F24 Event Details

Feed Information

This is a time coded feed that lists all player action events within the game with a player, team, event, type, minute and second for each action. Each event has a series of qualifiers describing it. Users should use this feed in conjunction with one of Opta's F40 squad feeds to establish player names.

Every event collected by Opta for a given match is listed within this feed:

- Goals (with note of body part, pattern of play, assist, x, y and z co-ordinates)
- Shots on target, off target and blocked (x,y & z co-ordinates)
- Passes; with start/end point and type
- Tackles, clearances & duels
- Goalkeeping
- Cards
- Free kicks & corners
- Offsides
- Substitutions
- Plus many more - please see the appendices for a full overview

This type of feed would allow for the following types of output:

- Heat maps
- Touch maps
- Passing matrices
- Mapping attacking play and distribution

Delivery Timings

Once a production environment is established between Opta and the subscriber, Opta will deliver a file containing the events for a certain match in the documented format. The first file should be expected anytime between 1 hour and 5 minutes before the fixture is due to kick off - this depends on how quickly team line-up information is known and updates are made live up until the end of the match. The file can also be received post match and later in the season if further changes are made to that data set. This feed is updated upon every stop in play within the game including the following types of events:

- Goal
- shot at goal
- free kick
- offside given
- cards
- start/end half
- corner

- substitution

There will however always be a gap of at least 30 seconds between files unless there is a goal scored, in which case a file is produced immediately.

File naming convention

The file naming convention used for this feed is the following:
f24-{competition_id}-{season_id}-{match_id}-eventdetails.xml

Feed samples

Please click below for example feeds:
[F24 - latest sample (inc new version attribute for 15/16)](#)
[F24 - example with penalty in normal time](#)
[F24 - example with red card](#)
[F24 - example with second yellow card](#)
[F24 - example with own goal](#)
[F24 - example with penalty shoot-out](#)

Appendices

Please view the [appendices document](#) for details not provided below.

Elements/attribute/value descriptions ([expand all](#))

Element	`<Games>`
Nesting	`Games`
Description	Root element of all games info

Attribute	**timestamp**
Description	Time and date of file production
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss)

Element	`<Game>`
Nesting	`Games/Game`
Description	Metadata for the match info

Attribute	`ID`
Description	Unique team ID of for this game
Data type	Positive integer
Values	Dynamic

Attribute	`away_team_id`
Description	The unique ID for the away team
Data type	Positive Integer
Values	Dynamic

Attribute	`away_team_name`
Description	The away team name
Data type	String
Values	Dynamic

Attribute	`competition_id`
Description	The unique ID of the competition
Data type	Positive Integer
Values	Dynamic

Attribute	`competition_name`
Description	Name of the competition
Data type	String
Values	Dynamic

Attribute	`game_date`
Description	Date and time of kick off (UK time)
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss)

Attribute	`home_team_id`
Description	The unique ID for the home team
Data type	Positive Integer
Values	Dynamic

Attribute	`home_team_name`
Description	The home team name
Data type	String

Values	Dynamic

Attribute	**matchday**
Description	The matchday relating to the match
Data type	Positive integer
Values	Dynamic

Attribute	**period_1_start**
Description	Start time of the first half
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss)

Attribute	**period_2_start**
Description	Start time of the second half
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss)

Attribute	**period_3_start**
Description	Start time of the first half of extra time (if applicable)
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss)

Attribute	**period_4_start**
Description	Start time of the second half of extra time (if applicable)
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss)

Attribute	**period_5_start**
Description	Start time of the penalty shoot-out (if applicable)
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss)

Attribute	**season_id**
Description	Unique ID for the season
Data type	Positive Integer
Values	Dynamic

Attribute	**season_name**

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Description	Season name
Data type	String
Values	Dynamic

Element	`<Event>`
Nesting	`Games/Game/Event`
Description	Individual match events then qualified by Opta

Attribute	**ID**
Description	The unique ID for this event within Opta's entire database of all events in all games
Data type	Positive integer
Values	Dynamic

Attribute	**event_id**
Description	The unique ID for this event within this game for each team – used as a reference for qualifier_id values
Data type	Positive Integer
Values	Dynamic

Attribute	**type_id**
Description	The type of event – see appendix 1 in appendices document
Data type	Positive Integer
Values	Dynamic

Attribute	**period_id**
Description	See all of these in appendix 10 in the appendices document. • 1 = first half • 2 = second half • 3 = first half extra time • 4 = second half extra time • 5 = penalty shoot-out
Data type	Positive Integer
Values	Dynamic

Attribute	version
Description	unique single identifier for each event
Data Type	Integer

Values	Dynamic

Attribute	**min**
Description	Game time minutes
Data type	Positive integer
Values	Dynamic

Attribute	**sec**
Description	Game time seconds
Data type	Positive integer
Values	Dynamic

Attribute	**team_id**
Description	The unique ID of the team related to the event
Data type	Positive Integer
Values	Dynamic

Attribute	**player_id**
Description	The unique ID of the player related to the event
Data type	Positive Integer
Values	Dynamic

Attribute	outcome
Description	Boolean operator – see full list of definitions in appendix 8 in the appendices document
Data type	Boolean
Values	"0" or "1"

Attribute	**assist**
Description	Will only appear on an event if this event led directly to a goal
Data type	Positive Integer
Values	"1"

Attribute	**keypass**
Description	Will only appear on an event if this event led directly to a shot off target, blocked or saved
Data type	Positive Integer
Values	Dynamic

Attribute	**x**
Description	This is the length of the pitch where 0 is always the defensive goal line and 100 is the attacking goal line. This is true for both teams in both halves. All coordinates are always displayed as if both teams are playing left to right. See Appendix 11
Data type	Decimal
Values	0 - 100

Attribute	**y**
Description	This is the width of the pitch where the right hand touch line (nearest the TV camera) is 0 and the left hand touch line (furthest away) is 100. See Appendix 11
Data type	Decimal
Values	0 - 100

Attribute	**timestamp**
Description	The UK time / date at which this event was initially entered into Opta's database
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss.xxx)

Attribute	**last_modified**
Description	The UK time / date at which this event was last modified by Opta
Data type	String
Values	Dynamic (YYYY-MM-DDThh:mm:ss)

Element	`<Q>`
Nesting	`Games/Game/Event/Q`
Description	The set of qualifications that explain and add depth to the events

Attribute	**id**
Description	The unique ID of this qualifier within Opta's entire database of all events and games
Data type	Positive Integer
Values	Dynamic

Attribute	**qualifier_id**

Description	ID for the type of qualifier. See appendix 2 in the appendices document
Data type	Positive Integer
Values	Dynamic

Attribute	**value**
Description	Value of the qualifier. See appendix 2 in the appendices document
Data type	Positive Integer
Values	Dynamic