

LD - Information per sport



In this section you can find all the information you need to integrate one specific sport, gathered in one place. Each section is only describing the sport specific options, for example XML attributes which come in addition to the regular XML attributes which can be sent out for each sport.

Events and coverage

For each individual sport there are multiple type of events, and each type of event is available through one or more types of coverage.

It is important to note that during a sporting event, the individual contextual events that take place during i.e. a soccer match (goal, red card, etc), are not all covered by the same devices/coverage types. What this means in practice is that you may not receive all events for a sport, as this is regulated by which type of coverage type is available for that type of event. An example would be that event 110 - Possession (in soccer) is covered by iScout and XSA devices, but not Hardphone. If the coverage type for this soccer match does not include iScout or XSA, this event type will not be available in the feed, only those covered by other devices.

The above information is also important to keep in mind when multiple devices are covering the same sporting event. If one of the coverage types should become available due to technical errors, mistakes made by the scout and so on, these events could be lost in the feed until; Connection is reestablished or the error preventing events to appear in the feed are resolved.

The following topics are described for each sport:

- Match statuses - The match status gives an indication of which context the current match is in, such as NOT_STARTED or FIRST_PAUSE
- Events - An event in a match is something that happens that affects the state of the match. Something of interest, or something that affects the state of the match from a betting perspective.
- Sport specific XML elements and attributes for the <match> and <event> elements.
- Sport specific XML configuration options (if a sport has special XML configurations).

An overview of all sports which are described in this chapter + their IDs can be found in the table below:

Sport ID	Sport name
16	American football
13	Aussie rules
31	Badminton
3	Baseball
2	Basketball
34	Beach volleyball
32	Bowls
109	Counter-strike:GO
21	Cricket
22	Darts
111	Dota2
153	eBasketBall
195	elce Hockey
137	eSoccer
24	Field Hockey
29	Futsal
6	Handball
4	Ice hockey
110	League of legends
12	Rugby
19	Snooker
1	Soccer
37	Squash
20	Table tennis
5	Tennis
23	Volleyball

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