



## F24: Feed specification document

Full event details feed

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## 2. Introduction

### 2.1 Scope of this document

This feed specification is written to provide those using the advanced data set as part of the MCFC Analytics project with the information necessary to retrieve, effectively parse and also correctly interpret the feeds.

### 2.2 Coverage

This document will cover the following topics:

- Production details;
- XML element/attribute/value descriptions

### 3. Overview

This is a time coded feed that lists all player action events within the game with a player, team, event type, minute and second for each action. Each event has a series of qualifiers describing it. Users should use this feed in conjunction with Opta's F7 match feed to establish player names.

Every event collected by Opta for a given match is listed within this feed:

- Goals (with note of body part, pattern of play, assist, x, y & z co-ordinates);
- Shots on target, off target and blocked (x, y & z co-ordinates);
- Passes; with start/end point and type;
- Tackles, clearances & duels;
- Goalkeeping;
- Cards;
- Free kicks & corners;
- Offsides;
- Substitutions; and
- Plus many more; please see the appendices document for a full overview.

This type of feed would allow for the following types of output:

- Heat maps;
- Touch maps;
- Passing matrices; and
- Mapping attacking play and distribution.

## 4. Production details

### 4.2 Production headers

All the feeds should include the production header in-line with the below:

```
<!-- Copyright 2001-2011 Opta Sportsdata Ltd. All rights reserved. -->

<!-- PRODUCTION HEADER
      produced on:      jobqueue03.sportingstatz.com
      production time:   20111018T134331,893Z
      production module: Opta::Feed::XML::Soccer::F24
-->
```

### 4.3 Feed encoding

This feed is generated in UTF-8: `<?xml version="1.0" encoding="UTF-8"?>`

### 4.6 Copyright

The contents of this document may not be distributed, duplicated or made public in any way in parts or as a whole without prior written consent of Opta Sports.

## 5. Element, attribute and value descriptions

Element Name	Nesting Structure (child of)	Element Description and Attribute Details																																																																																								
<Games>	N/A	<div>Root element</div> <table><thead><tr><th>Name</th><th>Value(s)</th><th>Data Type</th><th colspan="2">Details</th></tr></thead><tbody><tr><td>timestamp</td><td>Dynamic</td><td>Date-time</td><td colspan="2">Time and date of file production</td></tr></tbody></table>				Name	Value(s)	Data Type	Details		timestamp	Dynamic	Date-time	Time and date of file production																																																																												
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<Event>	<Game>	<p>The individual match events that are recorded and then qualified by Opta</p> <table><tr><th>NAME</th><th>VALUE(S)</th><th>DATA TYPE</th><th colspan="2">DETAILS</th></tr><tr><td>id</td><td>Dynamic</td><td>Positive integer</td><td colspan="2">The unique id for this event within Opta’s entire database of all events in all games</td></tr><tr><td>event_id</td><td>Dynamic</td><td>Positive Integer</td><td colspan="2">The unique id for this event within this game for each team – used as a reference for qualifier_id values</td></tr><tr><td>type_id</td><td>Dynamic</td><td>Positive Integer</td><td colspan="2">The type of event – see appendix 1 in appendices document</td></tr><tr><td>period_id</td><td>Dynamic</td><td>Positive Integer</td><td colspan="2">See all of these in appendix 9 in the appendices document. 1 = first half, 2 = second half, 3 = first half extra time, 4 = second half extra time, 5 = penalty shoot-out.</td></tr><tr><td>min</td><td>Dynamic</td><td>Non-negative integer</td><td colspan="2">Game time minutes</td></tr><tr><td>sec</td><td>Dynamic</td><td>Non-negative integer</td><td colspan="2">Game time seconds</td></tr><tr><td>team_id</td><td>Dynamic</td><td>Positive Integer</td><td colspan="2">The unique ID of the team related to the event</td></tr><tr><td>player_id</td><td>Dynamic</td><td>Positive Integer</td><td colspan="2">The unique ID of the player related to the event</td></tr><tr><td>outcome</td><td>0 or 1</td><td>Boolean</td><td colspan="2">Boolean operator – see full list of definitions in appendix 7 in the appendices document</td></tr><tr><td>assist</td><td>1</td><td>Positive Integer</td><td colspan="2">Will only appear on an event if this event led directly to a goal</td></tr><tr><td>keypass</td><td>1</td><td>Positive Integer</td><td colspan="2">Will only appear on an event if this event led directly to a shot off target, blocked or saved</td></tr></table> <p>Continued overleaf...</p>				NAME	VALUE(S)	DATA TYPE	DETAILS		id	Dynamic	Positive integer	The unique id for this event within Opta’s entire database of all events in all games		event_id	Dynamic	Positive Integer	The unique id for this event within this game for each team – used as a reference for qualifier_id values		type_id	Dynamic	Positive Integer	The type of event – see appendix 1 in appendices document		period_id	Dynamic	Positive Integer	See all of these in appendix 9 in the appendices document. 1 = first half, 2 = second half, 3 = first half extra time, 4 = second half extra time, 5 = penalty shoot-out.		min	Dynamic	Non-negative integer	Game time minutes		sec	Dynamic	Non-negative integer	Game time seconds		team_id	Dynamic	Positive Integer	The unique ID of the team related to the event		player_id	Dynamic	Positive Integer	The unique ID of the player related to the event		outcome	0 or 1	Boolean	Boolean operator – see full list of definitions in appendix 7 in the appendices document		assist	1	Positive Integer	Will only appear on an event if this event led directly to a goal		keypass	1	Positive Integer	Will only appear on an event if this event led directly to a shot off target, blocked or saved	
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<code>&lt;Event&gt;</code> <i>continued</i>	<code>&lt;Game&gt;</code>	<code>&lt;Event&gt;</code> <i>continued...</i>			
		NAME	VALUE(S)	DATA TYPE	DETAILS
		x	0 - 100	Non-negative integer	This is the length of the pitch where 0 is always the defensive goal line and 100 is the attacking goal line. This is true for both teams in both halves. All coordinates are always displayed as if both teams are playing left to right. See Appendix 10
		y	0 - 100	Non-negative integer	This is the width of the pitch where the right hand touch line (nearest the TV camera) is 0 and the left hand touch line (furthest away) is 100. See Appendix 10
		timestamp	Dynamic	Date-time	The UK time / date at which this event was initially entered into Opta's database
		last_modified	Dynamic	Date-time	The UK time / date at which this event was last modified by Opta's analysts
<code>&lt;Q&gt;</code>	<code>&lt;Event&gt;</code>	<i>The set of qualification attributes that explain and add depth to the events</i>			
		NAME	VALUE(S)	DATA TYPE	DETAILS
		id	Dynamic	Positive integer	The unique ID of this qualifier within Opta's entire database of all events and games
		qualifier_id	Dynamic	Positive integer	ID for the type of qualifier. See appendix 2 in the appendices document
		value	Dynamic	Non-negative integer	Value of the qualifier. See appendix 2 in the appendices document