



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 Valores posibles StatusId: value 0: default (sin iniciar) 1: 'Primer Tiempo' 2: 'Finalizado' 3: 'Suspendido' 4: 'Postergado' 5: 'Entretiempo' 6: 'Segundo Tiempo' 7: 'Fin de Tiempo Reglamentario' 8: 'Alargue 1' 9: 'Fin alargue 1' 10: 'Alargue 2' 11: 'Fin alargue 2' 12: 'Definición por penales	StatusId: corresponding to the possible values 0: default (sin iniciar) 1: 'Primer Tiempo' 2: 'Finalizado' 3: 'Suspendido' 4: 'Postergado' 5: 'Entretiempo' 6: 'Segundo Tiempo' 7: 'Fin de Tiempo Reglamentario' 8: 'Alargue 1' 9: 'Fin alargue 1' 10: 'Alargue 2' 11: 'Fin alargue 2' 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
	scorePenaltyRow D	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
	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	Clearances
	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