



DFL Data Library

Event Match Data Raw Feed Documentation

Author: DFL / Sportec Solutions

Feed name: DFL-03-Ereignisdaten-Spiel-Roh

Version: 5.0.4

Status: 29.11.2018



BUNDESLIGA

OFFIZIELLE
SPIELDATEN



BUNDESLIGA

OFFIZIELLE
SPIELDATEN

Document history

Version	Change	Date	Author
0.0.1	Document created	20. 4.2015	D. Plück
0.0.2	Content added	2.7.2015	H. Ruhl
0.0.3	Naming convention updated and XML examples added	14.8.2015	D. Plück
0.0.4	Designations in German changed and adapted to DK 3.1	1.9.2015	D. Plück
0.0.5	Service designations changed	16.9.2015	D. Plück
0.0.6	Content added, format	6.10.2015	H. Ruhl
0.0.7	Update	19.2.2016	D.Plück
0.0.8	Changes for the 2017/18 season added and adapted to DK	27.3.2017	K. Hein, D.Plück
0.0.9	Recording time added	28.3.2017	K. Hein, D.Plück
0.0.10	Change in ShotAtGoal/DirectFreeKickIntention: nearPost changed to nearKeeper and farPost changed to farKeeper	18.4.2017	D. Plück
0.0.11	Change in ShotAtGoal/ExtendedTypeOfShot: volley changed to frontalVolley Interception recording time changed from postlive to live PossessionLossBeforeGoal/TypeOfPossessionLoss: unsuccessfulPass changed to unsuccessfulPass	8.5.2017	D. Plück
0.0.12	"Pass" subelement designated as live	12.6.2017	D. Plück
0.0.13	Layout updated	15.8.2017	A. Schneider
0.0.14	Layout updated	29.8.2017	A. Schneider
0.0.15	Layout updated	2.10.2017	M. Janetzke
0.0.16	Mistake on substitution corrected, Recording time Phase of possession corrected	11.12.2017	D.Plück
0.0.17	Adaption due to summer release	23.05.2018	A. Schneider
5	Removed Markings, changed version to GDDP, GDCP	01.08.2018	S. Breuer
5.0.2	Adaption due to winter release 18/19 (Extension of delete- and ShotAtGoal-Event)	30.10.2018	A. Schneider
5.0.3	CardColor parameter correction	16.11.2018	K. Hein
5.0.4	Corrected translation for playing positions + introduction + reference	29.11.2018	D. Bertram

Table of contents

1	Introduction.....	5
2	Technical description.....	6
2.1	DFL-03.01-Ereignisdaten-Spiel-Roh_Live	6
2.2	DFL-03.02-Ereignisdaten-Spiel-Roh_Postmatch	6
2.3	Match events.....	8
2.3.1	Substitution.....	9
2.3.2	Referee substitution	11
2.3.3	Referee ball	11
2.3.4	Goal disallowed.....	11
2.3.5	Other referee action	13
2.3.6	Caution	13
2.3.7	Sending off	15
2.3.8	Final whistle	15
2.3.9	Start of the penalty shootout	16
2.3.10	Offside	16
2.3.11	Foul	18
2.3.12	Tackling	20
2.3.13	Nutmeg	22
2.3.14	Spectacular play	22
2.3.15	Other player action	23
2.3.16	Shot at goal	24
2.3.17	Plays.....	32
2.3.18	Own goal.....	35
2.3.19	Prevented own goal.....	38
2.3.20	Possession loss before goal conceded.....	39
2.3.21	Chance without a shot at goal	39
2.3.22	Solo run (before shot at goal).....	43
2.3.23	Fair play.....	44
2.3.24	Other ball action	44
2.3.25	Throw in	45
2.3.26	Penalty	46
2.3.27	Corner kick	48
2.3.28	Free-kick.....	50
2.3.29	Goal kick	50
2.3.30	Kick off.....	51
2.3.31	Ball claiming	52

2.3.32	Delete	53
3	Supplying data	53
3.1	Recording time	53
3.2	Services and availability	53
3.3	FTP	55
3.4	WebService and WebSocket	55
4	References	56

1 Introduction

The **Data Library** is an information system belonging to the DFL Deutsche Fußball Liga GmbH, which collects, stores, refines and distributes the **Official Match Data** for matches in the Bundesliga and Bundesliga 2, the Relegation Play-Offs and the Supercup.

The DFL-03-Ereignisdaten-Spiel-Roh feeds described here provide raw event data from a match. The feeds record all event data from the match (e.g. tackles, shots on goal, passes), relevant attributes and the time stamp over the course of the live match. This information is available live through the DFL-03.01-Ereignisdaten-Spiel-Roh_Live service or after the match using the DFL-03.02-Ereignisdaten-Spiel-Roh_Postmatch service.

All content is based on the catalogue of the Official Match Data definitions ("Definitionskatalog Offizielle Spieldaten 5.0", available in German).

2 Technical description

The following describes the XML structure for the feeds.

2.1 DFL-03.01-Ereignisdaten-Spiel-Roh_Live

The feed contains the following attributes which are listed and briefly described in the following table. Each message also contains exactly one match event as per the DFL Definitions Catalogue [1]. Each event from the match is sent in a separate live message and is structured in the same way as the match events described in section 2.3. The DFL-03.01-Ereignisdaten-Spiel-Roh_Live feed only provides events and attributes that are designated as “live” under recording time in section 2.3.

Structure:

Subelement	Attribute	Value	Description
	MatchId	String	Unique ID of the match
	EventId	String	Unique ID of the match event within the specified match
	EventTime	Datetime	Time of the event
[Match event]			Must not be left empty

XML example:

```
<Event EventId="8107500043100595" MatchId="DFL-MAT-0025K6" EventTime="2015-08-01T14:09:34.210+02:00">
[Spielereignis]
</Event>
```

Unlike the post-match service, a “delete” event can be sent in the XML message for the DFL-03.01-Ereignisdaten-Spiel-Roh_Live service. The “Delete” element shows that the sent message referenced using the “EventId” in the event element is invalid. The “EventId” can be reused for later transmissions.

2.2 DFL-03.02-Ereignisdaten-Spiel-Roh_Postmatch

Unlike the DFL-03.01-Ereignisdaten-Spiel-Roh_Live feed, the 1 to n elements are transmitted below a separate PutDataRequest message:

Structure:

Subelement	Attribute	Value	Description
	RequestId	[uniqueid]	Unique Id of the request
	MessageTime	[timestamp]	Zeitstempel der Request-Nachricht

DFL Data Library / DFL-03-Event Match Data Raw Feed

Subelement	Attribute	Value	Description
	Transmission Complete	true false [<empty>]	States, if the transmission of the data for this match is finished
	Transmission Suspended	true false [<empty>]	States, if the data transmission has been suspended (mostly due to technical reasons)
	DataStatus	PostMatch PostmatchAdditional Information Final	Live data collection is finished Addition attributes have been added Data collection ist completed

The elements contain the attributes listed in the following table and exactly one match event as per the DFL Definitions Catalogue [1]. After the end of live data recording, the DFL-03.02-Ereignisdaten-Spiel-Roh_Postmatch feed only contains events and attributes that are designated as “live” under the recording time in section 2.3. The events and attributes designated as “Postlive” are added to the feed after approximately 24 hours.

Structure:

Subelement	Attribute	Value	Description
	MatchId	String	Unique ID of the match
	EventId	String	Unique ID of the match event within the specified match
	EventTime	Datetime	Time of the event
[Match event]			Must not be left empty

XML example:

```
<PutDataRequest RequestId="4d4a3cc8 " MessageTime="2016-05-23T20:06:15.397+02:00"
TransmissionComplete="false" TransmissionSuspended="false" DataStatus="Final">
  <Event EventId="8107500043100595" MatchId="DFL-MAT-0025K6" EventTime="2015-
08-01T14:09:34.210+02:00">
    [Match event]
  </Event>
  <Event EventId="8107500043100594" MatchId="DFL-MAT-0025K6" EventTime="2015-
08-01T14:09:25.040+02:00">
    [Match event]
  </Event>
  <Event EventId="8107500043100592" MatchId="DFL-MAT-0025K6" EventTime="2015-
08-01T14:08:58.340+02:00">
    [Match event]
  </Event>
</PutDataRequest>
```

2.3 Match events

The following subsections list the possible match events as per the DFL Definitions Catalogue [1] and describe their structure.

2.3.1 Substitution

The "Substitution" element provides information on substitutions as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	PlayerOut	DFL-ID	Specifies the ID of the player being substituted off	Live
	Team	DFL-ID	Specifies the ID of the team which is making the substitution	Live
	PlayerIn	DFL-ID	Specifies the ID of the player being substituted on	Live
	PlayingPosition	String	Specifies the playing position of the player being substituted on: TW: Goalkeeper LV: Left-back IVL: Centre-back (Left) IVZ: Centre-back IVR: Centre-back (Right) RV: Right-back DLM: Defensive midfield (Left) DML: Defensive midfield (Centre Left) DMZ: Defensive midfield (Centre) DMR: Defensive midfield (Centre Right) DRM: Defensive midfield (Right) LM: Left midfield HL: Central midfield (Left) MZ: Central midfield (Centre) HR: Central midfield (Right) RM: Right midfield OLM: Attacking left midfield OHL: Attacking midfield (Centre Left) ZO: Attacking midfield (Centre) OHR: Attacking midfield (Centre Right) ORM: Attacking right midfield HST: Deep-lying forward LA: Left wing STL: Attack (Centre Left) STZ: Centre forward STR: Attack (Centre Right) RA: Right wing	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<Substitution Team="DFL-CLU-00000R" PlayingPosition="OHL" PlayerOut="DFL-OB-
```

```
00009Q" PlayerIn="DFL-OBJ-00265Y"/>  
</Event>
```

2.3.2 Referee substitution

The element “RefereeSubstitution” provides information on any changes to the referee as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	RefereeIn	DFL-ID	Specifies the ID of the referee being substituted on	Live
	RefereeOut	DFL-ID	Specifies the ID of the referee being substituted off	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<RefereeSubstitution RefereeIn="DFL-OBJ-0000PL" RefereeOut="DFL-OBJ-0000SG" />
</Event>
```

2.3.3 Referee ball

The “RefereeBall” element describes the “RefereeBall” event as per the DFL Definitions Catalogue [1], which is recorded live. The event does not have any attributes.

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<RefereeBall />
</Event>
```

2.3.4 Goal disallowed

The “GoalDisallowed” element provides information on goals that are disallowed as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player scored the disallowed goal	Postlive
	Player	DFL-ID	Specifies the ID of the player who scored the disallowed goal	Postlive
	Reason	String	Specifies the reason why the referee disallowed the goal or own goal. The following characteristics are possible:	Postlive

DFL Data Library / DFL-03-Event Match Data Raw Feed

Subelement	Attribute	Value	Description	Recording time
			offside foul handBall other	

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<GoalDisallowed Team="DFL-CLU-0000UH" Player="DFL-OBJ-0000PL" Reason="offside" />
</Event>
```

2.3.5 Other referee action

The "OtherRefereeAction" element provides information on other actions the referee takes as per the Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Reason	String	Specifies the reason for the referee's other action	Postlive
	StartTime	Datetime	Specifies the start of the break in play (attribute can be missing)	Live
	EndTime	Datetime	Specifies the start of the break in play (attribute can be missing)	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<OtherRefereeAction Reason="Unerlaubtes Abbrennen von Feuerwerk." StartTime="2011-05-02T19:02:30.34+1:00" EndTime="2011-05-02T19:07:45.22+1:00" />
</Event>
```

2.3.6 Caution

The "Caution" element provides information on events relating to cautions as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player was cautioned	Live
	Player	DFL-ID	Specifies the ID of the cautioned player	Live
	CardColor	String	Specifies the colour of the card the player received (yellow, yellowRed, red)	Live

DFL Data Library / DFL-03-Event Match Data Raw Feed

Subelement	Attribute	Value	Description	Recording time
	CardRating	String	Contains the evaluation of the corresponding card (yellow, yellowRed, red, canceled, unvalued)	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<Caution Player="DFL-OBJ-00266D" Team="DFL-CLU-00000A" CardColor="yellow"
CardRating="yellow"/>
</Event>
```

2.3.7 Sending off

The element “SendingOff” provides information on sendings off as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team affected by the sending off	Postlive (exception : coach sent off)
	PersonSentOff	DFL-ID	Specifies the ID of the person sent off (attribute can be missing)	Postlive (exception : coach sent off)
	UnknownPerson	String	If the player sent off is not listed in the master data, the UnknownPerson attribute is used (attribute can be missing)	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<SendingOff Team="DFL-CLU-0000UH"/>
</Event>
```

2.3.8 Final whistle

The “FinalWhistle” element provides information on the final whistle as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	GameSection	String	Specifies the game section when the whistle was blown The following characteristics are possible: firstHalf secondHalf firstHalfExtra secondHalfExtra penalty	Live

Subelement	Attribute	Value	Description	Recording time
	FinalResult	Result	Specifies the score when the final whistle is blown (e.g.: 1:1).	Live
	BreakingOff	Boolean	Specifies whether the referee stops the match as per DFB rules	Live
	Reason	String	Specifies the referee's reason for stopping the match. Only available if a match is stopped before the usual end (attribute can be missing)	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<FinalWhistle GameSection="firstHalf" BreakingOff="false" FinalResult="0:0"/>
</Event>
```

2.3.9 Start of the penalty shootout

The element "StartPenaltyShootOut" provides information on the beginning of the penalty shootout as per the DFL Definitions Catalogue [1]; there are no characteristics or attributes.

XML example:

```
<Event EventId="" MatchId="" EventTime="">
< StartPenaltyShootOut />
</Event>
```

2.3.10 Offside

The "Offside" element provides information on offside events as per the DFB Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player was caught offside	Live
	Player	DFL-ID	Specifies the ID of the player caught offside	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<Offside Player="DFL-OBJ-0001E6" Team="DFL-CLU-00000A"/>
</Event>
```

2.3.11 Foul

The element "Foul" provides information on fouls as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	TeamFouler	DFL-ID	Specifies the ID of the team whose player committed the foul	Live
	TeamFouled	DFL-ID	Specifies the ID of the team whose player was fouled. If there is an infringement without a player being fouled, the TeamFouled attribute is used. In this instance, the FoulType is "handBall" or "other" (attribute can be missing)	Live
	Fouler	DFL-ID	Specifies the ID of the player who committed the foul	Live
	Fouled	DFL-ID	Specifies the ID of the player who was fouled. If there is an infringement with a player being fouled, the Fouled attribute is not used. In this instance, the FoulType is "handBall" or "other" (attribute can be missing)	Live
	FoulType	String	Specifies the category of foul. The following characteristics are possible: foul handBall other	Live
	CommittingPlayerAction	String	Describes the actions of the player committing the foul (attribute can be missing) The following characteristics are possible: slidingTackle holding elbowCheck	Postlive

XML example:

```
<Event EventId="" MatchId="" EventType="">
<Foul FoulType="foul" TeamFouler="DFL-CLU-00000A" Fouler="DFL-OBJ-0002B9"
TeamFouled="DFL-CLU-00000M" Fouled="DFL-OBJ-0002H7"
```

```
CommittingPlayerAction="holding"/>  
</Event>
```

2.3.12 Tackling

The element "TacklingGame" provides information on tackles and challenges as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	WinnerTeam	DFL-ID	Specifies the ID of the team whose player won the tackle.	Live
	Winner	DFL-ID	Specifies the ID of the player who won the tackle	Live
	LoserTeam	DFL-ID	Specifies the ID of the team whose player lost the tackle	Live
	Loser	DFL-ID	Specifies the ID of the player who lost the tackle	Live
	DribbleEvaluation	String	Describes whether the tackle takes place when a player attempts to dribble around an opponent while in control of the ball. It is determined whether the player in control of the ball was successful or unsuccessful when dribbling past the opponent (attribute can be missing) The following characteristics are possible: successful unsuccessful	Live
	DribblingSide	String	Describes on which side the player has dribbled around his opponent. The attribute always contains a value if WinnerResult=„dribbledAround“, when WinnerResult=„ballClaimed“ or „fouled“ it might contain a value, in all other cases it remains empty. The following characteristics are possible: left right other	Postlive
	BallPossessionPhase	Integer	Specifies the ball possession phase. Only used when DribbleEvaluation is successful (attribute can be missing)	Postlive
	GoalKeeperInvolved	Boolean	Specifies whether one of the players involved was a goalkeeper	Postlive

Subelement	Attribute	Value	Description	Recording time
	WinnerRole	String	Specifies whether the winner of the tackle was previously in control of the ball. The following characteristics are possible: withBallControl withoutBallControl	Postlive
	LoserRole	String	Specifies whether the loser of the tackle was previously in control of the ball. The following characteristics are possible: withBallControl withoutBallControl	Postlive
	WinnerResult	String	Specifies the type of tackle The following characteristics are possible: dribbledAround ballcontactSucceeded fouled ballClaimed layoff ballControlRetained	Postlive
	Type	String	Specifies whether the tackle was made on the ground or in the air. The following characteristics are possible: ground air	Live
	PossessionChange	Boolean	Specifies whether there was a change in possession	Postlive
	WinnerAction	String	Specifies what the winner of the tackle proceeded to do (attribute can be missing) The following characteristics are possible: goal assist shot shotAssist	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<TacklingGame WinnerTeam="DFL-CLU-0000EG" Winner="DFL-OBJ-0000PL"
WinnerRole="withBallControl" LoserTeam="DFL-CLU-0000UH" Loser="DFL-OBJ-0000PM"
LoserRole="withoutBallControl" GoalKeeperInvolved="true" WinnerResult="dribbledAround"
DribbelEvaluation="successful" Type="ground" PossessionChange="false"
WinnerAction="shot"/>
</Event>
```

2.3.13 Nutmeg

The “Nutmeg” element provides information on nutmegs as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player performed the nutmeg	Postlive
	AffectedTeam	DFL-ID	Specifies the ID of the team whose player received the nutmeg	Postlive
	Player	DFL-ID	Specifies the ID of the player who performed the nutmeg	Postlive
	AffectedPlayer	DFL-ID	Specifies the ID of the player who received the nutmeg	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<Nutmeg Team="DFL-CLU-0000EG" AffectedTeam="DFL-CLU-0000TZ" Player="DFL-OBJ-0000PM" AffectedPlayer="DFL-OBJ-0000PL" />
</Event>
```

2.3.14 Spectacular play

The “SpectacularPlay” element provides information on particularly notable passages of play as per the DFL Definition Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player performed the spectacular play	Postlive
	Player	DFL-ID	Specifies the ID of the player who performed the spectacular play	Postlive
	Type	String	Describes the type of play The following characteristics are possible: bicycleKick backheel	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
< SpectacularPlay Team="DFL-CLU-0000EG" Player="DFL-OBJ-0000PM" Type="backheel" />
</Event>
```

2.3.15 Other player action

The "OtherPlayerAction" element provides information on other passages of play from the player as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player performed the other action	Live
	Player	DFL-ID	Specifies the ID of the player who performed the other action. When there is a change of captain, the ID of the player who takes the captain's armband is provided	Live
	PlayerBecomesGoalkeeper	Boolean	Specifies whether an outfield player becomes the goalkeeper during the match	Live
	ChangeOfCaptain	Boolean	Indicates the captain's armband has been handed over to the referenced player	Live

Subelement	Attribute	Value	Description	Recording time
	ChangeContingentExhausted	Boolean	Specifies whether all the substitutes have been used	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<OtherPlayerAction Team="DFL-CLU-0000EG" Player="DFL-OBJ-0000SG"
PlayerBecomesGoalkeeper="false" ChangeOfCaptain="false"
ChangeContingentExhausted="false" />
</Event>
```

2.3.16 Shot at goal

The element "ShotAtGoal" provides information on shots at goal and all other subordinate events as per the DFL Definitions Catalogue [1]. There must be exactly one of the subelements listed in the table.

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player took the shot at goal	Live
	Player	DFL-ID	Specifies the ID of the player who took the shot at goal	Live
	TypeOfShot	String	Describes whether the player took the shot at goal with his left or right foot, head, upper body or not as a header. The following characteristics are possible: rightLeg leftLeg head upperBody noHeader	Live
	InsideBox	Boolean	Describes whether the shot was taken inside the box or outside	Live
	ExtendedTypeOfShot	String	Type of shot II describes whether the shot at goal was a volley, overhead kick, backheel,	Postlive

Subelement	Attribute	Value	Description	Recording time
			chip, scoop or diving header (attribute can be missing) The following characteristics are possible: overHeadKick backheel chip scoop divingHeader frontalVolley	
	ChanceEvaluation	String	Evaluates the goalscoring opportunity The following characteristics are possible: sitter chance none	Live
	ShotOrigin	Integer	Describes where the ball was when the shot was taken at goal from the view of the team in possession [1-11]	Live
	BallPossessionPhase	Integer	Specifies the ball possession phase	Postlive
	AssistAction	String	Describes the type of play for the assist (attribute can be missing) The following characteristics are possible: header longPassFromOpenPlay otherPassFromOpenPlay oneTwo crossFromOpenPlay shot freeKick cornerKick throwIn teammateAction fouled other	Postlive
	AfterFreeKick	Boolean	Specifies whether the shot at goal came directly from a free-kick or after a lay-off from a free-kick	Live

Subelement	Attribute	Value	Description	Recording time
	AssistShotAtGoal	DFL-ID	Specifies the ID of the player who provided the shot at goal (attribute can be missing)	Live
	AssistTypeShotAtGoal	String	Specifies the type of assist from the shot at goal (attribute can be missing) The following characteristics are possible: direct indirect others freekick	Live
	ShotAssistFouledPlayer	DFL-ID	Specifies the ID of the player if the shot at goal was taken from a free-kick or directly after a free-kick awarded due to a foul on the opposing player (attribute can be missing)	Live
	TakerBallControl	String	Describes how the player taking the shot took control of the ball before/when taking the shot The following characteristics are possible: direct volley controlShot dribblingLess10m dribblingMore10m setPiece	Postlive
	TakerSetup	String	Describes how the person taking the shot was set up. The following characteristics are possible: header longPassFromOpenPlay otherPassFromOpenPlay oneTwo crossFromOpenPlay shot freeKick cornerKick throwIn teammateAction reboundWoodwork	Postlive

Subelement	Attribute	Value	Description	Recording time
			reboundGoalkeeper reboundOutfieldPlayer reboundTeammate reboundOther oppositionMisplacedPass oppositionGoalkeeperAction oppositionDefensiveAction oppositionOtherAction ownSetPiece	
	SitterContribution	DFL-ID	Specifies the ID of the player who contributed to the sitter (attribute can be missing)	Live
	CounterAttack	String	Specifies whether the shot at goal was the result of a counter attack The following characteristics are possible: true beforePenalty false	Postlive (exception : successful shot at goal)
	BuildUp	String	Describes the build-up play resulting in the shot at goal. The following characteristics are possible: crossOpenPlay passOpenPlay freeKick penaltyKick cornerKick throwIn lossOfPossession	Postlive
	SetupOrigin	String	Describes where the build-up play for the shot at goal start in the view of the team taking the shot. The following characteristics are possible: left insideLeft insideRight right	Postlive
	PenaltyExecution	String	Describes how the penalty taker takes the shot at goal (attribute can be missing)	Postlive

Subelement	Attribute	Value	Description	Recording time
			The following characteristics are possible: targetedShot powerfulShot trickShot	
	PenaltyDirection	Integer	Describes the zone where the ball ended up from a penalty from the view of the player taking the kick or where it would have ended up if the goalkeeper had not intervened (attribute can be missing) [1-112]	Live
	DirectFreeKickIntention	String	Describes where the player intends to aim their shot directly from a free-kick. (attribute can be missing) The following characteristics are possible: nearKeeper farKeeper underWall secondIntendedAction other	Postlive
SuccessfulShot			Successful shot	Live
	Assist	DFL-ID	Specifies the ID of the player who provided the assist (attribute can be missing)	Live
	AssistFouledPlayer	DFL-ID	Specifies the ID of the player if a goal is scored from a penalty or a shot at goal after a free-kick that resulted from a foul on an opponent (attribute can be missing)	Live
	AssistType	String	Describes the type of assist (attribute can be missing) The following characteristics are possible: direct indirect others freekick	Live
	GoalZone	Integer	Specifies the goal zone [1-15] in which the ball fully crossed the	Live

DFL Data Library / DFL-03-Event Match Data Raw Feed

Subelement	Attribute	Value	Description	Recording time
			goal line from the view of the goalscorer	
	Solo	Boolean	Specifies whether the successful shot at goal was the result of solo play	Postlive
	CurrentResult	[result]	Specifies the current score	Live
	DeflectionPlayer	DFL-ID	Specifies the ID of the player who last made contact with the ball before it crossed the goal line and is not the goalscorer (attribute can be missing)	Postlive
	DeflectionKeeper	DFL-ID	Specifies the ID of the goalkeeper from the team not in possession of the ball who didn't make contact with the ball before it crossed the line (attribute can be missing)	Postlive
	AssistContribution	DFL-ID	Specifies the ID of the player who has made a considerable contribution to the goal with their play (2nd assist) (attribute can be missing)	Live
SavedShot			Saved shot	Live
	SaveType	String	Specifies the type of save The following characteristics are possible: Arms legs others	Postlive
	SaveResult	String	Specifies the result of the save The following characteristics are possible: held cleared notCleared	Postlive
	PostTouch	String	Describes whether the goalkeeper deflected the ball onto the woodwork (attribute can be missing) The following characteristics are possible: repelledToLeftPost	Live

DFL Data Library / DFL-03-Event Match Data Raw Feed

Subelement	Attribute	Value	Description	Recording time
			repelledToRightPost repelledToCrossbar	
	GoalKeeper	String	Specifies the ID of the goalkeeper saving the shot	Live
	GoalZone	Integer	Specifies the goal zone [1-15] in which the ball fully crossed the goal line from the view of the goalscorer	Live
BlockedShot			Blocked shot	Live
	Player	DFL-ID	Specifies the ID of the player who blocked the shot (exception: the attribute can remain empty if the shot is blocked by players in the wall and the player cannot be clearly identified)	Live
	GoalPrevented	Boolean	Specifies whether a player from the team not in possession of the ball prevented a <u>certain</u> goal by blocking the ball.	Live
	BlockedByOwnTeam	String	Specifies whether the player's shot was blocked by a member of their own team (true, or can remain empty)	Live
	PostTouch	String	Describes whether a player from the team not in possession of the ball deflected the ball onto the woodwork by meaningfully blocking it (attribute can be missing) The following characteristics are possible: repelledToLeftPost repelledToRightPost repelledToCrossbar	Live
ShotWide			Shot wide of the goal	Live
	Placing	String	Specifies whether the shot has missed the target by more or less than two metres. The following characteristics are possible: near far	Postlive

Subelement	Attribute	Value	Description	Recording time
	PitchMarking	String	Specifies where the shot missed the goal from the view of the attacking team. The following characteristics are possible: left right over sideline overCrossbarRight overCrossbarLeft	Postlive
ShotWoodWork			Shot hits the woodwork	Live
	Location	String	Describes where the ball hit the woodwork from the view of the attacking team. The following characteristics are possible: leftPost rightPost crossBar	Live
OtherShot			Other shot	Live

XML examples:

Basic element for a shot on goal

```
<Event EventId="" MatchId="" EventType="">
<ShotAtGoal Team="DFL-CLU-0000CL" Player="DFL-OBJ-0000PL" TypeOfShot="rightleg"
hotOrigin="3" BallPossessionPhase="1" TakerBallControl="direct" TakerSetup="freeKick"
ChanceEvaluation="none" CounterAttack="false" BuildUp="run" SetupOrigin="left"
AfterFreeKick="true">
[Subelement]
</ShotAtGoal>
</Event>
```

“SuccessfulShot” subelement

```
<SuccessfulShot Assist="DFL-OBJ-0000PM" AssistType="direct" CurrentResult="1:0"
GoalZone="15" Solo="false" ExtendedTypeOfShot="frontalVolley" CounterAttack="false"/>
```

“SavedShot” subelement

```
<SavedShot GoalKeeper="DFL-0000PM" SaveType="arms" SaveResult="held"/>
```

“BlockedShot” subelement

```
<BlockedShot Player="DFL-OBJ-0000ZC" GoalPrevented="false"
PostTouch="repelledToLeftPost"/>
```

“ShotWide” subelement

```
<ShotWide PitchMarking="overCrossbarRight" Placing="far"/>
```

“ShotWoodWork” subelement

```
<ShotWoodWork Location="crossBar"/>
```

“OtherShot” subelement

```
<OtherShot/>
```

2.3.17 Plays

The “Play” element contains information on play during the match with the “Pass” and “Cross” subelements as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team making the play	Live
	Player	DFL-ID	Specifies the ID of the player making the play	Live
	Recipient	DFL-ID	Specifies the ID of the player who receives the ball after the play (attribute can be missing)	Live
	FromOpenPlay	Boolean	Specifies whether it was from open play	Live
	BallPossessionPhase	Integer	Specifies the ball possession phase	Postlive
	Evaluation	String	Describes the success of the play. If the player receiving the ball is on the same team as the player making the play, it is described as successful. If	Live

Subelement	Attribute	Value	Description	Recording time
			<p>the player receiving the ball is from the opposing team, the play is unsuccessful. If no one received the ball from the play but the team remains in possession, it is described as successful.</p> <p>The following characteristics are possible: successfullyCompleted successful unsuccessful</p>	
	Height	String	<p>Describes whether the ball was played above or below knee height. The "flat" characteristic is only valid for a pass.</p> <p>The following characteristics are possible: flat high</p>	Live
	Distance	String	<p>Describes whether the ball has travelled less than 10 metres (short), 10 to 30 metres (medium) or more than 30 metres (long). The "short" characteristic is only valid for a pass.</p> <p>The following characteristics are possible: short medium long</p>	Live
	PenaltyBox	Boolean	Specifies whether the playmaker is in the opposition's penalty area or the ball is played into the penalty area	Postlive
	GoalKeeperAction	String	<p>Specifies what the goalkeeper does. (attribute can be missing)</p> <p>The following characteristics are possible: throwOut punt</p>	Live
	PlayOrigin	String	<p>Specifies where the play started on the pitch. (attribute can be missing)</p> <p>The following characteristics are possible:</p>	Postlive

DFL Data Library / DFL-03-Event Match Data Raw Feed

Subelement	Attribute	Value	Description	Recording time
			oppositionHalf ownHalf	
Pass			Available if the play is a pass	Live
	FreeKickLayup	Boolean	Specifies whether the pass is a layoff in a free-kick.	Postlive
	Direction	String	Specifies the direction of a long pass from the play. In the case of short or medium-length passes, the attribute can only be filled if the pass leads to a shot, own goal or a chance without a shot on goal. (attribute can be missing) The following characteristics are possible: throughBall diagonalBall squarePass backPass	Postlive
	OneTwo	String	Specifies whether there was a one-two between two players on the same team (attribute can be missing) The following characteristics are possible: firstPasser secondPasser both	Postlive
Cross			Available if the play is a cross	Live
	GoalKeeperInterference	String	Specifies whether the goalkeeper is involved and in which way (attribute can be missing) The following characteristics are possible: caught fisted rebounded	Live
	GoalKeeper	DFL-ID	Specifies the ID of the goalkeeper from the team not in possession of the ball who caught, punched or deflected the ball. The attribute is only available if GoalKeeperInterference is filled. (attribute can be missing)	Live

Subelement	Attribute	Value	Description	Recording time
	Side	String	Specifies the side of the pitch from which the ball was crossed from the view of the attacking team The following characteristics are possible: right left	Live

XML examples:

Basic element for a play

```
<Event EventId="" MatchId="" EventTime="">
<Play Team="DFL-CLU-0000CL" Player="DFL-OBJ-0000PL" Recipient="DFL-OBJ-0000PM"
Evaluation="successful" Height="high" BallPossessionPhase="1" PenaltyBox="false"
Distance="short" FromOpenPlay="true" Blocked="true" PlayOrigin="ownHalf"/>
[Subelement]
</Event>
```

“Pass” subelement

```
<Pass FreeKickLayup="false" Direction="throughBall"/>
```

“Cross” subelement

```
<Cross Side="left" GoalKeeper="DFL-OBJ-0000E9" GoalKeeperInterference="fisted"/>
```

2.3.18 Own goal

The “OwnGoal” element contains information on own goals as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player scored the own goal	Live
	Player	DFL-ID	Specifies the ID of the player who scored the own goal	Live
	TeamOwnGoalCountsFor	DFL-ID	Specifies the ID of the team that didn't score the own goal	Live
	BallPossessionPhase	Integer	Specifies the ball possession phase	Live

Subelement	Attribute	Value	Description	Recording time
	OwnGoalFromCounterAttack	Boolean	Specifies whether the own goal came from a counter attack	Live
	TypeOfShot	String	Describes whether the player took the shot at goal with his left or right foot, head or upper body The following characteristics are possible: rightLeg leftLeg head upperBody	Live
	CurrentResult	Result	Specifies the current score (e.g.: 1:1)	Live
	ShotOrigin	Integer	Describes where the player was when scoring the own goal from the view of the team who benefitted from the own goal [1-11]	Live
	GoalZone	Integer	Specifies the goal zone [1-15] in which the ball fully crossed the goal line from the view of the scorer of the own goal	Live
	ScorerBallTouch	String	Describes how the player controlled the ball before or when scoring the own goal. The following characteristics are possible: direct volley controlShot dribblingLess10m dribblingMore10m	Postlive
	ScorerSetup	String	Describes how the ball made its way to the scorer of the own goal. The following characteristics are possible: header longPassFromOpenPlay otherPassFromOpenPlay crossFromOpenPlay shot freeKick cornerKick throwIn teamMateAction reboundWoodwork	Postlive

Subelement	Attribute	Value	Description	Recording time
			reboundGoalkeeper reboundOutfieldPlayer reboundTeamMate reboundOther oppositionMisplacedPass oppositionGoalkeeperAction oppositionDefensiveAction oppositionOtherAction	
	BuildUp	String	Describes the build-up play for the own goal The following characteristics are possible: crossOpenPlay passOpenPlay run freeKick penaltyKick cornerKick throwIn lossOfPossession	Postlive
	SetupOrigin	String	Describes where the build-up play for the own goal start in the view of the team benefitting from the own goal. The following characteristics are possible: left insideLeft insideRight right	Postlive

XML example:

```

<Event EventId="" MatchId="" EventTime="">
<OwnGoal Team="DFL-CLU-0000CL" Player="DFL-OBJ-0000PL"
TeamOwnGoalCountsFor="DFL-CLU-0000CM" BallPossessionPhase="1"
OwnGoalFromCounterAttack="false" TypeOfShot="rightLeg" CurrentResult="1:0"
ShotOrigin="5" GoalZone="15" ScorerBallTouch="direct" ScorerSetup="header"
BuildUp="freeKick" ResultOfPossessionLoss="true" SetupOrigin="left" />
</Event>

```

2.3.19 Prevented own goal

The "PreventOwnGoal" element contains information on potential own goals that have been prevented as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose goalkeeper who prevented the own goal	Live
	Player	DFL-ID	Specifies the ID of the goalkeeper who prevented the own goal	Live
	SaveType	String	Specifies the type of save (attribute can be missing) The following characteristics are possible: arms legs others	Postlive
	SaveResult	String	Specifies the result of the save (attribute can be missing) The following characteristics are possible: held cleared notCleared	Postlive
	PostTouch	String	Specifies where the ball made contact with the woodwork (attribute can be missing) The following characteristics are possible: repelledToLeftPost repelledToRightPost repelledToCrossbar	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<PreventedOwnGoal Player="DFL-OBJ-0000FM" Team="DFL-CLU-00000L"
SaveResult="held" SaveType="arms" />
</Event>
```

2.3.20 Possession loss before goal conceded

The element “PossessionLossBeforeGoal” provides information on instances where possession was lost before a goal was conceded as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player lost possession of the ball, resulting in a goal conceded	Postlive
	Player	DFL-ID	Specifies the ID of the player who lost possession of the ball, resulting in a goal conceded	Postlive
	PossessionLoss Origin	Integer	Describes where possession was lost from the view of the team benefitting from the goal [1-11]	Postlive
	TypeOfPossessionLoss	String	Specifies the reason why possession was lost before conceding a goal The following characteristics are possible: tacklingGameLostWithBallPossession unsuccessfulPass other	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<PossessionLossBeforeGoal Player="DFL-0000FM" Team="DFL-CLU-00000L"
PossessionLossOrigin="5" TypeOfPossessionLoss ="unsuccessfulPass" />
</Event>
```

2.3.21 Chance without a shot at goal

The “ChanceWithoutShot” provides information on chances where there was no shot at goal as per the DFL Definitions Catalogue [1].

Structure:

DFL Data Library / DFL-03-Event Match Data Raw Feed

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose goal is not in danger.	Postlive (exception: Sitter=true)
	Player	DFL-ID	Specifies the ID of the player who was in possession of the ball when there was a chance without a shot on goal or puts his own goal in danger	Postlive (exception: Sitter=true)
	PreventionGoalkeeper	Boolean	Specifies whether the goalkeeper was able to prevent a goal from a chance by making contact with the ball.	Postlive (exception: Sitter=true)
	Sitter	Boolean	Specifies whether the player missed a sitter.	Postlive (exception: Sitter=true)
	TakerSetup	String	<p>Describes how the ball made its way to the player who had a chance, but didn't take a shot at goal.</p> <p>The following characteristics are possible: header longPassFromOpenPlay otherPassFromOpenPlay oneTwo crossFromOpenPlay shot freeKick cornerKick throwIn teammateAction reboundWoodwork reboundGoalkeeper reboundOutfieldPlayer reboundTeammate reboundOther oppositionMisplacedPass oppositionGoalkeeperAction oppositionDefensiveAction oppositionOtherAction ownSetPiece</p>	Postlive
	CounterAttack	Boolean	Describes whether the chance came from a counter attack.	Postlive
	Situation	String	Describes the situation that led to a chance without a shot at goal	Postlive

Subelement	Attribute	Value	Description	Recording time
			<p>The following characteristics are possible:</p> <p>crossOpenPlay</p> <p>passOpenPlay</p> <p>run</p> <p>freeKick</p> <p>penaltyKick</p> <p>cornerKick</p> <p>throwIn</p> <p>lossOfPossession</p>	
	SetupOrigin	String	<p>Describes where the build-up play for the chance started from the view of the team whose goal is not in danger.</p> <p>The following characteristics are possible:</p> <p>left</p> <p>insideLeft</p> <p>insideRight</p> <p>right</p>	Postlive
	AssistAction	String	<p>Describes the play that led to the chance without a shot at goal. (attribute can be missing)</p> <p>The following characteristics are possible:</p> <p>header</p> <p>longPassFromOpenPlay</p> <p>otherPassFromOpenPlay</p> <p>oneTwo</p> <p>crossFromOpenPlay</p> <p>shot</p> <p>freeKick</p> <p>cornerKick</p> <p>throwIn</p> <p>teammateAction</p> <p>other</p>	Postlive
	ChanceAssist	DFL-ID	<p>Specifies the ID of the player who set up the chance without a shot at goal (attribute can be missing)</p>	Postlive (exception: Sitter=true)
	ChanceAssistType	String	<p>Describes the type of assist (attribute can be missing)</p> <p>The following characteristics are possible:</p>	Postlive (exception: Sitter=true)

Subelement	Attribute	Value	Description	Recording time
			direct indirect others freeKick	
	ChanceAssistFouledPlayer	DFL-ID	Specifies the ID of the player, if the chance without a shot at goal resulted in a penalty or shot at goal from a free-kick due to a foul (attribute can be missing)	Postlive (exception: Sitter=true)

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<ChanceWithoutShot Team="DFL-CLU-0000CL" Player="DFL-OBJ-0000PL"
PreventionGoalkeeper="true" Sitter="false" TakerSetup="shot" CounterAttack="true"
Situation="run" SetupOrigin="left"/>
</Event>
```

2.3.22 Solo run (before shot at goal)

The “Run” element provides information on solo runs before the player takes a shot at goal as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player went on a solo run.	Postlive
	Player	DFL-ID	Specifies the ID of the player who went on a solo run.	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<Run Team="DFL-CLU-0000CL" Player="DFL-OBJ-0000PL" />
</Event>
```

2.3.23 Fair play

The element “Fairplay” provides information on instances of fair play as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player showed fair play	Live
	Player	DFL-ID	Specifies the ID of the player who showed fair play	Live
	BallPossessionPhase	Integer	Specifies the ball possession phase	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<FairPlay BallPossessionPhase="608" Player="DFL-OBJ-000252" Team="DFL-CLU-00000P"/>
</Event>
```

2.3.24 Other ball action

The element “OtherBallAction” contains information on any other ball action as per the DFL Definitions Catalogue [1].

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player performed the other ball action.	Live
	Player	DFL-ID	Specifies the ID of the player who performed the other ball action.	Live
	BallPossessionPhase	Integer	Specifies the ball possession phase	Live
	Defensive Clearance	String	Specifies whether the other ball action was a defensive clearance (true or can remain empty)	Postlive

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<OtherBallAction BallPossessionPhase="326" Player="DFL-OBJ-0001FD" Team="DFL-CLU-00000P" DefensiveClearance="true"/>
</Event>
```

2.3.25 Throw in

The element "ThrowIn" contains information on throw ins as per the DFL Definitions Catalogue [1]. There must be exactly one of the following elements to categorise the throw in: Play, FairPlay or FaultExecution.

Structure:

Subelement	Attribute	Value	Description	Recording time
	Side	String	Describes whether the throw in is taken from the left or right sideline from the view of the attacking team The following characteristics are possible: left right	Postlive
	Team	DFL-ID	Specifies the ID of the team that took the throw in.	Live
	Decision Timestamp	DateTime	Specifies the time stamp for the throw in decision	Live
FaultExecution	Team	DFL-ID	Specifies the ID of the team that took a foul throw (attribute can be missing)	Postlive
	Player	DFL-ID	Specifies the ID of the play who took a foul throw (attribute can be missing)	Postlive
	BallPossessionPhase	Integer	Specifies the ball possession phase (attribute can be missing)	Live
Play	see element Play		Only available if the throw in is taken as a pass	Live
FairPlay	see element FairPlay		Only available if the throw in is an act of fair play	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<ThrowIn Side="right" Team="DFL-CLU-00000P" Decision Timestamp="2016-07-
```

```
02T19:02:30.45+1:00" >
[Subelement]
</Event>
```

“Foul throw” subelement

```
<FaultExecution BallPossessionPhase="758" Player="DFL-OBJ-0000FA" Team="DFL-CLU-00000P"/>
```

2.3.26 Penalty

The element “Penalty” contains information on penalties as per the DFL Definitions Catalogue [1]. There must be exactly one of the following elements to categorise the penalty: Play, FairPlay or ShotAtGoal.

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team that took the penalty	Live
	Fouled Player	DFL-ID	Specifies the ID of the player who was fouled immediately before the penalty was awarded (attribute can be missing)	Live
	CausingPlayer	DFL-ID	Specifies the ID of the player who the referee adjudged to have caused the foul resulting in the penalty (attribute can be missing)	Live
	GoalkeeperMovement	String	Describes where the goalkeeper dived before or during the penalty kick The following characteristics are possible: left right none	Postlive
	RetakenPenalty	Boolean	Specifies whether the penalty had to be retaken	Postlive
	PlayerFirstPenalty	DFL-ID	Specifies the ID of the player who took the first penalty (attribute can be missing)	Postlive
	DirectionFirstPenalty	Integer	Specifies the target zone of the first penalty [1-12] (attribute can be missing)	Postlive

Subelement	Attribute	Value	Description	Recording time
	ResultFirstPenalty	String	Specifies the result of the first penalty (attribute can be missing) The following characteristics are possible: converted notConverted	Postlive
	RetakeReason	String	Specifies the reason for retaking the penalty (attribute can be missing) The following characteristics are possible: taker goalkeeper otherPlayers other	Postlive
	Decision Timestamp	Datetime	Specifies the time stamp for the penalty decision (attribute can be missing)	Live
Play	see Element Play		Only available if the penalty is taken as a pass	Live
ShotAtGoal	see Element ShotAtGoal		Only available if the penalty is taken as a shot at goal	Live
FairPlay	see Element FairPlay		Only available if the penalty is taken as an act of fair play	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<Penalty Team="DFL-CLU-0000CL" Causing Player = "DFL-OBJ-0000PL" Goalkeeper
Movement="none" Retaken Penalty="false" Decision Timestamp="2016-07-
02T19:02:30.45+1:00">
[Subelement]
</Penalty>
</Event>
```

2.3.27 Corner kick

The element "CornerKick" contains information on corner kicks as per the DFL Definitions Catalogue [1]. There must be exactly one of the following elements to categorise the corner kick: Play, FairPlay or ShotAtGoal.

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team that took the corner kick	Live
	Side	String	Specifies which side the corner is taken The following characteristics are possible: left right	Live
	Placing	String	Describes where the corner kick is placed The following characteristics are possible: hitOpponent short nearPost center farPost backcourt intoTouch other	Postlive
	TargetArea	String	Describes where the corner kick was intended to be placed	Postlive

Subelement	Attribute	Value	Description	Recording time
			The following characteristics are possible: short nearPost center farPost centerOutsideBox hitOpponent outOfPlay	
	Rotation	String	Describes whether the ball's trajectory moved towards or away from the goal or was played in any other way. The following characteristics are possible: towardsGoal awayFromGoal other	Postlive
	PostMarking	String	Describes whether the team defending the corner had outfield players covering one or both posts. The following characteristics are possible: nearPost farPost both none	Postlive
	Decision Timestamp	Datetime	Specifies the time stamp for the corner kick	Live
ShotAtGoal	see Element ShotAtGoal		Only available if the corner kick is a shot at goal	Live
Play	see Element Play		Only available if the corner kick is a pass	Live
FairPlay	see Element FairPlay		Only available if the corner kick is an act of fair play	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<CornerKick Team="DFL-CLU-0000CL" Placing="short" Rotation="towardsGoal" Side="left"
TargetArea="short" PostMarking="none" Decision Timestamp="2016-07-
02T19:02:30.45+1:00">
[Subelement]
</CornerKick>
</Event>
```

2.3.28 Free-kick

The element “FreeKick” contains information on free-kicks as per the DFL Definitions Catalogue [1]. There must be exactly one of the following elements to categorise the free-kick: Play, FairPlay or ShotAtGoal

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team that took the free-kick.	Live
	ExecutionMode	String	Describes whether the referee blew for a direct or indirect free-kick as per the DFB football rules. The following characteristics are possible: direct indirect	Live
	DecisionTimestamp	Datetime	Specifies the time stamp for the free-kick decision	Live
Play	see Element Play		Only available if the free-kick is a play	Live
ShotAtGoal	see Element ShotAtGoal		Only available if the free-kick is a shot at goal	Live
FairPlay	see Element FairPlay		Only available if the free-kick is an act of fair play	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<FreeKick ExecutionMode="indirect" Team="DFL-CLU-0000CL" DecisionTimestamp="2011-07-02T19:02:30.45+1:00">
[Subelement]
</FreeKick>
</Event>
```

2.3.29 Goal kick

The element “GoalKick” contains information on goal kicks as per the DFL Definitions Catalogue [1]. There must be exactly one of the following elements to categorise the goal kick: Play, FairPlay or ShotAtGoal.

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team that took the goal kick.	Live
	DecisionTimestamp	DateTime	Specifies the time stamp for the goal kick decision	Live
Play	see Element Play		Only available if the goal kick is a play	Live
ShotAtGoal	see Element ShotAtGoal		Only available if the goal kick is a shot at goal	Live
FairPlay	see Element FairPlay		Only available if the goal kick is an act of fair play	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<GoalKick Team="DFL-CLU-0000CL" DecisionTimestamp="2011-07-02T19:02:30.45+1:00">
[Subelement]
</GoalKick>
</Event>
```

2.3.30 Kick off

The element "KickOff" contains information on the kick-off as per the DFL Definitions Catalogue [1]. There must be exactly one of the following elements to categorise the kick-off: Play, FairPlay or ShotAtGoal

Structure:

Subelement	Attribute	Value	Description	Recording time
	GameSection	String	Specifies the current game section (attribute can be missing) The following characteristics are possible: firstHalf secondHalf firstHalfExtra secondHalfExtra penalty	Live
Play	see Element Play		Only available if the kick-off is a pass	Live
FairPlay	see Element FairPlay		Only available if the kick-off is an act of fair play	Live

Subelement	Attribute	Value	Description	Recording time
ShotAtGoal	see Element ShotAtGoal		Only available if the kick-off is a shot at goal	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<Kickoff GameSection="firstHalf">
[Subelement]
</Kickoff>
</Event>
```

2.3.31 Ball claiming

The element "BallClaiming" contains information on match events involving interceptions as per the DFL Definitions Catalogue [1], which is recorded live.

Structure:

Subelement	Attribute	Value	Description	Recording time
	Team	DFL-ID	Specifies the ID of the team whose player won the ball	Live
	Player	DFL-ID	Specifies the ID of the player in possession of the ball after intercepting it	Live
	BallPossessionPhase	Integer	Specifies the ball possession phase (attribute can be missing)	Live
	Type	String	Specifies how the ball was won from the view of the player winning the ball The following characteristics are possible: interceptedBall block ballHeld ballClaimed	Live

XML example:

```
<Event EventId="" MatchId="" EventTime="">
<BallClaiming Type="InterceptedBall" BallPossessionPhase="507" Player="DFL-OBJ-000015"
Team="DFL-CLU-00000G"/>
</Event>
```

2.3.32 Delete

The element “Delete” shows that the sent message referenced using the “EventId” in the event element is invalid. The “EventId” can be reused for later transmissions.

Structure:

Subelement	Attribute	Value	Description	Erhebungs-Zeitpunkt
	Reason [empty]	[text]	Reason for the deletion of the referred event: <ul style="list-style-type: none"> • refDecisionChange (Referee has changed the decision) • videoAssistantAction (Videoassistant has intervened) • "Deleted event of type: '%s'" (the event was deleted) „Event of type '%s' was overridden by event of type '%s'" (the type of the event has changed, therefore the event is no longer existent)	Live

XML example:

```
<Event EventId="" MatchId="" EventType="">
<Delete Reason="refDecisionChange"/>
</Event>
```

3 Supplying data

3.1 Recording time

The events and attributes designated as “live” in section 2.3 under the recording time are recorded during the live match. The events and attributes designated as “Postlive” in section 2.3 under the recording time are recorded during post-match analysis and made available approximately 24 hours after the full-time whistle.

3.2 Services and availability

The following provides information on the available services and technology used to supply the data.



Service	Description	FTP	WebService	WebSockets
DFL-03.01-Ereignisdaten-Spiel-Roh_Live	Provides match event data live during the match	No	No	Yes
DFL-03.02-Ereignisdaten-Spiel-Roh_Postmatch	Provides match event data after the match	Yes	Yes	-

Live data starts being supplied from kick-off. You can register for the live service 60 minutes before the kick-off at the earliest; registration is possible until the end of the live service. Live data is supplied in full from the first minute of the match regardless of when the registration is made (even in the case of a late registration). The data compiler stops the live data feed 60 minutes after the full-time whistle at the latest. Post-match data is made available 60 minutes after the full-time whistle at the latest.

3.3 FTP

The following table contains the naming convention for the feed. All of the service's files are stored in a directory that can be freely configured.

Service	Naming convention
DFL-03.02-Ereignisdaten-Spiel-Roh_Postmatch	DFL_03_01_events_raw_[competitionID]_[matchID]

3.4 WebService and WebSocket

Calling up data using WebService and WebSocket must be parameterised and restricted to the match ID. A list of the available match IDs can be obtained via the *DFL-01.06-Stammdaten-Spielplan* feed described in the *DFL-01-Stammdaten-Feed* [2] documentation.

4 References

The following documents are referenced in the text:

- [1] Deutsche Fußball Liga: catalogue of the Official Match Data definitions
("Definitionskatalog Offizielle Spieldaten 5.0", available in German)
- [2] Deutsche Fußball Liga: Dokumentation „DFL-01-Stammdaten-Feed“