Match Details:

- Matchid Each match has a unique matchid and it is a mandatory field.
- ClubA, ClubB Each club has a unique clubid and it is a mandatory field.
- MatchDate It is a mandatory field. It displayed the date and time of the match.
- StadiumID Each Stadium has a unique StadiumID and it is a mandatory field.
- CompetitionID Each Competition has a unique CompetitionID and it is a mandatory field.
- MatchTypeID Each match type has a unique matchtypeid and it is a mandatory field.
- Stage Each Competition has different Stages of formats for progression. (League, Knockouts, Qualifier, Eliminators, Final, etc.)
- **TossWin** ClubId of the team which won the toss will be displayed and it is an optional field.
- TossOpted Batting or Fielding option by the toss winning team and it is an optional field.
- ManOftheMatch PlayerId of the player who won the man of the match team and it is an optional field.
- 1stinn RevisedOvers In case of DLS matches, overs to be revised and it is an optional field.

- 2ndinn RevisedOvers In case of DLS matches overs to be revised.
- RevisedTarget In case of DLS matches targets to be revised and it is an optional field
- DayOrnight It is a mandatory field and displays whether it is a day or night match.
- KnockOut It is a mandatory field and displays whether the match is a knockout or not.
- WonClubid Displays the clubId of the team which won the match and it is an optional field.
- Result Displays the winning description of the match (EX -Lucknow Super Giants won by 5 runs) and it is an optional field.
- Status Displays whether the match is completed or not.

Ball by Ball Details:

- Matchid Each match has a unique matchid and it is a mandatory field.
- **InningsID** Displays the Innings ID (1 or 2, if test match, ID go up to 4) and it is a mandatory field.
- BallID Each ball has a unique ball ID and it starts from 1. It is a mandatory field.
- Overs It is a mandatory field and displays which ball of the over starting from 0.1.

- Overid Displays the over number and it is a mandatory field.
- BattingClubID Displays the batting team's id and it is a mandatory field.
- BowlingClubID Displays the batting team's id and it is a mandatory field.
- **StrikerID** Displays the ID of the batsman who is currently on the strike and it is a mandatory field.
- StrikerName Displays the Name of the batsman who is currently on the strike and it is a mandatory field.
- Nonstrikerid Displays the ID of the batsman who is currently on the non-strike and it is a mandatory field.
- **NonStrikerName** Displays the Name of the batsman who is currently on the non-strike and it is a mandatory field.
- Bowlerid Displays the ID of the bowler who is currently bowling and it is a mandatory field.
- **bowlerName** Displays the Name of the bowler who is currently bowling and it is a mandatory field.
- **BattingTypeID** Displays the batting type ID of the striker. 1 for Right Hand Batsman (RHB) and 2 for Left Hand Batsman (LHB) and it is a mandatory field.
- **BattingType** Displays the batting type of the striker whether right or left handed and is a mandatory field.

- **BowlingTypeID** Displays the bowling type ID of the bowler.
- **BowlingType** Displays the bowling type of the bowler.
- Battingorder Displays the batting order of the striker.
- Extrastype Displays the type ID of extras given by the bowler
- ExtrasTypeName Displays the Name of the extrasType.
- Extras Displays the extras run.
- Runs Displays the runs for the current ball.
- IsWicket Displays whether the wicket fell in the current ball or not.
 (EX 0 for no wicket, 1 for wicket)
- **DismissalTypeld** Displays the dismissal type id of how the batsman wicket fell and it is an optional field.
- Dismissaltype Displays the name of the dismissal type of the batsman wicket and it is an optional field.
- Isfour Displays whether the runs scored by batsman is four or not.
 (0 for no four, 1 for four runs)
- Issix Displays whether the runs scored by batsman is six or not. (0 for no six, 1 for six runs)
- SixDistance Displays the six distances if the batsman hits the six and it is an optional field.

- WagonWheelX Displays the X coordinates of the ball on the wagon wheel.
- **WagonWheelY** Displays the Y coordinates of the ball on the wagon wheel.
- HeightX split into X and Y Axis
- HeightY split into X and Y Axis
- LengthX Displays the Length X coordinates of the ball on the pitch map.
- LengthY Displays the Length Y coordinates of the ball on the pitch map.
- ReleasePoint_X Bowling Action at release is split into X and Y Axis - this is X coordinate of the Bowler Releasing Point
- ReleasePoint_Y Bowling Action at release is split into X and Y Axis - this is Y coordinate of the Bowler Releasing Point
- InterceptionPoint_X The point of contact where the Batsman meets the Ball is split into X and Y Axis - this is X coordinate of the point of contact the batsman makes.
- InterceptionPoint_Y The point of contact where the Batsman meets the Ball is split into X and Y Axis this is Y coordinate of the point of contact the batsman makes.
- PaceorSpin Displays the type ID of the ball bowled by the bowler is pace or spin. (1 for Pace, 2 for Spin)

- PaceorSpin_name Displays the type NAME of the ball bowled by the bowler is pace or spin. (1 for Pace, 2 for Spin)
- bowlSpeed Displays the speed of the ball bowled by the bowler.
- **Stroke** Displays the NAME of the stroke of how the batsman tackled the ball.
- StrokeID Displays the ID of the stroke of how the batsman tackled the ball.
- DeliveryStyleID Displays the ID of the delivery style of the ball bowled by the bower.
- **DeliveryStyle** Displays the NAME of the delivery style of the ball.
- **CreaseMovementId** Displays the ID of the crease movement of the batsman while tackling the ball.
- **CreaseMovement** Displays the NAME of the crease movement of the batsman while tackling the ball.
- **BatSubject** Displays the ID of the Bat subject of how the batsman faced the ball.
- BatSubjectName Displays the NAME of the Bat subject of how the batsman faced the ball.
- ShotConnection Displays the ID of the shot connection of how the batsman connected the ball.
- ShotConnectionName Displays the NAME of the shot connection of how the batsman connected the ball.

- Subjecttag Displays the ID of the subject tag about the batsman's stroke and the result of it
- SubjectTagName Displays the NAME of the subject tag about the batsman's stroke and the result of it
- **WTO** Displays the ID of the WTO of how the fielder missed the opportunity of batsman's wicket.
- WTO_Name- Displays the NAME of the WTO of how the fielder missed the opportunity of batsman's wicket.
- **WtoType** Displays the Type ID of the WTO of how the fielder missed the opportunity of batsman's wicket.
- WtoType_Name Displays the Type Name of the WTO of how the fielder missed the opportunity of batsman's wicket.
- wtoPlayer Displays the Player ID of the batsman whose wicket was missed by the fielder.
- wtoBatsman_name Displays the Player NAME of the batsman whose wicket was missed by the fielder.
- Wto_Fielder Displays the ID of the fielder who missed the opportunity of batsman's wicket.
- Wto_Fielder_name Displays the NAME of the fielder who missed the opportunity of batsman's wicket.
- MisRun Displays the runs missed by the fielder.

- MR_Fielderid Displays the ID of the fielder who missed the runs.
- MR_FielderName Displays the NAME of the fielder who missed the runs.
- Saverun Displays the runs saved by the fielder.
- SR_Fielderid Displays the ID of the fielder who saved the runs.
- **SR_Fielder_Name** Displays the NAME of the fielder who saved the runs.
- CatchType Displays the ID of the catch type's level. (EX- 1 for Easy)
- CatchType_Name Displays the NAME of the catch type's level.
- Directhit Displays the ID of the fielder involved in directly hitting the stumps during fielding.
- Directhit_name Displays the NAME of the fielder involved in directly hitting the stumps during fielding.
- OverorRound Displays the ID whether the bowler is bowling over the wicket or around the wicket. (1 for Over and 2 for around).
- OverorRound_Name Displays the NAME whether the bowler is bowling over the wicket or around the wicket.
- **fieldPositionid** Displays the ID of the position a fielder is fielding at during an event (EX: Catch taken, Catch Dropped).

- fieldPosition Displays the NAME of the position a fielder is fielding at during an event.
- OnorOff Displays the NAME of the side of the field the ball is played at. (On Side or Off Side)
- Lofted Did the batsman attempt to loft the ball and it goes in the air over the fielder. (0 for no loft, 1 for loft)
- **InTheair** Whenever the Batsman hits the ball in the air. (0 for not in the air, 1 for in the air)
- WicketKeeper Standing position Standing Position of the Keeper with regards to the bowling (EX: 1 for Standing Up Front for a Spinner, 2 for Standing Back for a Pacer)
- EndID Displays the Name of the end of where the bowler bowls.
- Umpireid Displays the ID of the bowler's end umpire.
- **umpire_name** Displays the Name of the bowler's end umpire.
- **isDRS** Displays whether DRS review is taken by either of the teams against umpire's appeal. (0 DRS not taken and 1 DRS taken)
- OverThrowRuns Displays the run achieved by the batsman while on over throw.
- Batsman InControl/OutControl Displays the NAME whether batsman was in control while making the Boundaries.
- IST TIME Displays the India Standard Time during each ball.

- Dismissedplayer Displays the player ID of the dismissed batsman.
- Dismissedplayer_name Displays the player NAME of the dismissed batsman
- Pitchmap Zone Displays the value of the zone according to the length of the ball bowled by a bowler.
- WW Zone Displays the zone value of the ball displaced.
- **SZ Zone** Shot Zone is broken up into 7 zones horizontally, 6 vertically, counting from left to right, from the top this indicates which Zone the Ball was in.
- **BallStopType** Displays ID of the type of effort the fielder puts in stopping the ball.
- DismissalFielderID1 Displays ID of the fielder who dismissed the batsman.
- DismissalFielderID2 Displays ID of the fielder who assisted in dismissing the batsman.
- PowerSurge The 'Power Surge' is a two-over period during which the fielding team is allowed only two players outside the inner fielding circle - whether the over is powersurge or not
- Squad
- Displays the details of all the players of both the team separately like Clubid, Playerid, battingOrder, isPlayed, isCaptain, isWK.
- SixDistance

•	Displays the Ground Dimensions from pitch to boundary line in metres into 7 different regions