LD - Field hockey

Sport specific information about Field hockey

- Match statuses in field hockey
- Events in field hockey
- Sport specific XML elements and attributes

Match statuses in field hockey

ID	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
13	FIRST_QUARTER	1st quarter	-
301	FIRST_PAUSE	1st pause	-
14	SECOND_QUARTER	2nd quarter	-
302	SECOND_PAUSE	2nd pause	-
15	THIRD_QUARTER	3rd quarter	-
303	THIRD_PAUSE	3rd pause	-
16	FORTH_QUARTER	4th quarter	-
6	FIRST_HALF	1st period of the match	-
31	HALFTIME	Match pause	-
7	SECOND_HALF	2nd period of the match	-
100	ENDED	The match has ended	-
443	AWAITING_SD	The match is awaiting sudden death	-
440	SUDDEN_DEATH	Sudden death	-
444	AFTER_SD	The match has finished after sudden death	-
34	AWAITING_PENALTIES	Waiting for penalty shoot-out to start	This match status is only sent if the corresponding XML configuration is enabled.
50	PENALTY_SHOOTING	Penalty shoot-out	-
120	AFTER_PENALTIES	Match finished after penalty shoot-out	-
80	INTERRUPTED	The match has been interrupted	-
90	ABANDONED	The match has been abandoned	This match status is only sent if the corresponding XML configuration is enabled.

Events in field hockey

ID			Extrainfo		1	2
15			XSADC	--	--	--	--
16			XSADC	--	--	--	--
30			BC iScout BC XSADC	0 = -1 = 1 = 7 = 9 = 11 =	--	

40			iScout BC XSADC	--	--		--
43			BC iScout BC XSADC	2510	--		
50			iScout BC XSADC	--	--		--
51			iScout BC XSADC	--	--		--
60			iScout BC XSADC	--		ID	--
110			BC iScout BC XSADC	--	--	--	--
161			BC iScout BC XSADC	--	--	ID	ID
666			BC iScout BC XSADC	--	--	ID	--
1002			iScout BC XSADC	• -1 = • 1 = • 0 =	--		--
1010	Betstart	Liveodds betstart	BC iScout BC XSADC	--	--	--	--
1011		Betstop Betstop	BC iScout BC XSADC	--	--	--	--
1011			BC iScout BC XSADC	--	--	--	--
1013	Liveodds	liveoddsMatchstatus	BC iScout BC XSADC		--	--	--
1015		""	BC iScout BC XSADC	--	--	--	--
1018			BC	--	--	--	--
1019			BC	--	--	--	--
1024			BC iScout BC XSADC	--	--	--	--

1035			BC iScout BC XSADC	--	--	--	--
1036	/		BC iScout BC XSADC	• 1 = • 0 =	--	--	--
1039			BC iScout BC XSADC		--	--	--
1040		/	iScout BC XSADC	--	--	--	--
1041		/	iScout BC XSADC	--	--	--	--
1042			BC iScout BC XSADC	--	--	--	--
1044				ID	--	--	--
1047			BC iScout BC XSADC	--	--	--	--
1049			BC iScout BC XSADC	--	--	ID	--
1064			BC iScout BC XSADC	--	--	--	--
1084			iScout BC XSADC	--	--	--	--
1085			iScout BC XSADC	--	--	--	--
1102			BC iScout BC XSADC	Possible values: • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered	-	-	
1104	Penalty shootout starting team	Penalty shootout starting team	Hardphone (BC) iScout (BC)	-	-	-	-
1221	Penalty corner awarded	Used when a penalty corner is awarded to a team. Entries are assigned to teams.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-

1222	Penalty corner not confirmed	Used when a penalty corner to a team is not confirmed.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-
1416	Possible suspension	Triggered when the possibility of a suspension is high.	XSA (DC)	-	-	-	-
1416	Possible suspension	Triggered when the possibility of a suspension is high.	XSA (DC)	-	-	-	-
1418	Suspension not confirmed	Triggered when a possible suspension was not confirmed.	XSA (DC)	-	-	-	-
1418	Suspension not confirmed	Triggered when a possible suspension was not confirmed.	XSA (DC)	-	-	-	-
1703	Empty net	Marks that a team is playing without a goalkeeper.	XSA (DC)	-	-	Goalkeeper id	Player id of non goalkeeper player
1704	Active goalkeeper	Set the active goalkeepers for this match for both teams - the initial ones. They will be substituted during the match through subs events (60).	XSA (DC)	-	-	Home goalkeeper id	Away goalkeeper id
1753	Possible green card	Used when there is a strong possibility of a green card. Entries are assigned to teams.	iScout (BC) XSA (DC)	-	-	-	-
1754	Green card not confirmed	Used when a possible green card is not being confirmed.	iScout (BC) XSA (DC)	-	-	-	-

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for field hockey matches in addition to the standard elements and attributes, and what the meaning of those elements and attributes is.

Attributes in <match> element

XML example

```
<match t2name="BRAXGATA HC" t2id="7432504" t1name="WATERLOO DUCKS HC" t1id="7432506" start="
1580912940000" matchid="20202939" feedtype="full" extrainfo="0" betstatus="BETSTOP" connectionstatus="1"
device="4" coveredfrom="venue" timerunning="0" matchtime="60:00" sportid="24">
...
</ match >
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	*timerunning*	Whether the time is running.	Integer. 1 = Time is running 0 = Time is not running

Elements in <match> element

```
<match t2name="HDM" t2id="1135010" t1name="DEN BOSCH" t1id="459386" start="1611135600000" matchid="
24939661" feedtype="full" extrainfo="0" betstatus="BETSTOP" connectionstatus="0" device="-1" coveredfrom="
venue" timerunning="0" matchtime="00:00" sportid="24" stime="1611135441898">
<status start="0" name="NOT_STARTED" id="0"/>
<score type="current" t2="0" t1="0"/>
<suspensions t2="0" t1="0"/>
<red t2="0" t1="0"/>
<yellow t2="0" t1="0"/>
<green t2="0" t1="0"/>
<penalties t2="0" t1="0"/>
<dangerousattacks t2="0" t1="0"/>
<attacks t2="0" t1="0"/>
<kickoffteam team="0"/>
<matchproperties>
<matchproperty type="number of periods" value="4"/>
<matchproperty type="period length" value="15"/>
</matchproperties>
<events/>
<tournament name="1st Division, Women" id="2744"/>
<category name="Netherlands" id="169"/>
<sport name="Field Hockey" id="24"/>
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
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: Score change (30), and Delete event alert (1044)		
	t1	Amount of goals home team.	Integer
	t2	Amount of goals away team.	Integer

	type	For what period in the match goals were scored.	String. Possible values: - current - period1 - period2 - period3 - period4 - period5 (sudden death) - overtime - penalties
possession	This element always gets included in full feed and in the delta feed for the following events: Possession (110)		
	team	Which team has possession.	String. Possible values: - "home" - "away"
suspensions	This element always gets included in full feed, and in the delta feed for the following events: Suspension (43), Suspension over (1049)		
	t1	Amount of suspensions home team.	Integer

	t2	Amount of suspensions away team.	Integer
red	This element always gets included in full feed, and in the delta feed for the following events: Red card (50)		
	t1	Amount of red cards home team.	Integer
	t2	Amount of red cards away team.	Integer
yellow	This element always gets included in full feed, and in the delta feed for the following events: Yellow card (40)		
	t1	Amount of yellow cards home team.	Integer
	t2	Amount of yellow cards away team.	Integer
green	This element always gets included in full feed, and in the delta feed for the following events: Green card (51)		
	t1	Amount of green cards home team.	Integer
	t2	Amount of green cards away team.	Integer
penalties	This element always gets included in full feed, and in the delta feed for the following events: Penalty stroke awarded (1218)		
	t1	Amount of penalty strokes awarded for home team.	Integer
	t2	Amount of penalty strokes awarded for away team.	Integer
dangerousattacks	This element always gets included in full feed, and in the delta feed for the following events: Dangerous attack (1029)		
	t1	Amount of dangerous attacks home team.	Integer
	t2	Amount of dangerous attacks away team.	Integer
attacks	This element always gets included in full feed, and in the delta feed for the following events: Attack (1126)		
	t1	Amount of attacks home team.	Integer
	t2	Amount of attacks away team.	Integer
kickoffteam	This element always gets included in full feed, and in the delta feed for the following events: Kickoff team (1012)		
	team	Which team kicked off.	Integer. Possible values: • 0 = Unknown • 1 = Home • 2 = Away
matchproperties	This element always gets included, in both the full feed and the delta feed.		

	Number of periods	Determines number of periods.	Integer. Possible values: • 2 • 4 (default value)
	Period length	Determines number of minutes played in a period.	Integer. Possible values: • 15 (default value) • 20 • 30 • 35

Attributes in the \<event\> element

XML example

```
<!-- Example -->
<match matchid="7695966" ... >
<events>
<event type="30" stime="1582030772547" side="away" mtime="06:14" info="Goal [T2] (shot)" id="2149655767"
extrainfo="-100" matchscore="1:1" remainingtimeperiod="08:46" periodnumber="1" matchstatus="FIRST_QUARTER"
/>
</events>
</match>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	*extrainfo*	Attribute containing additional information about the event.	Long
	posx	Horizontal position on pitch, posx being a number from 0 to 100. The reference point 0 is at home teams goal.	Number
	posy	Vertical position on pitch , posy being a number from 0 to 100. The reference point 0 is on top of pitch when home teams goal is on the left hand side.	Number
	matchscore	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"
	remainingtimeperiod	Remaning time of the period.	String. Format: "MM:SS"
	periodnumber	Number of the current period in match.	Integer