

Metrica Sports event definitions

Document conventions

Text in this document written with CAPITAL letters refers to an event type or subtype, an example of an event type being SHOT, while GOAL and SAVED are examples of event subtypes. Text in *Italics* refers to a group of subtypes; GOAL and SAVED in this example are part of the *Shot result* subtype group.

Terminology

Possession: a player is regarded as being in possession as soon as they touch the ball or make a conscious decision to hold off on collecting the ball when they have the chance to, with the intention of taking control of the ball in a different position.

The player continues to be in possession until one of the following takes place:

- Another player takes over possession
- A shot is deflected off the goal's woodwork or another player
- The ball is significantly deflected by the referee
- The ball goes out of play

Possession is not considered lost when an opposing player's interference does not have a significant impact, i.e. when the opponent manages to get a touch in, but the attempted play still reaches its intended target or the player originally in possession retains control of the ball.

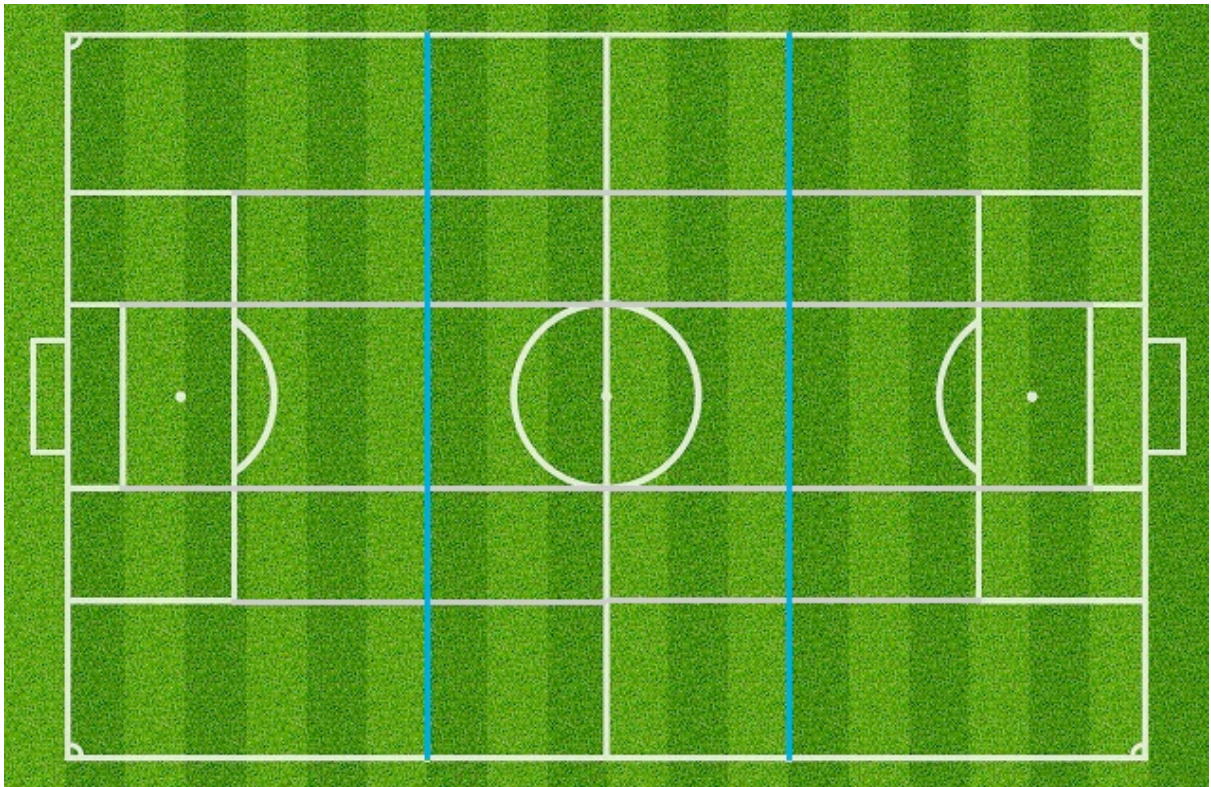
Out of bounds: the ball has crossed the outer lines of the field.

Out of play: the ball went out of bounds or the referee has stopped play.

Duel: two players engage in a challenge for possession and have a roughly equal chance to win it at the moment the challenge is initiated.

Deflection: any change to the direction of the ball following another player's attempt.

Field division:



Lanes: the field is horizontally divided into 5 lanes for referential purposes.

Offensive/defensive area: the field is vertically divided into 3 areas for referential purposes, the outer areas being each team's offensive and defensive areas.

Event types

All EVENT TYPES are listed below, each of them followed by the possible *Subtype groups* from which a subtype can be added. 'The player' usually refers to the player to which the event is assigned.

SET PIECE | *Set piece, FK attempt, Retaken*

The player brings the ball back into play via a *Set piece*.

RECOVERY | *Interference 1/2*

The player significantly interferes with the opponent's possession, or brings the ball back into play via a dead-ball situation that is not a SET PIECE.

PASS | *Body part, Attempt, Deflection, Offside*

Possession of the ball changes between two players of the same team.

BALL LOST | *Body part, Attempt, Interference 1/Intervention, Deflection, Offside*

The player loses possession of the ball to an opponent or through interference from the referee.

BALL OUT | *Body part, Attempt, Intervention, Deflection, Offside, Own goal*

The player is the last one to touch the ball before it goes out of bounds.

SHOT | *Body part, Deflection, Shot direction, Shot result, Offside*

The player attempts a shot towards the goal.

FAULT RECEIVED

A fault is committed on the player in possession and the referee immediately awards a free kick.

CHALLENGE | *Challenge, Fault, Challenge result*

Two or more players engage in a challenge for ball possession or with the intent to disrupt one another.

When receiving the ball, the players involved have to make an active attempt to gain possession.

When a player in possession is taken on, the opposing player has to make a clear attempt to play the ball or to perform a body check.

CARD | *Card*

The player is awarded a card by the referee or the referee dismisses someone from the technical area personnel.

Event subtypes

Each event may be specified further through the addition of one or more event subtypes; these subtypes are listed below per group. Subtypes in the same group are mutually exclusive.

Set piece

FREE KICK
CORNER KICK
THROW IN
PENALTY
KICK OFF

FK attempt

DIRECT

A SHOT is attempted from a FREE KICK

INDIRECT

A SHOT is not attempted from a FREE KICK

Retaken

RETAKEN

The SET PIECE has to be retaken.

Interference 1

The following definitions are to be interpreted as subtypes for RECOVERY events. For each of these definitions the opposite applies to BALL LOST events.

INTERCEPTION

The player intercepts a ball that would otherwise reach an opponent, intentionally blocks an attempted pass in close proximity to the opposing player attempting the pass, or recovers the ball via a won CHALLENGE when the opposing player attempts to receive it.

THEFT

The player steals the ball directly from an opponent in possession. The subsequent event is irrelevant (i.e. the ball may go out of bounds).

Interference 2

BLOCKED

The player is not the last player in line to defend the goal and deflects a SHOT significantly; they may continue to keep possession.

SAVED

The goalkeeper or last player in line to defend the goal averts a SHOT that is ON TARGET.

Offside

OFFSIDE

The receiving player is flagged for offside or a free kick is awarded for offside while the pass is still underway, even if the pass was clearly lost.

Intervention

VOLUNTARY

The player voluntarily gives up possession of the ball, i.e. to allow a player to receive medical attention.

FORCED

Play is halted by the referee. This also includes any situation where the referee lets play continue after a fault has been committed (but decides to award a free kick at a later point), or if the referee awards a free kick when a player other than the one in possession commits a fault.

END HALF

The referee signals the end of the half.

Attempt

CLEARANCE

The player has ample time to decide what to do with the ball and clears it out of a dangerous position without having a clear target. Other instances include clearing an opponent's pass that would otherwise result in a dangerous situation or interrupting an opposing player's possession in such a way that the ball goes out.

CROSS

The player attempts a pass through the air and into the box to set up a scoring opportunity; the pass cannot be blocked in close proximity to the player attempting the pass. The attempt has to be made from any lane but the center lane and in the opponent's defensive area. The same applies to ground passes, however the area from which the pass can be attempted is limited to the outer lanes of the field.

THROUGH BALL

The player attempts a ground pass through the opposing defenders to set up another player behind the defensive line; the ball itself must at least pass the defenders directly involved.

DEEP BALL

The player attempts a pass to set up another player behind the defensive line; the ball itself must at least pass the defenders directly involved.

GOAL KICK

The goalkeeper brings the ball back into play after it had gone out of bounds.

Body part

HEAD

Deflection

WOODWORK

The SHOT connects with the goal's posts or crossbar.

REFEREE HIT

The ball hits the referee.

HANDBALL

The ball appears to make contact with the player's arm (from the shoulder down).

Shot direction

ON TARGET

The SHOT challenges the goalkeeper or last player in line to defend the goal and either results in a goal or would have been a goal if it hadn't been for their interference.

OFF TARGET

The SHOT would not have resulted in a goal (even if uninterrupted) and goes out of bounds, is picked up or is deflected.

Shot result

GOAL

The shot results in a goal.

OUT

The shot goes wide of the goal and out of bounds.

BLOCKED

The shot heads roughly towards the goal and is deflected significantly by a player that is not the last in line to defend the goal.

SAVED

The goalkeeper or last player in line to defend the goal averts a shot ON TARGET.

Own goal

GOAL

The player strikes or deflects the ball into their own team's goal.

Challenge

TACKLE

A player of either team attempts a THEFT on the player in possession.

DRIBBLE

A player of either team that is in possession attempts to take on a player located between themselves and the goal and either succeeds in overtaking them or loses possession in the process.

GROUND

Two or more players engage in a duel when receiving the ball lower than shoulder height, or a CHALLENGE is initiated on the player in possession by any other means than a TACKLE.

AERIAL

Two or more players engage in a duel when receiving the ball at shoulder height or higher.

Fault

FAULT

The referee awards a free kick as a result of a *Challenge*.

ADVANTAGE

The referee awards advantage to the team in possession following a CHALLENGE.

Challenge result

WON

The player is clearly the one to get the touch in or otherwise has the CHALLENGE result in possession for their team.

LOST

The opposing player is clearly the one to get the touch in or otherwise has the CHALLENGE result in possession for their team.

Card

YELLOW

RED

DISMISSAL

Technical area personnel is dismissed by the referee.