Appendix 1 - Event types

Event ID	Name	Description
1	Pass	Any pass attempted from one player to another - free kicks, corners, throw-ins, goal kicks and goal assists
2	Offside Pass	Attempted pass made to a player who is in an offside position
3	Take On	Attempted dribble past an opponent (excluding when qualifier 211 is present as this is 'overrun' and is not always a duel event)
4	Foul	This event ID shown when a foul is committed resulting in a free kick
5	Out	Shown each time the ball goes out of play for a throw-in or goal kick
6	Corner Awarded	Ball goes out of play for a corner kick
7	Tackle	Tackle = dispossesses an opponent of the ball - Outcome 1 = win & retain possession or out of play, 0 = win tackle but not possession
8	Interception	When a player intercepts any pass event between opposition players and prevents the ball reaching its target. Cannot be a clearance.
10	Save	Goalkeeper event; saving a shot on goal. Can also be an outfield player event with qualifier 94 for blocked shot.
11	Claim	Goalkeeper event; catching a crossed ball
12	Clearance	Player under pressure hits ball clear of the defensive zone or/and out of play
13	Miss	Any shot on goal which goes wide or over the goal
14	Post	Whenever the ball hits the frame of the goal
15	Attempt Saved	Shot saved - this event is for the player who made the shot. Qualifier 82 can be added for blocked shot.
16	Goal	All goals
17	Card	Bookings - will have red, yellow or 2nd yellow qualifier plus a reason
18	Player Off	Player is substituted off
19	Player on	Player comes on as a substitute
20	Player retired	Player is forced to leave the pitch due to injury and the team have no substitutions left
21	Player returns	Player comes back on the pitch
22	Player becomes	When an outfield player has to replace the goalkeeper

	goalkeeper	
23	Goalkeeper becomes player	Goalkeeper becomes an outfield player
24	Condition change	Change in playing conditions
25	Official change	Referee or linesman is replaced
27	Start delay	Used when there is a stoppage in play such as a player injury
28	End delay	Used when the stoppage ends and play resumes
30	End	End of a match period
32	Start	Start of a match period
34	Team set up	Team line up - qualifiers 30, 44, 59, 130, 131 will show player line up and formation
35	Player changed position	Player moved to a different position but the team formation remained the same
36	Player changed Jersey number	Player is forced to change jersey number, qualifier will show the new number
37	Collection End	Event 30 signals end of half. This signals end of the match and thus data collection.
38	Temp_Goal	Goal has occurred but it is pending additional detail qualifiers from Opta. Will change to event 16.
39	Temp_Attempt	Shot on goal has occurred but is pending additional detail qualifiers from Opta. Will change to event 15.
40	Formation change	Team alters its formation
41	Punch	Goalkeeper event; ball is punched clear
43	Deleted event	Event has been deleted – the event will remain as it was originally with the same ID but will be resent with the type altered to 43.
44	Aerial	Aerial duel – 50/50 when the ball is in the air – outcome will represent whether the duel was won or lost
45	Challenge	When a player fails to win the ball as an opponent successfully dribbles past them
47	Rescinded card	This can occur post match if the referee rescinds a card he has awarded
49	Ball recovery	Team wins the possession of the ball and successfully keeps possession for at least two passes or an attacking play
50	Dispossessed	Player is successfully tackled and loses possession of the ball
51	Error	Mistake by player losing the ball. Leads to a shot or goals as described with qualifier 169 or 170

52	Keeper pick-up	Goalkeeper event; picks up the ball
53	Cross not claimed	Goalkeeper event; cross not successfully caught
54	Smother	Goalkeeper event; comes out and covers the ball in the box winning possession
55	Offside provoked	Awarded to last defender when an offside decision is given against an attacker
56	Shield ball opp	Defender uses his body to shield the ball from an opponent as it rolls out of play
57	Foul throw-in	A throw-in not taken correctly resulting in the throw being awarded to the opposing team
58	Penalty faced	Goalkeeper event; penalty by opposition
59	Keeper Sweeper	When keeper comes off his line and/or out of his box to clear the ball
60	Chance missed	Used when a player does not actually make a shot on goal but was in a good position to score and only just missed receiving a pass
61	Ball touch	Used when a player makes a bad touch on the ball and loses possession. Outcome 1 – ball simply hit the player unintentionally. Outcome 0 – Player unsuccessfully controlled the ball.
63	Temp_Save	An event indicating a save has occurred but without full details. Event 10 will follow shortly afterwards with full details.
64	Resume	Match resumes on a new date after being abandoned mid game
65	Contentious referee decision	Any major talking point or error made by the referee – decision will be assigned to the relevant team
66	Possession Data	Possession event will appear every 5 mins
67	50/50	New duel - 2 players running for a loose ball - GERMAN ONLY. Outcome 1 or 0.
68	Referee Drop Ball	Delay - ref stops - this to event given to both teams on restart. No Outcome
69	Failed to Block	New duel (put through-Q266 is the winning duel event). Attempt to block a shot or pass - challenge lost
70	Injury Time Announcement	Injury Time awarded by Referee
71	Coach Setup	Coach Type; 1,2,18,30,32,54,57,58,59
72	Caught Offside	New event to just show player who is offside instead of offside pass event
73	Other Ball Contact	This is an automated extra event for DFL. It comes with a tackle or an interception and indicates if the player who made the tackle/interception retained the ball after this action or

		if the tackle/interception was a single ball touch (other ball contact with type "interception", type "Defensive Clearance" or type " TackleRetainedBall").
74	Blocked Pass	Similar to interception but player already very close to ball
76	Early end	The match has had an early end
77	Player Off Pitch	Event indicating that a player is now off the pitch