API Data: What We Can Fetch (Free Tier)

Based on the API documentation you provided, the "Tier Three" (free) plan gives us access to a specific set of data.

Here is a breakdown of what we **are currently fetching** versus what is **available but not yet implemented**.

Competitions (Leagues)

- **Endpoint:** `/v4/competitions`

- **Free Tier Access:** Limited to 12 major competitions.

- **We Are Fetching:**

  - Competition `id`, `name`, `code` (e.g., 'PL'), `emblem`.

  - We use our `FREE_TIER_COMPETITIONS` list (`'WC'`, `'CL'`, `'EC'`, `'PL'`, `'BL1'`, `'SA'`, `'PD'`, `'FL1'`, `'DED'`, `'PPL'`, `'BSA'`) to filter for these.

- **Available (Not Yet Fetched):**

  - **Scorers:** `/v4/competitions/{code}/scorers` . We could create a new table for `Scorer` and link it to `Team` and `Player` (a model we'd need to create). This would allow showing a "Top Scorers" page.

Teams

- **Endpoint:** `/v4/competitions/{code}/teams`

- **We Are Fetching:**

  - `id`, `name`, `tla` (short code), `crest`, `address`, `website`, `venue`, `founded` . This is all saved to our `Team` table.

- **Available (Not Yet Fetched):**

  - **Full Squad:** The `/v4/teams/{id}` endpoint returns a full `squad` list, including player names, positions, date of birth, and nationality.

  - **Coach:** The name and nationality of the team's current coach.

  - *Implementation:* We would need to create a new `Player` model in `models.py` and a new fetcher function to populate it.

Standings

- **Endpoint:** `/v4/competitions/{code}/standings`

- **We Are Fetching:**

- **Everything.** We fetch the `stage`, `type` ('TOTAL', 'HOME', 'AWAY'), and the full `table` JSON, which includes position, team, points, goals, etc. This is saved directly to our `Standing` table.

Matches

- **Endpoint:** `/v4/matches` (filtered by `competitions=...`)
- **We Are Fetching:**
  - `id`, `status`, `utcDate`.
  - `competition` (name, code, emblem).
  - `homeTeam` & `awayTeam` (id, name, crest).
  - `score` (full time, half time).
  - This is all saved in the `raw_data` column of our `Match` table.
- **Available (Not Yet Fetched):**
  - **Referees:** A list of all referees for the match (Main, VAR, etc.).
  - **Goals:** A detailed list of each goal, including `minute`, `scorer`, and `assist`.
  - **Bookings (Cards):** A list of all yellow/red cards, including `minute` and `player`.
  - **Substitutions:** A list of all subs, including `minute`, `playerIn`, and `playerOut`.
  - *Note:* This data is likely only available for Tier One or Tier Two, as the documentation mentions "unfolding" them. We would need to test if the free tier can access them.

Match Enrichment (H2H & Last7)

- **Endpoint:** `/v4/matches?h2h=...`
- **We Are Fetching:**
  - **Everything.** We fetch the head-to-head match list (`head2head.matches`) and `numberOfMatches`. This is saved in `Match.h2h` and `Match.h2h_count`.
- **Endpoint:** `/v4/teams/{id}/matches?status=FINISHED&limit=7`
- **We Are Fetching:**
  - **Everything.** We fetch the team's last 7 finished matches and save the formatted results in `Match.home_last7` and `Match.away_last7`.