObox
Shot saved from a direct free kick	savedSetpiece
Total goalkeeper saves	saves
Second yellow card given	secondYellow
A pass to create an opportunity for another player to assist a goal	secondGoalAssist
Shot wide or over the goal	shotOffTarget
Foul conceded by goalkeeper holding the ball beyond the six-second rule	sixSecondViolation
A shot blocked from an attempt inside the six-yard box	sixYardBlock
Goalkeeper saves a shot by standing and catching	standCatch
Goalkeeper saves a shot by standing and deflecting/parrying	standSave
Number of substitutions made	subsMade
Player assists a shot (including goals). Also known as 'chances created' or key passes.	totalAttAssist
Total number of passes that end in the player's own half - excluding throw-ins and keeper throws	totalBackZonePass
Total number of clearances	totalClearance
A dribble past a player attempted (contests always involve 2 players) - doesn't include "overrun" situations where the attacking player takes on an opponent but the ball runs away from them out of play or to an opponent	totalContest

Description (click to expand)	Feed output attribute name
Total corners that reached the box – includes long balls if the corner kick is passed greater than 35 yards	totalCornersIntobox
Total number of crosses (via corners, open play and set pieces)	totalCross
Total number of crosses that are not from corners	totalCrossNocorner
Total number of fast breaks that occurred	totalFastbreak
Total number of passes that end in the opposition half (includes crosses). Please note that the standard Opta definition for passes excludes crosses. In order to comply with this you must remove total_cross	totalFwdZonePass
Total number of high claims by goalkeeper	totalHighClaim
Number of long balls launched forward into an area of the pitch rather than to a specific team-mate	totalLaunches
Total passes by a striker who has received the ball with his back to goal and then plays the ball back towards team-mates	totalLayoffs
Total passes longer than 35 yards	totalLongBalls
Total offside	totalOffside
An aggregate of all attempted (successful or unsuccessful) passes excluding throw-ins, keeper throws and crosses. (Please note: This number cannot be calculated from the individual passing statistics within this feed.)"	totalPass
Total shots at goal (excludes own goals)	totalScoringAtt
Number of players substituted off	totalSubOff
Number of players substituted on	totalSubOn
Total number of tackles	totalTackle
Total number of through-balls. This is a type of pass where the ball is played through to a team-mate, bisecting the opposition defensive line and leaving a player one-on-one with the goalkeeper (excluding throw-ins, keeper throws and crosses)	totalThroughBall
Total number of throw-ins	totalThrows
Total number of yellow cards awarded to the team overall	totalYellowCard
Total number of red cards awarded to the team overall	totalRedCard
Total sum of a team's on-the-ball events	touches
Loss of the ball through a mistake / poor control of the ball – NO LONGER USED	turnover
Number of fouls on the player	wasFouled
Total dribbles where a team player beats an opponent – no over-runs	wonContest
Total corners forced by the team	wonCorners
Total tackles won by the team (winning possession or putting the ball out of play)	wonTackle

Description (click to expand)	Feed output attribute name
Yellow cards awarded to the team	yellowCard
Total number of passes (successful or unsuccessful) which are "flicked" on to a running team-mate - usually a header	totalFlickOn
Total number of passes which are "flicked" on and successfully find a team-mate " usually a header	accurateFlickOn
Total number of passes (successful or unsuccessful) which are lofted into the air and not along the ground " does not include crosses	totalChippedPass
Total number of successful passes played in the air and not along the ground " does not include crosses	accurateChippedPass
Total number of opposition crosses blocked by the team	blockedCross
A defender shields the ball with his body from an opponent as the ball rolls out of play	shieldBallOop
Throw-in taken incorrectly	foulThrowIn
Total number of opposition crosses blocked by the team resulting in possession being won	effectiveBlockedCross
Goalkeeper faced a penalty kick	penaltyFaced
An attacking player reaches the byline and passes the ball in a backwards direction (successful or unsuccessful)	totalPullBack
An attacking player reaches the byline and successfully passes the ball in a backwards direction to a team mate	accuratePullBack
Goalkeeper attempts to come off his line and win possession of the ball	totalKeeperSweeper
Goalkeeper comes off his line, wins the ball and wins possession for his team	accurateKeeperSweeper
A goal assist from an open play situation	goalAssistOpenplay
A goal assist from a corner, free kick or throw-in, where the assist itself may be several passes after the set play in question. (See goal_assist_deadball for assists directly from a set play)	goalAssistSetplay
A shot assist from an open play situation	attAssistOpenplay
A shot assist from a corner, freekick or throw-in, where the assist itself may be several passes after the set play in question	attAssistSetplay
A player attempts a dribble but hits the ball too far ahead and loses it	overrun
Interception where the player wins and retains possession of the ball	interceptionWon
A pass which led to a clear-cut scoring opportunity e.g. one-on-one situation or a shot from just a few yards out	bigChanceCreated
A clear-cut scoring opportunity which was not converted / scored	bigChanceMissed
A goals scored from a clear-cut chance	bigChanceScored
A player only touched the ball and lost possession " bad control	unsuccessfulTouch

Description (click to expand)	Feed output attribute name
A pass forward (excludes throw-ins, keeper throws, goal kicks and crosses)	fwdPass
A pass backward (excludes throw-ins, keeper throws, goal kicks and crosses)	backwardPass
A pass to a player on the left hand side of the pitch in the opposition half (excludes throw-ins, keeper throws and crosses)	leftsidePass
A pass to a player on the right hand side of the pitch in the opposition half (excludes throw-ins, keeper throws and crosses)	rightsidePass
Total number of successful passes where the ball ends in the final third of the pitch (excludes throw-ins, keeper throws and crosses)	successfulFinalThirdPasses
Total number of passes (successful or unsuccessful) where ball ends in the final third of the pitch (excludes throw-ins, keeper throws and crosses)	totalFinalThirdPasses
Red card rescinded by the referee	rescindedRedCard
Combination of ALL diving saves and catches, including saves where the ball ends up still in danger in the possession of an attacking player	divingSave
Total number of times possession was regained in the defensive third of the field	possWonDef3rd
Total number of times possession was regained in the midfield third of the field	possWonMid3rd
Total number of times possession was regained in the attacking third of the field	possWonAtt3rd
Total losses of possession	possLostAll
Total losses of possession excluding clearances & long goalkeeper distribution	possLostCtrl
Goals scored from a fast break situation	goalFastbreak
Shots made following a fast break situation	shotFastbreak
A pass or other action where the ball moves from outside to inside the penalty area	penAreaEntries
Total passes which end within the attacking third	finalThirdEntry
Total number of occasions the ball hit the woodwork in any situation (includes blocked onto or saved, but not goals)	hitWoodwork
Assist directly from a corner or free kick	goalAssistDeadball
A ball played into the box directly from a free kick (successful or unsuccessful)	freekickCross
A ball played into the box directly from a free kick that successfully found a team-mate	accurateFreekickCross
Any type of pass in open play (successful or unsuccessful)	openPlayPass
Any type of pass to a team-mate in open play	successfulOpenPlayPass
A foul event with "attempted tackles" qualifier assigned	attemptedTackleFoul

Description (click to expand)	Feed output attribute name
Where two players attempt to get to the same ball, the player who gets there first is assigned a 50-50 won, the other player is assigned a 50-50 lost. (Note this is only collected for German Bundesliga 1 and 2)	fiftyFifty
A 50-50 battle for the ball is won. (Note this is only collected for German Bundesliga 1 and 2)	successfulFiftyFifty
A player blocks a pass at close range	blockedPass
A defending player's failed attempt to block a pass/cross/shot. (Note this is only collected for German Bundesliga 1 and 2)	failedToBlock
An attacking player who plays a pass/cross/shot through an attempted block	putThrough
Same as above	successfulPutThrough
A heavily deflected pass	assistPassLost
A shot blocked by a defender and scored on the rebound	assistBlockedShot
A shot saved by the goalkeeper but scored on rebound	assistAttemptSaved
A shot that hits the woodwork and is scored on rebound	assistPost
A foul won that leads to a direct free kick scored	assistFreeKickWon
A player forces a handball which results in a free kick scored	assistHandballWon
A player shoots or passes, forcing a defender to put the ball in his own goal	assistOwnGoal
An assist assigned to a player who wins a penalty which is taken and scored by a team-mate	assistPenaltyWon
Total goals conceded by the team while the player was on the field	shotsConcOnfield
Total goals conceded by the team while the player was on the field	goalsConcOnfield