

LD - Baseball

Sport specific information for baseball.

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Match statuses for baseball

ID	Match status	Description	Additional information
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Events in baseball

Blue text = MLB Premium Data Points covered by device ID 5 (External Feed MLB) based on official MLB data feeds

 = Deltaupdate will deliver the richer information.

ID	Event	Description	Coverage	Extrainfo	Special MLB Attributes	Player1	Player2
60	Substitutions	Happens whenever there is a substitution for either team. Entries are assigned to teams	External feed (DC)			String: Outgoing player ID	String: Incoming player ID
1010	Betstart	Betstart indicates that betting markets can be activated. Betstart is not only a pre match event but is also used during the match.	External feed (DC) iScout (BC)	-			
1011	Betstop	Betstop indicates that all betting markets are closed due to strong possibility of a goal, penalty, red card, or there is any unclear situation on the field.	External feed (DC) iScout (BC)	-			
1013	Match status	Sent when the status of the match changes.	External feed (DC) iScout (BC)	See above table for match statuses			
1015	Free text / comment	Used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	External feed (DC) iScout (BC)	-			
1024	Match about to start	This event is sent when both captains, together with the referee, are selecting which team will start the match.	External feed (DC)	-			
1031	Ball in play	Used when the ball is in play	External feed (DC) iScout (BC)	-	<ul style="list-style-type: none"> • battedballspeed: the speed at which the ball leaves the bat, mph • battedballangle: the angle of the ball, relative from the ground, as the ball leaves the bat • battedballdirection: the direction of the ball as it leaves the bat. <ul style="list-style-type: none"> • -45 = left field bounds, • 45 = right field bounds, • 0 = straight forward 	String: Batter ID	
1044	Deleted event alert	Manual removal of an event.	External feed (DC) iScout (BC)	Id of event that was deleted.			

1102	Match coverage	Sent when the coverage status for the match changes	External feed (DC)	Possible values: <ul style="list-style-type: none"> 0 = Covered 1 = Coverage abandoned 2 = Match will not be covered 			
1310	Ball hit	Batter successfully advances to (at least) 1st base	External feed (DC)	-	<ul style="list-style-type: none"> hits away: current total hits for away team hits home: current total hits for home team 	String: Batter ID	-
1458	Video review	-	External feed (DC)	-			
1459	Video review over	-	External feed (DC)	-			
1715	Play start	Pitcher is about to throw a pitch	External feed (DC) iScout (BC)	-			
1716	Play over	Sent when the play is finished.	External feed (DC) iScout (BC)	-			
1717	Runners in motion	Runners are attempting to steal a base.	External feed (DC) iScout (BC)	-			
1718	Checked Runner	Pitcher tried to pick runner off, runner was safe	External feed (DC) iScout (BC)	-		String: Runner Example text: <i>Runner MOOKIE BETTS on 1st base is checked</i>	
1719	Runner advances to base x	Runner advances to base x	External feed (DC) iScout (BC)	Advancement types. Possible values: <ul style="list-style-type: none"> 1 = Regular 2 = Indifference 3 = Steal 4 = Other 		String: Runner Example text: <i>Runner MOOKIE BETTS advances to 1st base (Single)</i>	
1720	Run scored	Main score event.	External feed (DC) iScout (BC)	Scored run type. Possible values: <ul style="list-style-type: none"> -1 = "Unknown" 1 = "Earned Run" 2 = "Unearned Run" 3 = "Steal" 4 = "Home Run" 5 = "Other" 6 = "Single" 7 = "Double" 8 = "Triple" 9 = "Walk" 10 = "Balk" 11 = "Error" 12 = "Field Error" 13 = "Field Out" 14 = "Fielder's Choice" 15 = "Sacrifice Fly" 16 = "Sacrifice Bunt" 17 = "Wild Pitch" 18 = "Force Out" 19 = "Grounded Into DP" 20 = "Hit By Pitch" 21 = "Passed Ball" 22 = "Stolen Base Home" 23 = "Runner Out" 		String: Runner Example text: <i>MOOKIE BETTS scored run (Earned Run)</i>	
1721	Runner out	Sent when the runner is out. This event includes both base and non-base cases.	External feed (DC) iScout (BC)	Runner out types. Possible values: <ul style="list-style-type: none"> 1 = Interference 2 = Out of base path 3 = Hit by batted ball 4 = Pick off 5 = Force out 6 = Double off 7 = Out on appeal 8 = Tag out 9 = Caught stealing 10 = Other 		String: Runner Example text: <i>Runner MATT KEMP at 1st base is out (Force Out)</i>	

1722	Strike	Strike	External feed (DC) iScout (BC)	Strike type. Possible values: <ul style="list-style-type: none"> • 1 = Looking • 2 = Swinging • 3 = Foul tip • 4 = Foul ball • 5 = called • 6 = foul bunt • 7 = bunt foul tip • 8 = missed bunt • 9 = swinging pitchout • 10 = foul pitchout • 11 = swinging strike blocked • 12 = automatic • 13 = strikeout • 14 = strikeout double play • 15 = strikeout triple play 	<ul style="list-style-type: none"> • posx & posy: position from where the ball is pitched in the strike zone. <ul style="list-style-type: none"> • Coordinate values are a % of total width/height of the rectangle. So if posx=50 and posy=50 then ball goes precisely through the zone centre • 0,0 = top-left corner of strike zone • 100,100 = bottom-right corner • values < 0 and > 100 = ball goes outside • pitchtype: how was the ball pitched. Possible values: <ul style="list-style-type: none"> • -1 = "Unknown" • 1 = "Fastball" • 2 = "Four-Seam FB" • 3 = "Two-Seam FB" • 4 = "Cutter" • 5 = "Striker" • 6 = "Splitter" • 7 = "Forkball" • 8 = "Changeup" • 9 = "Screwball" • 10 = "Slider" • 11 = "Curveball" • 12 = "Slow Curve" • 13 = "Knuckle Curve" • 14 = "Slurve" • 15 = "Slutter" • 16 = "Gyroball" • 17 = "Klucleball" • 18 = "Eephus Pitch" • 19 = "Intentional Ball" • 20 = "Pitchout" • 21 = "Automatic Ball" • pitchspeed: how fast the ball was pitched in MPH numeric values 	String: Batter Example text: <i>Strike looking for MOOKIE BETTS</i>	
1723	Ball	Ball	External feed (DC) iScout (BC)	Ball type. Possible values: <ul style="list-style-type: none"> • 1 = Ball • 2 = Dirt ball • 3 = Intentional ball • 4 = Pitch out • 5 = Enforced ball • 6 = blocked ball • 7 = passed ball 	<ul style="list-style-type: none"> • posx & posy: position from where the ball is pitched in the strike zone. <ul style="list-style-type: none"> • Coordinate values are a % of total width/height of the rectangle. So if posx=50 and posy=50 then ball goes precisely through the zone centre • 0,0 = top-left corner of strike zone • 100,100 = bottom-right corner • values < 0 and > 100 = ball goes outside • pitchtype: how was the ball pitched. Possible values: <ul style="list-style-type: none"> • -1 = "Unknown" • 1 = "Fastball" • 2 = "Four-Seam FB" • 3 = "Two-Seam FB" • 4 = "Cutter" • 5 = "Striker" • 6 = "Splitter" • 7 = "Forkball" • 8 = "Changeup" • 9 = "Screwball" • 10 = "Slider" • 11 = "Curveball" • 12 = "Slow Curve" • 13 = "Knuckle Curve" • 14 = "Slurve" • 15 = "Slutter" • 16 = "Gyroball" • 17 = "Klucleball" • 18 = "Eephus Pitch" • 19 = "Intentional Ball" • 20 = "Pitchout" • 21 = "Automatic Ball" • pitchspeed: how fast the ball was pitched in MPH numeric values 	String: Pitcher Example text: <i>CLAYT ON KERSHAW pitches the ball outside the zone</i>	

1724	Foul ball	Foul ball	External feed (DC) iScout (BC)	-	<ul style="list-style-type: none"> posx & posy: position from where the ball is pitched in the strike zone. <ul style="list-style-type: none"> Coordinate values are a % of total width/height of the rectangle. So if posx=50 and posy=50 then ball goes precisely through the zone centre 0.0 = top-left corner of strike zone 100,100 = bottom-right corner values < 0 and > 100 = ball goes outside pitchtype: how was the ball pitched. Possible values: <ul style="list-style-type: none"> -1 = "Unknown" 1 = "Fastball" 2 = "Four-Seam FB" 3 = "Two-Seam FB" 4 = "Cutter" 5 = "Striker" 6 = "Splitter" 7 = "Forkball" 8 = "Changeup" 9 = "Screwball" 10 = "Slider" 11 = "Curveball" 12 = "Slow Curve" 13 = "Knuckle Curve" 14 = "Slurve" 15 = "Slutter" 16 = "Gyroball" 17 = "Knuckleball" 18 = "Eephus Pitch" 19 = "Intentional Ball" 20 = "Pitchout" 21 = "Automatic Ball" pitchspeed: how fast the ball was pitched in MPH numeric values 	String: Batter Example text: <i>Strike foul ball for MOOKIE BETTS</i>	
1725	Who throws the first pitch	Information about what team throws the first pitch.	External feed (DC) iScout (BC)	-		String: Pitcher ID Example text: <i>CLAYTON KERSHAW to throw the first pitch</i>	
1726	Batter out	Sent when the batter is out. This event includes both base and non-base cases.	External feed (DC) iScout (BC)	Batter out types. Possible values: <ul style="list-style-type: none"> 1 = Fly out 2 = Interference 3 = Line out 4 = Out of batters box 5 = Pop out 6 = Sacrifice fly 7 = Strike out 8 = Ground out 9 = Sacrifice bunt 10 = Single out 11 = Double out 12 = Triple out 13 = Fielder choice out 14 = On error out 15 = Out on appeal 		String: Batter ID Example text: <i>Batter MOOKIE BETTS is out (Fly Out)</i>	
1727	Batter advances to base x	Batter advances to base x.	External feed (DC) iScout (BC)	Batter advancement types. Possible values: <ul style="list-style-type: none"> 1 = Catcher interference 2 = Hit by pitch 3 = On error 4 = Single 5 = Double 6 = Triple 7 = Sacrifice bunt 8 = Sacrifice fly 9 = Walk 10 = Fielders choice 11 = Other 12 = Intentional walk 		String: Batter ID Example text: <i>Batter MOOKIE BETTS advances to 1st base (Single)</i>	
1728	Balk	After engaging the rubber pitcher commits a number of illegal motions or actions.	External feed (DC) iScout (BC)	-			
1832	Baseball stats correction	Baseball Stats Correction	External feed (DC) iScout (BC)	Whether the score was changed. Possible values: <ul style="list-style-type: none"> 1 = The total score or line score has changed as a result of this correction 0 = The total score or line score has not changed. 			

2112	Baseball error	Describes a baseball error made by a player while interacting with either the ball or players on the field.	External feed (DC)	Type of error made. Possible values: <ul style="list-style-type: none"> 1 = fielding 2 = throwing 3 = interference 		Player who erred	-
2143	Current pitcher baseball	Sent when match starts and whenever pitcher changes	External feed (DC)			String: Pitcher ID	
2144	Current batter baseball	Sent when match starts and whenever batter changes	External feed (DC)			String: Batter ID	
2149	Player out	Signifies that a player is out. Will be updated with GUMBO data to tell if the player was a batter or runner.	External feed (DC)	Player out type. Possible values: <ul style="list-style-type: none"> -1 = "Unknown" 1 = "Fly Out" 2 = "Batter Interference" 3 = "Fan Interference" 4 = "Runner Interference" 5 = "Double Play" 6 = "Triple Play" 7 = "Fielder's Choice Out" 8 = "Out on Appeal" 9 = "Out on Appeal - Left Early" 10 = "Out of Base Path" 11 = "Tag out" 12 = "Force Out" 13 = "Field Out" 14 = "Caught Stealing 2B" 15 = "Caught Stealing 3B" 16 = "Caught Stealing Home" 17 = "Grounded Into DP" 18 = "Grounded Into TP" 19 = "Pickoff 1B" 20 = "Pickoff 2B" 21 = "Pickoff 3B" 22 = "Pickoff Caught Stealing 2B" 23 = "Pickoff Caught Stealing 3B" 24 = "Pickoff Caught Stealing Home" 25 = "Other Out" 26 = "Sacrifice Bunt" 27 = "Sacrifice Fly" 28 = "Strikeout Double Play" 29 = "Strikeout" 38 = "Rundown" 40 = "Hit by Batted Ball" 43 = "Doubled Off" 44 = "Runner Fielder's Choice" 45 = "Advancing" 46 = "Stretching" 47 = "Overrunning" 48 = "Returning" 49 = "Ground Out" 50 = "Pop Out" 51 = "Line Out" 	Extrainfobaseball. Possible values: <ul style="list-style-type: none"> -1 = "unknown" 0 = "runner" 1 = "batter" 	String: Batter ID or Runner ID	-

2150	Player on base x	Signifies that a player has reached a base. Will be updated with GUMBO data to tell who the player is.	External feed (DC)	Type of advancement. Possible values: <ul style="list-style-type: none"> • -1 = "Unknown" • 1 = "Single" • 2 = "Double" • 3 = "Triple" • 4 = "Walk" • 5 = "Balk" • 6 = "Intent Walk" • 7 = "Hit By Pitch" • 8 = "Stolen Base 2B" • 9 = "Stolen Base 3B" • 10 = "Grounded Into Double Play" • 11 = "Grounded Into Triple Play" • 12 = "Runner Placed" • 13 = "Passed Ball" • 14 = "Wild Pitch" • 15 = "Sac Bunt" • 16 = "Sac Fly" • 17 = "Sac Fly Double Play" • 18 = "Sac Bunt Double Play" • 19 = "Double Play" • 20 = "Catcher Interference" • 21 = "Fielder Interference" • 22 = "Fielder's Choice" • 23 = "Fielder's Out" • 24 = "Defensive Indifference" • 25 = "Field Out" • 26 = "Strikeout" • 27 = "Forceout" • 28 = "Other Out" • 29 = "Error" • 30 = "Field Error" • 31 = "Pickoff Error 1B" • 32 = "Pickoff Error 2B" • 33 = "Pickoff Error 3B" • 34 = "Pickoff Caught Stealing 2B" • 35 = "Pickoff Caught Stealing 3B" • 36 = "Pickoff Caught Stealing Home" • 37 = "Other Advance" • 38 = "No Advancement" 	Extraintobaseball: Whether it was a Batter or a Runnar. Possible values: <ul style="list-style-type: none"> • -1 = "unknown" • 0 = "runner" • 1 = "batter" 	String: Batter ID or Runner ID	-
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This section explains what elements / attributes one can expect for baseball matches in addition to the standard elements and attributes, and what the meaning of those elements and attributes is.

Elements in <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" dc="1" device="5" distance="3755" extrainfo="0" feedtype="
full" matchid="10111515"
matchtime="0:00:00" stlid="3652" st2id="3641" start="1463675700000" tlid="24442" t1name="BALTIMORE
ORIOLES" t2id="24452"
t2name="SEATTLE MARINERS">
<status id="100" name="ENDED" start="1463686822000"/>
<score t1="2" t2="7" type="match"/>
<score t1="0" t2="1" type="inning1"/>
<score t1="1" t2="0" type="inning2"/>
<score t1="0" t2="1" type="inning5"/>
<score t1="0" t2="3" type="inning6"/>
<score t1="1" t2="0" type="inning8"/>
<score t1="0" t2="2" type="inning9"/>
<matchformat>
<format type="regularinnings" value="9"/>
</matchformat>
<tournament id="25" name="MLB"/>
<category id="16" name="USA"/>
<sport id="3" name="Baseball"/>
<events/>
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
matchformat	format type="regularinnings"	This element always gets included in full feed, and in the delta feed.	<ul style="list-style-type: none">• 9• 7
score	Multiple occurrences possible, each occurrence describes the amount of points for the specified period in the match. This element always gets included in full feed, and in the delta feed for the following events: Run scored (1720), Baseball stats correction (1832)		
	t1	Amount of points home team	Integer
	t2	Amount of points away team	Integer
	type	For what period in the match the points were scored	String. Possible values: <ul style="list-style-type: none">• match• inning1• inning2• inning3• inning4• inning5• inning6• inning7• inning8• inning9

Attributes in <event> element

XML example

```

<!-- Example 1 -->
<match matchid="8820270" ... >
<events>
<event balls="0" baseinfo="0:1" errors="1" extrainfo="9" id="650825885" info="[T1] batter advances to 1st
base (Walk)" inninghalf="B"
matchscore="1:6" mtime="0:00:00" outs="2" pcount="16" periodnumber="9" periodscore="0:0" side="home"
stime="1465698829601"
strikes="0" type="1727"/>
</events>
</match>
<!-- Example 2 -->
<match matchid="8820270" ... >
<events>
<event balls="0" errorsaway="1" errorshome="0" extrainfo="0" firstbaseloaded="0" hitsaway="10" hitshome="
6" id="650825141" info="
Statistics have been corrected" inninghalf="B" matchscore="1:6" mtime="0:00:00" outs="2" periodnumber="9"
periodscore="0:0"
runaway="6" runshome="1" secondbaseloaded="0" side="none" stime="1465698675532" strikes="0"
thirdbaseloaded="1" type="1832
">
<inningscore away="0" home="0" inning="1"/>
<inningscore away="1" home="0" inning="2"/>
...
</event>
</events>
</match>

```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	<i>extrainfo</i>	Attribute containing additional information about the event.	Long
	<i>matchscore</i>	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"
	<i>periodscore</i>	Score for current period.	String. Format: "[home]:[away]" Example: "1:0"
	<i>extrainfobaseball</i>	Attribute containing additional information about the event.	String
	<i>baseinfo</i>	From what base the player moved, and what base the player reached. This attribute gets added for the following events: Checked runner (1718) (), Run scored (1720) (), Runner out (1721), Runner advancement (1719), Batter advancement(1727), Player out (2149) () , Player on base X (2150 with extrainfobaseball=0/runner) () .	String. Format: "[starting base]:[reached base]" Example: "1:2" Please note that value "999" is a valid value for a starting base and means the starting base is unknown.
	<i>periodnumber</i>	Number of current period in match.	Integer
	<i>inninghalf</i>		
	<i>balls</i>	This attribute gets added for the following events: Checked runner (1718), Run scored (1720), Runner out (1721), Runner advancement (1719), Batter advancement(1727), Ball (1723), Baseball stats correction (1832), Player out (2149) , Player on base x (2150) , Baseball error (2112) , Play over (1716) .	
	<i>runs</i>	This attribute gets added for the following events: Run scored (1720)	

<i>strikes</i>	This attribute gets added for the following events: Ball (1723), Foul Ball (1724), Strike (1722), Batter out (1726), Run scored (1720), Runner out (1721), Runner advancement (1719), Batter advancement(1727), Checked runner (1718), Player out (2149) , Player on base x (2150) , Baseball error (2112) , Play over (1716) .	
<i>outs</i>	This attribute gets added for the following events: Baseball stats correction (1832), Ball (1723), Foul Ball (1724), Strike (1722), Batter out (1726), Run scored (1720), Runner out (1721), Runner advancement (1719), Batter advancement(1727), Checked runner (1718), Player out (2149) , Player on base x (2150) , Baseball error (2112) , Play over (1716) .	
<i>pcount</i>	This attribute gets added for the following events: Ball (1723), Foul Ball (1724), Strike (1722), Batter out (1726), Run scored (1720), Runner out (1721), Runner advancement (1719), Batter advancement(1727), Player out (2149) , Player on base x (2150) , Baseball error (2112) , Play over (1716) .	
<i>errors</i>	This attribute gets added for the following events: Ball (1723), Foul Ball (1724), Strike (1722), Batter out (1726), Run scored (1720), Runner out (1721), Runner advancement (1719), Batter advancement(1727), Checked runner (1718), Player out (2149) , Player on base x (2150) , Baseball error (2112) , Play over (1716) .	
<i>runs home</i>	Amount of runs home team. Note that this attribute only gets added to the baseball stats correction info event (1832), after the corresponding XML configuration has been enabled.	Integer
<i>runs away</i>	Amount of runs away team. Note that this attribute only gets added to the baseball stats correction info event (1832), after the corresponding XML configuration has been enabled.	Integer
<i>hits home</i>	Amount of hits home team. Note that this attribute only gets added to the Ball hit (1310) , Play over (1716) and baseball stats correction info event (1832 after the corresponding XML configuration has been enabled).	Integer
<i>hits away</i>	Amount of hits away team. Note that this attribute only gets added to the Ball hit (1310) , Play over (1716) and baseball stats correction info event (1832 after the corresponding XML configuration has been enabled).	Integer
<i>errors home</i>	Amount of errors home team. Note that this attribute only gets added to the Play over (1716) and baseball stats correction info event (1832), after the corresponding XML configuration has been enabled.	Integer
<i>errors away</i>	Amount of errors away team. Note that this attribute only gets added to the Play over (1716) and baseball stats correction info event (1832), after the corresponding XML configuration has been enabled.	Integer
<i>first base loaded</i>	Whether the first base is loaded or not. Note that this attribute only gets added to the Play over (1716) and baseball stats correction info event (1832 after the corresponding XML configuration has been enabled).	Byte. Possible values: 1 = Base loaded 0 = Base not loaded
<i>second base loaded</i>	Whether the second base is loaded or not. Note that this attribute only gets added to the Play over (1716) and baseball stats correction info event (1832 after the corresponding XML configuration has been enabled).	Byte. Possible values: 1 = Base loaded 0 = Base not loaded
<i>third base loaded</i>	Whether the third base is loaded or not. Note that this attribute only gets added to the Play over (1716) and baseball stats correction info event (1832 after the corresponding XML configuration has been enabled).	Byte. Possible values: 1 = Base loaded 0 = Base not loaded
<i>inningscore</i>	This element gets included in the delta feed for the following events: Baseball stats correction event (1832)	
<i>home</i>	Points for home team	
<i>away</i>	Points for away team	
<i>inning</i>	What inning the points were awarded in	

Additional recommendation for MLB Live Data XML feed handling

With the tri-feed integration, there has been a change in behavior of our feeds in pursuit of the lowest latency data possible. The change is two-fold and does have implications on our recommended handling of messages.

First, we providing data as the play unfolds on the field rather than waiting until the play and base positions are finalized to send data. As outs are recorded or runs are scored during a play, this information will come through immediately when entered. For examples as a fly-ball is caught, a "player out" message will be sent even if there are still runners trying to tag up and advance on the base paths. Similarly, on a straightforward ground into double play, a "player out" message will be sent when the first runner is out while the fielding team is still trying to complete the double-play.

Second, as runner positions on the bases are finalized, we are now sending a "player on base X" message before we receive information on who the runner is or where he advanced from. Before a "play over" message is sent, we will have provided a "player on base X" event for every base that is occupied by a batter or runner upon the conclusion of the play.

Due to this change, we have added full game state information (balls, strikes, outs, pcount, errors, hitshome, hitsaway, errorshome, errorsaway, firstbaseloaded, secondbaseloaded and thirdbaseloaded attributes) to the play over event ID 1716 to eliminate or minimize any need to track intermediate states as a play unfolds.

XML configurations for baseball

This section explains what XML configurations one can expect for this sport in addition to the standard XML configurations, and what the meaning of these configurations is.

(ID: 50) Include baseball stats correction info

If this setting is enabled, the baseball stats correction event (1832) will include new attributes and child elements.

XML example

```
<event balls="1" errorsaway="2" errorshome="1" extrainfo="0" firstbaseloaded="0" hitsaway="1" hitshome="6" id="13119818" info="Statistics have been corrected" inninghalf="T" matchscore="6:1" mtime="0:00:00" outs="1" periodnumber="2" periodscore="0:0" runaway="1" runshome="6" secondbaseloaded="0" side="none" stime="1455109903000" strikes="1" thirdbaseloaded="0" type="1832" >
<inningscore away="1" home="6" inning="1" />
<inningscore away="0" home="0" inning="2" />
...
</event>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	<i>runshome</i>	Total runs for home team.	Integer
	<i>runaway</i>	Total runs for away team.	Integer
	<i>hitshome</i>	Total hits for home team.	Integer
	<i>hitsaway</i>	Total hits for away team.	Integer
	<i>errorshome</i>	Total errors for home team.	Integer
	<i>errorsaway</i>	Total errors for away team.	Integer
	<i>firstbaseloaded</i>	Whether the first base is loaded.	Byte. 1 = First base is loaded 0 = First base is not loaded
	<i>secondbaseloaded</i>	Whether the second base is loaded.	Byte. 1 = Second base is loaded 0 = Second base is not loaded
inningscore	-	Child element of the <event>- element containing the inning score. Multiple occurrences possible.	
	<i>inning</i>	Inning number	Integer
	<i>home</i>	Total runs for home team in this inning.	Integer
	<i>away</i>	Total runs for away team in this inning.	Integer

(ID: 113) Include player IDs in baseball events

If this setting is enabled, it will add player IDs to supported baseball events.

(ID: 115) Send lineups for baseball matches

If this setting is enabled, lineups are sent for baseball matches.

XML attributes definition

Attribute	Description	Possible values
position	Where the player is playing in the field	String
order	Batting order at match start	Integer

Position definitions:

- 1 = Pitcher
- 2 = Catcher
- 3 = First Base
- 4 = Second Base
- 5 = Third Base
- 6 = Shortstop
- 7 = Left Field
- 8 = Centerfield
- 9 = Right Field
- 10 = Designated Hitter
- 11 = Pinch Hitter
- 12 = Pinch Runner

(ID: 142) Include player positions in lineup

Enabling this setting will add the attribute *position* to the <player> element.

XML example

```
<lineups matchid="17132705">
<player id="1097538" name="O'Neill, Tyler" shirtnumber="0" substitute="false" team="1" position="Left
Field" order="7"/>
<player id="972985" name="DeJong, Paul" shirtnumber="12" substitute="false" team="1" position="Shortstop"
order="5"/>
<player id="841983" name="Wong, Kolten" shirtnumber="16" substitute="false" team="1" position="Second
Base" order="6"/>
<player id="1410115" name="Edman, Tommy" shirtnumber="19" substitute="false" team="1" position="Third
Base" order="1"/>
<player id="842621" name="Fowler, Dexter" shirtnumber="25" substitute="false" team="1" position="Center
Field" order="2"/>
<player id="846689" name="Wieters, Matt" shirtnumber="32" substitute="false" team="1" position="Catcher"
order="8"/>
<player id="927646" name="Martinez, Jose" shirtnumber="38" substitute="false" team="1" position="Right
Field" order="3"/>
<player id="1373225" name="Mikolas, Miles" shirtnumber="39" substitute="false" team="1" position="
Pitcher" order="9"/>
<player id="841919" name="Goldschmidt, Paul" shirtnumber="46" substitute="false" team="1" position="First
Base" order="4"/>
</lineups>
```

(ID: 53) Allow inning score types

The attribute type in the <score> element (subelement from <match> element) has a set list of possible values. If this setting is enabled, the attribute type can have one of the following values, in addition to the regular values matches:

- Inning1
- Inning2
- .
- .
- Inning9

XML example

```
<match matchid="7440630" ... >
<score t1="14" t2="20" type="inning2"/>
<!-- Remaining message truncated -->
</match>
```

(ID: 55) Allow overtime score types

The attribute type in the <score> element (subelement from <match> element) has a set list of possible values. If this setting is enabled, the attribute type can have one of the following values, in addition to the regular values matches:

- overtime
- overtime1
- overtime2

XML example

```
<match matchid="7440630" ... >
<score t1="14" t2="20" type="overtime1"/>
<!-- Remaining message truncated -->
</match>
```

(ID: 57) Allow penalties score type

The attribute type in the <score> element (subelement from <match> element) has a set list of possible values. If this setting is enabled it will allow the <score> element in the feed to have the "penalties" type.

XML example

```
<match matchid="7440630" ... >
<score t1="14" t2="20" type="penalties"/>
<!-- Remaining message truncated -->
</match>
```

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