

LO - General information



Betradar delivers the complete match administration including Betstops on dangerous situations, and Betstarts. According to the match, all odds suggestions are updated constantly while a match is in progress.

Please note that all ticket handling and automated risk management has to be implemented on the client side.

Bookmaker SDK

Bookmaker SDK is a client library that enables easier integration with the Betradar XML feeds. SDK exposes XML feed service interface in a more user-friendly way and isolates the client from having to do XML feed parsing, proper connection handling, error recovery, event queuing and dispatching. It also makes a client solution more stable and robust when it comes to feed handling, especially with the release of new and updated XML feed versions. The Bookmaker SDK is available for Java and .NET:

- Bookmaker SDK for Java: <http://sdk.sportradar.com/bookmaker/java>
- Bookmaker SDK for .NET: <http://sdk.sportradar.com/bookmaker/net2>

Access Methods

XML messages describing events happening during the match are sent through a socket connection to the client application. The system supports both SSL and plain connection, but we recommend usage of the secure SSL connection. Please note that each account is only able to have 2 open connections at the same time.

Test environment

Clients testing their systems can connect to our replay server. The connection details are:

Hostname: `liveoddstest.betradar.com`

Port: 1984 (use 1985 for SSL)

More information about the replay server can be found on [THIS](#) dedicated page.

Live environment

Connection details for the live environment are:

Hostname: `liveodds.betradar.com`

Port: 1980 (use 1981 for SSL)

For Liveplex

Hostname: `liveplex.betradar.com`

Port: 1960 (use 1961 for SSL)

Access restrictions

For security reasons we only allow connections from IP addresses that have been added to our white list. It is therefore necessary that you provide us with the relevant IP addresses from which you are accessing our server before using the production server. Otherwise your login requests will not be successful. The test server has a separate white list, so be sure to take note of that. Testing should be done via the test server before going live.

There is also a limitation on how many requests you can send to the server. The limits are as follows:

1. Maximum 500 requests in a 5 minute period
2. Maximum 100 logins in a 10 minute period
3. Maximum 2000 requests in a 1 hour period
4. Maximum 800 matches in requests in a 5 minute period
5. Maximum 10.000 requests in 24 hour period

If you exceed these limits, your account will be automatically suspended. The account can be reactivated by our support department immediately, once the spamming has been fixed. In this case you will receive automatically an email alerting you about the account suspension. To ensure that your connection to our server is receiving data fast enough, we have also added some security mechanisms to avoid an XML message queue

1. Connection will be disconnected if more than 10 files in queue are older than 1 minute
2. Connection will be disconnected as soon as the queue size has exceeded 2,000 files

Requirements of client systems

We expect the client system to be able of doing the following:

- Keep a clock in sync with time from Betradar system according to the timestamp from the XMLFeed.
- Stop/cancel bets when no alive-message has been received from Betradar for 20 seconds.
- Stop/cancel bets when a message with status="betstop" has been received according to the time and timestamp in the message.
- Handle deactivation of matches/oddstypes/oddsfields accordingly.
- Evaluation of the bet outcomes during match.

[Back to top](#)