

## Tag documentation

On the left hand side are the wyscout tags, on the right are the explanations how the tags are derived.

### Primary tags

Every event has exactly one primary tag

clearance:	if action_name is "Clearance"
corner:	if standart_name is "Corner"
duel:	if action_name is includes "Tackle", "Challenge", "Air challenge", "Successful dribbling", "Unsuccessful dribbling"
free_kick:	if standard_name is "Indirect free kick" or "Direct free kick"
game_interruption:	if action_name is "Ball out of the field"
goal_kick:	if standard_name is "Goal kick"
infraction:	if action_name is one of the words "Deferred foul", "Foul", "Yellow card", "Red card"
interception:	if action_name is one of the words "Pass interceptions", "Shots blocked", "Cross interception"
offside:	if action_name is "Offside"
own_goal:	if action_name is "Own goal"
pass:	if action_name is includes "Attacking pass accurate", "Attacking pass inaccurate", "Accurate key pass", "Inaccurate key pass", "Non attacking pass accurate", "Non attacking pass inaccurate" and standard_name is not a set piece
penalty:	if standard_name is "Penalty"
shot:	if action_name is includes "Blocked shot", "Shot on target", "Wide shot", "Shot blocked by a field player", "Shot into bar/post", "Goal" and standard_name is not a set piece
shot_against:	following event of a shot tag with a shot on target (or goal)
throw_in:	if standard_name is "Throw in"
touch:	if action_name is "Dribbling" or Player has moved at least 5 Units (scaled by the Wyscout pitch coordinates) between receiving the ball and the next action
<i>not implemented:</i>	acceleration, fairplay, goalkeeper_exit.

## Secondary tags

secondary tags are always paired with one primary tag, a primary can have multiple secondaries

aerial_duel:	if action_name is "Air challenge"
assist:	if action_name is "Assist"
back_pass:	if the primary is "pass" and the passing angle is >135 or <-135
ball_out:	if action_name is "Ball out of the field"
carry:	if action_name is "Dribbling" or Player has moved at least 5 Units (scaled by the Wyscout pitch coordinates) between receiving the ball and the next action
conceded_goal:	if primary is "shot_against" and the secondary in the event before includes the "goal"
counterpressing_recovery:	if requirements for "recovery" are fulfilled + the difference of the "matchTimestamp" of the current and previous event is <5 seconds
cross:	if primary is "pass" and action_name includes "Crosses accurate", "Crosses inaccurate", "Inaccurate blocked cross"
cross_blocked:	if primary is "pass" and action_name is "Inaccurate blocked cross"
deep_completed_cross:	if primary is "pass" and action_name is "Crosses accurate" and the pass destination is within 20 meters of the goal.
deep_completion:	if primary is "pass" and action_name includes "Accurate key pass" or "Attacking pass accurate" and the pass destination is within 20 meters of the goal.
defensive_duel:	if primary is "duel" and the possession_team_name is different from the team_name of the current event
dribble:	if action_name is "Dribbling"
forward_pass:	if primary is "pass" and passing angle is <45 and >-45
foul:	if action_name is "Foul"
foul_suffered:	if secondary of the next event without the primary "duel" includes "foul" and team_name from the future event and the current one is different

free_kick_cross:	if primary is "free_kick" and action_name includes "Misplaced crossing from set piece with a shot", "Accurate crossing from set piece with a shot", "Misplaced crossing from set piece with a goal", "Accurate crossing from set piece with a goal", "Accurate crossing from set piece", "Inaccurate set-piece cross"
free_kick_shot:	if requirements for "shot" is fulfilled and primary is "free_kick"
goal:	if action_name is "Goal"
ground_duel:	if primary is "duel" and action_name is not "Air challenge"
hand_pass:	if primary is "pass" and body_name is "Hand"
head_shot:	if primary is "shot" and body_name is "Header"
key_pass:	if action_name includes "Accurate key pass", "Inaccurate key pass"
lateral_pass:	if primary is "pass" and secondary neither includes "back_pass" or "forward_pass" and has a pass length >12 meters
long_pass:	if primary is "pass" and pass length > 45 meters
loss:	if primary does not include "infraction", "game_interruption", "penalty" and either the possession_status is "End" or action includes "Attacking pass inaccurate", "Inaccurate key pass", "Non attacking pass inaccurate", "Lost balls".
offensive_duel:	if primary is "duel" and secondary does not include "defensive_duel"
opportunity:	if action_name includes "Chance was converted by", "Chance was not converted by"
pass_into_penalty_area:	if primary is "pass" and pass destination is in the penalty box
pass_to_final_third:	if primary is "pass" and pass destination is in the final third
penalty_conceded_goal:	if secondary of the previous event includes "penalty_goal"
penalty_foul:	if primary is infraction and primary of next event is "penalty"
penalty_goal:	if primary is "penalty" and "goal" is in the secondary
penalty_save:	if primary is "shot_against" and previous event with primary "penalty" without "goal" in the secondary

progressive_pass:	if primary is "pass" and the pass distance is at least 30 meters closer to the opponent's endline if the starting and finishing points are within a team's own half or at least 15 meters closer to the opponent's endline if the starting and finishing points are in different halves or at least 10 meters closer to the opponent's endline if the starting and finishing points are in the opponent's half
progressive_run:	if requirements of "carry" are fulfilled and carry end location is at least 30 meters closer to opponent endline if starting and finishing points are in own half or at least 15 meters closer to opponent endline if starting and finishing points are in different field halves or at least 10 meters closer to opponent goal if starting and finishing points are in opponent half
recovery:	if the possession.team.name from the current event is different than the previous event and the current primary is not "game_interruption", "shot", "shot_against"
red_card:	if action_name is "Red card"
save:	if primary is "shot_against" and previous event with primary "shot" and entry shot.isGoal is False
save_with_reflex:	if action_name is "Supersaves" and primary is "shot_against"
short_or_medium_pass:	if primary is "pass" and "long_pass" is not in the secondary
shot_after_corner:	if primary is "shot" and matchTimestamp has a difference <14 seconds with a previous event with primary "corner"
shot_after_free_kick:	if primary is "shot" and matchTimestamp has a difference <14 seconds with a previous event with primary "free_kick"
shot_after_throw_in:	if primary is "shot" and matchTimestamp has a difference <14 seconds with a previous event with primary "throw_in"
shot_assist:	if action_name includes "Misplaced crossing from set piece with a shot", "Accurate crossing from set piece with a shot", "Misplaced crossing from set piece with a goal", "Accurate crossing from set piece with a goal"
shot_block:	if primary is "interception" and action_name includes "Shot blocked by field player", "Shots blocked"
sliding_tackle:	if action_name is "Tackle"
touch_in_box:	if action location is in the penalty box and primary is either "shot", "pass" or "touch"

yellow\_card: if action\_name is "Yellow card"

not implemented: dribbled\_past\_attempt, head\_pass, linkup\_play, loose\_ball\_duel,  
pressing\_duel, second\_assist, smart\_pass, third\_assist, through\_pass, under\_pressure,  
whistle.