Appendix 4 - Assist and keypass interpretation

Event ID	Name	Description

When qualifier="55" is present, then look for its corresponding value=""; this will show you the value of the event_id="" to look at to find information. It is basically telling you that the shot on goal
was assisted (in this case a 'keypass') by a pass and it is telling you where to look to find the pass
details. For example:

```
<Event id="783279345" event_id="170" type_id="1" period_id="1" min="20"
sec="33" player_id="19645" team_id="52" outcome="1" x="98.0" y="65.9"
keypass="1" timestamp="2011-08-13T15:21:16.403" last_modified="2011-08-
13T17:21:17">
<Q id="1360104517" qualifier_id="140" value="95.7" />
<Q id="716687577" qualifier_id="154" />
<Q id="1024698286" qualifier_id="141" value="69.8" />
<Q id="548528358" qualifier_id="213" value="2.3" />
<Q id="1464195139" qualifier_id="212" value="3.6" />
<Q id="811964232" qualifier_id="56" value="Center" />
<Q id="629946245" qualifier_id="210" />
</Event>
<Event id="1079282470" event_id="171" type_id="15" period_id="1"
min="20" sec="35" player_id="2019" team_id="52" outcome="1" x="95.7"
y="69.8" timestamp="2011-08-13T15:21:17.559" last_modified="2011-08-
13T17:21:18">
<Q id="1372749641" qualifier_id="76" />
<Q id="1476860249" qualifier_id="20" />
<Q id="607536004" qualifier_id="102" value="53.5" />
<Q id="852431923" qualifier_id="65" />
<Q id="951864007" qualifier_id="154" />
<Q id="1904271995" qualifier_id="56" value="Center" />
<Q id="995057860" qualifier_id="103" value="4.2" />
<Q id="1206524667" qualifier_id="146" value="99.7" />
<Q id="1896231395" qualifier_id="22" />
<Q id="119954813" qualifier_id="147" value="53.8" />
<Q id="432940257" qualifier_id="29" />
<Q id="2000327362" qualifier_id="55" value="170" />
</Event>
```

So you can see that the value attribute with qualifier_id="55" is telling you to look at
event_id="170" from the preceding event.

By looking at event_id="170" you can see this was a pass (type_id="1") and qualifier_id="55"
tells you that it assisted the shot on goal that was saved(type_id="15").

Note that keypass="1" indicates a pass that led directly to a shot on goal (but not a goal) and assist="1" denotes a pass that led directly to a shot that was a goal.

Appendix 5 - The <Event> tag

Event ID	Name	Description

Some of the attributes within the <Event> tag can cause confusion when it comes to interpreting their meanings and uses.

An example:

<Event id="2044318208" event_id="153" type_id="5" period_id="1" min="19" sec="31" player_id="49396" team_id="368" outcome="1" x="-2.0" y="53.3" timestamp="2012-06-23T20:04:45.40" last_modified="2012-06-23T20:04:45">

Definitions:

id="2044318208" This is the absolute unique integer that we assign to each individual match event and it can be used to database the event and search at a later date.
event_id="153" This is the reference to the order of the match events within this match only and the count runs simultaneously for each team.
For example (NB in a real F24b match file, the two event_id="1" attributes are actually the team line-ups, so treat the below example as merely theory for illustrative purposes):

Team A's first match event is a successful pass from player 1 to player 2, so this is event_id="1"; the second event is another successful pass from player 2 to player 3, so this is event_id="2"; the third event is an unsuccessful pass from player 3 to player 4 as it was intercepted by the opposite team, so the event_id count stops at "2" for Team A (until they get the ball back in possession, at which point their count will start again at "3"). Now that Team B have the ball, let's say there is a successful pass from their player 1 to their player 2, so Team B's event_id count begins at "1", then there's another successful pass from their player 2 to player 3, so this is event_id="2" … this alternate ascending count continues through the match for both teams as their number of match events increase.

timestamp="2012-06-23T20:04:45.40" This is the timestamp that relates to the date and time that the event occurred within the match.
last_modified="2012-06-23T20:04:45" This relates to the time that the event was last modified by our analysts, for example an event could be edited, deleted or a new oneinserted.

*Important note: whilst at first glance event_id looks as though it can be used to order each team's
match events chronologically, there are sometimes cases that after our analysts have reviewed each
match, that the timestamp of the event can be tweaked. In which case this can knock the event_id's out of order (eg instead of event_id="1", then event_id="2" and event_id="3", it could change to event_id="1", then event_id="3" and event_id="2").

So please be aware that you should always order events by the following attributes (in this order):

team_id; then
period_id; then

min; then
sec; and then
timestamp.