

Sports Dataset

Details

At any time during a soccer match, it is of great interest to predict how many goals will be scored during the remaining playing time. This is to model probabilities and prices and eventually to decide whether to bet on over or under a certain number of goals to happen during the rest of the match. An ongoing match exposes a certain amount of data, that are changing every moment of the match, such as ball possession, the number of attacks, and bookings.

Features

The data contains 10,000 random and separate snapshots of a single timestamp during a match. Each of these snapshots have the following data points as input.

- `uuid` – The unique identifier of the snapshot
- `current_minute` – The current minute of the in-play match. Important: the 15 min half-time break is included, so a match will have a total of 105 min. A `current_minute` of 70 corresponds to the actual match time of 55.
- `home_score` – Goals scored by the home team as of this `current_minute`
- `away_score` – Goals scored by the away team as of this `current_minute`
- `home_yellow_cards` – Yellow cards given to the home team as of this `current_minute`
- `away_yellow_cards` – Yellow cards given to the away team as of this `current_minute`
- `home_red_cards` – Red cards given to the home team as of this `current_minute`
- `away_red_cards` – Red cards given to the away team as of this `current_minute`
- `home_attacks` – Attacks attempted by the home team as of this `current_minute`
- `away_attacks` – Attacks attempted by the away team as of this `current_minute`
- `home_dangerous_attacks` – Dangerous attacks attempted by the home team as of this `current_minute`
- `away_dangerous_attacks` – Dangerous attacks attempted by the away team as of this `current_minute`
- `home_corners` – Corners awarded to the home team as of this `current_minute`
- `away_corners` – Corners awarded to the away team as of this `current_minute`
- `home_off_target` – Shots that didn't have to be cleared by the goalkeeper that were attempted to the home team as of this `current_minute`
- `away_off_target` – Shots that didn't have to be cleared by the goalkeeper that were attempted to the away team as of this `current_minute`
- `home_on_target` – Shots that had to be cleared by the goalkeeper that were attempted to the home team as of this `current_minute`
- `away_on_target` – Shots that had to be cleared by the goalkeeper that were attempted to the away team as of this `current_minute`
- `home_possession` – How much ball possession in % did the home team have until this `current_minute`
- `away_possession` – How much ball possession in % did the away team have until this `current_minute`