# XML MAN OF THE MATCH / HOMBRE DEL PARTIDO

## INTRODUCTION

This document is intended for readers with knowledge of XML or a technical background.

The purpose of this document is to help understand the structure of the XML from a list of its nodes and attributes, the description of each of them, and a set of examples. It provides the necessary information to  correctly identify and obtain data during the implementation of the update service.

The document also contains the "channel" through which the xml is obtained.

## OBJECTIVE

Define the format, the features and the content of the XML for the game's best players.

## CONTENT DESCRIPTION

Content: Information of all the players in a soccer game, includes the four best players, according to the rating attribute calculation.

Update: At the moment the scores are generated and at the end of the game.

Link to access an example XML

## NODE DESCRIPTION

```
<Match>
    <Status>
        <Comment></Comment>
    </Status>
    <Teams>
        <Team/>
    </Teams>
    <Players>
        <Player>
```

<PlayerStats/>

</Player>

</Players>

</Match>

## ATTRIBUTES

| Node | Attribute | Data Type | Example | Comment |
|---|---|---|---|---|
| <Match> | | | | |
| | revision | num | 880 | |
| | matchId | num | 258731 | Match ID |
| | sportName | text | Fútbol | Sport Name |
| | date | text | 20160402 | Format YYYYMMDD |
| | dayName | text | Sábado | Day |
| | scheduledStart | text | 15:30 | Format hh:mm |
| | gmt | text | -3 | Argentina GMT |
| | league | text | Argentina - Primera A | Tournament name |
| | leagueId | num | 1 | ID corresponding to the tournament |
| | competition | text | Argentina - Primera Division 2016 | season |
| | competitionId | num | 3861 | corresponding to the season |
| | week | text | Zona 2 - Fecha 9 | Group Name or matchweek in case it is regular season |
| | weekId | num | 357481 | week ID |
| | loadLevel | num | 1 | Load Level |
| | levelName | text | Fase de Grupos | Nombre de la fase en el campeonato |
| | coverageLevel | num | 1000 | Coverage level |
| | fn | num | 9 | |
| | channel | text | primeraa | name of the channel corresponding to the tournament |

| | | | | |
|---|---|---|---|---|
| | matchRating | num | | |
| <status> | value | text | Finalizado | Game status |
| | statusId | num | 2<br>Valores posibles StatusId: value<br>0: default (sin iniciar)<br>1: 'Primer Tiempo'<br>2: 'Finalizado'<br>3: 'Suspendido'<br>4: 'Postergado'<br>5: 'Entretiempo'<br>6: 'Segundo Tiempo'<br>7: 'Fin de Tiempo Reglamentario'<br>8: 'Alargue 1'<br>9: 'Fin alargue 1'<br>10: 'Alargue 2'<br>11: 'Fin alargue 2'<br>12: 'Definición por penales | StatusId: corresponding to the possible values<br>0: default (sin iniciar)<br>1: 'Primer Tiempo'<br>2: 'Finalizado'<br>3: 'Suspendido'<br>4: 'Postergado'<br>5: 'Entretiempo'<br>6: 'Segundo Tiempo'<br>7: 'Fin de Tiempo Reglamentario'<br>8: 'Alargue 1'<br>9: 'Fin alargue 1'<br>10: 'Alargue 2'<br>11: 'Fin alargue 2'<br>12: 'Definición por penales |
| | currentPeriod | num | 2 | Length of the game |
| | currentMinutes | num | 97 | Current minute |
| <Comment> | | | | |
| </Comment> | | | | |
| </Status> | | | | |
| <Teams> | | | | |
| <Team> | teamId | Num | 16 | corresponding to the team |
| | name | text | Racing Club | Name of the team |
| | score | Num | 3 | Team's score |
| | homeOrAway | text | Home | Indicates the condition of the team. Possible values: Home, Away |
| | key | ext | racingclub | Name of the team without spaces, upper case nor special characters |
| | shortName | text | Racing | Applies to the teams with longer names |
| | Initials | text | RAC | Initials |

| | | | | |
|---|---|---|---|---|
| | scorePenaltyRow | num | “” | Goals in penalty shootout. It will be empty in case this doesn't happen |
| | scorePenaltyRowD | num | “” | Penalty kick goals awarded by discipline tribunals |
| | scoreDisciplinary | num | “” | Goals awarded by a discipline tribunal |
| | country | text | Argentina | Country |
| | countryId | num | 1 | Country ID |
| | kit | num | 1 | Jersey for starters, substitutes or alternatives. Possible values: 1: titular, 2: suplente, 3: alternativa, “” (vacío): Solo aplica para fútbol soccer. |
| | teamType | text | seleccion Valores posibles: club, seleccion | Possible values: club, seleccion |
| </teams> | | | | |
| <Players> | | | | |
| <Player> | playerId | num | 22936 | corresponding to the player |
| | squadNumber | num | 1 | Number on the jersey |
| | position | text | Volante Valores posibles: Arquero, Defensor, Volante, Delantero, DT | Role in the game. Possible values: Arquero, Defensor, Volante, Delantero, DT |
| | positionId | num | 3 | corresponding to the position |
| | substitute | text | No | States if it's a substitute. Possible values: Yes, No |
| | order | num | 8 | Number order to set up the formation. The numbers are consecutive for starters, always from the goalkeeper to the strikers and ordering the lines |

| | | | | |
|---|---|---|---|---|
| | | | | from right to left. |
| | playMaker | text | N | specific position playmaker |
| | country | text | Argentina | Country |
| | countryId | num | 1 | Country ID |
| | name | text | Luciano Román | Name |
| | firstName | text | Luciano | First Name |
| | middleName | text | Román | Middle Name |
| | LastName | text | Aued | Last Name |
| | nickName | text | | Nickname |
| | shortName | text | | Short Name |
| | captain | text | N | Is captain, values S, N |
| | rating | text | 8.3 | Player rating in a game |
| | teamId | num | 16 | Team ID |
| <PlayerStats> | assists | num | 0 | Player assists |
| | substitutions | num | 0 | Substitutions |
| | clearances | num | 0 | Clearences |
| | corners | num | 0 | Corner Kicks |
| | fouls | num | 1 | Fouls made by the player |
| | foulsReceived | num | 0 | Fouls received by the player |
| | goals | num | 1 | Goals scored by the player |
| | offsides | num | 0 | Offsides by the player |
| | redCards | num | 0 | Red Cards for the player |
| | redByDoubleYellowCard | num | 0 | Double yellow cards for the player |
| | yellowCards | num | 0 | Yellow cards |
| | shots | num | 3 | Shots by the player |
| | shotsOnTarget | num | 0 | Shots on target by the player |
| | shotsOnWoodwork | num | 0 | Shots on woodwork by the player |
| | shotsOffTarget | num | 2 | Shots off target by the player |
| | saves | num | 0 | Saves by the player |
| | successfulPasses | num | 66 | Successful passes |

| | | | | |
|---|---|---|---|---|
| | | | | by the player |
| | failedPasses | num | 5 | Unsuccessful passes by the player |
| | stealings | num | 4 | Steals by the player |
| | freeKicks | num | 0 | Free Kicks by the player |
| | cleanSheet | num | 36 | Clean Sheet, amount of minutes without conceding a goal |
| | minutesPlayed | num | 97 | Minutes played by the player |
| </Player> | | | | |
| </Players> | | | | |
| </Match> | | | | |

## MAN OF THE MATCH CHANNEL

The channel to access the man of the match XML is deportes.[deporte].[campeonato].manofthematch.[id] where the id is corresponding to the match.

Ex. canal=deportes.futbol.primeraa.manofthematch.258731

### CHANGES HISTORY OF THE DOCUMENT

| Version | Changes |
|---|---|
| 1 | Original |
| 2 | Update and xml example. Attribute teamType |
| 3 | Name details of the players. Planned implementation deadline 05-02-2019 |
| 4 | introduction |