Variable Name	Type	Description	Used in the model	Example
body_part	string	Body part used to perform the action (Left Foot, Right Foot).	TRUE	Right Foot
corner_execution_time_label	string	Binned label of corner execution time (5-10 seconds, 10-20 seconds, 20-30 seconds, +40 seconds).	TRUE	10-20 seconds
corner_execution_time_raw	float	Corner execution time in seconds measured from whistle/restart to ball delivery (raw continuous value).	TRUE	6.24
corner_side	string	Corner side from which the kick is taken. Possible values: Right, Left.	TRUE	Right
end_location_x	float	End X coordinate of the event (60-120).	TRUE	112.3
end_location_y	float	End Y coordinate of the event (0–80).	TRUE	21.9
game_state	string	Score difference for each event (Positive: winning, Negative: losing, 0 tied)	TRUE	2
location_x	float	Start X coordinate of the event on a 120×80 pitch frame (always 120).	TRUE	120
location_y	float	Start Y coordinate of the event on a 120×80 pitch frame (always 0.1 or 80).	TRUE	0.1
P0_GK_x	float	Goalkeeper X coordinate at P0 on the 120×80 pitch frame.	TRUE	5.8
P0_GK_y	float	Goalkeeper Y coordinate at P0 on the 120×80 pitch frame.	TRUE	39.7
P0_n_att_zone_1	integer	Number of attacking players in zone 1 at P0.	TRUE	1
P0_n_att_zone_10	integer	Number of attacking players in zone 10 at P0.	TRUE	1
P0_n_att_zone_11	integer	Number of attacking players in zone 11 at P0.	TRUE	1
P0_n_att_zone_12	integer	Number of attacking players in zone 12 at P0.	TRUE	1
P0_n_att_zone_13	integer	Number of attacking players in zone 13 at P0.	TRUE	1
P0_n_att_zone_14	integer	Number of attacking players in zone 14 at P0.	TRUE	1
P0_n_att_zone_3	integer	Number of attacking players in zone 3 at P0.	TRUE	1
P0_n_att_zone_4	integer	Number of attacking players in zone 4 at P0.	TRUE	1
P0_n_att_zone_5	integer	Number of attacking players in zone 5 at P0.	TRUE	1
P0_n_att_zone_6	integer	Number of attacking players in zone 6 at P0.	TRUE	1
P0_n_att_zone_7	integer	Number of attacking players in zone 7 at P0.	TRUE	1
P0_n_att_zone_8	integer	Number of attacking players in zone 8 at P0.	TRUE	1
P0_n_att_zone_9	integer	Number of attacking players in zone 9 at P0.	TRUE	1
P0_n_attackers_in_6yd_box	integer	Number of attacking players inside the 6-yard box at P0.	TRUE	2
P0_n_attackers_out_6yd_box	integer	Number of attacking players outside the 6-yard box (but in attacking third) at P0.	TRUE	4
P0_n_def_zone_1	integer	Number of defending players in zone 1 at P0.	TRUE	2
P0_n_def_zone_10	integer	Number of defending players in zone 10 at P0.	TRUE	2
P0_n_def_zone_11	integer	Number of defending players in zone 11 at P0.	TRUE	2
P0_n_def_zone_12	integer	Number of defending players in zone 12 at P0.	TRUE	2
P0_n_def_zone_13	integer	Number of defending players in zone 13 at P0.	TRUE	2
P0_n_def_zone_14	integer	Number of defending players in zone 14 at P0.	TRUE	2
P0_n_def_zone_3	integer	Number of defending players in zone 3 at P0.	TRUE	2
P0_n_def_zone_4	integer	Number of defending players in zone 4 at P0.	TRUE	2
P0_n_def_zone_5	integer	Number of defending players in zone 5 at P0.	TRUE	2
P0_n_def_zone_6	integer	Number of defending players in zone 6 at P0.	TRUE	2
P0_n_def_zone_7	integer	Number of defending players in zone 7 at P0.	TRUE	2
P0_n_def_zone_8	integer	Number of defending players in zone 8 at P0.	TRUE	2
P0_n_def_zone_9	integer	Number of defending players in zone 9 at P0.	TRUE	2
P0_n_defenders_in_18yd_box	integer	Number of defending players located inside the 18-yard box at P0 (corner delivery moment).	TRUE	6
P1_GK_x	float	Goalkeeper X coordinate at P1 on the 120×80 pitch frame.	TRUE	7.2
P1_GK_y	float	Goalkeeper Y coordinate at P1 on the 120×80 pitch frame.	TRUE	37.9
P1_n_att_zone_1	integer	Number of attacking players in zone 1 at P1.	TRUE	1
P1_n_att_zone_10	integer	Number of attacking players in zone 10 at P1.	TRUE	1
P1_n_att_zone_11	integer	Number of attacking players in zone 11 at P1.	TRUE	1
P1_n_att_zone_12	integer	Number of attacking players in zone 12 at P1.	TRUE	1
P1_n_att_zone_13	integer	Number of attacking players in zone 13 at P1.	TRUE	1
P1_n_att_zone_14	integer	Number of attacking players in zone 14 at P1.	TRUE	1
P1_n_att_zone_3	integer	Number of attacking players in zone 3 at P1.	TRUE	1
P1_n_att_zone_4	integer	Number of attacking players in zone 4 at P1.	TRUE	1
P1_n_att_zone_5	integer	Number of attacking players in zone 5 at P1.	TRUE	1
P1_n_att_zone_6	integer	Number of attacking players in zone 6 at P1.	TRUE	1
P1_n_att_zone_7	integer	Number of attacking players in zone 7 at P1.	TRUE	1
P1_n_att_zone_8	integer	Number of attacking players in zone 8 at P1.	TRUE	1
P1_n_att_zone_9	integer	Number of attacking players in zone 9 at P1.	TRUE	1
P1_n_attackers_in_6yd_box	integer	Number of attacking players inside the 6-yard box at P1.	TRUE	1
P1_n_attackers_out_6yd_box	integer	Number of attacking players outside the 6-yard box (attacking third) at P1.	TRUE	4
P1_n_def_zone_1	integer	Number of defending players in zone 1 at P1.	TRUE	2
P1_n_def_zone_10	integer	Number of defending players in zone 10 at P1.	TRUE	2
P1_n_def_zone_11	integer	Number of defending players in zone 11 at P1.	TRUE	2
P1_n_def_zone_12	integer	Number of defending players in zone 12 at P1.	TRUE	2
P1_n_def_zone_13	integer	Number of defending players in zone 13 at P1.	TRUE	2

P1_n_def_zone_14	integer	Number of defending players in zone 14 at P1.	TRUE	2
P1_n_def_zone_3	integer	Number of defending players in zone 3 at P1.	TRUE	2
P1_n_def_zone_4	integer	Number of defending players in zone 4 at P1.	TRUE	2
P1_n_def_zone_5	integer	Number of defending players in zone 5 at P1.	TRUE	2
P1_n_def_zone_6	integer	Number of defending players in zone 6 at P1.	TRUE	2
P1_n_def_zone_7	integer	Number of defending players in zone 7 at P1.	TRUE	2
P1_n_def_zone_8	integer	Number of defending players in zone 8 at P1.	TRUE	2
P1_n_def_zone_9	integer	Number of defending players in zone 9 at P1.	TRUE	2
P1_n_defenders_in_18yd_box	integer	Number of defending players inside the 18-yard box at P1.	TRUE	5
pass_height	string	Height category of the pass (Ground, Low, High).	TRUE	High Pass
pass_length	float	Pass distance in meters between start and end locations.	TRUE	27.3
pass_technique	string	Technique used for the pass (Ground, Inswinging, Outswinging, Short, Straight).	TRUE	Inswinging
xg_20s	float	Expected goals generated by the attacking team within 20s after the corner (P0).	TRUE	0.18
away_team	string	Away team name.	FALSE	Pumas UNAM
event_id	string	Unique identifier of the event within a match.	FALSE	1c5a7b3e-4a9e-45d4-
goal_20s	integer	Whether the attacking team scored within 20s after the corner (0/1).	FALSE	0
goal_20s_def	integer	Whether the defending team conceded within 20s after the corner (0/1).	FALSE	0
home_team	string	Home team name.	FALSE	Club América
match_date	date	Match date in ISO format (YYYY-MM-DD).	FALSE	2024-10-15
match_id	integer	Unique identifier of the match.	FALSE	3939904
minute	integer	Match minute when the event occurs (0–120).	FALSE	73
P0_total_n_zone_1	integer	Total players (attackers + defenders) in zone 1 at P0.	FALSE	3
P0_total_n_zone_10	integer	Total players (attackers + defenders) in zone 10 at P0.	FALSE	3
P0_total_n_zone_11	integer	Total players (attackers + defenders) in zone 11 at P0.	FALSE	3
P0_total_n_zone_12	integer	Total players (attackers + defenders) in zone 12 at P0.	FALSE	3
P0_total_n_zone_13	integer	Total players (attackers + defenders) in zone 13 at P0.	FALSE	3
P0_total_n_zone_14	integer	Total players (attackers + defenders) in zone 14 at P0.	FALSE	3
P0_total_n_zone_3	integer	Total players (attackers + defenders) in zone 3 at P0.	FALSE	3
P0_total_n_zone_4	integer	Total players (attackers + defenders) in zone 4 at P0.	FALSE	3
P0_total_n_zone_5	integer	Total players (attackers + defenders) in zone 5 at P0.	FALSE	3
P0_total_n_zone_6	integer	Total players (attackers + defenders) in zone 6 at P0.	FALSE	3
P0_total_n_zone_7	integer	Total players (attackers + defenders) in zone 7 at P0.	FALSE	3
P0_total_n_zone_8	integer	Total players (attackers + defenders) in zone 8 at P0.	FALSE	3
P0_total_n_zone_9	integer	Total players (attackers + defenders) in zone 9 at P0.	FALSE	3
P1_event_id	string	Identifier of the first subsequent event after the corner (P1).	FALSE	1c5a7b3e-4a9e-45d4-
P1_minute	integer	Match minute of P1.	FALSE	73
P1_period	integer	Match period of P1 (same coding as period).	FALSE	2
P1_player	string	Player involved in the P1 event.	FALSE	César Huerta
P1_possession_team	string	Team in possession at P1.	FALSE	Guadalajara
P1_second	integer	Second within the minute of P1.	FALSE	44
P1_team	string	Team performing the P1 event.	FALSE	Guadalajara
P1_timestamp	float	Absolute match timestamp at P1 in seconds since kick-off of the period or match (consistent with your data).	FALSE	23:34.4
P1_total_n_zone_1	integer	Total players (attackers + defenders) in zone 1 at P1.	FALSE	3
P1_total_n_zone_10	integer	Total players (attackers + defenders) in zone 10 at P1.	FALSE	3
P1_total_n_zone_11	integer	Total players (attackers + defenders) in zone 11 at P1.	FALSE	3
P1_total_n_zone_12	integer	Total players (attackers + defenders) in zone 12 at P1.	FALSE	3
P1_total_n_zone_13	integer	Total players (attackers + defenders) in zone 13 at P1.	FALSE	3
P1_total_n_zone_14	integer	Total players (attackers + defenders) in zone 14 at P1.	FALSE	3
P1_total_n_zone_3	integer	Total players (attackers + defenders) in zone 3 at P1.	FALSE	3
P1_total_n_zone_4	integer	Total players (attackers + defenders) in zone 4 at P1.	FALSE	3
P1_total_n_zone_5	integer	Total players (attackers + defenders) in zone 5 at P1.	FALSE	3
P1_total_n_zone_6	integer	Total players (attackers + defenders) in zone 6 at P1.	FALSE	3
P1_total_n_zone_7	integer	Total players (attackers + defenders) in zone 7 at P1.	FALSE	3
P1_total_n_zone_8	integer	Total players (attackers + defenders) in zone 8 at P1.	FALSE	3
P1_total_n_zone_9	integer	Total players (attackers + defenders) in zone 9 at P1.	FALSE	3
P1_type	string	Event type of P1 (e.g., Ball Receipt, Clearance, Shot, Duel).	FALSE	Ball Receipt
pass_outcome	string	Outcome of the pass (e.g., Complete, Incomplete, Out, Unknown).	FALSE	Complete
pass_type	string	Type of pass (always Corner).	FALSE	Corner
period	integer	Match period: 1=1st half, 2=2nd half, 3=Extra time 1, 4=Extra time2	FALSE	2
play_pattern	string	Play situation context (always From Corner).	FALSE	From Corner
player	string	Player executing the event.	FALSE	Ramiro Sordo

possession_team	string	Team in possession of the ball at the time of the event.	FALSE	América
recipient	string	Player who receives the pass (if applicable).	FALSE	Luis Ronaldo
season	string	Season identifier (league competition year).	FALSE	2023/2024
second	integer	Second within the minute when the event occurs (0–59).	FALSE	42
team	string	Team performing the event.	FALSE	América
xg_20s_def	float	Expected goals conceded by the defending team within 20s after the corner (from their perspective).	FALSE	0.18