

# Dribble 360

Paginated JSON access to 1M+ player-match records across 23 competitions and 6 seasons.

Base URL: `https://dribble360.com/api/v1/{dataset}`

Auth: Bearer token in the Authorization header.

Authorization: `Bearer drb_live_XXXXXXXXXXXXXXXXXXXX`

Plan	Price	Calls / day	Bio data	Use licence
Lite	\$19/mo	1,000	—	Personal
Elite	\$49/mo	5,000	—	Commercial
Flite	\$149/mo	50,000	'	Commercial
Site	Custom	Unlimited	'	Commercial + white-label

Annual billing saves 2 months (10 months charged). 3-day free trial on all plans.

- `limit` (integer) — Max rows returned (default 1000, max 10000)
- `offset` (integer) — Rows to skip for pagination
- `season` (string) — Season filter e.g. "2025/2026" — required for `player_matches` and `team_matches`

```
curl https://dribble360.com/api/v1/
player_matches \
  -H "Authorization: Bearer
drb_live_xxxx" \
  -d "season=2025/2026" \
  -d "limit=100" \
  -d "offset=0"
```

# players

62,252 rows · 13 columns · no season filter needed

Every registered player across all 23 competitions. Stable player IDs link appearances, transfers, and stats across seasons. Biographical fields (date\_of\_birth, height, weight, foot) are available on Flite and above only.

```
id, name, known_name, nationality, slug, country_id, date_of_birth*, height*, weight*,  
foot* (* Flite+ only)
```

```
GET /api/v1/players?limit=100
```

# player\_matches

~140K / season rows/season · 306 columns · season= required

306 columns per appearance — goals, xG, xA, SCA, GCA, progressive carries, shot zones, pressing intensity, keeper actions.

player\_id, match\_id, goals, expected\_goals, sca, gca, progressive\_carries, ...

GET /api/v1/player\_matches?season=2025%2F2026&limit=100

# teams

5,512 rows · 10 columns · no season filter needed

Complete team directory with official names, short names, codes, slugs, and country associations.

id, name, short\_name, official\_name, slug, country\_id

GET /api/v1/teams?limit=100

# team\_matches

~8K / season rows/season · 303 columns · season= required

303 columns per team per match. Passing breakdowns, shot locations, set pieces, pressing metrics, xG for and against.

team\_id, match\_id, expected\_goals, accurate\_pass, total\_scoring\_att, ...

GET /api/v1/team\_matches?season=2025%2F2026&limit=100

# matches

29,914 rows · 15 columns · no season filter needed

Every fixture with date, result, competition context, and season linkage. The backbone connecting players, teams, and stats.

```
id, date, home_score, away_score, season_id, slug, description
```

```
GET /api/v1/matches?limit=100
```

# transfers

51,246 rows · 6 columns · no season filter needed

Player movements between clubs with start and end dates. Reconstruct squads at any point in time.

```
player_id, from_team_id, to_team_id, start_date, end_date
```

```
GET /api/v1/transfers?limit=100
```

# managers

50,265 rows · 6 columns · no season filter needed

Manager–match assignments across all competitions. Track career appointments and outcomes across 3,262 managers.

manager\_id, match\_id, team\_id, season\_id

GET /api/v1/managers?limit=100

# referees

124,001 rows · 13 columns · no season filter needed

Referee assignments with cards, fouls, and VAR reviews. 4,647 referees across all competitions.

referee\_id, match\_id, league\_known\_name, yellow\_cards, red\_cards, fouls

GET /api/v1/referees?limit=100

# Notes

- Pagination: iterate by incrementing offset in steps of limit until `rows.length < limit`.
- Seasonal datasets (`player_matches`, `team_matches`) require the season parameter in "YYYY/YYYY" format.
- Entity IDs (`player_id`, `team_id`, `match_id`) are stable across all datasets and seasons — JOIN freely.
- Player names: prefer `known_name` over `name`. `known_name` holds the football-recognised name (e.g. "Vinícius Júnior" not the full legal name).
- Bio fields (`date_of_birth`, `height`, `weight`, `foot`) in the `players` dataset are returned only on Flite (\$149/mo) and above. Lite and Elite subscribers receive null for these columns.
- Rate limit headers on every response: `X-RateLimit-Limit`, `X-RateLimit-Remaining`. On 429, retry after the next midnight UTC.
- The assists alias: `player_matches` returns both `goal_assist` (original) and `assists` (alias) for backwards compatibility.
- Support: include your subscriber email and a sample request. Flite and Site plans receive priority turnaround.