

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

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](#).

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](#).

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](#).

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.*

FIFA series and all FIFA assets property of EA Sports.