

UOF - Descriptive endpoints

The endpoints described in this chapter are exclusive to the different producers that deliver odds through Unified Feed.

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Producer description

This endpoint describes currently available producers, whether they are activated for the calling client, what recovery endpoint they use and what their ids are.

Element /Attribute	Description
producer.id	Producer Id as sent in messages
producer.active	Set to true if this producer is activated for the calling client otherwise false.
producer.api_url	The API starting-url that can be used to request recovery etc for this producer.
producer.name	A short name for this producer
producer.description	A longer name describing this producer
producer.scope	live / prematch

XML example

```
<producers response_code="OK">
  <producer active="true" api_url="https://api.betradar.com/v1/liveodds/" description="Live Odds" name="LO" id="1"/>
  <producer active="true" api_url="https://api.betradar.com/v1/pre/" description="Betradar Ctrl" name="Ctrl" id="3"/>
  <producer active="true" api_url="https://api.betradar.com/v1/betpal/" description="BetPal" name="BetPal" id="4"/>
  <producer active="false" api_url="https://api.betradar.com/v1/premium_cricket/" description="Premium Cricket" name="PremiumCricket" id="5"/>
  <producer active="true" api_url="https://api.betradar.com/v1/vf/" description="Virtual football" name="VF" id="6"/>
</producers>
```

Entity descriptions

There are entity endpoints that provide more details about related entities described in fixtures and event information. By prefixing any of the entity paths with a language, the localized version of that entity is provided. The following table shows the main entities that can be accessed; Players, competitors and venues.

HTTP	Endpoint	Description
GET	{lang}/players/{id}/profile.xml	Name and details about a team player in the requested language (en for English).
GET	{lang}/competitors/{id}/profile.xml	Name and details about a competitor (this could be a team, a player (e.g. tennis), a race driver (e.g. F1) in the requested language (en for English).
GET	{lang}/venue/{id}/profile.xml	Name and details about a venue in the requested language (en for English).

Player profile XML example:

XML example

```
<player_profile>
<player id="sr:player:947" name="Barnard, Lee" full_name="Lee Barnard"
type="forward" date_of_birth="1984-07-18" nationality="England"
country_code="ENG" height="178" weight="68" gender="male"/>
</player_profile>
```

Competitor profile XML example:

XML example

```
<competitor_profile>
<competitor id="sr:competitor:245739" name="WUNDER, MARKUS" country="
Germany" country_code="DEU" abbreviation="WUN">
  <sport id="sr:sport:5" name="Tennis"/>
  <category id="sr:category:785" name="ITF Men"/>
</competitor>
</competitor_profile>
```

Venue summary XML example:

XML example

```
<venue_summary>
<venue id="sr:venue:3" name="Krohnsminde Idrettspark" city_name="Bergen"
country_name="Norway" country_code="NOR"/>
</venue_summary>
```

Betting related descriptions

There are multiple endpoints that provide static data and describe IDs referred to odds information messages. These endpoints can be translated to a requested language.

HTTP	Endpoint	Description
GET	descriptions /betstop- reasons.xml	Describes all bet stop reasons.
GET	descriptions /betting_sta tus.xml	Describes all the possible reasons for a previous betstop (as provided in the message odds_change in the odds element).
GET	descriptions /void_reason s.xml	Describes all void-reasons (as provided in the message bet_settlement in market void_reason)
GET	descriptions /(lang) /markets.xml [? include_mapp ings=true]	Describes all currently available markets translated to the requested language (en for English). If include_mappings=true is added as a parameter, the response will include a section for each market on how this market is mapped to equivalent markets in other Betradar products.
GET	descriptions /(lang) /match_statu s.xml	Describes all sports specific match status codes used during live matches in the odds_changes message. Translated to available languages.

Market descriptions

It is also possible to get information about our different markets, and how to identify them.

Element /Attribute	Description
market.id	Market Id as used in messages
market.description	Human readable name of the market (translatable). Has some markers that need to be replaced (See section below for more information)
market.groups	Pipe " " separated list of groups that this market belongs to. A group is just a name/string. These groups can be used in a bet_stop message to stop select markets. Currently only "all" and "player_props" groups are used.
m.outcome_type	Describes the type of outcome – allowed values are: <ul style="list-style-type: none"> competitor: Competitor type outcomes means that the ids will be competitor ids (and possibly also some fixed outcomes such as "No Winner" etc. that is only using an integer number id and not an URN type id) - the competitors can only be ids of competitors listed to be part of this particular sport-event (otherwise use free text). player: This outcome means that the ids will be players that play for either of the competitors in the specified sport-event. line up (preferred when available) or team-profile endpoints should be available to retrieve available players. free_text: This outcome means that the ids will be variant ids, and will have to be looked up (the market will have a variant and this variant will list the market text as well as the outcome texts, and the ids in this message will refer to the outcome text).
outcome.id	Outcome id as used in odds and settlement messages
outcome.name	Human readable name of the outcome (translatable).
specifiers	Lists the additional specifiers that will always be sent for this market
specifier.name	The name of the specifier as sent in the messages
specifier.type	What type the values for this specifier will have. (integer, decimal, variable_text)
attributes.attribute.name	Lists special attributes that apply to particular markets. See table market description attributes below for descriptions of market attribute names.

Market XML:

XML example

```
<market id="234" name="Highest scoring quarter" groups="all">
  <outcomes>
    <outcome id="920" name="1st quarter"/>
    <outcome id="921" name="2nd quarter"/>
    <outcome id="922" name="3rd quarter"/>
    <outcome id="923" name="4th quarter"/>
    <outcome id="924" name="equal"/>
  </outcomes>
</market>
<market id="176" name="1st half - corner handicap" groups="all">
  <outcomes>
    <outcome id="1714" name="{ $competitor1 } ({+hcp})"/>
    <outcome id="1715" name="{ $competitor2 } ({-hcp})"/>
  </outcomes>
  <specifiers>
    <specifier name="hcp" type="decimal"/>
  </specifiers>
</market>
```

Market attribute name descriptions

Attribute Name	Description
is_flex_score	A flex score market. See Flex Score Markets below for a description.
deprecated	This market is no longer in use, but could still be seen for historical events (e.g. in replay or when requesting recovery)

XML example

```
<markets> <market id="1" description="Three-way" groups="all">
  <outcomes> <outcome id="1" name="{ $competitor1 }"/> <outcome id="2" name="
Draw"/> <outcome id="3" name="{ $competitor2 }"/> </outcomes> </market>
<market id="216" name="{!setnr} set game {gamenr} - race to {pointnr}
points" groups="all"> <outcomes> <outcome id="4" name="{ $competitor1 }"/>
<outcome id="5" name="{ $competitor2 }"/> </outcomes> <specifiers>
<specifier name="setnr" type="integer"/> <specifier name="gamenr" type="
integer"/> <specifier name="pointnr" type="integer"/> </specifiers> <
/market> <markets> <market id="1" description="Trevägs"> <outcomes>
<outcome id="1" name="Hemmalaget vinnare"> <outcome id="2" name="Lika">
<outcome id="3" name="Bortalaget vinnare"> </outcomes> </market> <
/markets>
```

Betting status, outcome and betstop descriptions

Note: The betting status



description is only sent when (if) the Live Odds producer is in early betstart.

Betstop descriptions:

Please note



All Betstop descriptions can be found at: http://api.betradar.com/v1/descriptions/betstop_reasons.xml

Excerpt of Betstop examples

XML example

```
<betstop_reasons>
  <betstop_reason id="12" description="Match ended"/>
  <betstop_reason id="1" description="Possible goal"/>
  <betstop_reason id="0" description="Unspecified"/>
  <betstop_reason id="-1" description="Loss of TV coverage"/>
  <betstop_reason id="-2" description="Loss of connection to scout"/>
</betstop_reasons>
```

Betting status descriptions:

XML example

```
<betting_status_descriptions response_code="OK">
  <betting_status id="0" description="UNKNOWN"/>
  <betting_status id="1" description="GOAL"/>
  <betting_status id="2" description="DANGEROUS_FREE_KICK"/>
  <betting_status id="3" description="DANGEROUS_GOAL_POSITION"/>
  <betting_status id="4" description="POSSIBLE_BOUNDARY"/>
  <betting_status id="5" description="POSSIBLE_CHECKOUT"/>
  <betting_status id="6" description="INGAME_PENALTY"/>
</betting_status_descriptions>
```

Void reasons

The following table lists all available void reasons for a market. These void reasons will show up on individual markets in [bet_settlement](#) and [bet_cancel](#) messages/events.

ID	Name	Examples of how it is used
0	Other	Technical issues, other unforeseen reasons.
1	No goalscorer	No longer in use (Deprecated).
2	Correct score missing	No longer in use (Deprecated).
3	Results unverifiable	In very rare cases, Betradar may not be able to verify the results. For example: if the Scout loses connection to the venue and is unable to recreate the necessary sequence of events afterwards.
4	Format change	This void reason should indicate that some markets cannot be settled at all due to the wrong match format, but others were just offered with incorrect odds.
5	Cancelled event	Match will not be played at all due to: officially cancelled, change of draw, incorrect teams, swapped fixtures
6	Missing goalscorer	No longer in use (Deprecated).
7	Match ended in walkover	Match ended in walk-over.
8	Dead heat	Used if the dead heat rule is applied for a market, and there is no winner.
9	Retired or defaulted	One of the competitors retired or defaulted and according to the settlement rules the market should be voided.
10	Abandoned event	Match started but will not be finished due to weather, riots etc.
11	Postponed event	Match will be played but 48hours or more later. Typically due to: bad weather, administrative reasons(security missing, ambulance missing, floodlight issues, etc.), fan riots etc.
12	Incorrect odds	Trader mistakes (Betradar side issues when setting odds).
13	Incorrect statistics	Incorrect statistics due to data entry issues either by operator or from data feed (incorrect scores, card stats.
14	No result assigned	The actual result was not offered as an outcome. Example: who will score the nth point (and point n is not played).
15	Client side settlement needed	Used for very special markets where Betradar cannot offer all outcomes, but basic calculations can be used on the client side to compute the result. (Currently used by World-Number-Service straight hit and premium cricket spread markets). Most vendors can choose to ignore implementing client side settlement.
16	Starting pitcher changed	Used for specific markets where the starting pitcher has changed in Baseball matches.

XML example

```
<void_reasons_descriptions response_code="OK">
  <void_reason id="0" description="OTHER" />
  <void_reason id="1" description="NO_GOALSCORER" />
  <void_reason id="2" description="CORRECT_SCORE_MISSING" />
  <void_reason id="3" description="RESULT_UNVERIFIABLE" />
  <void_reason id="4" description="FORMAT_CHANGE" />
  <void_reason id="5" description="CANCELLED_EVENT" />
  <void_reason id="6" description="MISSING_GOALSCORER" />
  <void_reason id="7" description="MATCH_ENDED_IN_WALKOVER" />
  <void_reason id="8" description="DEAD_HEAT" />
  <void_reason id="9" description="RETIRED_OR_DEFAULTED" />
  <void_reason id="10" description="EVENT_ABANDONED" />
  <void_reason id="11" description="EVENT_POSTPONED" />
  <void_reason id="12" description="INCORRECT_ODDS" />
  <void_reason id="13" description="INCORRECT_STATISTICS" />
  <void_reason id="14" description="NO_RESULT_ASSIGNABLE" />
  <void_reason id="15" description="CLIENT_SIDE_SETTLEMENT_NEEDED" />
  <void_reason id="16" description="STARTING_PITCHER_CHANGED" />
</void_reasons_descriptions>
```

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