

LD - Betstart and Betstop

A betstop situation occurs when the betting markets are closed. This happens when an event takes place during the match which effects one or multiple markets. Matches will remain in betstop status until the scout connects to the match and opens markets. This happens approximately 15 minutes before the start of a match. The match will go in betstop again in the following scenarios:

- If there is a delay at the venue;
- If there is a technical issue of any kind;
- If an incorrect match status has been sent;
- If an event happens during the match which required a betstop. For example goals, red cards, penalties, etc.

The client system gets notified both when a betstop situation occurs, and once the markets are open again.

Betstops are sent out as events of a match, and affect the value of the betstatus attribute in the <match>-element.

XML example

```
<match betstatus="BETSTOP" connectionstatus="1" feedtype="delta"
matchid="1271072" timerunning="1">
<possession team="away"/>
<events>
<event id="201108605" info="Betstop - Possible goal [T2]" extrainfo="5"
matchscore="1:0" mtime="00:13" periodnumber="1"
remainingtimeperiod="19:47" side="none" stime="1395846231756" type="1011"
/>
</events>
</match>
```

XML attributes definition

| Element | Attributes | | |
|---------|------------------|--------------------------------------|---|
| | Attributes | Description | Possible values |
| match | <i>betstatus</i> | Betstatus the match is currently in. | String, possible values: BETSTOP = The match is in betstop STARTED = The match is in betstart |

Betstop reason

When a match is a scout match and the scout changes the match to bestop, it is possible that a reason for this betstop and betstop ID was included by the scout in the info and extrainfo attributes.

Note

Some Betstop reasons have the same ID, but different string descriptions. Please make sure to check both the info and extrainfo attributes in the <event> element.

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/>
</events>
</match>
```

XML attributes definition

| Element | Attributes | | |
|---------|------------|--|--|
| | Attribute | Description | Possible values |
| event | info | If a betstop reason is available, the value of the info attribute will start with the text "Betstop - ", followed by the reason. | String, see a list of possible values in the table below. |
| | extrainfo | If a betstop reason is available, the ID of the betstop reason will appear after the betstop reason. | Integer, see a list of possible values in the table below. |

Betstop reason list

| Number | Betstop Reason | Sports |
|--------|--|--|
| 0 | Unspecified | All sports |
| 1 | Possible goal | Soccer, Ice hockey, eSoccer, elce Hockey |
| 2 | Possible red card | Soccer, Table tennis, eSoccer |
| 3 | Scout lost | All sports |
| 4 | Possible goal [T1] | Soccer, Ice hockey, Futsal, Field hockey, eSoccer, elce Hockey |
| 5 | Possible goal [T2] | Soccer, Ice hockey, Futsal, Field hockey, eSoccer, elce Hockey |
| 6 | Possible red card [T1] | Soccer, Futsal, eSoccer |
| 7 | Possible red card [T2] | Soccer, Futsal, eSoccer |
| 8 | Possible penalty | Soccer, Ice hockey, Futsal, Rugby, American football, eSoccer, elce Hockey |
| 9 | Possible penalty awarded to [T1] | Soccer, Ice hockey, Futsal, Rugby, American football, eSoccer, elce Hockey |
| 10 | Possible penalty awarded to [T2] | Soccer, Ice hockey, Futsal, Rugby, American football, eSoccer, elce Hockey |
| 11 | Connected to supervisor | Soccer |
| 12 | Match ended | All sports |
| 13 | Gamepoint No longer in use | - |
| 14 | Tie No longer in use | - |
| 15 | Possible direct foul [T1] | Futsal |
| 16 | Possible direct foul [T2] | Futsal |
| 17 | Possible direct foul | Futsal |
| 18 | Dangerous free kick [T1] | Soccer, eSoccer |
| 19 | Dangerous free kick [T2] | Soccer, eSoccer |
| 20 | Possible score [T1] | Rugby |
| 21 | Possible score [T2] | Rugby |
| 22 | Goal under review | Ice hockey |
| 23 | Score under review | Table tennis, Badminton, Volleyball, Beach volleyball, Tennis, Squash |
| 24 | Disconnection No longer in use | - |
| 25 | Possible checkout | Darts |
| 26 | Multiple suspensions | Ice hockey, Handball, elce Hockey |

| | | |
|----|---|---|
| 27 | Possible dangerous free kick | Soccer, eSoccer |
| 28 | Possible dangerous goal position | Rugby |
| 29 | Possible touch down [T1] | American football |
| 30 | Possible touch down [T2] | American football |
| 31 | Possible fieldgoal [T1] | American football |
| 32 | Possible fieldgoal [T2] | American football |
| 33 | Possible safety [T1] | American football |
| 34 | Possible safety [T2] | American football |
| 35 | Possible turnover [T1] | American football |
| 36 | Possible turnover [T2] | American football |
| 37 | Video review | American football, Handball, Baseball, Basketball, Aussie rules, Ice hockey, Field hockey |
| 38 | Redzone [T1] | American football |
| 39 | Redzone [T2] | American football |
| 40 | Possible Boundary | Cricket |
| 41 | Possible Wicket | Cricket |
| 42 | Possible Challenge [T1] | American football |
| 43 | Possible Challenge [T2] | American football |
| 44 | Possible Turnover | American football |
| 45 | Unknown operator No longer in use | - |
| 46 | Freeball | Snooker |
| 47 | Deep Ball | Baseball |
| 48 | Possible Run | Baseball |
| 49 | Maintenance | Baseball |
| 50 | Base Hit Deleted | Baseball |
| 51 | Match delayed | Baseball |
| 52 | Match postponed | Baseball |
| 53 | Scout disconnection tv signal | All sports |
| 54 | Possible Penalty Offsetting | American football |
| 57 | Possible fourth down attempt home | American football |
| 58 | Possible fourth down attempt away | American football |
| 59 | Possible onside kick home | American football |
| 60 | Possible onside kick away | American football |
| 61 | Possible challenge | American football |
| 62 | Possible card | Rugby |
| 63 | Delayed penalty | Ice hockey, elce Hockey |
| 64 | Shoot out begins No longer in use | - |
| 65 | Empty net | Ice hockey, Field hockey, elce Hockey |
| 66 | Possible try home | Rugby |
| 67 | Possible try away | Rugby |

| | | |
|-----|---|-----------------------------------|
| 68 | Possible drop goal home | Rugby |
| 69 | Possible drop goal away | Rugby |
| 70 | Possible card home No longer in use | - |
| 71 | Possible card away No longer in use | - |
| 72 | Possible penalty [T1] No longer in use | - |
| 73 | Possible penalty [T2] No longer in use | - |
| 74 | Delayed penalty [T1] | Ice hockey, elce Hockey |
| 75 | Delayed penalty [T2] | Ice hockey, elce Hockey |
| 76 | Two man advantage home | Ice hockey, Handball, elce Hockey |
| 77 | Two man advantage away | Ice hockey, Handball, elce Hockey |
| 78 | Possible field goal | American football |
| 79 | Rollback event | All sports |
| 80 | Possible drop kick home | American football |
| 81 | Possible drop kick away | American football |
| 82 | Possible drop kick | American football |
| 83 | Possible Video Assistant Referee (Team is unknown or not yet selected) | Soccer |
| 84 | Feed Interruption | E-sports |
| 88 | Possible Video Assistant Referee [T1] (Possible review of a home teams action) | Soccer |
| 89 | Possible Video Assistant Referee [T2] (Possible review of an away teams action) | Soccer |
| 90 | Possible short corner | Field Hockey |
| 91 | Possible penalty stroke | Field Hockey |
| 92 | Entry Delay | American Football |
| 93 | Possible Big Play | American Football |
| 94 | Possible Big Play Home | American Football |
| 95 | Possible Big Play Away | American Football |
| 106 | Timeout | Baseball |

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