

# Data Table Schema

## country

Reference dataset for 11 European countries with football leagues.

11 rows & 2 columns. Size: <1MB. Source: not public.

Field	Type	Description
country_id	INTEGER	Unique country identifier
name	STRING	Country name

## player

European footballers spanning 11 countries and 11 leagues, from 2008 – 2016.

11,060 rows & 5 columns. Size: <1MB. [Source](#).

Field	Type	Description
player_id	INTEGER	Unique player identifier
player_name	STRING	Player name
birthday	STRING	Player birthday given in the following format: YYYY-MM-DD hh:mm:ss
height	FLOAT	Player height (in cm)
weight	INTEGER	Player weight (in kg)

## league

Reference dataset for 11 European football leagues across Europe.

11 rows & 3 columns. Size: <1MB. [Source](#).

Field	Type	Description
league_id	INTEGER	Unique league identifier
country_id	INTEGER	Unique country identifier
name	STRING	League name

## player\_attributes

Skill attributes for ~11,000 footballers spanning over 35 categories.

~184,000 rows & 40 columns. Size: ~26MB. [Source](#).

Field	Type	Description
player_id	INTEGER	Unique player identifier
date	STRING	Date the player's attributes were updated

<b>overall_rating</b>	FLOAT	Overall rating of the player's ability level in FIFA
<b>potential</b>	FLOAT	The player's ability to grow his overall rating
<b>preferred_foot</b>	STRING	The player's dominant foot
<b>attacking_work_rate</b>	STRING	The level of effort that the player puts in when in an attacking position
<b>defensive_work_rate</b>	STRING	The level of effort that the player puts in when in a defensive position
<b>crossing</b>	FLOAT	The accuracy the player crosses the ball with during both normal running and free kick set pieces
<b>finishing</b>	FLOAT	The accuracy of shots, using the foot, inside the penalty area
<b>heading_accuracy</b>	FLOAT	The heading accuracy of the player for either a pass or a shot
<b>short_passing</b>	FLOAT	Player performance on short / ground passes to his teammate. Determines both accuracy and speed
<b>volleys</b>	FLOAT	The accuracy and power of volleys at goal. It affects the technique and accuracy of shots taken while the ball is in the air
<b>dribbling</b>	FLOAT	The player's ability to carry the ball and pass an opponent. A higher value means the player will be able to keep better possession while dribbling because he will keep the ball closer, making it harder for the opponent to win the ball
<b>curve</b>	FLOAT	The player's ability to curve the ball when passing and shooting. The higher the value the more curve/curl the player is capable of putting on the ball
<b>free_kick_accuracy</b>	FLOAT	The player's accuracy for taking Free Kicks. The higher the value the better the accuracy of a direct free kick on goal
<b>long_passing</b>	FLOAT	The player's performance on a long pass in the air to his teammate. It doesn't affect long ground passes. This also determines how quickly the ball travels
<b>ball_control</b>	FLOAT	The ability of a player to control the ball as he receives it. The higher the value, the less likely the ball is to bounce away from the player after controlling it
<b>acceleration</b>	FLOAT	The increment of a player's running speed. The higher the value, the shorter the time needed to reach maximum speed
<b>sprint_speed</b>	FLOAT	The speed a player is able to run while at top speed

<b>agility</b>	FLOAT	The player's ability to change direction or turn. In other words, how quickly and gracefully a player is able to control the ball
<b>reactions</b>	FLOAT	The player's response time to a situation happening in his vicinity
<b>balance</b>	FLOAT	The player's ability to maintain balance after a physical challenge
<b>shot_power</b>	FLOAT	The power with which a player is able to hit the ball when taking a shot at goal. It is the amount of power a player can put into a shot while still keeping it accurate
<b>jumping</b>	FLOAT	The player's ability and quality for jumping from the surface for headers. The higher the value is, the higher the player can jump
<b>stamina</b>	FLOAT	The rate at which a player will tire during a game. It evaluates how tired your player gets as the match approaches half time or full time
<b>strength</b>	FLOAT	The quality or state of being physically strong. The higher the value, the more likely the player will win a physical challenge
<b>long_shots</b>	FLOAT	The accuracy of shots from outside the penalty area
<b>aggression</b>	FLOAT	The frequency and the aggression of jostling, tackling, and slide tackling. It is the attribute which determines the player's will or commitment to the match
<b>interceptions</b>	FLOAT	The ability to read the game and intercept passes
<b>positioning</b>	FLOAT	The ability to take up good positions on the field during a game. The higher this stat, the more likely a player is to make enough space to receive the ball in dangerous areas
<b>vision</b>	FLOAT	The awareness of the position of his teammates & opponents around him. It is the attribute that increases (or reduces) the possibilities of a successful long pass
<b>penalties</b>	FLOAT	The accuracy of penalty shots
<b>marking</b>	FLOAT	The ability to track and defend an opposing player. In other words, it is your player's ability to stay close to an opposing attacker and stop him getting to a cross/pass from a teammate
<b>standing_tackle</b>	FLOAT	The ability of the player to time standing tackles so that they win the ball rather than give away a foul
<b>sliding_tackle</b>	FLOAT	The ability of the player to time sliding tackles so that they win the ball rather than give away a foul

<b>gk_diving</b>	FLOAT	The keeper's ability to make a save while diving through the air. It is directly affected by the player's height
<b>gk_handling</b>	FLOAT	The ability of a keeper to cleanly catch the ball and hold it. In other words, it is the frequency the keeper catches the ball rather than parrying it
<b>gk_kicking</b>	FLOAT	The length and accuracy of goal kicks, from out of the hands or on the ground
<b>gk_positioning</b>	FLOAT	The keeper's ability to position himself correctly when saving shots. It also affects the way a keeper reacts to crosses
<b>gk_reflexes</b>	FLOAT	The agility of the keeper when making a save

## team

Reference dataset for ~300 European football clubs.

299 rows & 3 columns. Size: <1MB. [Source](#).

Field	Type	Description
<b>team_id</b>	INTEGER	Unique team identifier
<b>team_long_name</b>	STRING	Official club name
<b>team_short_name</b>	STRING	Official club abbreviation

## team\_attributes

Club playstyle attributes for ~1400 European clubs spanning over 20 categories.

1,458 rows & 23 columns. Size: <1MB. [Source](#).

Field	Type	Description
<b>team_id</b>	INTEGER	Unique team identifier
<b>date</b>	STRING	Date the team's attributes were updated
<b>buildUpPlaySpeed</b>	INTEGER	The pace with which a team mounts an attack on goal
<b>buildUpPlaySpeed</b>	STRING	The class variable for buildup speed. If a team approached attack on goal quickly they will have a "fast" designation
<b>buildUpPlayDribbling</b>	FLOAT	The frequency of dribbling a team will typically implement in their buildup play
<b>buildUpPlayDribblingClass</b>	STRING	The class variable for buildup dribbling. If a team approached attack on goal with a lot of dribbling they will have a "Lots" designation

<b>buildUpPlayPassing</b>	INTEGER	The frequency of passing a team will typically implement in their buildup play
<b>buildUpPlayPassingClass</b>	STRING	The class variable for buildup passing. If a team approached attack on goal typically with long passes they will have a “Long” designation
<b>buildUpPlayPositioningClass</b>	STRING	The class variable for buildup positioning. A team can either be classified as “Organised” or “Free Form”
<b>chanceCreationPassing</b>	INTEGER	The team’s ability to create scoring opportunities for its players by passing
<b>chanceCreationPassingClass</b>	STRING	The class variable for chance creation passing. If a team typically creates chances using risky passes they will have a “Risky” designation
<b>chanceCreationCrossing</b>	INTEGER	The team’s ability to create scoring opportunities for its players by crossing
<b>chanceCreationCrossingClass</b>	STRING	The class variable for chance creation crossing. If a team uses a lot of crosses to create attacking chances they will have a “Lots” designation
<b>chanceCreationShooting</b>	INTEGER	The team’s ability to create scoring opportunities for its players by shooting from outside of the penalty area
<b>chanceCreationShootingClass</b>	STRING	The class variable for chance creation shooting. If a team shoots from outside of the box a lot they will have a “Lots” designation
<b>chanceCreationPositioningClass</b>	STRING	The class variable for chance creation positioning. A team can either be classified as “Organised” or “Free Form”
<b>defencePressure</b>	INTEGER	The team’s ability to put pressure on the opposing offense
<b>defencePressureClass</b>	STRING	The class variable for defence pressure. If a team applies a lot of pressure on the opposing team’s offense they will have a “High” designation

<b>defenceAggression</b>	INTEGER	The team's overall aggressiveness when pursuing the ball on defence
<b>defenceAggressionClass</b>	STRING	The class variable for defence aggression. A team can either be classified as "Press", "Double", or "Contain"
<b>defenceTeamWidth</b>	INTEGER	The team's propensity to play sideline-to-sideline versus funnel attacks into the middle of the field
<b>defenceTeamWidthClass</b>	STRING	The class variable for defence team width. If a team plays attacks from sideline-to-sideline they will have a "Wide" designation
<b>defenceDefenderLineClass</b>	STRING	The class variable for defence defender line class. A team can either be classified as "Cover" or "Offside Trap"

## match

Match details for ~26,000 European soccer matches from 2008-2016. This dataset includes the match score, starting lineups, and gambling odds.

25,979 rows & 62 columns. Size: ~8MB. [Source](#).

Field	Type	Description
<b>country_id</b>	INTEGER	Unique country identifier
<b>league_id</b>	INTEGER	Unique league identifier
<b>season</b>	STRING	League year (in-season play typically overlaps years)
<b>stage</b>	INTEGER	Unique indicator of type of arena
<b>date</b>	STRING	Day the match was played
<b>match_id</b>	INTEGER	Unique match identifier
<b>home_team_id</b>	INTEGER	Unique team identifier (home team)
<b>away_team_id</b>	INTEGER	Unique team identifier (away team)
<b>home_team_goal</b>	INTEGER	Number of goals the home team scored in the match
<b>away_team_goal</b>	INTEGER	Number of goals the away team scored in the match
<b>home_player_1</b>	FLOAT	Unique player identifier (home team)
<b>home_player_2</b>	FLOAT	Unique player identifier (home team)
<b>home_player_3</b>	FLOAT	Unique player identifier (home team)
<b>home_player_4</b>	FLOAT	Unique player identifier (home team)
<b>home_player_5</b>	FLOAT	Unique player identifier (home team)
<b>home_player_6</b>	FLOAT	Unique player identifier (home team)
<b>home_player_7</b>	FLOAT	Unique player identifier (home team)

<b>home_player_8</b>	FLOAT	Unique player identifier (home team)
<b>home_player_9</b>	FLOAT	Unique player identifier (home team)
<b>home_player_10</b>	FLOAT	Unique player identifier (home team)
<b>home_player_11</b>	FLOAT	Unique player identifier (home team)
<b>away_player_1</b>	FLOAT	Unique player identifier (away team)
<b>away_player_2</b>	FLOAT	Unique player identifier (away team)
<b>away_player_3</b>	FLOAT	Unique player identifier (away team)
<b>away_player_4</b>	FLOAT	Unique player identifier (away team)
<b>away_player_5</b>	FLOAT	Unique player identifier (away team)
<b>away_player_6</b>	FLOAT	Unique player identifier (away team)
<b>away_player_7</b>	FLOAT	Unique player identifier (away team)
<b>away_player_8</b>	FLOAT	Unique player identifier (away team)
<b>away_player_9</b>	FLOAT	Unique player identifier (away team)
<b>away_player_10</b>	FLOAT	Unique player identifier (away team)
<b>away_player_11</b>	FLOAT	Unique player identifier (away team)
<b>B365H</b>	FLOAT	Bet365 home win odds
<b>B365D</b>	FLOAT	Bet365 draw odds
<b>B365A</b>	FLOAT	Bet365 away win odds
<b>BWH</b>	FLOAT	Bet&Win home win odds
<b>BWD</b>	FLOAT	Bet&Win draw odds
<b>BWA</b>	FLOAT	Bet&Win away odds
<b>IWH</b>	FLOAT	Interwetten home win odds
<b>IWD</b>	FLOAT	Interwetten draw odds
<b>IWA</b>	FLOAT	Interwetten away win odds
<b>LBH</b>	FLOAT	Ladbrokes home win odds
<b>LBD</b>	FLOAT	Ladbrokes draw odds
<b>LBA</b>	FLOAT	Ladbrokes away win odds
<b>PSH</b>	FLOAT	Pinnacle home win odds
<b>PSD</b>	FLOAT	Pinnacle draw odds
<b>PSA</b>	FLOAT	Pinnacle away win odds
<b>WHH</b>	FLOAT	William Hill home win odds
<b>WHD</b>	FLOAT	William Hill draw odds
<b>WHA</b>	FLOAT	William Hill away win odds
<b>SJH</b>	FLOAT	Stan James home win odds
<b>SJD</b>	FLOAT	Stan James draw odds
<b>SJA</b>	FLOAT	Stan James away win odds
<b>VCH</b>	FLOAT	VC Bet home win odds
<b>VCD</b>	FLOAT	VC Bet draw odds
<b>VCA</b>	FLOAT	VC Bet away win odds
<b>GBH</b>	FLOAT	Gamebookers home win odds
<b>GBD</b>	FLOAT	Gamebookers draw odds
<b>GBA</b>	FLOAT	Gamebookers away win odds
<b>BSH</b>	FLOAT	Blue Square home win odds
<b>BSD</b>	FLOAT	Blue Square draw odds
<b>BSA</b>	FLOAT	Blue Square away win odds

*\*To calculate projected winnings, multiply the given betting odds by the total gambled amount.*

*FIFA series and all FIFA assets property of EA Sports.*