

# Codebook v 1.1

The Fjelstul English Football Database

Joshua C. Fjelstul, Ph.D.

# Datasets

---

seasons . . . . .	2
teams . . . . .	4
matches . . . . .	6
appearances . . . . .	9
standings . . . . .	12

# seasons

## Seasons

### Description

This dataset records all seasons in the English Football League and the Premier League from inaugural season of the Football League (1888-89) through the most recent season (2021-22). There is one observation per season. It indicates the tier, division, subdivision, winner, and number of teams for each season.

### Variables

key_id	integer	The unique ID number for the observation.
season_id	text	The unique ID number for the season. Has the format S-####-#, where the first number is the year in which the season started, the second number is the tier. In the third tier, from the 1921-22 season through the 1957-58 season, there were North and South subdivisions. These are indicated by a -N or -S suffix.
season	integer	The year that the season started.
tier	integer	The tier in English football. The possible values are 1 through 4.
division	text	The division in English football. For the current league structure, the possible values are Premier League, Championship, League One, and League Two. For previous

league structures, the possible values are `First Division` , `Second Division` , `Third Division` , and `Fourth Division` .

`subdivision`

`text` The subdivision in English football. In the third tier, from the 1921-22 season through the 1957-58 season, there were North and South subdivisions. The possible values are `North` , `South` , and `None` .

`winner`

`text` The name of the team that won the league.

`count_teams`

`integer` The number of teams in the league (that actually played a match).

# teams

## Teams

### Description

This dataset records all teams who have competed in the English Football League and the Premier League. There is one observation per team. It indicates the current name of the team, any former names of the team, whether the team is a former member of the Football League, whether the team is defunct, and the season that the team made their first appearance in the Football League.

### Variables

key_id	integer	The unique ID number for the observation.
team_id	text	The unique ID number for the team. Has the format T-###, where the number is a counter that is assigned with the data sorted by the year of the team's first appearance in the Football League and then by the team's name.
team_name	text	The current name of the team.
former_team_names	text	The former names of the team, separated by a comma. Coded <code>None</code> for teams that have not changed their name.
current	boolean	Whether the team currently competes in the English Football League or the Premier League. Coded <code>1</code> if the team currently competes in these leagues and <code>0</code> otherwise.

`former`

`boolean` Whether the team no longer competes in the English Football League or the Premier League (but still exists). Coded `1` if the team is no longer in these leagues and `0` otherwise.

`defunct`

`boolean` Whether the team is defunct and no longer exists. Coded `1` if the team is defunct and `0` otherwise.

`first_appearance`

`integer` The season that the team first competed in the Football League.

# matches

## Matches

### Description

This dataset records all matches that have ever been played in the English Football League and the Premier League (1888-2022). There is one observation per match per season. It indicates the season, tier, division, and subdivision for the match, the score, the score margin for each team, and the result of the match (home team win, away team win, draw).

### Variables

key_id	integer	The unique ID number for the observation.
season_id	text	The unique ID number for the season. References <code>season_id</code> in the <code>seasons</code> dataset.
season	integer	The year that the season started.
tier	integer	The tier in English football. The possible values are <code>1</code> through <code>4</code> .
division	text	The division in English football. For the current league structure, the possible values are <code>Premier League</code> , <code>Championship</code> , <code>League One</code> , and <code>League Two</code> . For previous league structures, the possible values are <code>First Division</code> , <code>Second Division</code> , <code>Third Division</code> , and <code>Fourth Division</code> .

subdivision	text	The subdivision in English football. In the third tier, from the 1921-22 season through the 1957-58 season, there were North and South subdivisions. The possible values are <code>North</code> , <code>South</code> , and <code>None</code> .
match_id	text	The unique ID number for the match. Has the format <code>M-####-###</code> , where the first number is the season and second number is a within-season counter that is assigned with the data sorted by the name of the home team, then by the name of the away team.
match_name	text	The name of the match.
home_team_id	text	The unique ID number for the home team. References <code>team_id</code> in the <code>teams</code> dataset.
home_team_name	text	The name of the home team. See the <code>teams</code> dataset.
away_team_id	text	The unique ID number for the away team. References <code>team_id</code> in the <code>teams</code> dataset.
away_team_name	text	The name of the away team. See the <code>teams</code> dataset.
score	text	The score of the match in the format <code>#-#</code> , where the first number is the score of the home team and the second number is the score of the away team.
home_team_score	integer	The score of the home team.
away_team_score	integer	The score of the away team.
home_team_score_margin	integer	The score margin for the home team.
away_team_score_margin	integer	The score margin for the away team.
result	enum	The result of the match. The possible values are <code>home team win</code> , <code>away team win</code> , and <code>draw</code> .
home_team_win	boolean	Whether the home team won the match. Coded <code>1</code> if the home team won the match and <code>0</code> otherwise.



away\_team\_win

boolean Whether the away team won the match. Coded 1 if the away team won the match and 0 otherwise.

draw

boolean Whether the match ended in a draw. Coded 1 if the match ended in a draw and 0 otherwise.

# appearances

## Appearances

### Description

This dataset records all appearances. There is one observation per team per match per season. It indicates whether the team is the home team or the away team, the number of goals for and against, the goal difference, whether the team wins, loses, or draws, and how many points the team earned from the match.

### Variables

<code>key_id</code>	<code>integer</code> The unique ID number for the observation.
<code>season_id</code>	<code>text</code> The unique ID number for the season. References <code>season_id</code> in the <code>seasons</code> dataset.
<code>season</code>	<code>integer</code> The year that the season started.
<code>tier</code>	<code>integer</code> The tier in English football. The possible values are <code>1</code> through <code>4</code> .
<code>division</code>	<code>text</code> The division in English football. For the current league structure, the possible values are <code>Premier League</code> , <code>Championship</code> , <code>League One</code> , and <code>League Two</code> . For previous league structures, the possible values are <code>First Division</code> , <code>Second Division</code> , <code>Third Division</code> , and <code>Fourth Division</code> .

subdivision	text The subdivision in English football. In the third tier, from the 1921-22 season through the 1957-58 season, there were North and South subdivisions. The possible values are North , South , and None .
match_id	text The unique ID number for the match. References match_id in the matches dataset.
match_name	text The name of the match.
team_id	text The unique ID number for the team. References team_id in the teams dataset.
team_name	text The name of the team.
opponent_id	text The unique ID number for the team's opponent. References team_id in the teams dataset.
opponent_name	text The name of the team's opponent.
home_team	boolean Whether the team was the home team. Coded 1 if the team was the home team and 0 otherwise.
away_team	boolean Whether the team was the away team. Coded 1 if the team was the away team and 0 otherwise.
goals_for	integer The number of goals scored by the team.
goals_against	integer The number of goals scored against the team.
goal_difference	integer The team's goal difference.
result	enum The result of the match. The possible values are home team win , away team win , and draw .
win	boolean Whether the team won the match. Coded 1 if the team won the match and 0 otherwise.
lose	boolean Whether the team lost the match. Coded 1 if the team lost the match and 0 otherwise.

draw

**boolean** Whether the match ended in a draw. Coded **1** if the match ended in a draw and **0** otherwise.

points

**integer** The number of points the team earned from the match. A team earns **0** points for a loss and **1** point for a draw. From the 1888-89 season through the 1980-81 season, teams earned **2** points for a win. Starting with the 1981-82 season, teams have earned **3** points for a win.

# standings

## Standings

### Description

This dataset records all end-of-the-season standings. There is one observation per team per season. It indicates the final position of the team (accounting for tie-breakers), the name of the team, the number of matches played, the number of wins, the number of losses, the number of draws, the number of goals for, the number of goals against, the goal difference, and the total number of points earned.

### Variables

<code>key_id</code>	<code>integer</code> The unique ID number for the observation.
<code>season_id</code>	<code>text</code> The unique ID number for the season. References <code>season_id</code> in the <code>seasons</code> dataset.
<code>season</code>	<code>integer</code> The year that the season started.
<code>tier</code>	<code>integer</code> The tier in English football. The possible values are <code>1</code> through <code>4</code> .
<code>division</code>	<code>text</code> The division in English football. For the current league structure, the possible values are <code>Premier League</code> , <code>Championship</code> , <code>League One</code> , and <code>League Two</code> . For previous league structures, the possible values are <code>First Division</code> , <code>Second Division</code> , <code>Third Division</code> , and <code>Fourth Division</code> .

subdivision	test The subdivision in English football. In the third tier, from the 1921-22 season through the 1957-58 season, there were North and South subdivisions. The possible values are North , South , and None .
position	integer The team's final position in the league.
team_id	text The unique ID number for the team. References team_id in the teams dataset.
team_name	text The name of the team.
played	integer The number of matches that the team played.
wins	integer The number of matches that the team won.
draws	integer The number of matches that the team drew.
losses	integer The number of matches that the team lost.
goals_for	integer The number of goals scored by the team.
goals_against	integer The number of goals scored against the team.
goal_difference	integer The team's goal difference.
points	integer The number of points that the team earned over the whole season (after any point adjustments).
point_adjustment	integer The number of points that were deducted by the league due to violations of league rules or added by the league due to forfeits.