F24: Feed specification document

Full event details feed

we live sport

Content

2. Introduction

2.1 Scope of this document

This feed specification is written to provide those using the Opta Playground Developer service with the information necessary to retrieve, effectively parse and also correctly interpret the feeds.

2.2 Coverage

This document will cover the following topics:

- Production details;
- XML element/attribute/value descriptions

3. Overview

This is a time coded feed that lists all player action events within the game with a player, team, event type, minute and second for each action. Each event has a series of qualifiers describing it. Users should use this feed in conjunction with Opta's F7 match feed to establish player names.

Every event collected by Opta for a given match is listed within this feed:

- Goals (with note of body part, pattern of play, assist, x, y & z co-ordinates);
- Shots on target, off target and blocked (x, y & z co-ordinates);
- Passes; with start/end point and type;
- Tackles, clearances & duels;
- Goalkeeping;
- Cards;
- Free kicks & corners;
- Offsides;
- Substitutions; and
- Plus many more; please see the appendices document for a full overview.

This type of feed would allow for the following types of output:

- Heat maps;
- Touch maps;
- Passing matrices; and
- Mapping attacking play and distribution.

4. Production details

4.2 Production headers

All the feeds should include the production header in-line with the below:

```
<!-- Copyright 2001-2011 Opta Sportsdata Ltd. All rights reserved. -->

<!-- PRODUCTION HEADER
    produced on:        jobqueue03.sportingstatz.com
    production time:    20111018T134331,893Z
    production module:  Opta::Feed::XML::Soccer::F24
-->
```

4.3 Feed encoding

This feed is generated in UTF-8: `<?xml version="1.0" encoding="UTF-8"?>`

4.6 Copyright

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5. Element, attribute and value descriptions

ELEMENT NAME	NESTING STRUCTURE (child of)	ELEMENT DESCRIPTION AND ATTRIBUTE DETAILS
`<Games>`	N/A	*Root element*

NAME	VALUE(S)	DATA TYPE	DETAILS
timestamp	Dynamic	Date-time	Time and date of file production

ELEMENT NAME	NESTING STRUCTURE (child of)	ELEMENT DESCRIPTION AND ATTRIBUTE DETAILS
`<Game>`	`<Games>`	*The metadata for the match including information such as teams, competition, season etc*

NAME	VALUE(S)	DATA TYPE	DETAILS
id	Dynamic	Positive integer	The unique id for this game
away_team_id	Dynamic	Positive Integer	The unique id for the away team
away_team_name	Dynamic	String	The away team name
competition_id	Dynamic	Positive Integer	Unique ID of the competition
competition_name	Dynamic	String	Name of the competition
game_date	Dynamic	Date-time	Date and time of kick off (UK time)
home_team_id	Dynamic	Positive Integer	Unique team id of the home team
home_team_name	Dynamic	String	The home team name
matchday	Dynamic	Non-negative integer	The matchday relating to the match
period_1_start	Dynamic	Date-time	Start time in 24hr of the first half
period_2_start	Dynamic	Date-time	Start time in 24hr of the second half
period_3_start	Dynamic	Date-time	Start time in 24hr of the first half of extra time (if applicable)
period_4_start	Dynamic	Date-time	Start time in 24hr of the second half of extra time (if applicable)
period_5_start	Dynamic	Date-time	Start time in 24hr of the penalty shoot-out (if applicable)
season_id	Dynamic	Positive integer	Unique ID for the season
season_name	Dynamic	String	Season name

ELEMENT NAME	NESTING STRUCTURE (child of)	ELEMENT DESCRIPTION AND ATTRIBUTE DETAILS
`<Event>`	`<Game>`	*The individual match events that are recorded and then qualified by Opta*

NAME	VALUE(S)	DATA TYPE	DETAILS
`id`	Dynamic	Positive integer	The unique id for this event within Opta's entire database of all events in all games
`event_id`	Dynamic	Positive Integer	The unique id for this event within this game for each team – used as a reference for qualifier_id values
`type_id`	Dynamic	Positive Integer	The type of event – see appendix 1 in appendices document
`period_id`	Dynamic	Positive Integer	See all of these in appendix 9 in the appendices document. 1 = first half, 2 = second half, 3 = first half extra time, 4 = second half extra time, 5 = penalty shoot-out.
`min`	Dynamic	Non-negative integer	Game time minutes
`sec`	Dynamic	Non-negative integer	Game time seconds
`team_id`	Dynamic	Positive Integer	The unique ID of the team related to the event
`player_id`	Dynamic	Positive Integer	The unique ID of the player related to the event
`outcome`	0 or 1	Boolean	Boolean operator – see full list of definitions in appendix 7 in the appendices document
`assist`	1	Positive Integer	Will only appear on an event if this event led directly to a goal
`keypass`	1	Positive Integer	Will only appear on an event if this event led directly to a shot off target, blocked or saved

Continued overleaf…

ELEMENT NAME	NESTING STRUCTURE (child of)	ELEMENT DESCRIPTION AND ATTRIBUTE DETAILS
`<Event>` *continued*	`<Game>`	*<Event> continued…*

NAME	VALUE(S)	DATA TYPE	DETAILS
`x`	0 - 100	Non-negative integer	This is the length of the pitch where 0 is always the defensive goal line and 100 is the attacking goal line. This is true for both teams in both halves. All coordinates are always displayed as if both teams are playing left to right. See Appendix 10
`y`	0 - 100	Non-negative integer	This is the width of the pitch where the right hand touch line (nearest the TV camera) is 0 and the left hand touch line (furthest away) is 100. See Appendix 10
`timestamp`	Dynamic	Date-time	The UK time / date at which this event was initially entered into Opta's database
`last_modified`	Dynamic	Date-time	The UK time / date at which this event was last modified by Opta's analysts

ELEMENT NAME	NESTING STRUCTURE (child of)	ELEMENT DESCRIPTION AND ATTRIBUTE DETAILS
`<Q>`	`<Event>`	*The set of qualification attributes that explain and add depth to the events*

NAME	VALUE(S)	DATA TYPE	DETAILS
`id`	Dynamic	Positive integer	The unique ID of this qualifier within Opta's entire database of all events and games
`qualifier_id`	Dynamic	Positive integer	ID for the type of qualifier. See appendix 2 in the appendices document
`value`	Dynamic	Non-negative integer	Value of the qualifier. See appendix 2 in the appendices document