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](http://www.football-data.co.uk/).

|  |  |  |
| --- | --- | --- |
| 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](http://www.football-data.co.uk/).

|  |  |  |
| --- | --- | --- |
| 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](http://sofifa.com/).

|  |  |  |
| --- | --- | --- |
| Field | Type | Description |
| player\_id | INTEGER | Unique player identifier |
| date | STRING | Date the player’s attributes were updated |
| overall\_rating | FLOAT | Overall rating of the player’s ability level in FIFA |
| potential | FLOAT | The player’s ability to grow his overall rating |
| preferred\_foot | STRING | The player’s dominant foot |
| attacking\_work\_rate | STRING | The level of effort that the player puts in when in an attacking position |
| defensive\_work\_rate | STRING | The level of effort that the player puts in when in a defensive position |
| crossing | FLOAT | The accuracy the player crosses the ball with during both normal running and free kick set pieces |
| finishing | FLOAT | The accuracy of shots, using the foot, inside the penalty area |
| heading\_accuracy | FLOAT | The heading accuracy of the player for either a pass or a shot |
| short\_passing | FLOAT | Player performance on short / ground passes to his teammate. Determines both accuracy and speed |
| volleys | 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 |
| dribbling | 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 |
| curve | 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 |
| free\_kick\_accuracy | FLOAT | The player’s accuracy for taking Free Kicks. The higher the value the better the accuracy of a direct free kick on goal |
| long\_passing | 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 |
| ball\_control | 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 |
| acceleration | FLOAT | The increment of a player’s running speed. The higher the value, the shorter the time needed to reach maximum speed |
| sprint\_speed | FLOAT | The speed a player is able to run while at top speed |
| agility | 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 |
| reactions | FLOAT | The player’s response time to a situation happening in his vicinity |
| balance | FLOAT | The player’s ability to maintain balance after a physical challenge |
| shot\_power | 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 |
| jumping | 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 |
| stamina | 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 |
| strength | FLOAT | The quality or state of being physically strong. The higher the value, the more likely the player will win a physical challenge |
| long\_shots | FLOAT | The accuracy of shots from outside the penalty area |
| aggression | 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 |
| interceptions | FLOAT | The ability to read the game and intercept passes |
| positioning | 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 |
| vision | 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 |
| penalties | FLOAT | The accuracy of penalty shots |
| marking | 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 |
| standing\_tackle | FLOAT | The ability of the player to time standing tackles so that they win the ball rather than give away a foul |
| sliding\_tackle | FLOAT | The ability of the player to time sliding tackles so that they win the ball rather than give away a foul |
| gk\_diving | FLOAT | The keeper’s ability to make a save while diving through the air. It is directly affected by the player’s height |
| gk\_handling | 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 |
| gk\_kicking | FLOAT | The length and accuracy of goal kicks, from out of the hands or on the ground |
| gk\_positioning | FLOAT | The keeper’s ability to position himself correctly when saving shots. It also affects the way a keeper reacts to crosses |
| gk\_reflexes | 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](http://www.football-data.co.uk/).

|  |  |  |
| --- | --- | --- |
| Field | Type | Description |
| team\_id | INTEGER | Unique team identifier |
| team\_long\_name | STRING | Official club name |
| team\_short\_name | 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](http://sofifa.com/).

|  |  |  |
| --- | --- | --- |
| Field | Type | Description |
| team\_id | INTEGER | Unique team identifier |
| date | STRING | Date the team’s attributes were updated |
| buildUpPlaySpeed | INTEGER | The pace with which a team mounts an attack on goal |
| buildUpPlaySpeed | STRING | The class variable for buildup speed. If a team approached attack on goal quickly they will have a “fast” designation |
| buildUpPlayDribbling | FLOAT | The frequency of dribbling a team will typically implement in their buildup play |
| buildUpPlayDribblingClass | 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 |
| buildUpPlayPassing | INTEGER | The frequency of passing a team will typically implement in their buildup play |
| buildUpPlayPassingClass | STRING | The class variable for buildup passing. If a team approached attack on goal typically with long passes they will have a “Long” designation |
| buildUpPlayPositioningClass | STRING | The class variable for buildup positioning. A team can either be classified as “Organised” or “Free Form” |
| chanceCreationPassing | INTEGER | The team’s ability to create scoring opportunities for its players by passing |
| chanceCreationPassingClass | STRING | The class variable for chance creation passing. If a team typically creates chances using risky passes they will have a “Risky” designation |
| chanceCreationCrossing | INTEGER | The team’s ability to create scoring opportunities for its players by crossing |
| chanceCreationCrossingClass | 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 |
| chanceCreationShooting | INTEGER | The team’s ability to create scoring opportunities for its players by shooting from outside of the penalty area |
| chanceCreationShootingClass | 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 |
| chanceCreationPositioningClass | STRING | The class variable for chance creation positioning. A team can either be classified as “Organised” or “Free Form” |
| defencePressure | INTEGER | The team’s ability to put pressure on the opposing offense |
| defencePressureClass | 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 |
| defenceAggression | INTEGER | The team’s overall aggressiveness when pursuing the ball on defence |
| defenceAggressionClass | STRING | The class variable for defence aggression. A team can either be classified as “Press”, “Double”, or “Contain” |
| defenceTeamWidth | INTEGER | The team’s propensity to play sideline-to-sideline versus funnel attacks into the middle of the field |
| defenceTeamWidthClass | STRING | The class variable for defence team width. If a team plays attacks from sideline-to-sideline they will have a “Wide” designation |
| defenceDefenderLineClass | 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](http://www.football-data.co.uk/).

|  |  |  |
| --- | --- | --- |
| Field | Type | Description |
| country\_id | INTEGER | Unique country identifier |
| league\_id | INTEGER | Unique league identifier |
| season | STRING | League year (in-season play typically overlaps years) |
| stage | INTEGER | Unique indicator of type of arena |
| date | STRING | Day the match was played |
| match\_id | INTEGER | Unique match identifier |
| home\_team\_id | INTEGER | Unique team identifier (home team) |
| away\_team\_id | INTEGER | Unique team identifier (away team) |
| home\_team\_goal | INTEGER | Number of goals the home team scored in the match |
| away\_team\_goal | INTEGER | Number of goals the away team scored in the match |
| home\_player\_1 | FLOAT | Unique player identifier (home team) |
| home\_player\_2 | FLOAT | Unique player identifier (home team) |
| home\_player\_3 | FLOAT | Unique player identifier (home team) |
| home\_player\_4 | FLOAT | Unique player identifier (home team) |
| home\_player\_5 | FLOAT | Unique player identifier (home team) |
| home\_player\_6 | FLOAT | Unique player identifier (home team) |
| home\_player\_7 | FLOAT | Unique player identifier (home team) |
| home\_player\_8 | FLOAT | Unique player identifier (home team) |
| home\_player\_9 | FLOAT | Unique player identifier (home team) |
| home\_player\_10 | FLOAT | Unique player identifier (home team) |
| home\_player\_11 | FLOAT | Unique player identifier (home team) |
| away\_player\_1 | FLOAT | Unique player identifier (away team) |
| away\_player\_2 | FLOAT | Unique player identifier (away team) |
| away\_player\_3 | FLOAT | Unique player identifier (away team) |
| away\_player\_4 | FLOAT | Unique player identifier (away team) |
| away\_player\_5 | FLOAT | Unique player identifier (away team) |
| away\_player\_6 | FLOAT | Unique player identifier (away team) |
| away\_player\_7 | FLOAT | Unique player identifier (away team) |
| away\_player\_8 | FLOAT | Unique player identifier (away team) |
| away\_player\_9 | FLOAT | Unique player identifier (away team) |
| away\_player\_10 | FLOAT | Unique player identifier (away team) |
| away\_player\_11 | FLOAT | Unique player identifier (away team) |
| B365H | FLOAT | Bet365 home win odds |
| B365D | FLOAT | Bet365 draw odds |
| B365A | FLOAT | Bet365 away win odds |
| BWH | FLOAT | Bet&Win home win odds |
| BWD | FLOAT | Bet&Win draw odds |
| BWA | FLOAT | Bet&Win away odds |
| IWH | FLOAT | Interwetten home win odds |
| IWD | FLOAT | Interwetten draw odds |
| IWA | FLOAT | Interwetten away win odds |
| LBH | FLOAT | Ladbrokes home win odds |
| LBD | FLOAT | Ladbrokes draw odds |
| LBA | FLOAT | Ladbrokes away win odds |
| PSH | FLOAT | Pinnacle home win odds |
| PSD | FLOAT | Pinnacle draw odds |
| PSA | FLOAT | Pinnacle away win odds |
| WHH | FLOAT | William Hill home win odds |
| WHD | FLOAT | William Hill draw odds |
| WHA | FLOAT | William Hill away win odds |
| SJH | FLOAT | Stan James home win odds |
| SJD | FLOAT | Stan James draw odds |
| SJA | FLOAT | Stan James away win odds |
| VCH | FLOAT | VC Bet home win odds |
| VCD | FLOAT | VC Bet draw odds |
| VCA | FLOAT | VC Bet away win odds |
| GBH | FLOAT | Gamebookers home win odds |
| GBD | FLOAT | Gamebookers draw odds |
| GBA | FLOAT | Gamebookers away win odds |
| BSH | FLOAT | Blue Square home win odds |
| BSD | FLOAT | Blue Square draw odds |
| BSA | FLOAT | Blue Square away win odds |

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

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