

Appendix 2 - Qualifier types

ID	Pass Events	Values	Description (ASSOCIATED TO EVENT TYPE 1)
1	Long ball		Long pass over 32 metres
2	Cross		A ball played in from wide areas into the box
3	Head pass		Pass made with a players head
4	Through ball		Ball played through for player making an attacking run to create a chance on goal
5	Free kick taken		Any free kick; direct or indirect
6	Corner taken		All corners. Look for qualifier 6 but excluding qualifier 2 for short corners
7	Players caught offside	Players caught offside	Player who was in an offside position when pass was made.
8	Goal disallowed		Pass led to a goal disallowed for a foul or offside
106	Attacking Pass		A pass in the opposition's half of the pitch
107	Throw-in		Throw-in taken
140	Pass End X	0_100	The x pitch coordinate for the end point of a pass - See Appendix 11
141	Pass End Y	0_100	The y pitch coordinate for the end point of a pass - See Appendix 11
152	Direct		A direct free kick.
155	Chipped		Pass which was chipped into the air
156	Lay-off		Pass where player laid the ball into the path of a teammates run
157	Launch		Pass played from a player's own half up towards front players. Aimed to hit a zone rather than a specific player
168	Flick-on		Pass where a player has "flicked" the ball forward using their head
195	Pull Back		Player in opposition's penalty box reaches the by-line and passes (cuts) the ball backwards to a teammate
196	Switch of play		Any pass which crosses the centre zone of the pitch and in length is greater than 60 on the y axis of the pitch
210	Assist		The pass was an assist for a shot. The type of shot then dictates whether it was a goal assist or just key pass.

212	Length	Dynamic - length of pass in metres	The estimated length the ball has travelled during the associated event.
213	Angle	0 to 6.28 (Radians)	The angle the ball travels at during an event relative to the direction of play. Shown in radians.
218	2nd assist		Pass was deemed a 2nd assist - created the opportunity for another player to assist a goal
219	Players on both posts		Assigned to event 6 indicating there were defensive players on both posts when a corner was taken
220	Player on near post		Assigned to event 6 indicating there was a defensive player on only the near post when a corner was taken
221	Player on far post		Assigned to event 6 indicating there was a defensive player on only the far post when corner was taken
222	No players on posts		Assigned to event 6 indicating there were no defensive players on either post when a corner was taken
223	In-swinger		Corner was crossed into the box swerving towards the goal
224	Out-swinger		Corner was crossed into the box swerving away from the goal
225	Straight		Corner was crossed into the box with a straight ball flight
236	Blocked Pass		Similar to interception but player already very close to ball - instead of touch event in past. Or assigned to the pass to indicate it was blocked
238	Fair Play		Ball kicked out of play for injury etc
240	GK Start		Automated qualifier which appears on all GK passes after keeper collects ball with his hands and then puts it on the ground.
241	Indirect		Shows if indirect freekick is taken
266	Put Through		Gets assigned to the defending player who should have denied the pass. A "put through " is always linked with a "failed to block" event on the defending teams side.
278	Kick Off		Starting pass - to enable exclusion from passing %
ID	Phase of Possession (DFL specific)	Values	
307	Phase of posession ID		The id for phase of possession for DFL. Related to events (1,2,3,4,7,8,10,11,12,13,14,15,16,41,42,50,54,61,74)
312	Phase of possession start		Indicator that possession has started for DFL.

			(Related to events 3,7,8,10,11,54,74)
Offside Pass Events			
23	Fast Break		An offside pass which would have started a fast break
297	Follows shot rebound		An offside pass that follwos a rebounded shot
298	Follows shot blocked		An offside pass that follwos a blocked shot
Body Part			
15	Head		Any event where the player used their head such as a shot or a clearance
72	Left footed		Player shot with their left foot
20	Right footed		Player shot with right footed
21	Other body part		Shot was neither via a player's head or foot for example knee or chest
Pattern of Play			
22	Regular play		Shot during open play as opposed to from a set play
23	Fast break		Shot occurred following a fast break situation
24	Set piece		Shot occurred from a crossed free kick
25	From corner		Shot occurred from a corner
26	Free kick		Shot occurred directly from a free kick
97	Direct free		26 will be used for shot directly from a free kick. 97 only used with Opta GoalData (game system 4) but not with full data.
112	Scramble		Goal where there was a scramble for possession of the ball and the defence had an opportunity to clear
160	Throw-in set piece		Shot came from a throw-in set piece
29	Assisted		Indicates that there was a pass (assist) from another player to set up the goal opportunity
154	Intentional assist		Shot from an intentional assist i.e. The assisting player intended the pass, no deflection etc

55	Related event ID	Event_id	This will appear for goals or shots, the related event_id will be that of the assist and thus show the assisting player ID
216	2nd related event ID	Event_id	If there was a 2nd assist, i.e a pass to create the opportunity for the player making the assist. MLS and German Bundesliga 1 & 2.
233	Opposite related event ID		Used for any event where there is the same event for both teams with outcome 1 or 0. This relates the 2 event together, for example aerial duels

Shot Descriptors

9	Penalty		When attempt on goal was a penalty kick. ALSO used on Event type 4 to indicate a penalty was awarded
28	Own goal		Own goal . Note: Use the inverse coordinates of the goal location
108	Volley		Shot on the volley (ball doesn't bounce before the shot)
109	Overhead		Shot via overhead kick
113	Strong		Shot was subjectively classed as strong
114	Weak		Shot was subjectively classed as weak
115	Rising		Shot was rising in the air
116	Dipping		Shot was dipping towards the ground
117	Lob		Shot was an attempt by the attacker to play the ball over the goalkeeper and into the goal
120	Swerve Left		Shot which swerves to the left - from attackers perspective
121	Swerve Right		Shot which swerves to the right - from attackers perspective
122	Swerve Moving		Shot which swerves in several directions
133	Deflection		Shot deflected off another player
136	Keeper Touched		Goal where the goalkeeper got a touch on the ball as it went in
137	Keeper Saved		Shot going wide or over the goal but still collected/saved by the goalkeeper with event type 15
138	Hit Woodwork		Any shot which hits the post or crossbar
153	Not past goal line		Shot missed which does not pass the goal line

214	Big Chance		Shot was deemed by Opta analysts an excellent opportunity to score – clear cut chance eg one on one
215	Individual Play		Player created the chance to shoot by himself, not assisted. For example he dribbled to create space for himself and shot.
217	2nd assisted		Indicates that this shot had a significant pass to create the opportunity for the pass which led to a goal
228	Own shot blocked		Player blocks an attacking shot unintentionally from their teammate
230	GK X Coordinate		GK position when goal or shot hit post
231	GK Y Coordinate		GK position when goal or shot hit post
249	Temp_ShotOn		Shot has occurred but it is pending additional detail qualifiers from Opta.
250	Temp_Blocked		Block has occurred but it is pending additional detail qualifiers from Opta.
251	Temp_Post		Shot has hit the post but it is pending additional detail qualifiers from Opta.
252	Temp_Missed		Shot has missed but it is pending additional detail qualifiers from Opta.
253	Temp_MissNotPassedGoalLine		Shot has missed but not gone past the end line but it is pending additional detail qualifiers from Opta.
254	Follows a Dribble		A goal followed a dribble by the goalscorer

Shot Descriptors - ASSOCIATED TO EVENT TYPES 13,14,15,16

261	1 on 1 Chip		Goal scored via a 1 on 1 chip over the goalkeeper
262	Back Heel		Goal scored via a back heel
263	Direct Corner		Shot or goal directly from a corner
266	Put Through		Gets assigned to the defending player who should have denied the shot. A “put through “ is always linked with a “failed to block” event on the defending teams side.
280	Fantasy Assist Type		Related Event to - PASS_LOST, BLOCKED_SHOT, ATTEMPT_SAVED, POST, FREE_KICK_WON, HANDBALL_WON, OWN_GOAL, PENALTY_WON
281	Fantasy Assisted By		Player making assist
282	Fantasy Assist Team		Team making assist
284	Duel		Indicates Blocked Shot is a duel

Shot Location Descriptors			
16	Small box-centre		Zone of the pitch - See appendix 13
17	Box-centre		Zone of the pitch - See appendix 13
18	Out of box-centre		Zone of the pitch - See appendix 13
19	35+ centre		Zone of the pitch - See appendix 13
60	Small box-right		Zone of the pitch - See appendix 13
61	Small box-left		Zone of the pitch - See appendix 13
62	Box-deep right		Zone of the pitch - See appendix 13
63	Box-right		Zone of the pitch - See appendix 13
64	Box-left		Zone of the pitch - See appendix 13
65	Box-deep left		Zone of the pitch - See appendix 13
66	Out of box-deep right		Zone of the pitch - See appendix 13
67	Out of box-right		Zone of the pitch - See appendix 13
68	Out of box-left		Zone of the pitch - See appendix 13
69	Out of box-deep left		Zone of the pitch - See appendix 13
70	35+ right		Zone of the pitch - See appendix 13
71	35+ left		Zone of the pitch - See appendix 13
73	Left		Hit the left post or missed left
74	High		Hit crossbar or missed over
75	Right		Hit right post or missed right
76	Low left		Zone of the goalmouth - See appendix 12
77	High left		Zone of the goalmouth - See appendix 12
78	Low centre		Zone of the goalmouth - See appendix 12
79	High centre		Zone of the goalmouth - See appendix 12
80	Low right		Zone of the goalmouth - See appendix 12
81	High Right		Zone of the goalmouth - See appendix 12
82	Blocked		Zone of the goalmouth - See appendix 12
83	Close left		Zone of the goalmouth - See appendix 12
84	Close right		Zone of the goalmouth - See appendix 12
85	Close high		Zone of the goalmouth - See appendix 12
86	Close left and high		Zone of the goalmouth - See appendix 12
87	Close right and high		Zone of the goalmouth - See appendix 12
100	Six yard blocked		Shot blocked on the 6 yard line

101	Saved off line		Shot saved on the goal line
102	Goal mouth y co-ordinate	0-100	Y Co-ordinate of where a shot crossed goal line - see Appendix 12
103	Goal mouth z co-ordinate	0-100	Z Co-ordinate for height at which a shot crossed the goal line - see Appendix 12
146	Blocked x co-ordinate		The x pitch coordinate for where a shot was blocked
147	Blocked y co-ordinate		The y pitch coordinate for where a shot was blocked
276	Out on sideline		Shot missed and went out on the sideline. Please note that in this context the accompanying Blocked qualifiers (q 147 and q 153) are where the ball goes out on the touchline.
300	Solo run		Related to event 16 - to show the goal came from a solo run
ID	Foul & Card Events	Values	Description - ASSOCIATED TO EVENT TYPE 4 except for cards
10	Hand		Handball
11	6-seconds violation		Goalkeeper held onto the ball longer than 6 seconds resulting in a free kick
12	Dangerous play		A foul due to dangerous play
13	Foul		All fouls
31	Yellow Card		Player shown a yellow card
32	Second yellow		Player receives a 2nd yellow card which automatically results in a red card
33	Red card		Player shown a straight red card
34	Referee abuse		Card shown to player because of abuse to the referee
35	Argument		Card shown to player because of an argument
36	Violent conduct		Card shown to player because of violent conduct.
37	Time wasting		Card shown to player for time wasting
38	Excessive celebration		Card shown to player for excessively celebrating a goal
39	Crowd interaction		Card shown to player because of contact or communication with the crowd
40	Other reason		Card shown for unknown reason
95	Back pass		Free kick given for an illegal pass to the goalkeeper which was collected by his hands or picked up
132	Dive		Free kick or card event; player penalised for

			simulation
158	Persistent infringement		Card shown to player for persistent fouls
159	Foul and abusive language		Card shown for player using foul language
161	Encroachment		Card shown for player who moves within 10 yards of an opponent's free kick
162	Leaving field		Card shown for player leaving the field without permission
163	Entering field		Card shown for player entering the field during play without referee's permission
164	Spitting		Card shown for spitting
165	Professional foul		Card shown for a deliberate tactical foul
166	Handling on the line		Card shown to an outfield player for using their hand to keep the ball out of the goal
171	Rescinded card		Referee rescind a card post match
172	No impact on timing		Player booked on bench but who hasn't played any minutes in the match
184	Dissent		Card shown when a player does not obey referee instructions
191	Off the ball foul		Foul committed by and on a player who is not in possession of the ball
192	Block by hand		Outfield player blocks a shot with their hand
241	Indirect		Shows if indirect foul is awarded
242	Obstruction		Foul committed is for obstruction
243	Unsporting Behaviour		Card shown for unsporting behaviour
244	Not Retreating		Card shown for player not retreating at a set-piece
245	Serious Foul		Card shown for player committing a serious foul
264	Aerial Foul		Foul committed aerially
265	Attempted Tackle		Foul committed by an attempted tackle
289	Denied goal-scoring opp		Foul committed by a player denying a goal-scoring opportunity
294	Shove/push		Foul given for a shove/push
295	Shirt Pull/Holding		Foul given for shirt pull/holding
296	Elbow/Violent Conduct		Foul given for elbow/violent conduct
ID	Ball Touch Events	Values	Description - ASSOCIATED TO EVENT TYPE 61 & 73
228	Own Shot Blocked		Player blocks an attacking shot unintentionally from

			their teammate
238	Fair Play		Ball kicked out of play for injury etc
291	Other Ball Contact Type		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).
ID	Goalkeeper Events	Values	Description - EVENT TYPES 10,11,12
190	From shot off target		Used with Event 10. Indicates a shot was saved by the goalkeeper but in fact the shot was going wide and not on target
88	High claim		Event 11 Claim - Goalkeeper claims possession of a crossed ball
89	1 on 1		When attacker was clear with no defenders between him and the goalkeeper (can be associated with 10, 11, 12, 13, 14, 15 or 16)
90	Deflected save		Event 10 Save; when goalkeeper saves a shot but does not catch the ball
91	Dive and deflect		Event 10 Save; when goalkeeper saves a shot while diving but does not catch the ball
92	Catch		Event 10 Save; when goalkeeper saves a shot and catches it
93	Dive and catch		Event 10 Save; when goalkeeper saves a shot while diving and catches it
123	Keeper Throw		Pass event - goalkeeper throws the ball out
124	Goal Kick		Pass event – goal kick
128	Punch		Clearance by goalkeeper where he punches the ball clear
139	Own Player		Shot saved by goalkeeper that was deflected by a defender
173	Parried safe		Goalkeeper save where shot is parried to safety
174	Parried danger		Goalkeeper save where shot is parried but only to another opponent
175	Fingertip		Goalkeeper save using his fingertips
176	Caught		Goalkeeper catches the ball
177	Collected		Goalkeeper save and collects possession of the ball
178	Standing		Goalkeeper save while standing

179	Diving		Goalkeeper save while diving
180	Stooping		Goalkeeper saves while stooping
181	Reaching		Goalkeeper save where goalkeeper reaches for the ball
182	Hands		Goalkeeper saves with his hands
183	Feet		Goalkeeper save using his feet –
186	Scored		Goalkeeper event - shots faced and not saved resulting in goal
187	Saved		Goalkeeper event - shots faced and saved
188	Missed		Goalkeeper event - shot faced which went wide or over. Did not require a save
198	GK hoof		Goalkeeper drops the ball on the ground and kicks it long towards a position rather than a specific player
199	Gk kick from hands		Goalkeeper kicks the ball forward straight out of his hands
237	Low		Indicates a low goal kick
273	Hit Right Post		Hit right post after save
274	Hit Left Post		Hit left post after save
275	Hit Bar		Hit bar after save
232	Unchallenged		Goalkeeper smothers ball but is not under any challenge
301	Shot from cross		Related to event type 15 to show it was an attempted save from a shot that came from a cross
ID	Defensive Events	Values	Description
14	Last line		When a player makes a defensive action and they are the last person between the opponent and the goal
94	Def block		Defender blocks an opposition shot. Shown with event 10.
167	Out of play		Tackle or clearance event sent the ball out of play
169	Leading to attempt		A player error, event 51, which leads to an opponent shot on goal
170	Leading to goal		A player error, event 51, which lead to an opponent scoring a goal
185	Blocked cross		Blocked cross
239	By Wall		Freekick situation blocked by wall – need associated outfielder hit

ID	Duel Events	Values	Description - Associated to Event Types 3,4,7,44,45,54,69
285	Defensive		Indicates a defensive duel
286	Offensive		Indicates an offensive duel
ID	Possession Data Events	Values	Description - associated to event type 66
234	Home Team Possession		Possession % in last 5 mins
235	Away Team Possession		Possession % in last 5 mins
288	Out of Play Secs		Amount of time the ball was out of play in the last 5 minutes
ID	Line Up/Subs/Formation	Values	Description - ASSOCIATED WITH EVENT TYPES 32, 34, 35, 36, 40, 71
30	Involved	Player ID's in line up	This will show all players in the starting line up and available as a substitute
41	Injury		Substitution, event 18, because of injury
42	Tactical		Substitution, event 18 for tactical reasons
44	Player position	Dynamic	Goalkeeper, Defender, Midfielder, Forward or Substitute. These are the playing positions associated with each player for the specific match they are playing in.
59	Jersey number	Shirt number of player(s)	This will be shown for substitutions, line ups, line up changes
130	Team formation	Formation ID	See appendix 14
131	Team player formation	1 to 11	Player position within a formation - 'See appendix 14
145	Formation slot	1 to 11	Formation position of a player coming on - see appendix 14
194	Captain	Player ID	ID of the player who is the team captain
197	Team kit	Kit ID	Kit of the team
283	Coach ID	Coach ID	ID of the team coach
290	Coach Types	1,2,18,30,32,54,57,58,59	Shows Coaches and involved roles
ID	Referee	Values	Description
50	Official position	1, 2, 3, 4	Referee, Linesman#1, Linesman#2, Forth official
51	Official ID	Official ID	Unique ID for the official
200	Referee stop		Referee stops play
201	Referee delay		Delay in play instructed by referee
208	Referee Injury		Referee injured
247	Offside		Contentious decision relating to offside

235	Goal Line		Contentious decision relating to ball crossing the goal line
ID	Stoppages	Values	Description - Event Type 27
53	Injured player id	ID of player injured	ID of the player who is injured and causing a delay in the game
202	Weather problem		Bad weather stops or interrupts play
203	Crowd Trouble		Trouble within the crowd stops or delays play
204	Fire		Fire with the stadium stops or delays play
205	Object thrown on pitch		Object throw from the crowd lands on the pitch and delays play
206	Spectator on pitch		Spectator comes onto the pitch and forces a delay in play
207	Awaiting officials decision		Given to an event/delay where the referee still has to make a decision
208	Referee injury		Referee sustained injury causing stoppage in play
226	Suspended		Game is has not finished but is suspended
227	Resume		Game has resumed after being suspended mid-way through on a previous date
246	Drinks Break		Game delayed due to drinks break
299	Clock affecting		Related to event types 27 and 28 to indicate the delay is affecting the match clock
303	Floodlight failure		Related to event type 303 to show the delay is due to a floodlight failure
ID	Early End	Values	Related to event type 76
54	End cause		The relating value that has caused the match to end early
226	Match suspended		Match has been suspended
227	Resume		Match has resumed
ID	General	Values	Description
229	Post-match complete		Opta post match quality control has been completed on this match
277	Minutes		Number of minutes of injury time given by the referee
308	Goes to extra time		Related to event type 30, match has went to extra time
309	Goes to penalties		Related to event type 30, match has gone to penalties

ID	Conditions	Values	Description
46	Conditions	1, 2, 3, 4	Wind, rain, fog, snow/hail
47	Field Pitch	1, 2, 3, 4, 5	Water logged pitch, wet pitch, damp pitch, normal pitch, dry
48	Lightings	1, 2, 3	Flood lights, bad visibility, natural lights
49	Attendance Figure	Dynamic	Number of people in crowd
255	Open Roof	Dynamic	Whether the roof is open
256	Air Humidity	Dynamic	Dynamic
257	Air Pressure	Dynamic	The air pressure
258	Sold Out	Dynamic	Whether the game is sold out
259	Celsius degrees	Dynamic	The temperature
260	Floodlight	Dynamic	Whether the game is floodlit
ID	Ball Touch Events	Values	Description - Associated to Event Type 74
56	56	Zone	Back, left, centre, right
285	Defensive		Indicates a defensive duel
233	Opposite related event ID		Used for any event where there is the same event for both teams with outcome 1 or 0. This relates the 2 event together, for example aerial duels
ID	Player off Pitch	Values	Description - related to event type 77
304	Ball In Play		Player off pitch but ball in play
305	Ball Out of Play		Ball out of play due to player being off pitch
41	Injury		Player off pitch due to injury
306	Kit change		Player off pitch for kit change
310	Player goes out		Player goes out of pitch
311	Player comes back		Player comes back onto pitch