| Element | <RRML> |
| --- | --- |
| Nesting | RRML |
| Description | Element containg match and feed details |
|  | |
| *Attribute* | id |
| *Description* | The unique match id number |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **away\_ht\_score** |
| *Description* | The half-time score for the away team |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **away\_score** |
| *Description* | The number of points the away team has scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **away\_team** |
| *Description* | The official name of the away team. This will be the localised team name when of a domestic league competition |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **away\_team\_id** |
| *Description* | The unique away team ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | comp\_id |
| *Description* | The unique Opta competition ID |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **comp\_name** |
| *Description* | The official competition name |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | home\_ht\_score |
| *Description* | The half-time score for the home team |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | home\_score |
| *Description* | The number of points the home team has scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | home\_team |
| *Description* | The official name of the home team. This will be the localised team name when of a domestic league competition |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **home\_team\_id** |
| *Description* | The unique home team ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | live\_scores |
| *Description* | The level of coverage |
| *Data type* | Positive integer |
| *Values* | * "1" = Live scores- details of scores, start periods. Lineups and cards are available * "10" = Results only * "11" = Live stats- all events are available, this is usually for international matches and major club games only |
|  | |
| *Attribute* | **period\_minute** |
| *Description* | The current minute component of the game clock should exceed 80 only in cases of extra time |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | period\_second |
| *Description* | The current seconds component of the game clock, should always be between 0 and 59 |
| *Data type* | Positive integer |
|  | |
| *Attribute* | postmatch |
| *Description* | Populates when the postmatch analysis has been conducted and the feed sent |
| *Data type* | Positive integer |
| *Values* | "1" or "0" |
|  | |
| *Attribute* | **status** |
| *Description* | What stage the game is at |
| *Data type* | String |
| *Values* | * "Fixture" - The match has not started * "Team in" - The teams for the match have been announced and are in the feed * "First half" - The match is in progress in the first half * "Halftime" - The match is at half time * "Second half" - The second half is being played * "Extra Time First Half" - The first half of extra time is being played * "Extra Time Half Time" - Half time of extra time * "Extra Time Second Half" - The second half of extra time is being played * "Result" - The match is finished and the scores are confirmed. The match should be deemed to be finished when this status is displayed not when the end of second half event appears * "Postponed" - The match has been postponed before kick off * "Abandoned" - The match started but has been abandoned before it was completed. N.B. League rules will need to be consulted as to whether stats for this match should be kept in official records * "Shoot Out" - The match is going to a shoot out after extra time * "Sudden Death"- The match is going to sudden death |
|  | |
| *Attribute* | **timer\_running** |
| *Description* | Value designating whether the game clock is running or not |
| *Data type* | Positive integer |
| *Values* | * "0" = The game clock is stopped * "1" = The game clock is running |
|  | |
| *Attribute* | timer\_timestamp |
| *Description* | This relates to the timestamp of the game clock. Time will be in GMT/BST depending on UK hours. |
| *Data type* | date/time |
| *Values* | Dynamic (YYYY-MM-DD hh:mm:ss) |
|  | |
| *Attribute* | **timestamp** |
| *Description* | The feed production timestamp |
| *Data type* | date/time |
| *Values* | Dynamic (YYYYMMDDT000000) |
|  | |
| *Attribute* | venue\_id |
| *Description* | The unique Opta venue ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **attendance** |
| *Description* | The match attendance. Please check for availability across competitions. Release date 1st June 2015 |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **home\_KC\_score** |
| *Description* | The home team score from the kicking competition. This will be suppressed if the game doesn't go this distance. Release date 1st June 2015 |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **away\_KC\_score** |
| *Description* | The away team score from the kicking competition. This will be suppressed if the game doesn't go this distance. Release date 1st June 2015 |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **home\_extraHT\_score** |
| *Description* | This reflects the score after the first half of extra time of the home team. This will be suppressed if the game doesn't go this distance. Release date 1st June 2015 |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **away\_extraHT\_score** |
| *Description* | This reflects the score after the first half of extra time of the away team. This will be suppressed if the game doesn't go this distance. Release date 1st June 2015 |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **home\_extraFT\_score** |
| *Description* | This reflects the score after the second half of extra time of the home team. This will be suppressed if the game doesn't go this distance. Release date 1st June 2015 |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **away\_extraFT\_score** |
| *Description* | This reflects the score after the second half of extra time of the away team. This will be suppressed if the game doesn't go this distance. Release date 1st June 2015 |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **man\_of\_the\_match** |
| *Description* | The player who has been awarded man ot the match. Only available for certain comps |
| *Data type* | Positive integer |
| *Values* | "1" |
|  | |
| *Attribute* | **venue\_name** |
| *Description* | The venue name (TBA on 3/10/16) |
| *Data type* | String |
| *Values* | Dynamic |
|  | |

|  |  |
| --- | --- |
| *Attribute* | **datetime** |
| *Description* | The date and time in UTC  (TBA on 3/10/16) |
| *Data type* | Date |
| *Values* | Dynamic (YYYY-MM-DDTHH:MM:SS+0000) |
|  | |
| *Attribute* | **game\_date** |
| *Description* | The game date (TBA on 3/10/16) |
| *Data type* | Date |
| *Values* | Dynamic (YYYYMMDD) |
|  | |
| *Attribute* | **season\_id** |
| *Description* | The season id (TBA on 3/10/16) |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
|  |  |

| Element | <Events> |
| --- | --- |
| Nesting | RRML/Events |
| Description | root element of event details |

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| Element | <Event> |
| --- | --- |
| Nesting | RRML/Events/Event |
| Description | Element containing event information |
|  | |
| *Attribute* | **minute** |
| *Description* | The current minute of the match |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **period** |
| *Description* | The period the match is in |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **player\_id** |
| *Description* | The unique Opta player ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **second** |
| *Description* | The current second of the match |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **team\_id** |
| *Description* | The unique Opta team ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **type** |
| *Description* | The event type being described |
| *Data type* | String |
| *Values* | * "Start" - The start of the half * "Try" - A try has been scored * "Conversion" - A conversion has been kicked * "Penalty" - A penalty has been kicked * "Drop goal" - A drop goal has been kicked * "Yellow card" - A yellow card has been issued * "Red card" - A red card has been issued * "First Half End" - The first half has ended * "Sub On" - A player is coming on * "Sub Off" - A player is coming off * "Second Half Start" - The second half has started * "Second Half End" - The second half has ended * "Kicking Competition Goal" - The kicking competition period * "End" - The match has ended * "Missed Drop Goal" - A drop goal has been missed |
|  | |
| *Attribute* | **temporary** |
| *Description* | This is an extra qualifier for a sub off event |
| *Data type* | String |
| *Values* | Injury  Tactical  Blood Replacement  Reversal Blood Replacement  Front Row Replacement  Reversal Front Row Replacement  Concussion Replacement  Reversal Concussion Replacement |
|  | |

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| Element | <Officials> |
| --- | --- |
| Nesting | RRML/Officials |
| Description | Root element of Officals data |

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|  |

| Element | <Official> |
| --- | --- |
| Nesting | RRML/Officials/Official |
| Description | Element containing official information |
|  | |
| *Attribute* | **id** |
| *Description* | Unique Opta match official ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **country** |
| *Description* | Official's country of birth |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **official\_name** |
| *Description* | Official's name |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **role** |
| *Description* | The role the official is playing in the match |
| *Data type* | String |
| *Values* | * "referee" * "assistant" * "TMO" * "Citing" |
|  | |

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| --- |
|  |

| Element | <TeamDetail> |
| --- | --- |
| Nesting | RRML/TeamDetail |
| Description | Root element containing team detail elements |

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|  |

| Element | <Team> |
| --- | --- |
| Nesting | RRML/TeamDetail/Team |
| Description | Element containing team information |
|  | |
| *Attribute* | **home\_or\_away** |
| *Description* | Whether the specified team is the home or away team. Please note that one team element could be blank if one team lineup is announced before another, as is often the case in rugby union. |
| *Data type* | String |
| *Values* | * "Home" * "Away" |
|  | |
| *Attribute* | **team\_id** |
| *Description* | The unique Opta team ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **team\_name** |
| *Description* | Official team name |
| *Data type* | String |
| *Values* | Dynamic |
|  | |

|  |
| --- |
|  |

| Element | <Player> |
| --- | --- |
| Nesting | RRML/TeamDetail/Team/Player |
| Description | Element containing player information |
|  | |
| *Attribute* | **id** |
| *Description* | Unique Opta player ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **player\_name** |
| *Description* | Player's full name |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | **position** |
| *Description* | The player's playing position on the field |
| *Data type* | String |
| *Values* | Back 7 , id 15 , full back  Back 6 , id 14 Wing  Back 5 , id 13 Outside Centre  Back 4 , id 12 Inside Centre  Back 3 , id 11 Wing  Back 2 , id 10 Fly Half  Back 1 , id 9 Scrum Half  Forward 1 , id 1 Loosehead Prop  Forward 2 , id 2 Hooker  Forward 3 , id 3 Tighthead Prop  Forward 4 , id 4 Lock 1  Forward 5 , id 5 Lock 2  Forward 6 , id 6 Back Row 1  Forward 7, id 7, Back Row 2  Forward 8, id 8, Number 8  Replacement 1, id 16 Replacement Hooker  Replacement 2, id 17 Replacement Front Row  Replacement 3, id 18 Replacement Front Row  Replacement 4, id 19 Replacement  Replacement 5, id 20 Replacement  Replacement 6, id 21 Replacement  Replacement 7, id 22 Replacement  Replacement 8, id 23 Replacement |
|  | |
| *Attribute* | **position\_id** |
| *Description* | The player's shirt number. The feed will be ordered in the following way:  15 to 9 (backs)  1 to 8 (forwards)  16 to 23 (subs) |
| *Data type* | Positive integer |
| *Values* | Dynamic (1 to 23) |
|  | |
| *Attribute* | captain |
| *Description* | Designates the play as the team captain |
| *Data type* | Boolean |
| *Values* | * "True" - Player is the team captain * "False" - Player is not team captain |
|  | |
| *Attribute* | **man\_of\_the\_match\_nom** |
| *Description* | This will appear against the player awarded man of the match. To be released on the 1st June 2015 and only for the Rugby World Cup |
| *Data type* | Positive integer |
| *Values* | "1" - First nominee  "2" - Second nominee  "3" - Third nominee |
|  | |
| *Attribute* | man\_of\_match\_nom |
| *Description* | The 3 man of the match nominations in order. To be released on the 1st June 2015 and only for the Rugby World Cup |
| *Data type* | Positive integer |
| *Values* | "1" - 1st nominee  "2" - 2nd nominee  "3" - 3rd nominee |
|  | |

|  |
| --- |
|  |

| Element | <PlayerStats> |
| --- | --- |
| Nesting | RRML/TeamDetail/Team/Player/PlayerStats |
| Description | Root element of player stat catergories |

|  |
| --- |
|  |

| Element | <PlayerStat> |
| --- | --- |
| Nesting | RRML/TeamDetail/Team/Player/PlayerStats/PlayerStat |
| Description | Element containing player stats |
|  | |
| *Attribute* | restart\_opp\_player |
| *Description* | How many restarts the player caught during this match |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_oppn\_collection |
| *Description* | The player receiving the kick safely secures the ball |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kicks\_from\_hand |
| *Description* | How many times the player has kicked from open play |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_killing\_ruck |
| *Description* | The number of penalties the player has conceded for killing the ruck |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_own\_half |
| *Description* | The number of penalties the player has conceded in their own half |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_penalty\_good |
| *Description* | The penalty kick out of hand was successful |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tackle\_success |
| *Description* | The percentage of successful tackles the player has made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_possession\_lost |
| *Description* | This is no longer supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_won |
| *Description* | How many times the thrower has successfully thrown to his team in the lineout |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_in\_field |
| *Description* | The number of kicks in field by that player in the match |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | rucks\_won |
| *Description* | This is no longer supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_penalty\_goals |
| *Description* | How many times the player has missed a penalty goal |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_second\_half |
| *Description* | This is no longer supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | offload |
| *Description* | How many times the player has successfully passed out of the tackle |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | yellow\_cards |
| *Description* | How many times the player has been given a yellow card |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | metres |
| *Description* | The number of metres the player has advanced across the gain line |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | retained\_kicks |
| *Description* | The number of times the player has kicked the ball from open play and his team have won the ball |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | passes |
| *Description* | How many times the player has completed a pass |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tries |
| *Description* | The number of tries the player has scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_won\_opp\_throw |
| *Description* | This is not supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_infringe\_opp |
| *Description* | The number of lineout throws won due to an infringement by the opposition, penalties and free kicks |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_to\_own\_player |
| *Description* | The number of times the player has completed a lineout throw to a team-mate |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_opp\_half |
| *Description* | The number of penalties the player has conceded in the opponent's half |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | team\_id |
| *Description* | The unique team ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_lost |
| *Description* | How many times the player has conceded possession to the opposing team at a lineout |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | dropped\_catch |
| *Description* | The number of times the player has dropped the ball from a kick |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_tackles |
| *Description* | How many tackles the player has missed |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_before\_penalty\_shootOut |
| *Description* | This is not supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_other |
| *Description* | The number of penalties the player has conceded for another reason |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tackles |
| *Description* | How many tackles the player has completed |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_conversion\_goals |
| *Description* | How many times the player has missed a conversion |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | try\_kicks |
| *Description* | How many kicks the player has completed that lead to a try being scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kicks |
| *Description* | How many times the player kicks the ball |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalties\_conceded |
| *Description* | The number of penalties the player has conceded |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restarts\_lost |
| *Description* | How many times the player has kicked to restart the game and given possession to the opponent |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_won\_own\_throw |
| *Description* | The number of times the player has won possession off a lineout from his own team's throw |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_before\_second\_half |
| *Description* | N/A |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_before\_second\_half\_extra |
| *Description* | N/A |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_foul\_play |
| *Description* | The number of penalties the player has conceded for foul play |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_goals |
| *Description* | How many times the player has kicked a penalty through the posts |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_percent\_success |
| *Description* | The percentage of successful kicks the player has made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_collapsing\_offence |
| *Description* | This is no longer supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_first\_half |
| *Description* | This is no longer supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_won |
| *Description* | The number of times the player has won possession from a turnover |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mintues\_played\_before\_first\_half\_extra |
| *Description* | N/A |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | game\_id |
| *Description* | The unique Opta game ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | drop\_goals\_converted |
| *Description* | How many times the player has successfully kicked a drop goal through the posts |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | conversion\_goals |
| *Description* | How many times the player has successfully kicked a conversion |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | points |
| *Description* | The number of points the player has scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_metres |
| *Description* | No longer used |
| *Data type* | N/A |
| *Values* | N/A |
|  | |
| *Attribute* | pickup |
| *Description* | This is no longer supported |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_in\_touch |
| *Description* | How many times the player has kicked into touch |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | handling\_error |
| *Description* | How many handling errors the player has made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_second\_half\_extra |
| *Description* | N/A |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | id |
| *Description* | The unique ID number |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_handling\_in\_ruck |
| *Description* | The number of times the player has been penalised for handling in the ruck |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_total |
| *Description* | The total number of minutes the player has played |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | try\_assist |
| *Description* | The number of times the player has been involved in the direct build up to a try |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | defenders\_beaten |
| *Description* | How many defenders the player has successfully eluded |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | catch\_from\_kick |
| *Description* | The number of times the player has successfully collected a kick |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_first\_half\_extra |
| *Description* | N/A |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_before\_first\_half |
| *Description* | N/A |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | true\_retained\_kicks |
| *Description* | The number of try and possession retained kicks |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_line\_out\_offence |
| *Description* | How many times the player has conceded a penalty due to a lineout offence |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_collapsing\_maul |
| *Description* | This is no longer supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnovers\_conceded |
| *Description* | The number of times the player has conceded a turnover |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_success |
| *Description* | The percentage of lineouts the player has successfully completed |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_offside |
| *Description* | The number of penalties the player has conceded for offside |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | red\_cards |
| *Description* | Indicates whether the player has been sent off. ("1" = red card received) |
| *Data type* | Positive integer |
| *Values* | "0" or "1" |
|  | |
| *Attribute* | player\_id |
| *Description* | The unique player ID number |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restarts\_success |
| *Description* | The percentage of how many successful restarts the player has made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_wrong\_side |
| *Description* | How many times the player has conceded a penalty for being on the wrong side |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | gain\_line |
| *Description* | How many times the player has broken the gain line |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_lineouts |
| *Description* | The total number of lineouts the player has taken (thrown in). |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | ball\_out\_of\_play |
| *Description* | N/A |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_non\_straight |
| *Description* | The number of lineouts the player has thrown in that was deemed to be not straight |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restarts\_won |
| *Description* | The number of times the player has restarted the game and his team have won the ball |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | runs |
| *Description* | The number of times the player has ran with the ball. This is equivalent to a total carries value and we advise using this live or post match. |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_own\_half |
| *Description* | The number of turnovers conceded that player's own half of the field |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_loose\_ball |
| *Description* | The number of loose ball collections by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_error\_not\_ten |
| *Description* | The number of restart errors by that player for a kick not going 10 metres |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_won\_steal |
| *Description* | The number of lineout steals by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_penalty\_bad |
| *Description* | A bad penalty kick by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_won\_clean |
| *Description* | A legal lineout throw won cleanly by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_opp\_error |
| *Description* | A restart kick that results in an error |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | clean\_breaks |
| *Description* | The number of clean breaks by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_failed |
| *Description* | A failed collection by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_in\_touch |
| *Description* | The number of kicks in touch by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries\_support |
| *Description* | The number of support carries by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_possession\_retained |
| *Description* | The number of kicks resulting in retaining possession by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_dissent |
| *Description* | The number of penalties conceded for dissent by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_lineout\_offence |
| *Description* | The number of penalties conceded for a lineout offence by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_from\_kick |
| *Description* | The total number of collections from kicks |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_own\_player |
| *Description* | The number of restarts by that player resulting in a catch by their own team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_success |
| *Description* | The number of successful collections by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_carried\_in\_touch |
| *Description* | The number of turnovers carried into touch by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_bad\_pass |
| *Description* | The number of turnovers conceded as a result of a bad pass by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_carried\_over |
| *Description* | The number of turnovers carried over by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_won\_tap |
| *Description* | A lineout throw won as a result of a team mate tapping the ball down |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_lost\_in\_ruck\_or\_maul |
| *Description* | A turnover lost in a ruck or maul by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_out\_of\_play |
| *Description* | A kick out of play by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries\_not\_made\_gain\_line |
| *Description* | The number of carries that didn't made the gain line by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries\_crossed\_gain\_line |
| *Description* | The number of carries that made the gain line by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_delib\_knock\_on |
| *Description* | The number of penalties conceded for deliberate knock ons by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_halfway |
| *Description* | The number of restarts from the half way line by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_forward\_pass |
| *Description* | The number of turnovers conceded from a forward pass by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_scrum\_offence |
| *Description* | The number of penalties conceded from a scrum offence by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_lost\_not\_straight |
| *Description* | The number of lineout throws lost for a throw not staright by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_lost\_outright |
| *Description* | The number of lineouts throws lost outright by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_opp\_half |
| *Description* | The number of turnovers in the opposition half by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_knock\_on |
| *Description* | The number of turnovers as a result of a knock on |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_obstruction |
| *Description* | The number of penalties conceded for obstruction by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_stamping |
| *Description* | The number of penalties conceded for stamping by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_error\_out\_of\_play |
| *Description* | The number of restarts errors leading to the play going out of play by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_interception |
| *Description* | The number of collection interceptions by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_early\_tackle |
| *Description* | The number of penalties conceded by an early tackle by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_lost\_penalty |
| *Description* | The number of lineout throws lost resulting in a penalty conceded by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries\_metres |
| *Description* | The number of carry metres by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_try\_scored |
| *Description* | The number of kicks by that player resulting in a try scored |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_touch\_in\_goal |
| *Description* | The number of kicks that result in being collected in goal |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_charged\_down |
| *Description* | The number of kicks charged down by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_won\_penalty |
| *Description* | The number of lineout throws won resulting in a penalty |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_won\_free\_kick |
| *Description* | The number of lineout throws won by that player that result in a free kick |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_high\_tackle |
| *Description* | The number of penalties conceded by a high tackle by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | red\_card\_second\_yellow |
| *Description* | The number of red cards resulting from a second yellow card |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_kick\_for\_touch\_metres |
| *Description* | The total number of metres the ball has been kicked to touch from a penalty kick |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | Kick\_from\_hand\_metres |
| *Description* | The total number of metres the ball has been kicked to from hand in play |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_kick\_error |
| *Description* | The number of errors resulting from kicks |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded\_at\_scrum |
| *Description* | Number of free kicks conceded at scrums |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded\_at\_lineout |
| *Description* | Number of free kicks conceded at lineouts |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded\_in\_general\_play |
| *Description* | Number of free kicks conceded in general play |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded\_in\_ruck\_or\_maul |
| *Description* | Number of free kicks conceded in ruck or maul |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_free\_kicks\_conceded |
| *Description* | The total number of free kicks conceded |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |

|  |
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|  |

| Element | <TeamStats> |
| --- | --- |
| Nesting | RRML/TeamDetail/Team/TeamStats |
| Description | Root element of team stats |

|  |
| --- |
|  |

| Element | <TeamStat> |
| --- | --- |
| Nesting | RRML/TeamDetail/Team/TeamStats/TeamStat |
| Description | Element containing player information |
|  | |
| *Attribute* | penalty\_conceded\_killing\_ruck |
| *Description* | The number of penalties the team have conceded in their own half |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_own\_half |
| *Description* | The number of penalties the team have conceded in their own half |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tackle\_success |
| *Description* | The percentage of successful tackles the team has made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_not\_straight |
| *Description* | Theis is not supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_possession\_lost |
| *Description* | The number of times the team have kicked the ball and handed possession to the opponent |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_won |
| *Description* | How many times the team thrower has successfully thrown to his team in the lineout |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_penalty\_goals |
| *Description* | How many times the team have missed a penalty goal |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | rucks\_won |
| *Description* | The number of rucks that the team has won |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | yellow\_cards |
| *Description* | How many times the team have been given a yellow card |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | retained\_kicks |
| *Description* | The number of times the team have kicked the ball from open play and won the ball |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | passes |
| *Description* | How many times the team have completed a pass |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tries |
| *Description* | How many tries the team has scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_infringe\_opp |
| *Description* | The number of lineout throws won due to an infringement by the opposition, penalties and free kicks |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_to\_own\_player |
| *Description* | The number of times the team have completed a lineout throw to a team-mate |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_opp\_half |
| *Description* | The number of penalties the team have conceded in the opponent's half |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | team\_id |
| *Description* | The unique team ID |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_own\_half |
| *Description* | The number of turnovers the team have conceded in their own half |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_lost |
| *Description* | How many times the team has conceded possession to the opposing team at a lineout |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_tackles |
| *Description* | How many tackles the team has missed |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_other |
| *Description* | The number of penalties the team have conceded for another reason |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_scrum\_offence |
| *Description* | How many times the team have conceded a penalty for a scrum offence |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tackles |
| *Description* | How many tackles the team have completed |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_conversion\_goals |
| *Description* | How many times the team have missed a conversion |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | try\_kicks |
| *Description* | How many kicks the team has completed that lead to a try being scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_to\_opp\_player |
| *Description* | How many lineouts the team have had that go to the opposition |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalties\_conceded |
| *Description* | The number of penalties the team have conceded |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restarts\_lost |
| *Description* | How many times the team have kicked to restart the game and given possession to the opponent |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_infringe\_own |
| *Description* | The number of times the team have conceded a penalty or free kick on their own lineout ball |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_lost |
| *Description* | The number of scrums the team have lost |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_lost\_reversed |
| *Description* | The number of scrums that have been lost and the feed given to the opposition for the resulting scrum |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_kicks |
| *Description* | The total number of kicks the team have made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_foul\_play |
| *Description* | The number of penalties the team have conceded for foul play |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_goals |
| *Description* | How many times the team have successfully kicked a penalty through the posts |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded |
| *Description* | The number of free kicks conceded by the team |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_percent\_success |
| *Description* | This is not supported |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_collapsing\_offence |
| *Description* | This is no longer supported |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_opp\_half |
| *Description* | How many times the team have lost possession of the ball in the opponent's half |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | game\_id |
| *Description* | The unique game ID number |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | drop\_goals\_converted |
| *Description* | How many times the team have successfully kicked a drop goal through the posts |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_success |
| *Description* | The percentage of kicks that have been successful for the team |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_won |
| *Description* | How many scrums the team has won |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_tries |
| *Description* | How many penalty tries the team has been awarded |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | conversion\_goals |
| *Description* | How many times the team have successfully kicked a conversion |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | points |
| *Description* | This is not supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | set\_piece\_won |
| *Description* | The number of times the team have won a set piece |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_in\_touch |
| *Description* | How many times the team has kicked into touch |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | id |
| *Description* | The unique ID number |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_handling\_in\_ruck |
| *Description* | The number of times the team have been penalised for handling in the ruck |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_total |
| *Description* | The total number of scrums the team have had |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | defenders\_beaten |
| *Description* | How many defenders the team as a whole has successfully eluded |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_lineout\_offence |
| *Description* | How many times the team have conceded a penalty due to a lineout offence |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | ruck\_success |
| *Description* | The percentage of successful rucks the team has won |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | true\_retained\_kicks |
| *Description* | The number of try and possession retained kicks |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnovers\_conceded |
| *Description* | The number of times the team have conceded a turnover |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_success |
| *Description* | The percentage of lineouts the team has successfully completed |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_offside |
| *Description* | The number of penalties the team have conceded for offside |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | red\_cards |
| *Description* | The number of players the team have had sent off |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | drop\_goal\_missed |
| *Description* | The number of drop goals missed by the team |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restarts\_success |
| *Description* | The percentage of how many successful restarts the team has made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_wrong\_side |
| *Description* | How many times the team have conceded a penalty for being on the wrong side |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_lineouts |
| *Description* | The total number of lineouts the team has taken (thrown in). |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | rucks\_lost |
| *Description* | The number of rucks the team have lost |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_kicks\_succeeded |
| *Description* | The total number of successful kicks the team have made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_collapsing |
| *Description* | This is not supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | restarts\_won |
| *Description* | How many restarts the team has won |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | runs |
| *Description* | The number of runs the team have made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | pc\_scrums\_won |
| *Description* | This is not supported |
| *Data type* | N/A |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_opp\_player |
| *Description* | The number of restart kicks by that team to the opposition player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_oppn\_collection |
| *Description* | The number of kick by that team resulting in an opposition collection |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_success |
| *Description* | The team scrum success |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **metres** |
| *Description* | The number of team metres achieved |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_lost\_reversed |
| *Description* | The number of scrums that have been lost and the feed given to the opposition for the resulting scrum |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_won\_penalty\_try |
| *Description* | The number of scrums won by that team resulting in a penalty try |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_won\_free\_kick |
| *Description* | The number of scrums won by that team resulting in a free kick |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_won\_pushover\_try |
| *Description* | The number of scrums won by that team resulting in a pushover try |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_lost\_outright |
| *Description* | The number of scrums lost outright by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_loose\_ball |
| *Description* | The number of loose ball collections by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_error\_not\_ten |
| *Description* | This relates the restart kick events so it is when the kick doesn’t go 10 metres. |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_lost\_penalty |
| *Description* | The number of scrums lost resulting in a penalty by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | pc\_kick\_percent |
| *Description* | The penalty kick percentage by that team |
| *Data type* | Percentage |
| *Values* | Dynamic |
|  | |
| *Attribute* | rucks\_total |
| *Description* | The total number of rucks by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_goals |
| *Description* | The total number of missed goals by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_won\_steal |
| *Description* | The number of lineouts won from a steal by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_lost\_handling\_error |
| *Description* | The number of lineouts throws lost by that team as result of a handling error |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_won\_clean |
| *Description* | The number of lineout throws won clean by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_opp\_error |
| *Description* | The number of restarts by that team that end with an opposition error |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | clean\_breaks |
| *Description* | The total number of clean breaks by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_won\_outright |
| *Description* | The totsal number of mauls won outright by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_failed |
| *Description* | The number of failed colelctions by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries\_support |
| *Description* | The total number of support carries by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_possession\_retained |
| *Description* | The number of kicks by that team leading to retaining possession |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_lost\_free\_kick |
| *Description* | The number of scrums lost from a free kick |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_dissent |
| *Description* | The number of penalties conceded for dissent |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_won\_penalty |
| *Description* | The number penalties won from scrums |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_from\_kick |
| *Description* | The total number of collections from kicks |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_own\_player |
| *Description* | The number of restarts by their own player for that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_success |
| *Description* | The collection success value by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_carried\_in\_touch |
| *Description* | The number of turnovers carried into touch by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_bad\_pass |
| *Description* | The number of turnovers froma bad pass by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_won\_try |
| *Description* | The total number of mauls won leading to a try by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_carried\_over |
| *Description* | Turnover conceded by being carried over the their own goal line |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_won\_tap |
| *Description* | Lineout throws won as a result of a team mate tapping the ball down |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_won\_outright |
| *Description* | The number of scrums won outright by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_lost\_in\_ruck\_or\_maul |
| *Description* | The number of turnovers lost in a ruck or maul by that player |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_out\_of\_play |
| *Description* | The total number of kicks out of play by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries\_not\_made\_gain\_line |
| *Description* | The total number of carries not made the gain line by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | offload |
| *Description* | The total number of offloads by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_delib\_knock\_on |
| *Description* | The total number of penalties conceded by a deliberate knock on by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries\_crossed\_gain\_line |
| *Description* | The total number of carries that crossed that gain line by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_halfway |
| *Description* | The total number of halfway line restarts |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_lost\_free\_kick |
| *Description* | The total number of lineout throws lost by that team resulting in a free kick |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_won |
| *Description* | The total number of mauls won by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_forward\_pass |
| *Description* | The number of turnovers as a result of a forward pass by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_lost\_not\_straight |
| *Description* | The number of lineout throws lost due to the throw not being straight by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnovers\_won |
| *Description* | The total number of turnovers won by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_lost\_turnover |
| *Description* | The total number of mauls lost resulting in a turnover |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_won\_penalty |
| *Description* | The total number of mauls won resulting in a penalty by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_won\_penalty\_try |
| *Description* | The total number of mauls won resulting in a penalty try by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_won\_own\_throw |
| *Description* | The total number of lineouts won on own throw by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_reset |
| *Description* | The total number of reset scrums by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_22m |
| *Description* | The total number of 22m restarts by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_lost\_outright |
| *Description* | The total number of lineout throws lost outright by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_lost\_outright |
| *Description* | The total number of mauls lost outright by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_lost |
| *Description* | The total number of mauls lost by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_knock\_on |
| *Description* | The number of turnovers from knock ons by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_won |
| *Description* | The total number of turnovers won by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_obstruction |
| *Description* | The total number of penalties conceded for obstruction by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_stamping |
| *Description* | The total number of penalties conceded for stamping by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | restart\_error\_out\_of\_play |
| *Description* | The total number of restart errors that go out of play by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | collection\_interception |
| *Description* | The total number of collection interceptions |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | try\_assists |
| *Description* | The total numbr of try assists by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_early\_tackle |
| *Description* | The total number of penalties conceded from an early tackle by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauls\_total |
| *Description* | The total number of mauls by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_lost\_penalty |
| *Description* | The total number of lineout throws lost resulting in a penalty by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries\_metres |
| *Description* | The total carry metres by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_try\_scored |
| *Description* | The number of kicks resulting in a try being scored by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_touch\_in\_goal |
| *Description* | The number of kicks that result in being collected in goal |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_charged\_down |
| *Description* | The number of kicks charged down by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_won\_penalty |
| *Description* | The number of lineout throws won resulting in a penalty to that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_throw\_won\_free\_kick |
| *Description* | The number of lineout throws won resulting in a free kick to that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | goals |
| *Description* | The total number of goals by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_conceded\_high\_tackle |
| *Description* | The number of penalties conceded for a high tackle by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **kick\_penalty\_good** |
| *Description* | A penalty that is successfully kicked by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **kick\_penalty\_bad** |
| *Description* | A penalty that is unsuccessfully kicked by that team |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | ball\_possession\_last\_10\_mins |
| *Description* | Ball possession  in the last 10 minutes |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | territory\_last\_10\_mins |
| *Description* | Territory in the last 10 minutes |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | mauling\_metres |
| *Description* | The number of metres the maul has travelled |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | red\_card\_second\_yellow |
| *Description* | The number of red cards resulting from a second yellow card |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_kick\_for\_touch\_metres |
| *Description* | The total number of metres the ball has been kicked to touch from a penalty kick |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kick\_from\_hand\_metres |
| *Description* | The total number of metres the ball has been kicked to from hand in play |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnover\_kick\_error |
| *Description* | The number of errors resulting from kicks |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded\_at\_scrum |
| *Description* | Number of free kicks conceded at scrums |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded\_at\_lineout |
| *Description* | Number of free kicks conceded at lineouts |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded\_in\_general\_play |
| *Description* | Number of free kicks conceded in general play |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | free\_kick\_conceded\_in\_ruck\_or\_maul |
| *Description* | Number of free kicks conceded in ruck or maul |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_free\_kicks\_conceded |
| *Description* | The total number of free kicks conceded |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | possession |
| *Description* | The percentage of possession enjoyed by the team in question e.g. 0.51 = 51% |
| *Data type* | Decimal |
| *Values* | Dynamic |
|  | |
| *Attribute* | territory |
| *Description* | The percentage territory enjoyed by the team e.g. 0.53 = 53% |
| *Data type* | Decimal |
| *Values* | Dynamic |
|  | |
| *Attribute* | pc\_possession\_first |
| *Description* | The percentage possession enjoyed by the team in the first half |
| *Data type* | Decimal |
| *Values* | Dynamic |
|  | |
| *Attribute* | pc\_possession\_second |
| *Description* | The percentage possession enjoyed by the team in the second half |
| *Data type* | Decimal |
| *Values* | Dynamic |
|  | |
| *Attribute* | pc\_territory\_first |
| *Description* | The percentage territory enjoyed by the team in the first half |
| *Data type* | Decimal |
| *Values* | Dynamic |
|  | |
| *Attribute* | pc\_territory\_second |
| *Description* | The percentage territory enjoyed by the team in the second half |
| *Data type* | Decimal |
| *Values* | Dynamic |
|  | |
| *Attribute* | ball\_won\_zone\_a |
| *Description* | The number of times the ball was won at a set piece or ruck in the team’s own 22 metre area |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | ball\_won\_zone\_b |
| *Description* | The number of times the ball was won at a set piece or ruck between the team’s own 22 metre line and the half way line |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | ball\_won\_zone\_c |
| *Description* | The number of times the ball was won at a set piece or ruck between the half way line and the opposition 22 metre line |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | ball\_won\_zone\_d |
| *Description* | The number of times the ball was won at a set piece or ruck in the opposition team’s 22 metre area |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | attacking\_events\_zone\_a |
| *Description* | The number of attacking events by the team in the team’s own 22 metre area. Attacking events are defined as carry, pass, drop goal, kick from hand, lineout won, ruck won, scrum won, try scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | attacking\_events\_zone\_b |
| *Description* | The number of attacking events by the team between the team’s own 22 metre line and the half way line. Attacking events are defined as carry, pass, drop goal, kick from hand, lineout won, ruck won, scrum won, try scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | attacking\_events\_zone\_c |
| *Description* | The number of attacking events by the team between the half way line and the opposition 22 metre line. Attacking events are defined as carry, pass, drop goal, kick from hand, lineout won, ruck won, scrum won, try scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | attacking\_events\_zone\_d |
| *Description* | The number of attacking events in the opposition team’s 22 metre area. Attacking events are defined as carry, pass, drop goal, kick from hand, lineout won, ruck won, scrum won, try scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |

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| Note: | N.B.Attributes highlighted in yellow are currently only available for matches where livescores = 11. For other values of livescores the tags should be ignored |
| --- | --- |
|  | |

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RU14 Round by Round Season Stats

**Feed Information**

This feed allows a user to plot team and player stats by round across the course of a season or given competition and acts as a barometer for varying levels of performance.

**Delivery Timings**

The feed is normally delivered at the conclusion of the analysis of the last match of the weekend for the stated competition. For major competitions such as Six Nations or the World Cup it may be delivered at the end of each match.

**File naming convention**

The file naming convention used for this feed is the following: -

**ru14\_season\_roundstats.{competition\_id}.{season\_id}.xml**

**Feed sample**

Please click below to view a sample feed:

[Sample](http://praxis.optasports.com/media/996309/ru14_season_roundstats2012015.xml)

**Elements/attribute/value descriptions (**[**collapse all**](http://praxis.optasports.com/documentation/rugby-union-feed-specifications/ru14-round-by-round-stats-feed.aspx#expandtables)**)**

Tables detailing all elements, attributes and values:

| Element | <OptaFeed> |
| --- | --- |
| Nesting | OptaFeed |
| Description | This root element of the feed |
|  | |
| *Attribute* | comp\_id |
| *Description* | Opta unique comp Id |
| *Data type* | Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | comp\_name |
| *Description* | Competition name |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | season\_id |
| *Description* | Season Id |
| *Data type* | Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | timestamp |
| *Description* | The feed production timestamp |
| *Data type* | Date/Time |
| *Values* | yyyy-mm-ddThh:mm:ss+0000 |
|  | |

|  |
| --- |
|  |

| Element | <Team> |
| --- | --- |
| Nesting | OptaFeed/Team |
| Description | This element contains key team data |
|  | |
| *Attribute* | team\_id |
| *Description* | The Opta team ID |
| *Data type* | Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | team\_name |
| *Description* | The official name of this team. |
| *Data type* | String |
| *Values* | Dynamic |
|  | |

|  |
| --- |
|  |

| Element | <Player> |
| --- | --- |
| Nesting | seasonstats/teams/team/players/player |
| Description | Deatails of the players taking part in the competition |
|  | |
| *Attribute* | id |
| *Description* | The unique Opta player Id |
| *Data type* | Integer |
| *Values* | Dynamic (YYY-MM-DD) |
|  | |
| *Attribute* | player\_name |
| *Description* | The player's full name |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | position |
| *Description* | The position name |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | position\_id |
| *Description* | The position id |
| *Data type* | Integer |
| *Values* | Dynamic |
|  | |

|  |
| --- |
|  |

| Element | <playerstats> |
| --- | --- |
| Nesting | OptaFeed/Player |
| Description | Element containing all player stats |
|  | |
| *Attribute* | bad\_passes |
| *Description* | A pass that touches the ground or arrives at an awkward height for the receiver. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries |
| *Description* | The total number of ball carries by each player. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | clean\_breaks |
| *Description* | How many times the player breaks through the line of defence. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | conversion\_goals |
| *Description* | How many times the player has successfully kicked a conversion. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | defenders\_beaten |
| *Description* | How many defenders the player has successfully eluded. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kicks\_from\_hand |
| *Description* | How many times the player has kicked from open play |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | drop\_goals\_converted |
| *Description* | How many times the player has successfully kicked a drop goal through the posts. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kicks |
| *Description* | How many times the player kicks the ball. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineout\_won\_opp |
| *Description* | The number of lineouts the player intercepts off an opponent’s lineout. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_to\_own\_player |
| *Description* | The number of lineouts that the player completes to a team-mate. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | metres |
| *Description* | The number of metres the player has advanced across the gain line. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | minutes\_played\_total |
| *Description* | The total number of minutes the player has played |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_conversion\_goals |
| *Description* | How many times the player has missed a conversion. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_penalty\_goals |
| *Description* | How many times the player has missed a penalty goal. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_tackles |
| *Description* | How many tackles the player has missed. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | offload |
| *Description* | How many times the player has successfully passed out of the tackle. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | Passes |
| *Description* | How many times the player has completed a pass. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | pen\_defs |
| *Description* | How many times the player has conceded a penalty when on the defensive. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | pen\_offs |
| *Description* | How many times the player has conceded a penalty when on the offensive. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_goals |
| *Description* | How many times the player has successfully kicked a penalty through the posts. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | points |
| *Description* | The total number of points accumulated by that player. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | red\_cards |
| *Description* | How many times the player has been sent off. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tackles |
| *Description* | How many tackles the player has completed. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_games |
| *Description* | The total number of games the player has played in |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tries |
| *Description* | The number of tries the player has scored. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnovers\_conceded |
| *Description* | How many times has the player conceded possession to the opposing team. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | yellow\_cards |
| *Description* | How many times the player has been given a yellow card. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **turnovers\_won** |
| *Description* | How many turnovers that player has won. This attribute will not appear if the player has not performed the action. |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **throws\_lost** |
| *Description* | The number of lineouts lost on own throw awarded to the hooker. This attribute will not appear if the player has not performed the action. |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **lineouts\_won** |
| *Description* | A lineout won by the jumping player on the team with the throw. This attribute will not appear if the player has not performed the action. |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **round** |
| *Description* | The round number |
| *Data type* | Integer |
| *Values* | Dynamic |
|  | |

|  |
| --- |
|  |

| Element | <TeamStats> |
| --- | --- |
| Nesting | OptaFeed/teamstats |
| Description | Element containing team stat catergories |
|  | |
| *Attribute* | kicks\_from\_hand |
| *Description* | How many times the team has kicked from open play |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | carries |
| *Description* | The total number of ball carries by each player. This attribute will not appear if the player has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | clean\_breaks |
| *Description* | How many times the team broke through the line of defence. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | conversion\_goals |
| *Description* | How many times the team has successfully kicked a conversion. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | defenders\_beaten |
| *Description* | How many defenders the team has successfully eluded. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | kicks\_from\_hand |
| *Description* | How many times the team has kicked from open play |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | drop\_goals\_converted |
| *Description* | How many times the team has successfully kicked a drop goal through the posts. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_lost |
| *Description* | How many times the team has conceded possession to the opposing team at a lineout |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | lineouts\_won |
| *Description* | How many times the team has successfully caught their own throw at a lineout |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | metres |
| *Description* | The number of metres the team have advanced |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | missed\_tackles |
| *Description* | The number of tackles the team have missed |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | offloads |
| *Description* | How many times the team has successfully passed out of the tackle. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | passes |
| *Description* | The number of passes the team have completed |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_goals |
| *Description* | How many times the team has successfully kicked a penalty through the posts. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalties\_conceded |
| *Description* | The number of penalties the team have conceded |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | penalty\_tries |
| *Description* | The number of penalty tries the team have been awarded. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | player\_tries |
| *Description* | The number of tries scored by the players of the team as a total |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | points |
| *Description* | The total number of points accumulated by that team. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | red\_cards |
| *Description* | How many times the team have received a red card. This attribute will not appear if the team has not performed the action |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | rucks\_lost |
| *Description* | The total number of rucks lost by the team |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | rucks\_success |
| *Description* | The ruck success of the team as a percentage |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | rucks\_total |
| *Description* | The total number of rucks the team has been involved in |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | rucks\_won |
| *Description* | The total number of rucks won |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_lost |
| *Description* | The number of times the team have conceded possession when it’s been their put-in at a scrum |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_success |
| *Description* | The scrum success of the team as a percentage |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_total |
| *Description* | The total number of scrums the team has been involved in |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | scrums\_won |
| *Description* | The number of times the team have successfully won a scrum |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | tackles |
| *Description* | The number of tackles the team have made |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_games |
| *Description* | The number of games the team has played |
| *Data type* | String |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_tackle\_attempts |
| *Description* | The total number of tackles attempted by the team |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | total\_tries |
| *Description* | The total number of tries the team have scored |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | turnovers\_conceded |
| *Description* | The total number of turnovers the team have conceded |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | yellow\_cards |
| *Description* | The total number of yellow cards the team have been given |
| *Data type* | Positive integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **missed\_penalty\_goals** |
| *Description* | The total number of penalty goals missed by the team. This attribute will not appear if the player has not performed the action. |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **missed\_conversions** |
| *Description* | The total number of conversions missed by the team. This attribute will not appear if the player has not performed the action. |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |
| *Attribute* | **turnovers\_won** |
| *Description* | The total number of turnovers won by the team. This attribute will not appear if the player has not performed the action. |
| *Data type* | Positive Integer |
| *Values* | Dynamic |
|  | |

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