

StatsBomb API Lineups Specification v4.0.0

[StatsBomb API - last updated 26 May 2022]

This document describes the API used to request team lineups for a match to which the user has licensed access. Credentials need to be supplied as described in the general API notes.

Summary of Changes for API v4.0.0

- New API version has changed URLs from “/v3/lineups” to “/v4/lineups” (see below).
- “Events” added for each team, covering major moments in the match (goals, penalties, cards, period starts and ends).
- “Cards” merged into Events attribute.
- “Stats” added for each player giving an overview of goals, assists etc.
- “Formation” added for teams, tracking starting formation and tactical shifts.
- Timestamps in “Positions” and elsewhere have had their precision increased, and now match the timestamp format in the events endpoint.

Accessing the API

The new API version has changed URLs from “/v3/lineups” to “/v4/lineups” due to some data structure differences between API versions. Therefore, we have updated the URL call to access the API. If you wish to upgrade to the most recent version of StatsBomb data, please make a call to the newest version of the API at the url below.

The updated API can be accessed by making a request to <https://data.statsbomb.com/api/v4/lineups/?>. The question mark should be replaced by the desired match ID.

Previous versions of the API can be accessed by changing v4 in the URL to v3, v2 or v1. The question mark should be replaced by the desired match ID. Please see our data website for the documentation of previous API versions.

An R package has been written for users to conveniently access the API and clean the data. The R package is available at <https://github.com/statsbomb/StatsBombR>.

Response

The response will be in JSON format. The response is an array containing lineup information for both teams:

Column	Type	Description
team_id	Integer	The unique identifier for each team.
team_name	Integer	The name of the team.
lineup	Array	An array of players on the team sheet for this team.
formations	Array	An array of formation objects.
events	Array	An array of simplified event objects.

Lineups Objects

The lineups variable is an array containing the following variables:

Column	Type	Description
player_id	Integer	The unique identifier for this player.
player_name	Integer	The name of the player.
player_nickname	String	The nickname of the player on the team.
player_gender	String	The gender of the player on the team.
player_weight	Number	The weight of the player on the team (in kg).
player_height	Number	The height of the player on the team (in cm).

birth_date	Date	The player's date of birth.
jersey_number	Integer	The number on the player's shirt for this match.
country	Object	The player's nationality, a country object with ID and name attributes.
positions	Array	The positions occupied by the player in the course of the match.

Event Objects

The event attribute contains an array of the following objects:

Column	Type	Description	Values
player_id	Integer	The unique identifier for this player.	24664
player_name	Integer	The name of the player.	"Pawel Kieszek"
period	Integer	The numeric match period during which the card was issued.	1 (1st half) 2 (2nd half) 3 (3rd period) 4 (4th period) 5 (Penalty Shootout)
timestamp	String	The timestamp at which the event occurred in HH:MM:SS.SSS format. Times reset at period starts, so even if the last event of the first half is "00:47:12.234", the first event of the second half will be "00:45:00.000".	e.g. "00:47:12.234"
type	String	The type of event (limited to fouls resulting in cards, period start/ends, goals, penalties, penalty saves).	"Foul Committed" "Bad Behaviour" "Half Start" "Half End" "Shot" "Penalty" "Goal Keeper"
outcome	String	The outcome of the event	"Yellow Card" "Second Yellow"

			"Red Card" "Goal" "Off T" "Penalty Saved" "Saved To Post"
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Formation Objects

Each formation object is an array containing the following variables:

Column	Type	Description	Values
period	Integer	The numeric match period during which the card was issued.	1 (1st half) 2 (2nd half) 3 (3rd period) 4 (4th period) 5 (Penalty Shootout)
timestamp	String	The timestamp at which the formation change occurred in HH:MM:SS.SSS format. Times reset at period starts, so even if the last event of the first half is "00:47:12.234", the first event of the second half will be "00:45:00.000".	e.g. "00:47:12.234"
reason	String	The reason for the formation change.	"Starting XI" "Tactical Shift"
formation	Integer	A number matching the formation.	e.g. 433

Position Objects

Each position object is an array containing the following variables:

Column	Type	Description	Values	
position_id	Integer	The number of the player's position.	1 ... 25	
position	String	The name of the position. Note: Secondary Striker has	Position Number	Position Name
			1	Goalkeeper

		been deprecated as a position for future matches.	<table><tr><td>2</td><td>Right Back</td></tr><tr><td>3</td><td>Right Center Back</td></tr><tr><td>4</td><td>Center Back</td></tr><tr><td>5</td><td>Left Center Back</td></tr><tr><td>6</td><td>Left Back</td></tr><tr><td>7</td><td>Right Wing Back</td></tr><tr><td>8</td><td>Left Wing Back</td></tr><tr><td>9</td><td>Right Defensive Midfield</td></tr><tr><td>10</td><td>Center Defensive Midfield</td></tr><tr><td>11</td><td>Left Defensive Midfield</td></tr><tr><td>12</td><td>Right Midfield</td></tr><tr><td>13</td><td>Right Center Midfield</td></tr><tr><td>14</td><td>Center Midfield</td></tr><tr><td>15</td><td>Left Center Midfield</td></tr><tr><td>16</td><td>Left Midfield</td></tr><tr><td>17</td><td>Right Wing</td></tr><tr><td>18</td><td>Right Attacking Midfield</td></tr><tr><td>19</td><td>Center Attacking Midfield</td></tr><tr><td>20</td><td>Left Attacking Midfield</td></tr><tr><td>21</td><td>Left Wing</td></tr><tr><td>22</td><td>Right Center Forward</td></tr><tr><td>23</td><td>Striker</td></tr><tr><td>24</td><td>Left Center Forward</td></tr><tr><td>25</td><td>Secondary Striker</td></tr></table>	2	Right Back	3	Right Center Back	4	Center Back	5	Left Center Back	6	Left Back	7	Right Wing Back	8	Left Wing Back	9	Right Defensive Midfield	10	Center Defensive Midfield	11	Left Defensive Midfield	12	Right Midfield	13	Right Center Midfield	14	Center Midfield	15	Left Center Midfield	16	Left Midfield	17	Right Wing	18	Right Attacking Midfield	19	Center Attacking Midfield	20	Left Attacking Midfield	21	Left Wing	22	Right Center Forward	23	Striker	24	Left Center Forward	25	Secondary Striker
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from	String	The timestamp at which the event occurred in HH:MM:SS.SSS format. Times reset at period starts, so even if the last event of the first half is “00:47:12.234”, the first event of the second half will be “00:45:00.000”.	e.g. “00:47:12.234”																																																
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from_period	integer	The match period during which the player's occupancy of this position began .	1 (1st half) 2 (2nd half) 3 (3rd period) 4 (4th period) 5 (Penalty Shootout)
to_period	integer	The match period during which the player's occupancy of this position ended.	1 (1st half) 2 (2nd half) 3 (3rd period) 4 (4th period) 5 (Penalty Shootout)
start_reason	String	The reason for the start of the player's occupancy of this position.	"Player On" "Player On (Off Camera)" "Starting XI" "Tactical Shift" "Substitution - On" "Substitution - On (Injury)" "Substitution - On (Off Camera)" "Substitution - On (Tactical)" "Tactical Shift"
end_reason	String	The reason for the end of the player's occupancy of this position.	"Final Whistle" "Player Off" "Player Off (Off Camera)" "Player Off (Permanent)" "Starting XI" "Substitution Off" "Substitution - Off (Injury)" "Substitution - Off (Off Camera)" "Substitution - Off (Tactical)" "Tactical Shift"

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