F07 Basic Live Feed

Feed Information

This feed represents a game from when the lineups are announced until the game has ended.
The following data is provided for subscribers:-

- Line Up (starting players with names, position, shirt number and subs)
- Status of the match – (current score, time and period)
- Goals with scorers and assisting players (with detail own goal / penalty / normal / penalty shoot)
- Card Events (with time, player, type and reason)
- Substitution Events (with time, players and reason)
- Venue

This document will cover the following topics:-

- XML element/attribute/value descriptions
- File naming convention
- Delivery Timing

Delivery Timings

Once a production environment is established between Opta and the subscriber, Opta delivers SRML MatchResults files per game. The first file should be expected anytime between 1 hour to 5 minutes before the fixture is due to kick off. This depends on how quickly team lineup information is known.
This feed is updated upon every stop in play within the game including the following types of events: -

- Goal
- Cards
- Substitutions
- Start / End Half

File naming convention

The file naming convention used for this feed is the following:
srml-{competition_id}-{season_id}-f{game_id}-**matchresults.**xml
The list of competition ids and current season id's is listed within the **Common Feed Parameters** document.

Feed samples

Please click below to view sample feeds:
Match feed with latest score

Match feed with suspended status
Match feed with extra time and penalty shoot-out
Match feed with missed penalty in normal time
Match feed with retired player forced off through injury

Postponed Games

In a pre-match scenario where a match is postponed, Opta will produce and deliver an F7 file which looks like:
<?xml version="1.0" encoding="UTF-8"?> <SoccerFeed TimeStamp="20101217T133514+0000"> <SoccerDocument Type="Latest" uID="f321827"> <Competition uID="c8"> <Country>England</Country> <Name>English Barclays Premier League</Name> <Stat Type="season_id">2010</Stat> <Stat Type="season_name">Season 2010/2011</Stat> <Stat Type="symid">EN_PR</Stat> <Stat Type="matchday">18</Stat> </Competition> <MatchData> <MatchInfo MatchType="Regular" Period="PreMatch"> <Date>20101218T150000+0000</Date> <Result Type="Postponed" /> </MatchInfo> <TeamData Score="0" Side="Home" TeamRef="t3"> </TeamData> <TeamData Score="0" Side="Away" TeamRef="t110"> </TeamData> </MatchData> </SoccerDocument> </SoccerFeed>
The Opta F1 file will also present the specific game as being postponed and an updated F1 file will be delivered. The relevant match data will look something like this within the feed:

<MatchData uID="g321827"> <MatchInfo MatchDay="18" Period="Postponed" Venue_id="3250"> <Date>2010-12-18 15:00:00</Date> <TZ>GMT</TZ> </MatchInfo> <Stat Type="Venue">Emirates Stadium</Stat> <Stat Type="City">London</Stat> <Stat Type="Postponed">Frozen Pitch</Stat> <TeamData Score="" Side="Home" TeamRef="t3" /> <TeamData Score="" Side="Away" TeamRef="t110" /> </MatchData>
When the rescheduled fixture's time and date is announced, the match ID will remain the same, as will the matchday, but the game date will be updated and the status will revert to pre-match:

<MatchData uID="g321827"> <MatchInfo MatchDay="18" Period="PreMatch" Venue_id="3250"> <Date>2011-02-23 19:45:00</Date> <TZ>GMT</TZ> </MatchInfo> <Stat Type="Venue">Emirates Stadium</Stat> <Stat Type="City">London</Stat> <TeamData Score="" Side="Home" TeamRef="t3" /> <TeamData Score="" Side="Away" TeamRef="t110" /> </MatchData>
However we will not retrigger a new F7 file whilst the game remains in its postponed state – so this postponed feed will still exist on your server as the latest file for this mach.
On the day of the rescheduled match, the first F7 feed that we deliver will be in-line with a normal F7 delivery ie displaying the team line-ups prior to the match kicking off.

Abandoned games
In the live-match scenario where a game kicks off and has to be abandoned part way through, you will have already been receiving a series of F7 feeds with live stats; however to notify you that the game has been abandoned during play, the value of the 'Type' attribute within the 'Result' element in the F7 feed will change as below:
<Result Type="Abandoned" />
The Opta F1 file will also present the specific game as being abandoned and an updated F1 file

will be delivered. The relevant match data will look something like this within the feed:

<MatchData uID="g321827"> <MatchInfo MatchDay="18" Period="Abandoned" Venue_id="3250"> <Date>2010-12-18 15:00:00</Date> <TZ>GMT</TZ> </MatchInfo> <Stat Type="Venue">Emirates Stadium</Stat> <Stat Type="City">London</Stat> <Stat Type="Abandoned">Fog</Stat> <TeamData Score="" Side="Home" TeamRef="t3" /> <TeamData Score="" Side="Away" TeamRef="t110" /> </MatchData>

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Dependent on the competition that the abandoned game relates to, the rescheduled game will either restart from the beginning at 0-0 (eg English Premier League), or it will restart at the minute of abandonment and continue on the same score (eg Italian Serie A). This restart structure is decided by the official league body and not by Opta.

Depending on which of those two restart rules the competition employs, it will determine whether you will receive a brand new F7 file like any other non-abandoned match (eg Premier League), or a partially complete F7 file that picks up from where the previously abandoned F7 feed left off.

How to determine whether a match has finished

When a match is in play, the top part of the feed containing the match information will typically look as follows (highlighted relevant information):

<?xml version="1.0" encoding="ISO-8859-1"?> <SoccerFeed TimeStamp="20120314T091010+0000"> <SoccerDocument Type="Latest" uID="f360733"> <Competition uID="c8"> <Country>England</Country> <Name>English Barclays Premier League</Name> <Stat Type="season_id">2011</Stat> <Stat Type="season_name">Season 2011/2012</Stat> <Stat Type="symid">EN_PR</Stat> <Stat Type="matchday">27</Stat> </Competition> <MatchData> <MatchInfo MatchType="Regular" Period="FirstHalf" TimeStamp="20120304T135845+0000"> <Attendance>52388</Attendance> <Date>20120304T120000+0000</Date> <Result Type="" /> </MatchInfo>

Where <SoccerDocument Type="Latest" illustrates that this is the latest data from a live match and Period="FirstHalf" tells you the period of the game; in this case you can see the data relates to the latest information available from the first half of the match.

When a match reaches full time, those two highlighted elements will change to the following:

SoccerDocument Type="Result"

Period="FullTime"

***Note**, the time taken for you to receive the final feed containing this information that the game has finished, will take around 5 minutes after the final whistle; this is due to final data-accuracy checks being performed by our analysts before the final feed is pushed.

Is a game going to extra-time and/or penalty shoot-out?

When a match is being played in a competition that can go to extra-time and/or a penalty shoot-out, you shoudl check the period values for end of regular time and end of extra time.

When a game ends but is going to extra time it will always have the following status:

FullTime90

When a game ends but is going to penalties it will always have the following status:

FullTimePens

You will only ever see a fulltime status if the match is not going to extra time or penalties.
Second leg of a two legged match.
If a match is the second leg of a two legged game (eg knock-out stages of the Champions League) then in addition to receiving the usual F7 feed information in the match file, we also include some information from the first leg, which is positioned at the end of the feed.

Within the first <SoccerDocument> tag of the feed, you will see something like the following:

<PreviousMatch MatchRef="f350712" MatchType="1st Leg" VenueRef="v1377" />
This indicates that there is a previous match relevant to the second leg (ie a first leg).

When this is the case, we include a second <SoccerDocument> tag at the end of the feed which follows directly on from the first closing </SoccerDocument> tag.
Therefore, in the feed that is a second leg of a two legged match, there will be two <SoccerDocument> tags – the first containing the information for the relevant match (ie the second leg) and the second tag will contain information for the first leg.

This information for the first leg will be similar to a usual F7 feed apart from a restricted amount of data in the <MatchData> and <TeamData> tags.
You will still be able to determine the winner (if there was one) from the first leg however by the usual means of:

<Result Type="NormalResult" Winner="t8" />

If you want to find more information relating to this match, you can trace the full feed from the first leg from our previous deliveries to you by taking note of the MatchRef=" " attribute within the <PreviousMatch> tag, eg:
<PreviousMatch MatchRef="f350712">

Elements/attribute/value descriptions (expand all)

Tables detailing all elements, attributes and values:

Element	`<SoccerFeed>`
Nesting	`SoccerFeed`
Description	Root element containing the feed timestamp

Attribute	**`Timestamp`**
Description	YYYYMMDDTHHMMSS+0000 - This is the creation of file time
Data type	String
Values	Dynamic

Element	`<SoccerDocument>`
Nesting	`SoccerFeed/SoccerDocument`
Description	Root element of all match data fields

Attribute	**Type**
Description	The status of the match; in play of finsihed
Data type	String
Values	• "Result" - The game has offcially finished • "Latest" - Collection of data has not fully finished

Attribute	**uID**
Description	Unique id of this fixture (Note: in the case of a match played over 2 legs, a 2nd Soccer Document node will show the first leg data.)
Data type	Positive Integer
Values	• Dynamic

Element	`<Competition>`
Nesting	`SoccerFeed/SoccerDocument/Competition`
Description	Root element of all competition fields

Attribute	**uID**
Description	Unique id of this comeptition
Data type	String
Values	Dynamic

Attribute	**name**
Description	Name of the competition
Data type	Positive Integer
Values	N/A

Element	`<Round>`
Nesting	`SoccerFeed/SoccerDocument/Competition/Round`
Description	Root element of all competition fields

Attribute	**N/A**
Description	Root of Round Info
Data type	String
Values	N/A

Attribute	**`RoundNumber`**
Description	Round of this game (if a cup competition)
Data type	Positive Integer
Values	Dynamic
Attribute	**`Name`**
Description	Name of the Round
Data type	String
Values	Dynamic
Attribute	**`Pool`**
Description	Group number that game is from
Data type	String
Values	Dynamic

Element	`<MatchData>`
Nesting	`SoccerFeed/SoccerDocument/MatchData`
Description	Root of all the dynamic data within the game

Element	`<MatchInfo>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/MatchInfo`
Description	Root element of all competition fields
Attribute	**`Period`**
Description	See below for description of all values within the 'period' attribute
Data type	String

Values	• "PreMatch" - This game has yet to start - i.e. lineups just announced • "FirstHalf" - The game is currently in the 1st half • "HalfTime" - Match is currently at HT • "SecondHalf" - Match is currently in 2nd perios • "ExtraFirstHalf" - Match is currently in the first period of Extra Time • "ExtraSecondHalf" - Match is currently in the second period of Extra Time • "ExtraHalfTime" - Match is currently in half time of the extra time period. • "ShootOut" - The game is currently within a penalty shootout • "FullTime" - The referee has now stopped this game • "FullTime90" - The game has ended but is now going to extra time • "FullTimePens" - The game has ended but is now going to penalties

Attribute	**`MatchType`**
Description	See below for descriptions of all values that lie within the "MatchType" attribute
Data type	Positive Integer
Values	• "regular" - Typical 90 minute fixture - all league games will ahev this • "Cup" - Cup game which can have all 5 periods of the match being played in • "Cup Gold" - Golden Goal can be played • "Replay" - Cup game which was tied and is then replayed in a 2nd match • "Cup English" - Game can go to the end of the 2nd half of extra time but no penalty shoot out • "Cup Short" - Game goes straight to penalties if teams are level after the 2nd Half • "1st Leg" - Game is the 1st Leg of a 2 Legged tie • "2nd Leg" - game is the 2nd Leg of a 2 legged tie and will potentially go to penalties if the temas are drawing after the 2nd half of the 2nd Leg • "2nd Leg Away Goal" - game is the 2nd Leg of a 2 legged tie and will potentially go to penalties if the two teams cannot be separated by the away goal rule

Attribute	**`Attendance`**

Description	Shows the number of people in the crowd - currently only avialable for English Leagues and German Bundesliga
Data type	String
Values	Dynamic

Element	`<MatchOfficial>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/MatchOfficial`
Description	Root element of all MatchOfficial fields

Attribute	**`uID`**
Description	Opta's official unique id
Data type	String
Values	N/A

Element	`<AssistantOfficial>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/AssistantOfficial`
Description	Root element of the assistant official information

Attribute	**`FirstName`**
Description	The firstname of the official
Data type	String
Values	Dynamic

Attribute	**`LastName`**
Description	The lastname of the official
Data type	String
Values	N/A

Attribute	**`Type`**
Description	The position the assistant offical is working in
Data type	String
Values	Dynamic

Attribute	**`uID`**
Description	The unique Opta ID of this official
Data type	String
Values	Dynamic

Element	`<OfficialName>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/MatchOfficial/OfficialName`
Description	Root element of all competition fields
Attribute	**N/A**
Description	Root of Official Name with two sub nodes (First and LAst). Please Note: there is no such thing as a "Known name" for a referee in the Opta database.
Data type	String
Values	N/A

Element	`<OfficialRef>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/MatchOffical/OfficialData/OfficialRef`
Description	Root element of all competition fields
Attribute	**N/A**
Description	Currently Opta only supports the main referee
Data type	String
Values	N/A

Element	`<Date>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/MatchInfo/Date`
Description	Root element of all competition fields
Attribute	**N/A**
Description	The date and time of the fixture is in the following format: "YYYYMMDDTHHMMSS+0000"
Data type	String
Values	N/A

Element	`<Result>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/MatchInfo/Result`

Description	Root element of all result fields
Attribute	**`Type`**
Description	See below for description of all values within the 'period' attribute
Data type	String
Values	• "NormalResult" - A game finished in typical circumstances (90 minute match) • "Aggregate" - This is displayed for matches played over 2 legs when there is a winner based on the total score over the 2 games. Note: It will only appear if Match Type = 2nd Leg • "PenaltyShootout" - A game's result was decided after a Penalty Shootout had taken place • "AfterExtraTime" - A game's result was decided after Extra had been played • "GoldenGoal" - A game was decided on the Golden Goal Ruling • "Abandoned" - A game had been abandoned midway through the play • "Postponed" - A game was postponed before the game was started • "Void" - The match has been deemed as void (e.g. team going into administration)
Attribute	**`Winner`**
Description	The team id of the winner of the tie goes here
Data type	Positive Integer
Values	Dynamic
Attribute	**`Reason`**
Description	These are the reasons which can lead to a postpoenment or abandoment of a match
Data type	String
Values	Dynamic

Attribute	**`Winner`**
Description	The team id of the winner of the tie goes here
Data type	Positive Integer
Values	Dynamic

Element	`<PreviousMatch>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/MatchInfo/Date`
Description	Root element of all previous match fields
Attribute	**`MatchRef`**
Description	Unique game ID for the 1st leg. This attribute only appears for matches played over 2 legs.
Data type	String
Values	f (dynamic)
Attribute	**`MatchType`**
Description	Regular, 2nd Leg etc. See above description on Matchinfo mode.
Data type	Positive Integer
Values	See Matchtype above
Attribute	**`Venue Ref`**
Description	Unique ID of the venue where the 1st Leg was palyed
Data type	String
Values	v (dynamic)

Element	`<Stat>`
Nesting	`SoccerFeed/SoccerDocument/MatchData/Stat`
Description	Root Element
Attribute	**`Type`**
Description	The match time attributes
Data type	Positive integer
Values	• match_time - The total length of the match • first_half_time - The total length of the first half • second_half_time - The total length of the second half • first_half_extra_time - The total length of the first half of extra time • second_half_extra_time - The total length of the second half of extra time
Attribute	**`Type="match_state"`**

Description	If there is a game affecting suspension, the feed will update during the suspension with this attribute. The attribute will disappear when the game has restarted
Data type	String
Values	When present the match_state will always be Suspended ***To be released 18th July 2016***
Attribute	**`Type="match_state_reason"`**
Description	The reason for the game suspension
Data type	Strong
Values	• Awaiting officials decision - used if the reason is unknown • Crowd trouble • Drinks break • Fight • Fire • Floodlight failure • Object thrown on pitch • Other reason • Referee injury • Spectator on pitch • Weather problem ***To be released 18th July 2016***
Atttribute	Timestamp
Description	Time the period started
Data type	Date/time
Values	first_half_start (YYYYMMDDThhmmss+0000) first_half_stop (YYYYMMDDThhmmss+0000) second_half_start (YYYYMMDDThhmmss+0000) second_half_stop (YYYYMMDDThhmmss+0000) first_half_extra_start (YYYYMMDDThhmmss+0000) first_half_extra_stop (YYYYMMDDThhmmss+0000) second_half_extra_start (YYYYMMDDThhmmss+0000) second_half_extra_stop (YYYYMMDDThhmmss+0000)
Element	`<TeamData>`
Nesting	`SoccerFeed/SoccerDocument/TeamData`
Description	Root Element
Attribute	**`Score`**

Description	The score for the described will be here. If the game was decided on Penalty Shootout this will still be set to the score that the game would have finished at after Extra Time.
Data type	String
Values	Dynamic
Attribute	**`Side`**
Description	N/A
Data type	String
Values	"Home" or "Away"
Attribute	**`TeamRef`**
Description	This value will have the unique team id. Opta recommends that you take the 't' off the string and use as an integer as other feeds that Opta provide may represent this as the integer only.
Data type	String
Values	Dynamic
Attribute	**`Score`**
Description	The score for the described will be here. If the game was decided on Penalty Shootout this will still be set to the score that the game would have finished at after Extra Time.
Data type	String
Values	Dynamic
Attribute	**`ShootOutScore`**
Description	The score that the team achieved within the penalty shootout period.
Data type	String
Values	Dynamic
Attribute	**`Formation`**
Description	The starting formation for the team
Data type	String
Values	Click here for the appendix "Formation Explained"

Element	`<Goal>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/Goal`

Description	Root Element
Attribute	**`Period`**
Description	These are the 4 distinct periods that a goal can be scored in. If the subscriber would liek to see the score of a penlaty shootout they should use the ShootOut element below.
Data type	String
Values	• FirstHalf • SecondHalf • ExtraFirstHalf • ExtraSecondHalf • ShootOut
Attribute	**`PlayerRef`**
Description	This value will be the id of the palyer that scored the goal. To get the name's for this subscribed are recommended to recieve a squads feed.
Data type	String
Values	Dynamic
Attribute	**`Type`**
Description	See below for description of each value within the "Type" attribute
Data type	String
Values	Goal - Any typical goal Own - Denotes an Own Goal Penalty - Denotes goal scored from a penalty. Even in a penalty shootout.
Attribute	**`EventNumber`**
Description	Unique within the game. The first digit indicates the half/period. The middle digits indicate the event minute. the last indicates the event number (from cards, goals and subs) which are processed in blocks independently of chronological order; cards first, then goals, then subs.
Data type	String
Values	Dynamic
Attribute	`EventID`
Description	Unique ID within the entirety of Opta's all time event database
Data type	Positive Integer (From early 2019 this will change to Positive BIGINT)

Values	Dynamic
Attribute	**`Time`**
Description	Minute that the goal was scored in
Data type	String
Values	Dynamic
Attribute	**`uID`**
Description	Unique Goal Event within the game
Data type	String
Values	Dynamic
Attribute	**`TimeStamp`**
Description	ISO timestamp indicating the actual time of the event. Will indicate GMT time and if BST has been added. NOTE: this appears on all Goals, Cards, Subs, Penalties.
Data type	String
Values	yyyymmddThhmmss+hhhh (GMT)
Attribute	`SoloRun`
Description	When a player takes five or more touches of the ball from receiving the ball to scoring, this attribute will be present
Data type	Positive integer
Values	When present it will always be set to "1" Please note: SoloRun is only recorded when detail_id = 1 or 2 ***To be released 18th July 2016***

Element	`<Assist>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/Goal/Assist`
Description	Root Element
Attribute	**`PlayerRef`**
Description	Unique ID of the player who made the assisting pass for the goal
Data type	String
Values	Dynamic

Element	`<MissedPenalty>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/MissedPenalty`
Description	Root Element
Attribute	**`EventNumber`**
Description	Saem as above
Data type	String
Values	Dynamic
Attribute	**`Period`**
Description	4 distinct periods - see above
Data type	String
Values	Same as above on goal node
Attribute	**`PlayerRef`**
Description	Unique ID of the player missing the penalty
Data type	String
Values	Dynamic
Attribute	**`Time`**
Description	Match time that penalty was missed. Note this node only appears for regular play penalties, not shootouts.
Data type	Positive integer
Values	Dynamic
Attribute	`EventID`
Description	Unique ID within the entirety of Opta's all time event database
Data type	Positive Integer (From early 2019 this will change to Positive BIGINT)
Values	Dynamic
Attribute	**`uID`**
Description	ID of the missed penalty for the team taking it within this game
Data type	String
Values	Mp{teamID} - number
Attribute	**`EventID`**

Description	Unique ID within the entirety of Opta's all time event database.
Data type	String
Values	Dynamic

Element	`<Booking>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/Booking`
Description	Root Element

Attribute	**`Card`**
Description	See below for details
Data type	String
Values	Yellow - the bookign was a Yellow Card Red - The booking resulted in the player being sent off

Attribute	**`CardType`**
Description	See below for details
Data type	String
Values	Yellow - The bookign was a yellow card SecondYellow - The booking was a 2nd Yellow Card StraightRed - The booking was a Straight Red Card

Attribute	**`Period`**
Description	These are the 5 distinct periods that a booking can be given out
Data type	String
Values	FirstHalf SecondHalf ExtraFirstHalf ExtraSecondHalf ShootOut

Attribute	**`Reason`**
Description	See below for details
Data type	String

Values	Foul - booking was given for a foul Handball - Booking was given for a handball Referee Abuse - Booking was given for dissent Crowd Interaction - Booking was given for player interacting with the crowd during the game Violent Conduct - Violent Conduct by the player Time Wasting - Card shown to player for wasting time Argument - Player shown card for arguing during match Excessive Celebration - Player shown card for celebrating in an unsporting manner Simulation - Player shown card for diving Other - Unknown reason for booking
Attribute	`Time`
Description	Minute of booking
Data type	Positive integer
Values	Dynamic
Attribute	**`uID`**
Description	Unique booking id within the game
Data type	String
Values	Mp{teamID} - number
Attribute	**`EventID`**
Description	Unique id within the entirety of the Opta's all time event database
Data type	Positive integer (From early 2019 this will change to Positive BIGINT)
Values	Dynamic
Attribute	**`EventNumber`**
Description	Unique event number within game, definition above on goal element
Data type	Positive integer
Values	Dynamic

Element	`<Substitution>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/Substitution`
Description	Root Element
Attribute	**`Period`**

Description	See below for details
Data type	Positive Integer
Values	1 - First Half 2 - Second half 3 - Extra First Half 4 - Extra Second Half
Attribute	**`Reason`**
Description	See below for details
Data type	String
Values	Injury - Player was substitued due to an injury Tactical - Player was substitued for tactical reasons
Attribute	`SubOff`
Description	Unique Player ID of palyer being substituted out of the game
Data type	Positive integer
Values	Dynamic
Attribute	**`SubOn`**
Description	Unique Player ID of player being brought on to the game
Data type	Positive integer
Values	Dynamic
Attribute	`SubstitutePosition`
Description	See below for details
Data type	String
Values	1 - Goalkeeper 2 - Defender 3 - Midfielder 4 - Striker
Attribute	**`uID`**
Description	Unique substitution event within the game
Data type	Positive integer
Values	Dynamic
Attribute	**`EventID`**
Description	Unique id within the entirety of the Opta's all time event database
Data type	Positive integer (From early 2019 this will change to Positive BIGINT)

Values	Dynamic
Attribute	**`EventNumber`**
Description	Unique event number within game, definition above on goal element
Data type	Positive integer
Values	Dynamic
Attribute	**`Retired`**
Description	This attribute will be shown if a player is forced to leave the field after his team have made their allocated substitutions, and he is unable to complete the game. It will not show otherwise
Data type	Positive integer
Values	Always set to "1" ***To be released 18th July 2016***

Element	`<ShootOut>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/ShootOut`
Description	Root of Penalty ShootOut data
Attribute	**`FirstPenalty`**
Description	See below for details
Data type	Positive Integer
Values	1 - Indicates team who took 1st pen 0 - Indicates team who took 2nd pen

Element	`<PenaltyShot>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/ShootOut/PenaltyShot`
Description	Root of Penalty ShootOut data
Attribute	**`Outcome`**
Description	See below for details
Data type	String
Values	Scored - Goal scored by player Missed - Penlaty Off Target by player Saved - Penalty Saved by the goalkeeper

Attribute	**Event Number**
Description	The unique number of the event within the game
Data type	Positive Integer
Values	Dynamic
Attribute	**PlayerRef**
Description	The unique ID of the player taking the penalty
Data type	Positive Integer
Values	Scored - Goal scored by player Missed - Penlaty Off Target by player Saved - Penalty Saved by the goalkeeper
Attribute	**uID**
Description	The unique ID of the penalty within the penalty shoot out of this game
Data type	String
Values	Dynamic

Element	`<PlayerLineUp>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/PlayerLineUp`
Description	Root of all players in the line-up of a team

Element	`<MatchPlayer>`
Nesting	`SoccerFeed/SoccerDocument/TeamData/PlayerLineup/MatchPlayer`
Description	Root of matchpalyer data
Attribute	**PlayerRef**
Description	Player ID for the player
Data type	Positive Integer
Values	Dynamic
Attribute	**Position**
Description	Starting Position of the player
Data type	String

Values	Goalkeeper Defender Midfielder Striker Substitute
Attribute	**`ShirtNumber`**
Description	Shirt Number assigned to the player at the start of the game. If the shirt number is unknown it will appear as ShirtNumber=""
Data type	Positive Integer
Values	Dynamic
Attribute	`SubPosition`
Description	The position the substitute usually plays in
Data type	String
Values	• Goalkeeper • Defender • Midfielder • Striker • Substitute
Attribute	`Captain`
Description	Attribute designating the captain within the team
Data type	Positive integer
Values	1- The player is the captain of the team This attribute will not appear for players that are not the captain
Attribute	**`Status`**
Description	See below for details
Data type	String
Values	Start - Player started the game Sub - Player started on the pitch
Attribute	**`Formation_Place`**
Description	Position started by the player in their team's formation
Data type	Integer
Values	1-11 - click here for the appendix "Formations Explained"

Element	`<Team>`

Nesting	`SoccerFeed/SoccerDocument/Team`
Description	Root Element
Attribute	**`uID`**
Description	The unique ID for a team
Data type	Positive Integer
Values	Dynamic

Element	`<Name>`
Nesting	`SoccerFeed/SoccerDocument/Team/Name`
Description	Root Element
Attribute	**`N/A`**
Description	The official name of this team. This will be the localized team name when of a domestic league competition.
Data type	String
Values	Dynamic

Element	`<Player>`
Nesting	`SoccerFeed/SoccerDocument/Team/Player`
Description	Root Element
Attribute	**`Position`**
Description	Starting position of the player
Data type	String
Values	• Goalkeeper • Defender • Midfielder • Striker • Substitute
Attribute	**`uID`**
Description	Unique ID of the player
Data type	Positive Integer
Values	Dynamic

Element	`<PersonName>`
Nesting	`SoccerFeed/SoccerDocument/Team/Player/PersonName`

Description	Root Element
Attribute	**First**
Description	First Name
Data type	String
Values	N/A
Attribute	**Last**
Description	Surname
Data type	String
Values	N/A
Attribute	**Known**
Description	Known Name. Note: Please ignore First and Last names if this name exists. For example, Ronaldinho will have a known name.
Data type	String
Values	N/A

Element	`<TeamOfficial>`
Nesting	`SoccerFeed/SoccerDocument/Team/TeamOfficial`
Description	Root Element
Attribute	**Type**
Description	Manager
Data type	String
Values	Manager - Name of person in overall charge of the team Matchday Manager - Name of person in charge of the team for given match if different from Manager uID - Unique ID for the manager/managers

Element	`<Venue>`
Nesting	`SoccerFeed/SoccerDocument/Venue`
Description	Root Element
Attribute	**uID**
Description	Unique id for the Venue of the match
Data type	Positive Integer

Values	Dynamic

Element	`<Name>`
Nesting	`SoccerFeed/SoccerDocument/Team/Venue/Name`
Description	Root Element
Attribute	**N/A**
Description	Official name of the Venue
Data type	String
Values	N/A