

LD - Table tennis

Sport specific information for table tennis.

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Match statuses in table tennis

Id	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
8	FIRST_SET	1st set	-
301	FIRST_PAUSE	1st pause	-
9	SECOND_SET	2nd set	-
302	SECOND_PAUSE	2nd pause	-
10	THIRD_SET	3rd set	-
303	THIRD_PAUSE	3rd pause	-
11	FOURTH_SET	4th set	-
304	FOURTH_PAUSE	4th pause	-
12	FIFTH_SET	5th set	-
305	FIFTH_PAUSE	5th pause	-
441	SIXTH_SET	6th set	-
306	SIXTH_PAUSE	6th pause	-
442	SEVENTH_SET	7th set	-
100	ENDED	The match has ended	-
93	WALKOVER1	The home team won the match by walkover	-
94	WALKOVER2	The away team won the match by walkover	-
95	RETIRED1	The away team won because the home team retired	-
96	RETIRED2	The home team won because the away team retired	-
97	DEFAULTED1	The away team won because the home team defaulted	This match status is only sent if the corresponding XML configuration is enabled.
98	DEFAULTED2	The home team won because the away team defaulted	This match status is only sent if the corresponding XML configuration is enabled.
61	DELAYED	The match start is delayed	-
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 table tennis

ID	Event	Description	Coverage	extrainfo	player1	player2
40	Yellow card	Used when the yellow card is confirmed.	Hardphone (BC) iScout (BC)	-	Player who got the card	-

50	Red card	Used when the red card is confirmed.	Hardphone (BC) iScout (BC)	-	Player who got the card	-
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.	Hardphone (BC) 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. Betstop is also used whenever there is the need to establish direct communication between the scout and the match Supervisor, or in case of call disconnection.	Hardphone (BC) iScout (BC)	-	-	-
1013	Match status	Sent when the status of the match changes.	Hardphone (BC) iScout (BC)	See the above table for available match statuses for table tennis	-	-
1015	Free comment	Used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	Hardphone (BC) iScout (BC)	-	-	-
1022	Who serves first	Information about the player who will start to serve.	Hardphone (BC) iScout (BC)	-	-	-
1024	Match about to start	Indicates that the match will start soon	Hardphone (BC) iScout (BC)	-	-	-
1031	Ball in play	Used when service has been taken and ball is in play.	Hardphone (BC) iScout (BC)	-	-	-
1035	Time out	A team calls a timeout. Entries can be assigned to teams, but neutral timeouts are possible too.	Hardphone (BC) iScout (BC)	-	-	-
1040	Possible red card	Used when there is a strong possibility of a red card. Entries are assigned to teams. Note that the possible red card could also be a possible yellow/red card.	Hardphone (BC) iScout (BC)	-	-	-
1041	Red card not confirmed	Used when possible red card is not being confirmed. Note that the cancelled red card could also be a cancelled yellow/red card.	Hardphone (BC) iScout (BC)	-	-	-
1044	Deleted event alert	Manual removal of an event.	Hardphone (BC) iScout (BC)	Id of event that was deleted.	-	-
1047	Time out over	Time out is over	iScout (BC)	-	-	-
1084	Possible yellow card	Used when there is a strong possibility of a red card. Entries are assigned to teams.	Hardphone (BC) iScout (BC)	-	-	-
1085	Yellow card not confirmed	Used when a possible yellow card is not being confirmed.	Hardphone (BC) iScout (BC)	-	-	-
1102	Coverage status	Sent when the coverage status for the match changes	Hardphone (BC)	Possible values: <ul style="list-style-type: none"> • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered 	-	-
1127	Let	Triggered whenever a play ends without awarding a point due to any unforeseen situation (e.g. serving player servers before receiving player is ready).	Hardphone (BC) iScout (BC)	-	-	-

1161	Score change	Match and set score for table tennis.	Hardphone (BC) iScout (BC)	Possible values: <ul style="list-style-type: none"> • 0 = Standard • 1 = Expedite 13 returns • 2 = Service error • 3 = Red card • 4 = 1 point penalty • 5 = 2 points penalty 		
1176	Expedite mode	Used when the match goes into expedite mode.	Hardphone (BC) iScout (BC)	-	-	-
1177	Table tennis violation	Violation which triggers a yellow, red or yellowred card	Hardphone (BC) iScout (BC)	Possible values: <ul style="list-style-type: none"> • 0 = Illegal service • 2 = Yellow card /warning • 3 = Yellowred card /penalty • 4 = Red card /disqualification 	-	-
2052	Yellowred card same hand	Yellowred card held in the same hand, result of a violation. Results in 1 or 2 pt penalty.	Hardphone (BC) iScout (BC)	-	-	-

Sport specific XML element and attributes

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

Attributes in the <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="1" extrainfo="0" feedtype="full" matchid="10115414" matchtime="0:00:00" numberofsets="5" start="1464858900000" t1id="7873737" t1name="KOZUL, DENI" t2id="8777358" t2name="GIARDI, FEDERICO">
...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	<i>firstserve</i>	Which player has first serve of match.	Integer
	<i>numberofsets</i>	How many sets are being played in the match.	Integer

Elements in the <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="1" extrainfo="0" feedtype="full" matchid="
10115414" matchtime="0:00:00"
numberofsets="5" start="1464858900000" t1id="7873737" t1name="KOZUL, DENI" t2id="8777358" t2name="GIARDI,
FEDERICO">
<status id="0" name="NOT_STARTED" start="0"/>
<score t1="0" t2="0" type="match"/>
<score t1="0" t2="0" type="set1"/>
<serve team="home"/>
<red t1="0" t2="0"/>
<yellow t1="0" t2="0"/>
<tournament id="53162" name="World Tour, Slovenia Open (CS) 2016, Boys"/>
<category id="88" name="International"/>
<sport id="20" name="Table tennis"/>
<events/>
</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: Table tennis full score (1161)		
	<i>t1</i>	Amount of points home team.	Integer
	<i>t2</i>	Amount of points away team.	Integer
	<i>type</i>	For what period in the match the points were scored.	String. Possible values: <ul style="list-style-type: none">• match• set1• set2• set3• set4• set5
serve	This element always gets included, in both the full feed and the delta feed.		
	<i>team</i>	Which team served.	String. Possible values: <ul style="list-style-type: none">• "home"• "away"
red	This element always gets included in full feed, and in the delta feed for the following events: Red card (50)		
	<i>t1</i>	Amount of red cards home team.	Integer
	<i>t2</i>	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)		
	<i>t1</i>	Amount of yellow cards home team.	Integer
	<i>t2</i>	Amount of yellow cards away team.	Integer
matchproperties	This element always gets included, in both the full feed and the delta feed.		
	Best of	Determines number of games.	Integer. Possible values: <ul style="list-style-type: none">• 5 (Default value)• 7
	Sudden death in last game	Determines if sudden death leg is played in last set or not.	Integer. Possible values: <ul style="list-style-type: none">• 0 (Default value) = no sudden death• 1 = sudden death

Attributes in the <event> element

XML example

```
<match matchid="9580413" ... >
<events>
<event extrainfo="0" id="650860221" info="1:0 [T1]" matchscore="0:0" mtime="0:00:16" server="away"
setnumber="1" setscore="1:0"
side="home" stime="1465707710666" type="1161"/>
</events>
</match>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	<i>extrainfo</i>	Attribute containing additional information about the event.	Long
	<i>setnumber</i>	The number of the current set in the match.	Integer
	<i>setscore</i>	Score for current set.	String. Format: "[home]: [away]" Example: "5:4"
	<i>matchscore</i>	Score for current match.	String. Format: "[home]: [away]" Example: "1:0"
	<i>server</i>	Who will serve next. Added for the following events: Table tennis score change (1161) and Expedite mode (1176)	String. Possible values: <ul style="list-style-type: none">• home• away• none

XML configurations in Table tennis

(ID: 123) Include match status defaulted in Table tennis

Enabling this setting will allow the system to send match statuses DEFAULTED1 and DEFAULTED2.

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