

STATS Tier 6+ Definitions

Play By Play

The play by play section of the XML document is marked by the <pbp> tag. It consists of multiple actions, each one marked by the <pbpItem> tag.

Play by play action tags

Tag	Definition
period	Denotes the half of the game, 0 is pre-game, 1 is first regular half, 2 is second regular half, 3 and 4 refer to extra time.
time	The time when an action took place. Contains minutes, seconds and additional minutes
minutes	The minute within a game. 0-45 for the first half, 45-90 for the second half.
seconds	The number of seconds, between 0 and 59.999.
additionalMinutes	The number of minutes within injury time.
sequenceNumber	An incrementing integer assigned to each action in the match
playEvent	The event type assigned to an action. Contains the playEventId and name. Every action has one and only one event type assigned.

List of Play Events

Pre-Game

List of events before the game starts.

Play Event ID	Name	Comment
23	Starting Lineups - Home	Denotes that the starting lineup for the home team is available
24	Starting Lineups - Visit	Denotes that the starting lineup for the away team is available

Marking the Game

List of events that mark if a game has started, ended or is delayed.

Play Event ID	Name	Definition/Comment
34	Game Start	The referee starts blowing his whistle for the kick-off of the period.
21	Start Half	The referee starts blowing his whistle to start the next period.
13	Half Over	The referee starts blowing his whistle for end of the period.
10	Game Over	The referee starts blowing his whistle for the end of the game.
59	Delayed	The referee has stopped the game for a yet undetermined period of time. The game clock is stopped.
65	Delay Over	The referee has resumed the game after play has been suspended. The game clock starts again.
58	Abandoned	The referee declares the delayed match comes to a stop and will not be finished that day.

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Start of Play Events

List of events that start play.

Play Event ID	Name	Definition/Comment
5	Corner Kick	
9	Free Kick	Includes direct free kick, indirect free kick and penalty.
46	Goal Kick	
47	Throw-In	An illegal throw in starts and stops play.

In-Play Events

List of events that occur when the ball is in play.

Play Event ID	Name	Definition/Comment
3	Clear	An attempt to move the ball away from the current area, keeping possession is lower priority.
19	Shot	An attempt to score a goal with any part of an attacking player's body.
50	Pass	An attempt to play the ball to a team-mate.
51	Run With Ball	An attempt to dribble past an opposing player. Not part of live coverage.
52	Tackle	A fully committed attempt to dispossess an opponent while the ball is under hip height. Unsuccessful tackles are only covered post-game.
63	Control	An attempt to keep the ball to oneself to perform another action straight after.
68	Obstacle	Ball touches the goal frame, the referee, the corner flag or any other non-player object on the field.
70	Chance	Clear opportunity to score a goal that is not technically difficult (e.g. a one on one with the goalkeeper)
71	50-50 Ball Won	A ball contact below waist height following a contest between two players to touch or gain control of the ball, both players had a roughly equal chance of touching the ball.
72	50-50 Ball Lost	A player losing a 50/50 contest and not playing the ball. Always coupled with event 71
73	Aerial Duel Won	A ball contact above waist height following a contest between two players to touch or gain control of the ball, both players had a roughly equal chance of touching the ball.
74	Aerial Duel Lost	A player losing an aerial contest and not playing the ball. Always coupled with event 73.
75	Saves	A successful attempt to prevent the ball from going into the goal
76	Involuntary	Unintentional ball contact by a player.
78	Blocks	An immediate voluntary attempt by a player to stop the ball travelling towards its intended target (either player or space).
79	Goal Keeper Action	A ball contact by the goalkeeper that is not a save (75).

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Stop Play Actions

List of events that stop play.

Play Event ID	Name	Definition/Comment
8	Foul	
11	Goal	Does not include converted penalties or own goals.
16	Offside	
17	Penalty Kick - Good	
28	Own Goal	
67	Out of Bounds	The ball leaves the pitch.

No Play Actions

List of events that happen when the ball is not in play.

Play Event ID	Name	Definition/Comment
2	Caution	Yellow card, not including second yellow card.
7	Expulsion	Red card and Yellow + Red card.
22	Substitution	
29	Goalie Change	
48	Manager Expulsion	

Shootout Actions

List of events that are applied during a penalty shootout.

Play Event ID	Name	Definition/Comment
30	Shootout Goal	The shooter scored
31	Shootout Save	The shooter missed

Other Actions

List of events that do not fit into one of the above groups.

Play Event ID	Name	Definition/Comment
81	Replay	This event is used when no information is available on the play because the video feed is not showing the game (but a replay, crowd shot, etc.)
66	Injury Time	The referee/4th official announces the number of minutes of added time to be played.
80	Game Interruption	The referee has stopped the game without a game related reason (injury, object thrown on pitch, pitch invasion). The game clock is not stopped (unlike event 59).

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List of Descriptors

Every event has a varying set of descriptors to provide additional detail. In the XML file these are marked by tags following within a pbpltem.

Coordinates

The pitch is considered to be of fixed size (105mx70m). The coordinate system is Cartesian, the unit is metre. The following definitions are applied for coordinates.following within a pbp

Tag	Definition
x	Describes the distance in metres from one of the goal lines (usually the one on the left from the TV camera). Ranges from 0 to 105 for positions on the field.
y	Describes the distance in metres from one of the touchlines (usually the one further away from the TV camera). Ranges from 0 to 70 for positions on the field.
z	Describes the height above the ground in metres.
fieldCoordinates	The location on the field where the action happened, e.g. where the ball was touched or where a foul happened.

Timestamp

The timestamp is applied to the exact moment when an event happens. For fouls and other referee calls, the moment of the infringement is considered and not the moment when the referee whistles.

Player

The following tags are used to assign actions to players.

Tag	Definition
offensivePlayer	The main player of an action, the one with the initiative. Player that touches the ball, causes a foul.
defensivePlayer	The secondary player for an action. The player fouled, the player dribbled past, the player tackled.
playerOut	The player that is leaving the pitch (subbed off or sent off).
assistingPlayer	The assisting player for a goal.
secondAssister	The second assister for a goal.
causedBy	The player causing a penalty.
manager	The manager concerned.
playerId	The playerId for a player.
shirtName	The string the player wears on his jersey above his uniform number.
displayName	The player's name.
uniform	The player's jersey number.

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Live Datapoints

The following table shows all descriptors available per event and the possible values.

Play Event ID	Name	Descriptor Tag	Possible Values
2	Caution	bookingReason	Reckless Foul, Tactical Foul, Hand Foul, Dissent, Persistent Infringement, Diving, Delay of Game, Holding, Excessive Celebration, Denial of Goal Scoring Opportunity, Disrespect of Distance, Serious Foul Play, Violent Conduct, Spitting, Insult/Abusive Language, Game Disrepute
3	Clearance	bodyPart	Foot, Head, Chest
3	Clearance	interception	Y,N
3	Clearance	inDanger	Y,N
5	Corner Kick	footTaken	Left, Right
5	Corner Kick	cornerKickReason	Save, Back Pass, Clearance, Block
5	Corner Kick	crossType	Left, Right
5	Corner Kick	shotDescription	Direct, Low Drive, High Drive, Inside Bend, Outside Bend, Backheel, Lob, Mishit, Unknown/Other
7	Expulsion	bookingReason	Reckless Foul, Tactical Foul, Hand Foul, Dissent, Persistent Infringement, Diving, Delay of Game, Holding, Excessive Celebration, Denial of Goal Scoring Opportunity, Disrespect of Distance, Serious Foul Play, Violent Conduct, Spitting, Insult/Abusive Language, Game Disrepute
8	Foul	foulType	Foul, Handball, Obstruction, Goalkeeper Violation, Dissent, Simulation, Unsporting Behavior, Unknown/Other
9	Free Kick	footTaken	Left Foot, Right Foot
9	Free Kick	freeKickResult	Pass, On Target, Off Target, Cross, Clearance
9	Free Kick	passType	Pass, Through
9	Free Kick	freeKickType	Direct, Indirect
9	Free Kick	shotDescription	Direct, Low Drive, High Drive, Inside Bend, Outside Bend, Backheel, Lob, Misshit, Unknown/Other
9	Free Kick	chanceCreated	Y,N
11	Goal	assistType	Left Corner, Right Corner, Left Cross, Right Cross, Long Ball, Normal Pass, Sideways Pass, Penetrative Pass, Headed On, Deflection, Set Piece, Shot, Goal Kick, Throw-In, Backheel, Unknown/other

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Live Datapoints

Play Event ID	Name	Descriptor Tag	Possible Values
11	Goal	assist	Y,N
11	Goal	celebrationType	Running Around, Jumping Crazy, Photo Pose, Shirt Overhead, Dog Pile, None, Unknown/Other
11	Goal	situation	Goalmouth Scramble, Passing Sequence, Counter Attack, Solo, Converted Cross, Long Ball, Free Kick, Deflection, Defensive Error, Rebound, Set Piece, Unknown/Other
16	Offsides	offsideType	Offside, Offside Trap
16	Offsides	offsides	Left Flank Attack, Center Attack, Right Flank Attack, Long Ball Attack
17	Penalty Kick Goal	footTaken	Left, Right
17	Penalty Kick Goal	shotDescription	Placed, Power, Unknown/Other
17	Penalty Kick Goal	celebrationType	Running Around, Jumping Crazy, Photo Pose, Shirt Overhead, Dog Pile, None, Unknown/Other
18	Missed Penalty Kick	footTaken	Left, Right
18	Missed Penalty Kick	shotDescription	Placed, Power, Unknown, Pass
19	Shot	bodyPart	Left Foot, Right Foot, Head, Chest, Unknown
19	Shot	shotDescription	Direct, Low Drive, High Drive, Inside Bend, Outside Bend, Volley, Overhead, Backheel, Lob, Mishit, Unknown/Other
19	Shot	interception	Y,N
19	Shot	chanceCreated	Y,N
19	Shot	shotResult	On Target, Off Target
22	Substitution	subReason	Tactical, Injury, Celebratory, Unknown/Other
28	Own Goal	bodyPart	Left Foot, Right Foot, Head, Chest, Unknown/Other
28	Own Goal	situation	Goalmouth Scramble, Deflection, Defensive Error, Unknown/Other
30	Shootout goal	footTaken	Left, Right
30	Shootout goal	shotDescription	Placed, Power
30	Shootout goal	sequenceNumber	1,2,3,4,5,...

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Live Datapoints

Play Event ID	Name	Descriptor Tag	Possible Values
31	Shootout save	footTaken	Left, Right
31	Shootout save	shotDescription	Placed, Power
31	Shootout Save	sequenceNumber	
46	Goal Kick	goalKickType	Clearance, Pass
47	Throw In	throwinType	Pass, Cross, Illegal
50	Pass	bodyPart	Foot , Head, Chest
50	Pass	footTaken	Left, Right
50	Pass	passType	Pass, Through, Cross
50	Pass	interception	Y,N
63	Control	bodyPart	Foot, Head, Chest
63	Control	interception	Y,N
67	Out of Bounds	outOfBoundsReason	Throw in, Corner, Goal kick
68	Obstacle	obstacle	Left Goal Post, Right Goal Post, Crossbar, Other Obstacle
71	50-50 Win	bodyPart	Foot, Head, Chest
71	50-50 Win	footTaken	Left, Right
71	50-50 Win	bodyPart	Left Foot, Right Foot, Head, Chest, Unknown/Other
71	50-50 Win	passType	Pass, Through, Cross
71	50-50 Win	shotDescription	Direct, Low Drive, High Drive, Inside Bend, Outside Bend, Volley, Overhead, Backheel, Lob, Mishit, Unknown/Other
71	50-50 Win	tackleType	Control, Pass, Clearance, On Target, Off Target, GK Action, GK Save
71	50-50 Win	chanceCreated	Y,N
71	50-50 Win	inDanger	Y,N
73	Aerial Win	bodyPart	Foot, Head, Chest
73	Aerial Win	footTaken	Left, Right
73	Aerial Win	bodyPart	Left Foot, Right Foot, Head, Chest, Unknown/Other
73	Aerial Win	passType	Pass, Through, Cross
73	Aerial Win	shotDescription	Direct, Low Drive, High Drive, Inside Bend, Outside Bend, Volley, Overhead, Backheel, Lob, Mishit, Unknown/Other

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Post-Game Datapoints

The following table shows all descriptors available post-game only per event and the possible values.

Play Event ID	Name	Descriptor Tag	Possible Values
3	Clearance	bodyOrientation	Jumping, Standing, Sliding
5	Corner Kick	assist	Y,N
9	Free Kick	assist	Y,N
18	Missed Penalty Kick	assist	Y,N
19	Shot	bodyOrientation	Jumping, Standing, Sliding
50	Pass	assist	Y,N
50	Pass	bodyOrientation	Jumping, Standing, Sliding
51	RunWithBall	successful	Y,N
51	RunWithBall	bodyOrientation	Jumping, Standing, Sliding
52	Tackle	tackleType	Control, Pass, Clearance
52	Tackle	successful	Y,N
63	Control	bodyOrientation	Jumping, Standing, Sliding
71	50-50 Win	bodyOrientation	Jumping, Standing, Sliding, Diving
73	Aerial Win	bodyOrientation	Jumping, Standing, Sliding, Diving
75	Save	bodyOrientation	Jumping, Standing, Sliding, Diving
76	Involuntary	bodyOrientation	Jumping, Standing, Sliding
78	Block	interception	Y,N
78	Block	bodyOrientation	Jumping, Standing, Sliding
79	Goal Keeper Action	bodyOrientation	Jumping, Standing, Sliding, Diving

Descriptor Glossary

Value	Definition
Back Pass	Corner reason. A corner kick that is awarded after an errant back pass by the defense.
Backheel	The ball is played with the back of the foot.
Block	An immediate voluntary attempt by a player to stop the ball travelling towards its intended target (either player or space).
Celebratory	Substitution reason. The main purpose of the substitution is that the crowd has the opportunity to cheer for a player.
Center Attack	An offside offence occurs during an attacking movement down the middle of the field.
Chest	The ball is played but neither with the foot, hand nor head.
Clearance	An attempt to move the ball away from the current area, keeping possession is lower priority.

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Descriptor Glossary

Value	Definition
Control	An attempt to keep the ball to oneself to perform another action straight after.
Converted Cross	Goal situation. A goal coming immediately after a player receives a cross during the normal run of play. Usually a header or volley. No passes occur between the cross and the shot.
Corner	Out of bounds type. The ball has crossed the goal-line. The ball is now out of play and awaiting a corner kick.
Counter Attack	Goal situation. A goal that occurs quickly after a team transitions from defence to offense starting in their own half. Normally the team being scored on has very few people left to defend as most of them were just attacking.
Cross	A pass to a teammate that originates from the offensive flank aimed at the area in front of the goal.
Crossbar	Obstacle type. Ball touches the crossbar.
Defensive Error	Goal situation. A goal that occurs due to defensive error. Usually a turnover in or around the penalty box or a pass back into one's own net.
Deflection	Assist type. Assist comes from a deflection(does not need to be intentional)
Delay of Game	Booking for wasting time
Denial of Goal Scoring Opportunity	Booking for a foul committed that denies a clear goal scoring opportunity
Direct	Free kick type where the kick taker is allowed to score directly. Or: Shot attempt that lacks any characteristic or pace.
Disrespect of Distance	Booking for disrespect of distance on free kicks
Dissent	Booking for disrespecting the official
Diving	Booking for simulating being fouled.
Dog Pile	Player is joined by teammates in a pile after scoring a goal.
Excessive Celebration	Booking for a player celebrating for too long or inappropriately. Ex. Taking off one's shirt
Foot	The ball is played with the foot.
Foul	The referee gives a foul according to the laws of the game
Free Kick	Includes direct free kick, indirect free kick and penalty.
Game Disrepute	Booking for disrespecting the game
GK Action	A ball contact by the goalkeeper that is not a save (75).
GK Save	A successful attempt to prevent the ball from going into the goal
Goal Kick	Out of bounds type. The ball has crossed the goal-line. The ball is now out of play and awaiting a goal kick.
Goalkeeper Violation	Foul called for goalkeeper inside the penalty box resulting in indirect free kick: picking up back pass, not releasing ball etc.
Goalmouth Scramble	Goal situation. A goal scored after the ball has been bouncing between players near the goal with no meaningful possession taken before it.

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Descriptor Glossary

Value	Definition
Hand Foul	Booking for hand ball
Handball	Foul was called for a player touching the ball with their arms or hand
Head	Ball was played with the head.
Headed On	Assist came from a pass from a teammate's head.
High Drive	Ball is struck hard by the player aimed at the top half of the net or high in general.
Holding	Booking for holding or grabbing opponent
Illegal	Throw-in type. The referee sees an infringement with the current throw-in and awards a throw-in to the other team.
Indirect	A free kick where the kick taker cannot score directly from his kick
Injury	Substitution type. The substitution removes an injured player from the game.
Inside Bend	A right footed shot that curves left OR a left footed shot that curves right
Insult/Abusive Language	Booking for using abusive language at another player or official
Inswinging	Curving in toward the goal
Jumping	An action were a player is jumping in the air
Jumping Crazy	Player jumps up and down after scoring a goal.
Left	Used for left foot or left side from the attackers point of view
Left Corner	Assist descriptor. Assist came directly from a corner taken from the left attacking side of the field.
Left Cross	Assist descriptor. Assist came directly from a cross taken from the left attacking side of the field.
Left Flank Attack	Offside descriptor. An offside offence occurs during an attacking movement down the left side of the field
Left Foot	Body part descriptor. Ball is played with the left foot.
Left Goal Post	Obstacle descriptor. Left goal post from attacker's point of view.
Lob	Ball chipped the ball high in the air in an attempt to send it up and over the goalkeeper into the net
Long Ball	Goal or assist descriptor. Goal occurring after a long pass or clearance.
Long Ball Attack	Offside descriptor. An offside offence occurs on a ball played a long distance down the field
Low Drive	Ball is struck hard by the player aimed at the bottom half of the net or low in general.
Mishit	Shot descriptor. The attacker poorly hits it and sends the ball in an unintended direction.
None	Goal celebration. Player reacts calmly with little to no celebration after scoring a goal.
Normal Pass	Assist type. Assist came from a normal pass.
Obstruction	Foul was called for impeding or preventing movement of an opponent who did not have possession of the ball
Off Target	Shot descriptor. A shot that would not go in if nobody touched/blocked/deflected it.

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Descriptor Glossary

Value	Definition
Offside	Offside descriptor. Player puts himself in an offside position because of his own run; not due to intentional defensive movement
Offside Trap	Offside descriptor. Intentional defensive movement puts an attacker in an offside position.
On Target	Shot descriptor. A shot that would go in if nobody saved/blocked/deflected it.
Other Obstacle	Ball has struck something other than a player, and play has been allowed to continue. Can be referee, corner flag, beach balls, etc.
Outside Bend	A right footed shot that curves right OR a left footed shot that curves left
Overhead	A ball taken above the player's head, i.e. bicycle kick
Outswinging	Curving away from the goal.
Pass	An attempt to play the ball to a team-mate.
Passing Sequence	Goal descriptor. A goal scored after a series of passes between offensive players.
Penetrative Pass	Assist descriptor. Assist comes from a long through ball up the middle of the field towards the attacking goal.
Persistent Infringement	Booking for continuous fouls.
Photo Pose	Goal celebration descriptor. Player poses for a photo (real or fake) after scoring a goal.
Placed	Penalty kick shot descriptor. Player softly takes the penalty kick. Location does not matter.
Power	Player strikes the penalty kick with great force and speed.
Rebound	Goal descriptor. A goal that occurs directly after a save that is uncontrolled by the goalkeeper.
Reckless Foul	Booking for careless or excessive force.
Right	Used for right foot or right side from the attackers point of view.
Right Corner	Assist descriptor. Assist came directly from a corner taken from the right attacking side of the field.
Right Cross	Assist descriptor. Assist came directly from a cross taken from the right attacking side of the field.
Right Flank Attack	Offside descriptor. An offside offence occurs during an attacking movement down the right side of the field.
Right Foot	Body part descriptor. Ball is played with the right foot.
Right Goal Post	Obstacle descriptor. Right goal post from attacker's point of view.
Running Around	Goal celebration descriptor. Player runs around after scoring a goal.
Save	Corner kick descriptor. A corner kick that is awarded after a goalkeeper save
Serious Foul Play	Booking for intending to injure another player during play
Set Piece	Assist descriptor. Assist comes directly from a set piece. Either a cross or short pass.

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Descriptor Glossary

Value	Definition
Shirt Overhead	Goal celebration descriptor. Player takes his shirt off after scoring a goal.
Shot	An attempt to score a goal with any part of an attacking players body.
Sideways Pass	Assist descriptor. Assist comes from a pass that is parallel to the goal line
Simulation	Foul descriptor. Foul called for player diving
Sliding	An action were a player is sliding (on the pitch)
Solo	Goal descriptor. A goal coming after a solo run by the attacking player.
Spitting	Booking for spitting at another player or official.
Standing	An action were a player is standing or running either at a slow, medium or fast pace
Tactical	Substitution descriptor. Substitution was made for strategy or player fatigue purposes.
Tactical Foul	Booking for intentionally slowing opponent's progress.
Through	Pass that splits the opposition's defensive line, by playing a ball into space (for the team-mate to run on to). The player receiving the ball is in a position between the last defender and the GK with his first touch.
Throw in	Assist descriptor. Assist comes directly from a throw-in.
Unknown, Unknown/Other	Anything that doesn't fit any of the other descriptions.
Unsporting Behavior	Foul called for a player disrespecting the game
Violent Conduct	Booking for intending to injure another player by striking an opponent.
Volley	An action where the ball is taken out of the air that is not an overhead kick.

STATS Tier 6+ Definitions

Boxscore

The boxscore section of the XML document is marked by the <boxscores> tag. It consists of team, goaltender, player, bench player, and referee stats.

Team Match Stats

List of team stats with example and definition or comment

Node	Name	Type	Example	Comments
BOXSCORE ITEM				
	teamId	Integer	6146	Team ID number
	timeUnit	String	Match	Options are: Match, Period 1-4
TEAM MATCH STATS				
	minutesPlayed	Integer	5775	Number of seconds played for the team
	won	Integer	0	Number of games won by that team before the game was played
	drawn	Integer	1	Number of games drawn by that team before the game was played
	lost	Integer	1	Number of games lost by that team before the game was played
GOALS				
	total	Integer	2	Number of goals scored for the team. Includes opponent own goals
GOAL BREAKDOWN				
	conceded	Boolean	false	Number of Goals conceded including own goals
	playType	String	Open Play	Options are: All, Open Play, Set Play
	setPlayType	String	Free Kick	Options are: Free Kick, Penalty Kick
	zone	String	Left	See zone chart (Left, Right, Middle)
	attackType	String	Possession based	Options are: Possession based
	goals	Integer	0	Number of Goals scored including own goals
	bodyPart	String	Right Foot	Options are: Head, Left foot, Right foot
	goalPercent	Real	1.000	Percent of Goals scored in breakdown, compared to total

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Team Match Stats

Node	Name	Type	Example	Comments
ASSISTS				An assist is a contribution by a player which helps to score a goal
	total	Integer	1	Number of Assists
	first	Integer	1	Number of last passes before a goal is scored
	head	Integer	0	Number of assists from a headed pass
	foot	integer	1	Number of assists from a kicked pass
SHOTS				An attempt to score a goal with any part of an attacking players' body
	total	Integer	0	Number of shots made
	blocked	Integer	3	Number of shots blocked by the opponent
	onPost	Integer	0	Number of shots that hit the posts or crossbar of the goal frame
	onTarget	Boolean	false	Options are: true, false: An attempt to score a goal with any part of an attacking players' body that would go in if nobody saved/blocked/deflected it
	zone	String	In Penalty Area	See zone chart (6 zones)
	percentage	Real	.375	Percent of shots taken with options, compared to total of shots
	playType	String	On Restart	Options are: On Restart, Open Play
	bodyPart	String	Right Foot	Options are: Head, Left foot, Right foot
SHOT RESULT ITEM				
	shotResultId	Integer	10	See shotResults decode endpoint
	name	String	Out Above Right	See shotResults decode endpoint
	shots	Integer	1	Number of shots with particular shotResult
	goals	Integer	0	Number of goals with particular shotResult

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Team Match Stats

Node	Name	Type	Example	Comments
CHANCES	chances	Integer	3	Number of clear opportunities to score a goal
SAVES	saves	Integer	5	Number of Goalkeeper saves: A save is a successful attempt to prevent the ball from going into the goal (goalkeeper only)
CROSSES				A pass to a teammate that originates from the offensive flank aimed at the area in front of the goal
	total	Integer	7	Number of crosses made
	conceded	Integer	27	Number of crosses made by the opponent
	zone	String	All	See zone chart (Left, Right, Middle, All)
	successful	Integer	1	Number of successful crosses made: A cross that is followed by a ball contact by a teammate
	percentage	Real	.143	Percent of successful crosses made: Number of successful crosses made divided by total number of crosses
	inGame	Boolean	true	Options are: true, false
	timeUnit	String	Period 2	Options are: Period 1 - 4
POSSESSIONS				A player possession starts at player's first controlled touch of the ball until he is no longer in possession or the game is stopped. A team remains in possession until there is a controlled ball contact by the other team.
	total	Integer	160	Number of all player possessions for that team
	totalIndividual	Integer	586	A player controls the ball and touches it once or more than once consecutively.

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Node	Name	Type	Example	Comments
	zone	String	All	See zone chart (16 zones)
	totalTime	Integer	1734	The total time a team was in possession (seconds)
	percentage	Real	.119	Percent of team's collective ball possessions within particular zone of team's collective ball possession in all zones
	averageTime	Integer	19	The total amount of time of possessions where the average location is in the described zone (seconds)
	timeUnit	String	Quarter 2	Options are: Quarter 1 – 8, Period 1 – 4, or “last 5 minutes”
PASSES				An attempt to play the ball to a team-mate.
	passLength	String	All	Options are: Short = 0-17m Medium = 17-34m Long = 34+m All = All passes
	passType	String	All	Options are: All, Backwards, Forward, Sideways
	passLocation	String	All	Options are: All
	successful	Integer	407	Number of successful passes
	passTo	Integer	348780	Options are: Player ID of player the pass was to.
	receivedFrom	Integer	322494	Options are: Player ID of player the pass was from.
	attempted	Integer	503	Number of attempted passes
	successfulPercentage	Real	.809	Percent of successful passes of number of passes
	percentage	Real	.203	Percent of passes made of total number of passes
PENALTY KICKS				
	shots	Integer	0	Number of penalty shots made.
	goals	Integer	0	Number of goals on shot where shot is direct penalty
	missed	Integer	0	Number of missed penalty shots (first intention)

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Team Match Stats

Node	Name	Type	Example	Comments
	firstIntention	Integer	0	Number of goals on shot where shot is direct penalty
	awarded	Integer	0	Number of penalties foul received
	conceded	Integer	0	Number of penalties foul made
FOULS COMMITTED				When a player commits a foul for kicking, tripping, jumping in/at, charging, striking or pushing an opponent
	total	Integer	14	Number of fouls made
	zone	String	All	See zone chart (16 zones)
FOULS SUFFERED				When a player is kicked, tripped, jumped in/at, charged, stricken or pushed by an opponent
	total	Integer	11	Number of fouls received
	zone	String	All	See zone chart (16 zones)
DEVIATIONS				Goalkeeper intervention when there is a goal risk, with his hands where he deflects the ball (parade)
	total	Integer	3	Number of goalkeeper deviations
INPUTS	inputs	Integer	7	Number of all Catches, Deviations, Catch-Drops and Punches
GOALKICKS	goalkicks	Integer	7	Number of Goal Kicks taken (occur after the ball goes out of play over a goal line out of goal cage by the opponent)
CATCHES				Goalkeeper intervention when there is a goal risk, with his hands and he keeps the ball in his hands.
	total	Integer	3	Number of goalkeeper catches
	drops	integer	1	Number of catches-dropped: A goalkeeper attempts to catch a shot attempt but drops it (fumble)
YELLOW CARDS	yellowCards	Integer	1	Number of 'first' yellow cards
ALL YELLOW CARDS	allYellowCards	Integer	1	Number of yellow cards including 2nd yellow card
RED CARDS	redCards	Integer	0	Number of red cards
OFFSIDES	offsides	Integer	0	Number of Offside occurrences

STATS Tier 6+ Definitions

Team Match Stats

Node	Name	Type	Example	Comments
CORNERKICKS				
	taken	Integer	1	Number of Corners
	conceded	Integer	8	Number of opposing team corners.
CLEARs	clears	Integer	30	Number of clearances made: An attempt to move the ball away from the current area, keeping possession is lower priority
TOUCHES				Number of specific ball touches by a player that resulted in an action (eg, pass, shot, cross). Does NOT include each control of the ball
	total	Integer	1173	Number of miscellaneous touches. Not a total of passes, interceptions, and blocks
	blocks	Integer	11	Number of opponent shots that were blocked
	interceptions	Integer	1	Number of times an opponent pass was intercepted
	zone	String	All	See zone chart (16 zones)
TACKLES				A fully committed attempt to dispossess an opponent while the ball is under hip height. Unsuccessful tackles are only covered post-game.
	attempted	integer	45	Number of ground duels that were tackle and were initiated by the player
	successful	integer	45	Number of ground duels won that were tackle and were initiated by the player
	percentage	Real	1.000	Number of successful tackles divided by attempted tackles
	zone	String	All	See zone chart (16 zones)
TEAMBLOCK				
	height	integer	33	Average position of the player closest to the goal for a team (who is not the goalie) as measured from their own goal

STATS Tier 6+ Definitions

Team Match Stats

Node	Name	Type	Example	Comments
	altitude	integer	0	Difference between this team's furthest back player (who is not the goalie) and the opponent's furthest forward player
ATTACKS				A final third entry by a team.
	total	Integer	35	Number of possessions that enter the third of the field with the opponent goal that are not started by a free kick or corner kick
	crossLeadtoShot	Integer	2	Number of attacks leading to shot in play from cross
CENTER				Under attacks: Attacks in center third of the field in the direction of opponent goal
	total	Integer	3	Number of attacks from center side of the field
	percentage	Real	.086	Percent of attacks from center side of the field of total number of attacks
HIGHPASSES				Under Attacks: Attacks with more than 6 passes
	total	Integer	16	Number of high passes attacks
	percentage	Real	.457	Percent of high passes attacks of total number of attacks
HIGHSPEED				Under attacks: High speed attack is an attack where the net distance covered prior to entering the final third results in a speed of 20 km/h or more
	total	Integer	11	Number of high speed attacks
LEFT				Under attacks: Number of attacks in left third of the field from the attack team's point of view
	total	Integer	16	Number of attacks from left third of the field
	percentage	Real	.457	Number of attacks in left third of the field of total number of attacks Low speed attack is an Attack where the net distance covered prior to entering the final third results in a speed of less than 10 km/h

STATS Tier 6+ Definitions

Team Match Stats

Node	Name	Type	Example	Comments
LOWPASSES				Under Attacks: Attacks with 0-3 passes
	total	Integer	17	Number of low passes attacks
	percentage	Real	.486	Percent of low passes attacks of total number of attacks
LOWSPEED				Under attacks: Low speed attack
	total	Integer	6	Number of low speed attacks
MEDIUMPASSES				Under attacks: Number of attacks with 4-6 passes
	total	Integer	6	Number of attacks with medium number of passes
	percentage	Real	.171	Percent of medium passes attacks of total number of attacks
MEDIUMSPEED				Under attacks: Medium speed attack is an attack where the net distance covered prior to entering the final third results in a speed that is at least 10 km/h, but also less than 20 km/h
	total	Integer	10	Number of medium speed attacks
RIGHT				Under attacks: Number of attacks in right third of the field in the direction of opponent goal
	total	integer	16	Number of Attacks from right third of the field
	percentage	Real	.457	Percent of attacks in right third of the field of total number of attacks
AERIALDUELS				A ball contact above waist height following a contest between two players to touch or gain control of the ball, both players had a roughly equal chance of touching the ball
	total	Integer	56	Number of air duels
	won	Integer	29	Number of air duels won

STATS Tier 6+ Definitions

Team Match Stats

Node	Name	Type	Example	Comments
	percentage	Real	.518	Percent of 50/50 air challenges won of total number of 50/50 air challenges
GROUND DUELS				A ball contact below waist height following a contest between two players to touch or gain control of the ball, both players had a roughly equal chance of touching the ball
	total	Integer	54	Number of ground duels that were not tackle nor dribble
	won	Integer	22	Number of ground duels won that were not tackle nor dribble
	percentage	Real	.407	Percent of 50/50 ground challenges won of total number of 50/50 ground challenges
FIFTYFIFTY DUELS				A ball contact following a contest between two players to touch or gain control of the ball, both players had a roughly equal chance of touching the ball
	total	Integer	110	Number of 50/50 duels
	won	Integer	51	Number of 50/50 duels won
	percentage	Real	-	Percent of 50/50 challenges won of total number of 50/50 challenges
BALLS PLAYED				A player controls the ball and touches it once or more than once consecutively
WON				The opponent loses control of the ball and player and his team get control over it in open play
	total	Integer	109	Number of balls won
LOST				The player and team lose control over the ball and lose it to the opponent, either in open play or by putting it out of play
	total	Integer	140	Number of balls lost
TOTAL	total	Integer	1032	Number of balls played

STATS Tier 6+ Definitions

Team Match Stats

Node	Name	Type	Example	Comments
FOOT	foot	Integer	975	Number of shots, passes, crosses, clears or controls played with either foot
HEAD	head	Integer	57	Number of shots, passes, crosses, clears or controls played with your head
ONETOUCH	oneTouch	Integer	291	Number of ball played in one touch (one contact with the ball)
GIVEN	given	Integer	0	Number of balls the player gave to his teammates. Includes passes, crosses and clearances
RECEIVED	received	Integer	0	Number of balls the player received from his teammates. Includes passes, crosses and clearances
ATTACKINGSIDE				
	center	Integer	25	Attacking movement down the middle of the field
	left	Integer	35	Attacking movement down the left side of the field
	right	Integer	40	Attacking movement down the right side of the field
FIELDHALF				
	opponent	Integer	40	Percent of possession that was in the attacking half of the field
	own	Integer	60	Percent of possession that was in the defensive half of the field
FIELDTHIRD				
	middle	Integer	56	Percent of possession that was in the middle third of the field
	opponent	Integer	16	Percent of possession that was in the attacking third of the field
	own	Integer	28	Percent of possessions that was in the defensive third of the field
FREEKICKS				
	total	Integer	13	Number of indirect and direct free kicks
	indirect	Integer	2	Number of indirect free kick, where the kick taker is not allowed score directly from his kick

STATS Tier 6+ Definitions

Team Match Stats

Node	Name	Type	Example	Comments
	direct	Integer	11	Number of direct free kick, where the kick taker is allowed to score directly.
	goals	Integer	0	Number of goals made on set play from shots on free kick and others that are not penalty
OUTFORGOALKICK	outForGoalKick	Integer	4	Number of times the ball leaves the field and a goal kick is given
RECOVERIES				
RECOVERY				A team previously had lost possession in open play and is able to recover it (in open play or via a game stop)
	total	Integer	160	Number of recoveries
	zone	String	All	See zone chart (16 zones)
	speed	String	All	Options are: All
	leadToFastAttack	Boolean	true	Options are: true, false: When a team previously had lost possession in open play and is able to recover it (in open play or via a game stop) and the result is an attack that moves towards the final third at 20 or more km/h
REGAINS				
REGAIN				In open play, when a team previously had lost possession in open play and is able to regain it (also in open play). Awarded to player who broke the opponent's possession
	total	Integer	24	Number of regains
	percentage	Real	.329	Percent of regains with options of total number of regains
	zone	string	C2	See Zone chart (16 zones)
	speed	String	10+ sec	Options are: All 0-5 sec 0-7 sec 10+ sec 15+ sec 5-10 sec 7-15 sec

STATS Tier 6+ Definitions

Team Match Stats

Node	Name	Type	Example	Comments
	leadToFastAttack	Boolean	true	Options are: true, false: fast attack is when attack speed is above 20km/h
	averageHeight	Integer	33.6	Average X coordinate of all regains (m). Value in [0 - 105]
AVERAGE TIME TO REGAIN	averageTimeToRegain	Integer	8.8	Average time used on all regains (in seconds)
TOTAL TIME TO REGAIN	totalTimeToRegain	Integer	644	Total time used on all regains (in seconds)
THROWINS	throwIns	Integer	28	Number of throw-ins
OWNGOALS				Goal that is confirmed by referee decision and that is officially credited as an own goal
	conceded	Integer	0	Own goals scored that benefits opponent.
	benefit	Integer	0	Own goals scored by opponent

Goaltender Match Stats

List of goaltender stats with example and definition or comment

Node	Name	Type	Example	Comments
GOALTENDER				
PLAYER				
	playerId	Integer	322494	Player ID number
	shirtName	String	Guzan	Name displayed on player shirt
	displayName	String	Brad Guzan	Player's first and last name
	uniform	Integer	12	Player uniform number
POSITION				
	positionId	Integer	1	ID of the player's position: 1 = Goalkeeper
	name	String	Goalkeeper	Name of the player's position:
Goalkeeper				
	abbreviation	String	GK	Abbreviation of the player's position: GK = Goalkeeper
INPUTS	inputs	Integer	7	Number of all Catches, Deviations, Catch-Drops and Punches

STATS Tier 6+ Definitions

Goaltender Match Stats

Node	Name	Type	Example	Comments
DEVIATIONS				Goalkeeper intervention when there is a goal risk, with his hands where he deflects the ball (parade)
	total	Integer	3	Number of goalkeeper deviations
ISGAMESTARTED	isGameStarted	Boolean	true	Options are: true, false
ISWINNINGGOALTENDER	isWinningGoaltender	Boolean	true	Options are: true, false
ISLOSINGGOALTENDER	isLosingGoaltender	Boolean	false	Options are: true, false
GOALKICKS	goalKicks	Integer	7	Number of Goal Kicks: Goal kick is when the ball goes out of play over a goal line out of the goal cage
ISTYINGGOALTENDER	isTyingGoaltender	Boolean	false	Options are: true, false
ISONPITCH	isOnPitch	Boolean	true	Options are: true, false
CUMULATIVERECORD				
	wins	Integer	4	Number of games won by goaltender before the game was played
	losses	Integer	0	Number of games lost by goaltender before the game was played
	ties	Integer	0	Number of games drawn by goaltender before the game was played
SHOTSFACED	shotsFaced	Integer	18	Number of shots conceded
SHOTSONGOALFACED	shotsOnGoalFaced	Integer	5	Number of shots on target conceded
GOALIEHANDBALLS	goalieHandBalls	Integer	2	Number of Goalkeeper throws
GOALIEFOOTBALLS	goalieFootBalls	Integer	37	Number of Free Kick, Goal Kick, Clear, Pass (Pass or Through) or Drop Kicks played with a foot by the goalie

STATS Tier 6+ Definitions

Goaltender Match Stats

Node	Name	Type	Example	Comments
SAVES	saves	Integer	5	Number of Goalkeeper saves: A save is a successful attempt to prevent the ball from going into the goal (goalkeeper only)
PENALTYKICKS				
	shots	Integer	0	Number of Penalty Shots faced
	saves	Integer	0	Number of saves on Penalty shots
	goals	Integer	0	Number of goals allowed on penalty shots
GOALSCONCEDED				
	total	Integer	1	Number of Goals conceded
GOALBREAKDOWN				
	conceded	Boolean	false	Options are: true, false
	playType	String	Open Play	Options are: Open Play, Set Play, All
	setPlayType	String	Free Kick	Options are: Free Kick, Penalty Kick
	goals	Integer	0	Number of Goals scored
ISSHUTOUT	isShutout	Boolean	false	Options are: true, false
CATCHES				Goalkeeper intervention when there is a goal risk, with his hands and he keeps the ball in his hands
	total	Integer	3	Number of goalkeeper catches
	drops	Integer	1	Number of catches-dropped: A goalkeeper attempts to catch a shot attempt but drops it (fumble)
	dropPercentage	Real	.333	Percent of catch-drops of total catches
PUNCHES	punches	Integer	0	Number of goalkeeper punches: Goalkeeper intervention when there is a goal risk, with his closed hands (fists) where he deflects the ball

STATS Tier 6+ Definitions

Goaltender Match Stats

Node	Name	Type	Example	Comments
CROSSESAGAINST				
	total	Integer	23	Number of crosses attempted by opponent
	claimed	Integer	2	Number of crosses intercepted by the goalkeeper

Player Match Stats

List of player stats with example and definition or comment.

Node	Name	Type	Example	Comments
PLAYERMATCHSTATS				
PLAYER				
	playerId	Integer	414628	Player ID number
	shirtName	String	Nsue	Name displayed on player shirt
	displayName	String	Emilio Nsue	Player's first and last name
	uniform	Integer	24	Player uniform number
POSITION				
	positionId	Integer	4	ID of the player's position: 1 = Goalkeeper 2 = Forward 3 = Midfielder 4 = Defender
	name	String	Defender	Name of the player's position: Goalkeeper Forward Midfielder Defender
	abbreviation	String	D	Abbreviation of the player's position: GK = Goalkeeper F = Forward M = Midfielder D = Defender
ISGAMESTARTED	isGameStarted	Boolean	true	Options are: true, false
MINUTESPLAYED	minutesPlayed	Integer	5081	Time played in real (sec)

STATS Tier 6+ Definitions

Player Match Stats

Node	Name	Type	Example	Comments
TIMEPLAYEDACTUAL	timePlayedActual	Integer	5081	Time played by player during the match
TIMEPLAYEDMEDIA	timePlayedMedia	Integer	4922	Total time in game (excludes Injury Time)
ENTIREMATCHPLAYED	entireMatchPlayed	Boolean	false	Options are: true, false
ISSUBSTITUED	isSubstituted	Boolean	true	Options are: true, false
GOALS				
	total	Integer	0	Number of Goals scored
GOALBREAKDOWN				
	conceded	Boolean	false	Options are: true, false
	playType	String	Open Play	Options are: Open Play, Set Play, All
	setPlayType	String	Free Kick	Options are: Free Kick, Penalty Kick
	zone	String	Left	See Zone Chart (Left, Right, Middle)
	attackType	String	Possession based	Options are: Possession based
	goals	Integer	0	Number of Goals scored
	bodyPart	String	Right Foot	Options are: Head, Left foot, Right foot
	goalPercent	Real	1.000	Percent of Goals scored in breakdown, compared to totalbreakdown, compared to total
ASSISTS				
	total	Integer	1	Number of Assists
	first	Integer	1	Number of last passes before a goal is scored
	head	Integer	0	Number of assists from a headed pass
	foot	integer	1	Number of assists from a kicked pass
SHOTS				An attempt to score a goal with any part of an attacking player's body

STATS Tier 6+ Definitions

Player Match Stats

Node	Name	Type	Example	Comments
	total	Integer	0	Number of shots made
	blocked	Integer	3	Number of shots blocked by the opponent
	onPost	Integer	0	Number of shots that hit the posts or crossbar of the goal frame
	onTarget	Boolean	false	Options are: true, false: An attempt to score a goal with any part of an attacking players' body that would go in if nobody saved/blocked/deflected it
	zone	String	In Penalty Area	See zone chart (6 zones)
	percentage	Real	.375	Percent of shots taken that are on target
	playType	String	On Restart	Options are: On Restart, Open Play
	bodyPart	String	Right Foot	Options are: Head, Left foot, Right foot
CHANCES	chances	Integer	0	Number of clear opportunities to score a goal
CROSSES				A pass to a teammate that originates from the offensive flank aimed at the area in front of the goal
	total	Integer	7	Number of crosses made
	conceded	Integer	27	Number of crosses made by the opponent
	zone	String	All	See zone chart (Left, Right, Middle, All)
	successful	Integer	1	Number of successful crosses made: A cross that is followed by a ball contact by a teammate
	percentage	Real	.143	Percent of successful crosses made: Number of successful crosses made divided by total number of crosses

STATS Tier 6+ Definitions

Player Match Stats

Node	Name	Type	Example	Comments
	inGame	Boolean	true	Options are: true, false
	timeUnit	String	Period 2	Options are: Period 1 - 4
POSSESSIONS				A possession starts at player's first non-neutral touch of the ball until he is no longer in possession or the game is stopped
	total	Integer	160	Number of times that player was in Individual possession of the ball
	zone	String	All	See zone chart (16 zones)
	totalTime	Integer	229	The total time of all player's possessions (seconds)
	percentage	Real	.119	Percent of player's ball possessions within particular zone of player's collective ball possession in all zones
	averageTime	Integer	19	The total amount of time of possessions where the average location is in the described zone (seconds)
	timeUnit	String	Quarter 2	Options are: Quarter 1 – 8, Period 1 – 4, or "last 5 minutes"
PASSES				An attempt to play the ball to a team-mate
	passLength	String	All	Options are: Short = 0-17m Medium = 17-34m Long = 34+m All = All passes
	passType	String	All	Options are: All, Backwards, Forward, Sideways
	passLocation	String	All	Options are: All
	successful	Integer	407	Number of successful passes
	passTo	Integer	348780	Options are: Player ID of player the pass was to.
	receivedFrom	Integer	322494	Options are: Player ID of player the pass was from.

STATS Tier 6+ Definitions

Player Match Stats

Node	Name	Type	Example	Comments
	attempted	Integer	503	Number of attempted passes
	successfulPercentage	Real	.809	Percent of successful passes of number of passes
	percentage	Real	.203	Percent of passes made of total number of passes
PENALTYKICKS				
	shots	Integer	0	Number of penalty shots made.
	goals	Integer	0	Number of goals on shot where shot is direct penalty
	missed	Integer	0	Number of missed penalty shots (first intention)
	firstIntention	Integer	0	Number of goals on shot where shot is direct penalty
	awarded	Integer	0	Number of penalties foul received
	conceded	Integer	0	Number of penalties foul made
FOULSCOMMITTED				When a player commits a foul for kicking, tripping, jumping in/at, charging, striking or pushing an opponent
	total	Integer	0	Number of fouls made
	zone	String	All	See zone chart (16 zones)
FOULSSUFFERED				When a player is kicked, tripped, jumped in/at, charged, stricken or pushed by an opponent
	total	Integer	11	Number of fouls received
	zone	String	All	See zone chart (16 zones)
YELLOWCARDS	yellowCards	Integer	1	Number of 'first' yellow cards
ALLYELLOWCARDS	allYellowCards	Integer	1	Number of yellow cards including 2nd yellow card
REDCARDS	redCards	Integer	0	Number of red cards
OFFSIDES	offsides	Integer	0	Number of Offside occurrences
CORNERKICKS				When opponent player passes the ball in goal out on field side where his goal is, then that is a Corner for that team and player

STATS Tier 6+ Definitions

Player Match Stats

Node	Name	Type	Example	Comments
	taken	Integer	1	Number of Corners
	conceded	Integer	8	Number of opposing team corners
CLEARs	clears	Integer	6	Number of clearances made: An attempt to move the ball away from the current area, keeping possession is lower priority
TOUCHES				Number of specific ball touches by a player that resulted in an action (eg, pass, shot, cross). Does NOT include each control of the ball
	total	Integer	1173	Number of miscellaneous touches. Not a total of passes, interceptions, and blocks
	blocks	Integer	11	Number of opponent shots that were blocked
	interceptions	Integer	1	Number of times an opponent pass was intercepted
	zone	String	All	See zone chart (16 zones)
TACKLES				A fully committed attempt to dispossess an opponent while the ball is under hip height. Unsuccessful tackles are only covered post-game
	attempted	integer	2	Number of ground duels that were tackle and were initiated by the player
	successful	integer	2	Number of ground duels won that were tackle and were initiated by the player
	percentage	Real	1.000	Number of successful tackles divided by attempted tackles.
	zone	String	All	See zone chart (16 zones)
AERIALDUELS				A ball contact above waist height following a contest between two players to touch or gain control of the ball, both players had a roughly equal chance of touching the ball.

STATS Tier 6+ Definitions

Player Match Stats

Node	Name	Type	Example	Comments
	total	Integer	56	Number of air duels
	won	Integer	29	Number of air duels won
	percentage	Real	.518	Percent of 50/50 air challenges won of total number of 50/50 air challenges.
GROUND DUELS				A ball contact below waist height following a contest between two players to touch or gain control of the ball, both players had a roughly equal chance of touching the ball
	total	Integer	54	Number of ground duels that were not tackle nor dribble
	won	Integer	22	Number of ground duels won that were not tackle nor dribble
	percentage	Real	.407	Percent of 50/50 ground challenges won of total number of 50/50 ground challenges
FIFTYFIFTY DUELS				A ball contact following a contest between two players to touch or gain control of the ball, both players had a roughly equal chance of touching the ball
	total	Integer	110	Number of 50/50 duels
	won	Integer	51	Number of 50/50 duels won
	percentage	Real	-	Percent of 50/50 challenges won of total number of 50/50 challenges
BALLS PLAYED				A player controls the ball and touches it once or more than once consecutively
WON				The opponent loses control of the ball and player and his team get control over it in open play
	total	Integer	109	Number of possessions gained

STATS Tier 6+ Definitions

Player Match Stats

Node	Name	Type	Example	Comments
LOST				The player and team lose control over the ball and lose it to the opponent, either in open play or by putting it out of play
	total	Integer	140	Number of possessions lost
TOTAL	total	Integer	1032	Number of balls played
FOOT	foot	Integer	975	Number of shots, passes, crosses, clears or controls played with either foot
HEAD	head	Integer	57	Number of shots, passes, crosses, clears or controls played with your head
ONETOUCH	oneTouch	Integer	291	Number of ball played in one touch (one contact with the ball)
GIVEN	given	Integer	0	Number of balls the player gave to his teammates. Includes Passes, Crosses and Clearances
RECEIVED	received	Integer	0	Number of balls the player received from his teammates. Includes Passes, Crosses and Clearances
FREEKICKS				
	total	Integer	13	Number of indirect and direct free kicks
	indirect	Integer	2	Number of indirect free kick, where the kick taker cannot score directly from his kick
	direct	Integer	11	Number of direct Free kick, where the kick taker is allowed to score directly.
	goals	Integer	0	Number of Goals made on Set Play from Shots on Free Kick and others that are not Penalty
OUTFORGOALKICK	outForGoalKick	Integer	4	Number of out for Goal Kicks
THROWINS	throwIns	Integer	8	Number of throw-ins

STATS Tier 6+ Definitions

Player Match Stats

Node	Name	Type	Example	Comments
	x	Integer	57	Average distance in meters from opponent's goal of all touches. Value in [0 - 105]
	y	Integer	10	Average distance from right sideline (attacking point of view) of all touches. Value in [0 - 70]
HEATMAPS				player x/y by time split where available
	x	Integer	57	Average distance in meters from opponent's goal of all touches. Value in [0 - 105]
	y	Integer	10	Average distance from right sideline (attacking point of view) of all touches. Value in [0 - 70]
	timeUnit	String	Quarter 2	Options are: Quarter 1 – 8, Period 1 – 4, or “last 5 minutes”
OWNGOALS				Goal that is confirmed by referee decision and that is officially credited as an own goal
	goals	Integer	0	Number of own goals scored by player

Bench Player Match Stats

List of bench player stats with example and definition or comment.

Node	Name	Type	Example	Comments
BENCHPLAYER				
PLAYER				
	playerId	Integer	649428	Player ID number
	shirtName	String	De Sart	Named displayed on player's shirt
	displayName	String	Julien De Sart	Player's first and last name
	uniform	Integer	23	Player uniform number
YELLOWCARDS	yellowCards	Integer	0	Number of yellow cards player received
REDCARDS	redCards	Integer	0	Number of red cards player received

STATS Tier 6+ Definitions

Referee Stats

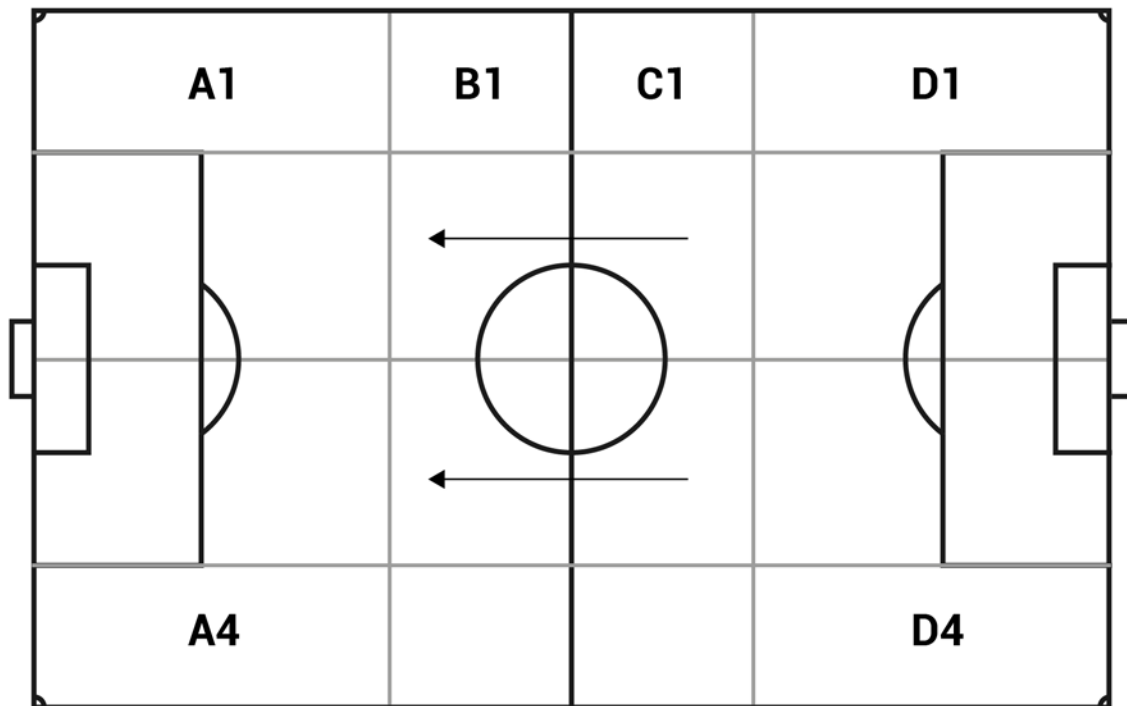
List of referee stats with example and definition or comment.

Node	Name	Type	Example	Comments
REFEREESTATS				
	Id	Integer	382610	Referee ID number
	freeKicksAwarded	Integer	27	Number of free kicks awarded by referee

STATS Tier 6+ Definitions

16 Zones

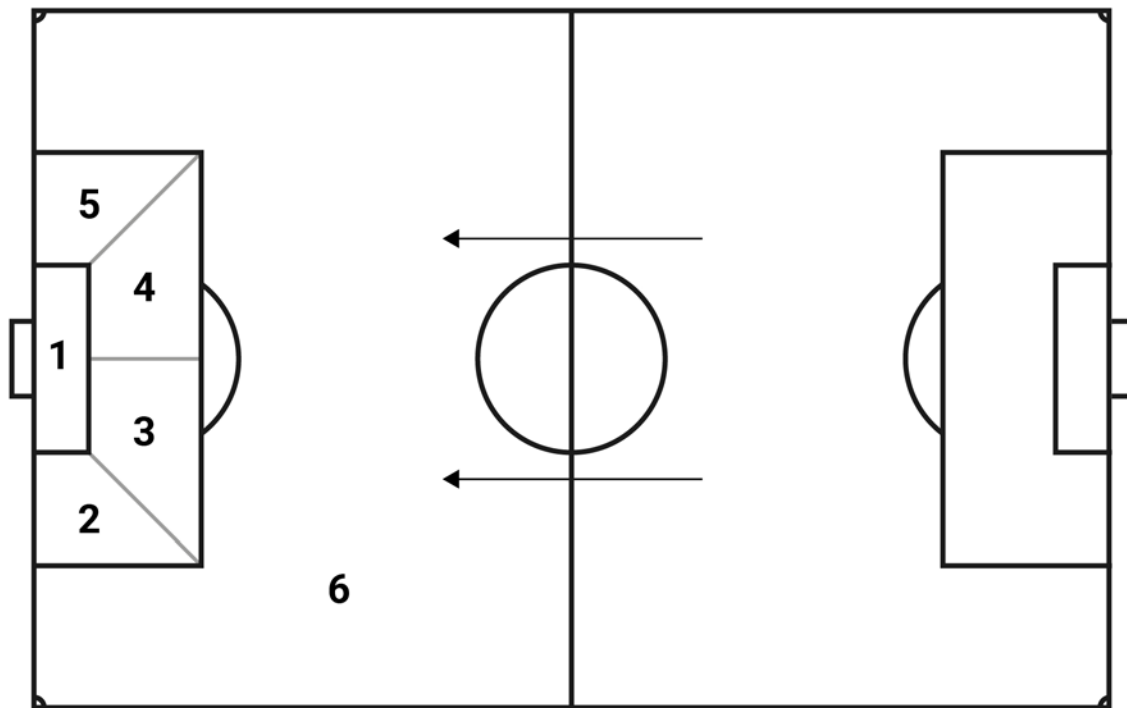
- The pitch is divided into 16 zones
- Horizontally oriented field is split into 16 parts. Horizontal lines are split into 4 equal parts, while vertical lines are split it into 1/3, 1/6, 1/6, 1/3 ratio. The resulting grid has zones A and D twice the size of zones B and C.
- Zones start with A1 in top left and D4 in bottom right.



STATS Tier 6+ Definitions

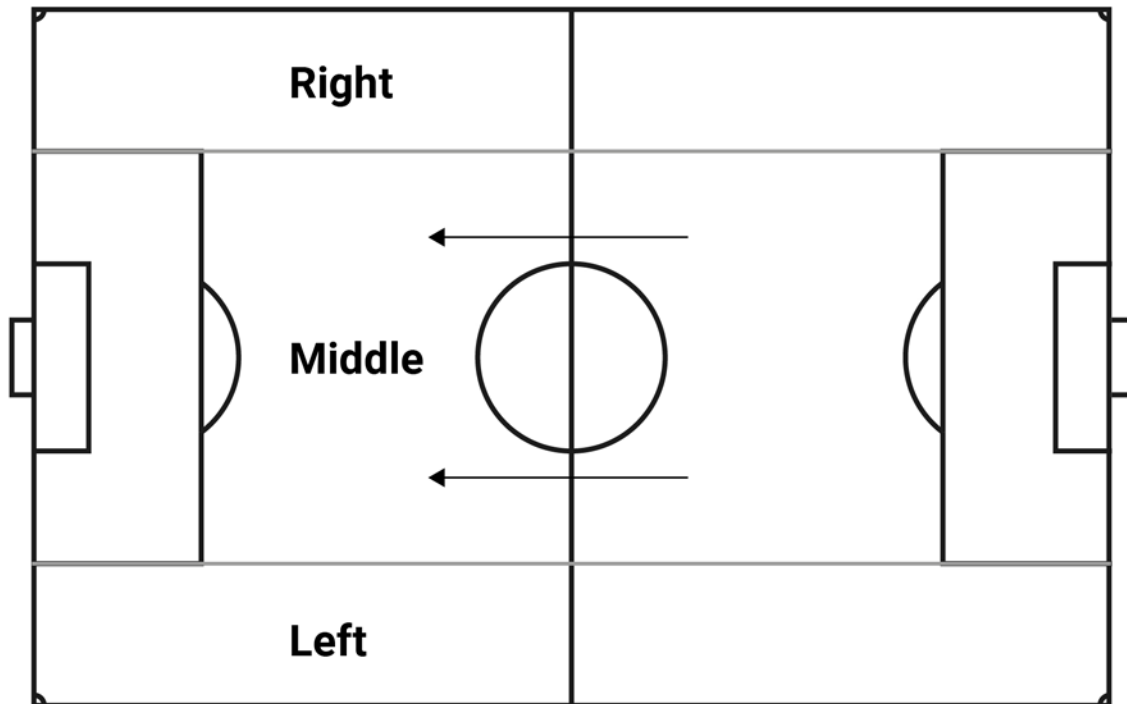
Zones for Shots – 6 Zones

- The pitch is divided into 6 zones for shots
- How zones are split (see screenshots)
 - Zone 1 to 5: Inside penalty box
 - Zone 6: Everything outside of penalty box



STATS Tier 6+ Definitions

Zones for Left, Right and Middle of Pitch



Important: Zone is always expressed as attacking from the right to the left. The coordinates are flipped for attacking the other way prior to calculating zone

STATS Tier 6+ Definitions

24 Zones

- The pitch is divided into 24 zones
- Zones start with A1 in top left and D4 in bottom right.
- Horizontally oriented field is split into 24 parts. (see screenshots)
 - Width direction :
 - Top throw-in line to top penalty box line
 - Top penalty box line to middle
 - Middle to bottom penalty box line
 - Bottom penalty box line to bottom throw-in line
 - Length direction :
 - Goal line to penalty line
 - Penalty line to first third
 - First third to middle
 - Middle to 2nd third
 - 2nd third to opponent penalty box line
 - Opponent penalty box line to opponent goal line

