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| **F24: Feed specification document** |

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| **Full event details feed** |

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**Content**

2. Introduction

2.1 Scope of this document

This feed specification is written to provide those using the Opta Playground Developer service with the information necessary to retrieve, effectively parse and also correctly interpret the feeds.

2.2 Coverage

This document will cover the following topics:

* Production details;
* XML element/attribute/value descriptions

# 3. Overview

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 Opta’s F7 match feed 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 & 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; and
* Plus many more; please see the appendices document for a full overview.

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

* Heat maps;
* Touch maps;
* Passing matrices; and
* Mapping attacking play and distribution.

# 4. Production details

4.2 Production headers

All the feeds should include the production header in-line with the below:

<!-- Copyright 2001-2011 Opta Sportsdata Ltd. All rights reserved. -->

<!-- PRODUCTION HEADER

produced on: jobqueue03.sportingstatz.com

production time: 20111018T134331,893Z

production module: Opta::Feed::XML::Soccer::F24

-->

4.3 Feed encoding

This feed is generated in UTF-8: <?xml version=**"1.0"** encoding=**"UTF-8"**?>

4.6 Copyright

The contents of this document may not be distributed, duplicated or made public in any way in parts or as a whole without prior written consent of Opta Sports.

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| **ELEMENT NAME** | **NESTING STRUCTURE (child of)** | **ELEMENT DESCRIPTION AND ATTRIBUTE DETAILS** |
| <Games> | N/A | *Root element*   |  |  |  |  | | --- | --- | --- | --- | | **NAME** | **VALUE(S)** | **DATA TYPE** | **DETAILS** | | timestamp | Dynamic | Date-time | |  | | --- | | Time and date of file production | | |
| <Game> | <Games> | *The metadata for the match including information such as teams, competition, season etc*   |  |  |  |  | | --- | --- | --- | --- | | **NAME** | **VALUE(S)** | **DATA TYPE** | **DETAILS** | | id | Dynamic | Positive integer | The unique id for this game | | away\_team\_id | Dynamic | Positive Integer | The unique id for the away team | | away\_team\_name | Dynamic | String | The away team name | | competition\_id | Dynamic | Positive Integer | Unique ID of the competition | | competition\_name | Dynamic | String | Name of the competition | | game\_date | Dynamic | Date-time | Date and time of kick off (UK time) | | home\_team\_id | Dynamic | Positive Integer | Unique team id of the home team | | home\_team\_name | Dynamic | String | The home team name | | matchday | Dynamic | Non-negative integer | The matchday relating to the match | | period\_1\_start | Dynamic | Date-time | Start time in 24hr of the first half | | period\_2\_start | Dynamic | Date-time | Start time in 24hr of the second half | | period\_3\_start | Dynamic | Date-time | Start time in 24hr of the first half of extra time (if applicable) | | period\_4\_start | Dynamic | Date-time | Start time in 24hr of the second half of extra time (if applicable) | | period\_5\_start | Dynamic | Date-time | Start time in 24hr of the penalty shoot-out (if applicable) | | season\_id | Dynamic | Positive integer | Unique ID for the season | | season\_name | Dynamic | String | Season name | |

**5. Element, attribute and value descriptions**

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| **ELEMENT NAME** | **NESTING STRUCTURE (child of)** | **ELEMENT DESCRIPTION AND ATTRIBUTE DETAILS** |
| <Event> | <Game> | *The individual match events that are recorded and then qualified by Opta*   |  |  |  |  | | --- | --- | --- | --- | | **NAME** | **VALUE(S)** | **DATA TYPE** | **DETAILS** | | id | Dynamic | Positive integer | The unique id for this event within Opta’s entire database of all events in all games | | event\_id | Dynamic | Positive Integer | The unique id for this event within this game for each team – used as a reference for qualifier\_id values | | type\_id | Dynamic | Positive Integer | The type of event – see appendix 1 in appendices document | | period\_id | Dynamic | Positive Integer | See all of these in appendix 9 in the appendices document. 1 = first half, 2 = second half, 3 = first half extra time, 4 = second half extra time, 5 = penalty shoot-out. | | min | Dynamic | Non-negative integer | Game time minutes | | sec | Dynamic | Non-negative integer | Game time seconds | | team\_id | Dynamic | Positive Integer | The unique ID of the team related to the event | | player\_id | Dynamic | Positive Integer | The unique ID of the player related to the event | | outcome | 0 or 1 | Boolean | Boolean operator – see full list of definitions in appendix 7 in the appendices document | | assist | 1 | Positive Integer | Will only appear on an event if this event led directly to a goal | | keypass | 1 | Positive Integer | Will only appear on an event if this event led directly to a shot off target, blocked or saved |   *Continued overleaf…* |

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| **ELEMENT NAME** | **NESTING STRUCTURE (child of)** | **ELEMENT DESCRIPTION AND ATTRIBUTE DETAILS** |
| <Event> *continued* | <Game> | *<Event> continued…*   |  |  |  |  | | --- | --- | --- | --- | | **NAME** | **VALUE(S)** | **DATA TYPE** | **DETAILS** | | x | 0 - 100 | Non-negative integer | 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 10 | | y | 0 - 100 | Non-negative integer | 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 10 | | timestamp | Dynamic | Date-time | The UK time / date at which this event was initially entered into Opta’s database | | last\_modified | Dynamic | Date-time | The UK time / date at which this event was last modified by Opta’s analysts | |
| <Q> | <Event> | *The set of qualification attributes that explain and add depth to the events*   |  |  |  |  | | --- | --- | --- | --- | | **NAME** | **VALUE(S)** | **DATA TYPE** | **DETAILS** | | id | Dynamic | Positive integer | The unique ID of this qualifier within Opta’s entire database of all events and games | | qualifier\_id | Dynamic | Positive integer | ID for the type of qualifier.  See appendix 2 in the appendices document | | value | Dynamic | Non-negative integer | Value of the qualifier. See appendix 2 in the appendices document | |