**Fantasy Football API – Player details**

**1. Requirements**In order to be able to access the API, a vendor must obtain a valid API Key.  
  
**2. API End Points**Testing :   
<http://fantasy-football.code18.us/web/api>  
  
Production: TBA

**3. Access Token**Before we able to consume data from the API, we need to authenticate the user to get **Access Token**.  
The access token is an unique identifier valid for 1 day per user per API-Key.  
Upon expiration, the vendor must re-authenticate the user to get new **Access Token**.  
  
Please refer to ***Fantasy Football API Documentation – Authentication*** Document for details on how to do the authentication.

**4. API Specification**

**GET /player/[player uid]**

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| --- | --- | --- |
| **Parameters** | | |
| access\_token | String | A valid access token. |
| **Response** | | |
| status | Int | Response Status. |
| data | Object | A data containing the player Object. |
| **Status Code** | | |
| 1 | Success |  |
| 400 | User not found |  |
| 401 | Invalid Access Token |  |
|  |  |  |

**5. Examples**  
http://fantasy-football.code18.us/web/api/player/p3785?access\_token=XmrX7sd2On2bDTVRSJPluegYlJSLLa9mg1Mbp6BmV03q8QgKMsGlMrc8yiLbP6byQBUdWayAUNXboNRPh-u8laYl6Eu4Iix2  
  
Response :   
{"status":1,"data":{"user":{"id":"73","fb\_id":"100001023465395","name":"Thorfinn","avatar\_img":"http:\/\/graph.facebook.com\/100001023465395\/picture"},"stats":{"points":619,"rank":2,"club\_value":55378877},"budget":55378258,"club":{"id":"53","team\_name":"Bang Bang","team\_id":"t8"},"original\_club":{"uid":"t8","name":"Chelsea"},"player":{"info":{"player\_id":"p3785","name":"Ashley Cole","position":"Defender","first\_name":"Ashley","last\_name":"Cole","known\_name":null,"birth\_date":"1980-12-20T00:00:00.000Z","weight":9.99,"height":9.99,"jersey\_num":3,"real\_position":"Full Back","real\_position\_side":"Left","country":"England","original\_team\_id":"t8","original\_team\_name":"Chelsea","salary":120000,"transfer\_value":7000000},"summary":{"games":2,"passing\_and\_attacking":38,"defending":39,"goalkeeper":0,"mistakes\_and\_errors":-4},"stats":{"games":{"game\_started":{"total":1,"points":2},"sub\_on":0},"passing\_and\_attacking":{"Freekick Goal":0,"Goal inside the box":0,"Goal Outside the Box":0,"Penalty Goal":0,"Freekick Shots":0,"On Target Scoring Attempt":0,"Shot From Outside the Box":0,"big\_chance\_created":{"total":1,"points":15},"big\_chance\_scored":0,"goal\_assist":0,"total\_assist\_attempt":{"total":1,"points":5},"Second Goal Assist":0,"final\_third\_entries":{"total":3,"points":3},"fouled\_final\_third":0,"pen\_area\_entries":0,"won\_contest":{"total":1,"points":1},"won\_corners":{"total":1,"points":1},"penalty\_won":0,"last\_man\_contest":0,"accurate\_corners\_intobox":0,"accurate\_cross\_nocorner":0,"accurate\_freekick\_cross":0,"accurate\_launches":{"total":1,"points":5},"long\_pass\_own\_to\_opp\_success":{"total":5,"points":5},"successful\_final\_third\_passes":{"total":3,"points":3},"accurate\_flick\_on":0},"defending":{"aerial\_won":{"total":1,"points":2},"ball\_recovery":{"total":5,"points":5},"duel\_won":{"total":5,"points":5},"effective\_blocked\_cross":0,"effective\_clearance":{"total":3,"points":3},"effective\_head\_clearance":{"total":2,"points":2},"interceptions\_in\_box":0,"interception\_won":{"total":2,"points":4},"possession\_won\_def\_3rd":{"total":4,"points":4},"possession\_won\_mid\_3rd":{"total":1,"points":1},"possession\_won\_att\_3rd":0,"won\_tackle":{"total":3,"points":3},"offside\_provoked":{"total":1,"points":10},"last\_man\_tackle":0,"outfielder\_block":0},"goalkeeping":{"dive\_catch":0,"dive\_save":0,"stand\_catch":0,"stand\_save":0,"cross\_not\_claimed":0,"good\_high\_claim":0,"punches":0,"good\_one\_on\_one":0,"accurate\_keeper\_sweeper":0,"gk\_smother":0,"saves":0,"goals\_conceded":{"total":1,"points":0}},"mistakes\_and\_errors":{"penalty\_conceded":0,"red\_card":0,"yellow\_card":0,"challenge\_lost":{"total":1,"points":-1},"dispossessed":{"total":1,"points":-1},"fouls":{"total":1,"points":-1},"overrun":0,"total\_offside":0,"unsuccessful\_touch":{"total":1,"points":-1},"error\_lead\_to\_shot":0,"error\_lead\_to\_goal":0}}}}}

**6. REFERENCE**

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| --- | --- | --- | --- |
| Group | Fields | Type | Description |
| **Games** | game\_started sub\_on | Object | The value is 0 if no data. If data exists, it will returned an Object as followings :  total -> the frequency points -> the points |
| **Passing and Attacking** | Freekick Goal  Goal inside the box  Goal Outside the Box  Penalty Goal  Freekick Shots  On Target Scoring Attempt  Shot From Outside the Box  big\_chance\_created  big\_chance\_scored  goal\_assist  total\_assist\_attempt  Second Goal Assist  final\_third\_entries  fouled\_final\_third  pen\_area\_entries  won\_contest  won\_corners  penalty\_won  last\_man\_contest  accurate\_corners\_intobox  accurate\_cross\_nocorner  accurate\_freekick\_cross  accurate\_launches  long\_pass\_own\_to\_opp\_success  successful\_final\_third\_passes  accurate\_flick\_on=>accurate\_flick\_on | Object | The value is 0 if no data. If data exists, it will returned an Object as followings :  total -> the frequency points -> the points |
| **Defending** | aerial\_won,  ball\_recovery,  duel\_won,  effective\_blocked\_cross,  effective\_clearance,  effective\_head\_clearance,  interceptions\_in\_box,  interception\_won  possession\_won\_def\_3rd  possession\_won\_mid\_3rd  possession\_won\_att\_3rd  won\_tackle  offside\_provoked  last\_man\_tackle  outfielder\_block | Object | The value is 0 if no data. If data exists, it will returned an Object as followings :  total -> the frequency points -> the points |
| **goalkeeping** | dive\_catch  dive\_save  stand\_catch  stand\_save  cross\_not\_claimed  good\_high\_claim  punches  good\_one\_on\_one  accurate\_keeper\_sweeper  gk\_smother  saves  goals\_conceded | Object | The value is 0 if no data. If data exists, it will returned an Object as followings :  total -> the frequency points -> the points |
| **Mistakes and errors** | penalty\_conceded  red\_card  yellow\_card  challenge\_lost  dispossessed  fouls  overrun  total\_offside  unsuccessful\_touch  error\_lead\_to\_shot  error\_lead\_to\_goal | Object | The value is 0 if no data. If data exists, it will returned an Object as followings :  total -> the frequency points -> the points |
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