

StatsBomb API Lineups Specification v3.0.0

[StatsBomb API - last updated 16 Dec 2021]

This document describes the API used to request team lineups for a match to which the user has licensed access. Credentials need to be supplied as described in the general API notes.

Summary of Changes for API v3.0.0

- New API version has changed URLs from “/v2/lineups” to “/v3/lineups” (see below).
- “Cards” added for all players in the lineup.
- “Positions” added for all players in the lineup.

Accessing the API

The new API version has changed URLs from “/v2/lineups” to “/v3/lineups” due to some data structure differences between API versions. Therefore, we have updated the URL call to access the API. If you wish to upgrade to the most recent version of StatsBomb data, please make a call to the newest version of the API at the url below.

The updated API can be accessed by making a request to <https://data.statsbombservices.com/api/v3/lineups/?>. The question mark should be replaced by the desired match ID.

Previous versions of the API can be accessed by making a request to <https://data.statsbombservices.com/api/v2/lineups/?> or <https://data.statsbombservices.com/api/v1/lineups/?>. The question mark should be replaced by the desired match ID. Please see our data website for the documentation of previous API versions.

An R package has been written for users to conveniently access the API and clean the data. The R package is available at <https://github.com/statsbomb/StatsBombR>.

Response

The response will be in JSON format. The response is an array containing lineup information for both teams:

Column	Type	Description
team_id	Integer	The unique identifier for each team.
team_name	Integer	The name of the team.
lineup	Array	An array of players on the team sheet for this team.

Lineups Objects

The lineups variable is an array containing the following variables:

Column	Type	Description
player_id	Integer	The unique identifier for this player.
player_name	Integer	The name of the player.
player_nickname	String	The nickname of the player on the team.
player_gender	String	The gender of the player on the team.
player_weight	Number	The weight of the player on the team (in kg).
player_height	Number	The height of the player on the team (in cm).
birth_date	Date	The player's date of birth.
jersey_number	Integer	The number on the player's shirt for this match.

country	Object	The player's nationality, a country object with ID and name attributes.
cards	Array	Cards issued to the player in the course of the match.
positions	Array	The positions occupied by the player in the course of the match.

Card Objects

Each card object is an array containing the following variables:

Column	Type	Description	Values
time	String	The time (match minutes and seconds, formatted as "mm:ss") at which the card was issued.	e.g. "66:07"
card_type	String	The type of card issued.	"Yellow Card" "Second Yellow" "Red Card"
reason	String	The reason for which the card was issued.	"Foul Committed" "Bad Behaviour"
period	Integer	The numeric match period during which the card was issued.	1 (1st half) 2 (2nd half) 3 (3rd period) 4 (4th period) 5 (Penalty Shootout)

Position Objects

Each position object is an array containing the following variables:

Column	Type	Description	Values	
position_id	Integer	The number of the player's position.	1 ... 25	
position	String	The name of the position..		
			Position Number	Position Name
			1	Goalkeeper

			<div> <div>2</div> <div>Right Back</div> </div> <div> <div>3</div> <div>Right Center Back</div> </div> <div> <div>4</div> <div>Center Back</div> </div> <div> <div>5</div> <div>Left Center Back</div> </div> <div> <div>6</div> <div>Left Back</div> </div> <div> <div>7</div> <div>Right Wing Back</div> </div> <div> <div>8</div> <div>Left Wing Back</div> </div> <div> <div>9</div> <div>Right Defensive Midfield</div> </div> <div> <div>10</div> <div>Center Defensive Midfield</div> </div> <div> <div>11</div> <div>Left Defensive Midfield</div> </div> <div> <div>12</div> <div>Right Midfield</div> </div> <div> <div>13</div> <div>Right Center Midfield</div> </div> <div> <div>14</div> <div>Center Midfield</div> </div> <div> <div>15</div> <div>Left Center Midfield</div> </div> <div> <div>16</div> <div>Left Midfield</div> </div> <div> <div>17</div> <div>Right Wing</div> </div> <div> <div>18</div> <div>Right Attacking Midfield</div> </div> <div> <div>19</div> <div>Center Attacking Midfield</div> </div> <div> <div>20</div> <div>Left Attacking Midfield</div> </div> <div> <div>21</div> <div>Left Wing</div> </div> <div> <div>22</div> <div>Right Center Forward</div> </div> <div> <div>23</div> <div>Striker</div> </div> <div> <div>24</div> <div>Left Center Forward</div> </div> <div> <div>25</div> <div>Secondary Striker</div> </div>
from	String	The time (match minutes and seconds, formatted as "mm:ss") from which the player was in this position.	e.g. "39:34"
to	String	The time (match minutes and seconds, formatted as "mm:ss") until which the player was in this position.	e.g. "66:07"
from_period	integer	The match period during which the player's occupancy of this position began .	<div>1 (1st half)</div> <div>2 (2nd half)</div> <div>3 (3rd period)</div> <div>4 (4th period)</div> <div>5 (Penalty Shootout)</div>
to_period	integer	The match period during which the player's occupancy of this position ended.	<div>1 (1st half)</div> <div>2 (2nd half)</div> <div>3 (3rd period)</div> <div>4 (4th period)</div>

			5 (Penalty Shootout)
start_reason	String	The reason for the start of the player's occupancy of this position.	"Starting XI" "Tactical Shift" "Substitution - On (Tactical)" "Substitution - On (Injury)"
end_reason	String	The reason for the end of the player's occupancy of this position.	"Tactical Shift" "Substitution - Off (Tactical)" "Substitution - Off (Injury)" "Final Whistle"

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