**Definitions for StrataData events**

**Chances File**

* competition - Name of the relevant competition the data was collected on
* gsm\_id - A unique identifier for each game played
* kickoffDate - The date the game was played (format, DD/MM/YY)
* kickoffTime - The time the game was played (format HH:MM:SS)
* hometeam\_team1 - The Team that played at Home in this fixture (also referred to as Team 1)
* awayteam\_team2 - The Team that played Away in this fixture (also referred to as Team 2)
* Icon - Refers to either a goal, own goal, the chance rating, Penalty Missed or Penalty Awarded
* Chance Rating - Every opportunity, goal, own goal and penalty award is given a chance rating on a scale of Superb to Poor - (see further details below.)
* Team - Team who had the chance/scored the goal
* Type - Type of chance, selected between Open Play - any chance where the ball is in motion when the chance is taken (for example, a corner played in for a player to attack would still count as Open Play), Dangerous Moment - occasions when a shot is not always taken but the opportunity is there to shoot (for example a ball across the 6-yard box the striker comes close to making contact with), Direct Free Kick - any strike directly from a free kick or Direct Corner (this is any strike directly from the corner - not to be confused with a corner crossed for a striker to attack). (See further details below)
* Time - Time of the chance in format MM:SS
* Player - Player who had the chance/scored the goal
* location\_x (see below)
* location\_y (see below)
* bodyPart - The body part used to score the goal, Options are Head, Left, Right or Other (any blanks relate to the award of penalties)
* shotQuality - Rated on a scale of 0-5. N/A is for the award of penalties, Blanks are for own goals. (See further details below)
* defPressure - Defensive Pressure at the time of the chance. Rated on a scale of 0-5 (Blanks for Own Goals/Penalties Awarded) (see further details below)
* numDefPlayers - Number of Defensive Players in a DIRECT line of goal from the shooting player
* numAttPlayers - Number of Attacking Players in a DIRECT line of goal from the shooting player.
* Outcome - One of Missed, Saved, Defended or Woodwork. Blank for Goals/Own Goals and Penalty Awarded is a separate category.
* primaryPlayer - Player adjudged with Creating the goal/chance - (see further details below)
* primaryType - Method of creation, Options are (Corner, Corner Won, Cross High, Cross Low, Dangerous Moment, Free Kick, Free Kick Won, Open Play Pass, Penalty Earned, Shot (Deflection), Shot (Opposition Rebound), Shot (Woodwork Rebound), Throw In, Turnover) - There also may not be any Creation on the chance
* primary\_LocationX (see further details below)
* primary\_LocationY (see further details below)
* secondaryPlayer - The Player credited with the Secondary Assist on the chance/goal (see further details below)
* secondaryType - Same list of options as Primary Type

**Notes on Chance Ratings**

Rather than simply Shots On Target or Off Target we classify chances under 6 headings. The Chance Ratings are given below along with their ACTUAL average conversion rate across all of our 22 competitions. We also include the expectancy of scoring to provide a clearer definition on the type of chance, for example the view is that a Superb chance is scored on 10 out of 10 occasions but the actual conversion rate is 75%:

**Superb Chances (Conversion Rate 83%)** - These are what you would consider to be unmissable chances such as clear open nets - it is important to note that if a goalkeeper needs to be beaten or a defender on the line it should be downgraded to a Great chance. You would EXPECT these to be scored on 10 out of 10 occasions.

**Great Chances (Conversion Rate 43%)** – These would be scored on 8 out of 10 occasions. These would be chances you would EXPECT the player to score on a regular basis, but still with a little work to do (for example a 1 on 1 with the keeper). You would EXPECT these to be scored on 8 out of 10 occasions.

**Very Good Chances (Conversion Rate 22%)** - These would be chances that would fall between a Great Chance and Good chance. For example a shot from inside the box but with some slight defensive pressure that the player should still be scoring. You would EXPECT these to be scored on 6 out of 10 occasions.

**Good Chances (Conversion Rate 8%)** – These would be chances that the player COULD score but you would not EXPECT them to. An example may be a header from a cross from a central position 12 yards out. You would EXPECT these to be scored on 4 out of 10 occasions.

**Fairly Good Chances (Conversion Rate 5%)** - These would be chances that would fall between Attempts and Good Chances. An example may be a shot from just outside the box but with a clear path to goal. You would EXPECT these to be scored on 2 out of 10 occasions.

**Poor Chances (Conversion Rate 3%)** – These would be chances you would not expect a player to score from. An example would be long-range shots with many players between the ball and goal. You would only EXPECT these to be scored very rarely and include shots that are not close to going in or very easily saved.

**Penalty** - Please note that the award of penalties is counted as a separate measure. The taking of the penalty itself is recorded but not as a chance rating. The chance rating on a penalty is attributed to the actual award, so if the penalty is conceded in a non-dangerous position the chance rating would be low (for example a handball in a wide area), but if a player is tripped while going around the goalkeeper the chance rating would be high.

One key thing to note is that only 1 chance is recorded per clear passage of play. If a shot from distance is pushed out (Poor Chance) and the striker following in puts the rebound over the bar (Great Chance) only the Great chance would be recorded, as both shots could not have been scored. If the keeper saved the 2nd one and it went for a corner any chances created from are recorded - this is considered a separate passage of play.

**Notes on Chance Type**

Also included in this section are: -

Blanks - Own Goals are not given a Type, as they are all Open Play.

Everything else (Handball, Holding etc.) are types of infringement given as the reason for the Penalty being awarded.

**Notes on Location**

All actions utilise XY coordinates in addition to grid locations, with (0,0) representing the absolute centre of the defended goal line. The pitch length runs from 0 to 420, while the width runs from 136 to -136 (left to right).

Some key reference points of note:

Left Goalpost (15, 0)

Right Goalpost (-15, 0)

6-Yard Box Left Corner: (37, 22)

6-Yard Box Right Corner: (-37, 22)

Penalty Spot: (0, 44)

18-Yard Box Left Corner: (81, 66)

18-Yard Box Right Corner: (-81, 66)

Centre Spot: (0, 210)

**Notes on Shot Quality**

This is a subjective measure on the quality of the shot. If the shot is particularly well struck and gave the keeper no chance then this would be rated as 5, while a scuffed effort that was poorly hit, or a wild swing that goes well wide would be rated as 1.

For example a free kick will almost always be a Poor/Fairly Good Chance but the Shot Quality could be rated as 5 if the player bends it into the top corner away from the goalkeeper completely out of his reach.

A standard shot would be rated as 3, so for those times when an open net happens then that is the benchmark.

Shot Quality 0 is for occasions such as a player blocking the ball and it going into the goal or a cross that is not intended as a shot drifting all the way in, basically any accidental shot.

**Notes on Defensive Pressure**

On a scale of 0 – 5 (5 being the highest) this is how much pressure the shooter is under. Some examples: -

0 - No defensive players around, nobody blocking the shot

1 - Light defensive pressure, no direct tackle but a player stood a few yards away causing some part of the goal to be blocked

2 - Low defensive pressure, a player a few yard away but could be sticking a leg out looking to make a block

3 - Medium defensive pressure - Close contact with a defender, a player blocking the ball from close range, s player holding onto the shirt but behind the man

4 - High defensive pressure - Many defenders crowding around the shooting player, Tackles being made as the shot is taken, very close contact when jumping to meet a header

5 - Intense defensive pressure - a player being held while taking a shot, many players all making tackles together giving very little room for a strike, a player crowded out when challenging for a header

**Chance Creation Notes**

We classify Creation differently to traditional methods, rewarding players for their contribution to the chance/goal even if they do not DIRECTLY play the ball to the player who has the chance.

Some examples: -

If a player goes past three men and plays it for a simple tap in for his teammate, then this is obviously an assist. If he does the same but the ball across is deflected to his teammate he should still be rewarded. Without his play the goal still could not have been scored.

If a player has a shot that is parried by the keeper into the path of a second attacker who then scores, the player taking the shot will be rewarded with the creation.

Secondary Assists can be key incidents in an attacking move without which the goal wouldn’t have been scored. An example would be a Free Kick being played in, headed across goal and tapped in at the far post. While the player heading back across goal will rightly claim the assist the free kick taker should be credited with a secondary assist.