LD - eSoccer

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Sport specific information for eSoccer.

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Match statuses in eSoccer

Id	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
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	-
32	AWAITING_OT	Waiting for overtime to start	-
41	FIRST_HALF_OT	1st overtime period	-
33	OT_HALFTIME	Pause between 1st and 2nd overtime period	-
42	SECOND_HALF_OT	2nd overtime period	-
110	AFTER_OT	Match finished after overtime	-
34	AWAITING_PENALTIES	Wating for penalty shoot-out to start	-
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 eSoccer

ID	Event	Description	Coverage	extrainfo
30	Goal	The score has changed	iScout (BC)	Possible values: - 0 = Unknown - -1 = Not specified - 1 = Penalty - 2 = Own goal - 3 = Header - -100 = Shot - -200 = Free Kick
40	Yellow card	A yellow card has been given	iScout (BC)	-
45	YellowRed card	A red card has been given after two yellow cards	iScout (BC)	Player who got the card
50	Red card	A red card has been given	iScout (BC)	-
60	Substitution	A player has been substituted	iScout (BC)	-

90	Injury time	Information about expected length of injury time.	iScout (BC)	Number of minutes injury time added
110	Possession	Possession change to the given team. This event needs to be enabled before it gets sent.	iScout (BC)	-
150	Free kick	Used when a free kick is awarded to a team. Entries are assigned to teams.	iScout (BC)	Possible values: • 0 = Not in a dangerous position • 1 = Dangerous position
151	Goal kick	A goal kick has been taken	iScout (BC)	-
152	Throw-in	A throw-in has been taken	iScout (BC)	-
153	Offside	An offside has been committed	iScout (BC)	-
154	Corner kick	A corner kick has been taken	iScout (BC)	What side the corner is taken from, if this information is available. Possible values: • 0 = Corner is taken from left side of the goal • 1 = Corner is taken from right side of the goal • -1 = Information is not available
155	Shot on target	A shot on target	iScout (BC)	-
156	Shot off target	A shot off target	iScout (BC)	-
157	Goal keeper save	A goalkeeper has made a save	iScout (BC)	-
158	Injury	Injured player	iScout (BC)	Whether the player is still injured. Possible values: • 1 = Player still injured • 0 = Player not injured any longer
161	Penalty kick	A penalty kick has been awarded	iScout (BC)	-
164	Weather conditions	The weather conditions at an event	iScout (BC)	Possible values: • 0 = Unknown • 1 = Good • 2 = Medium • 3 = Bad • 4 = Indoor • 5 = Extreme

168	Player back from injury	A player rejoins the match after receiving treatment for an injury	iScout (BC)	-
172	Shot blocked	Happens whenever the shot is blocked. Entries are assigned to teams.	iScout (BC)	-
666	Penalty missed	Used when the penalty shot is missed.	iScout (BC)	-
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.	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.	iScout (BC)	Possible values: See betstop reason list at LD - Betstart and Betstop
1012	Kick-off team	Which team will have the kick off in the match.	iScout (BC)	-
1013	Match status	Sent when the status of the match changes.	iScout (BC)	See the above table for all available match statuses for eSoccer.
1014	Pitch condition	Conditions of the pitch for the match. This event can be changed during the match if needed.	iScout (BC)	Possible values: • 0 = Unknown • 1 = Good • 2 = Medium • 3 = Bad
1015	Free text	Used for any kind of additional information during the match. Example: "*Match interrupted due to flood light, break downs, etc.*".	iScout (BC)	-
1016	Possible corner	Happens at the exact moment there is a corner. Entries are assigned to teams.	iScout (BC)	What side the corner is taken from, if this information is available. Possible values: • 0 = Corner is taken from left side of the goal • 1 = Corner is taken from right side of the goal
1017	Corner canceled	Used when possible corner is not confirmed.	iScout (BC)	-
1018	Possible goal	Sent either at the moment when the goal is scored, or right before the goal is scored when probability for goal is high.	iScout (BC)	-
1019	Goal canceled	Possible goal has been canceled	iScout (BC)	Possible values: • 0 = Unknown • -1 = Not specified • 1 = Off side • 2 = Foul • 3 = Incorrect entry
1024	Match about to start	This event is sent when both captains together with the referee are selecting which team will start the match.	iScout (BC)	-
1029	Dangerous attack	Dangerous attack means one team enters the "dangerous attack" zone in the opponents half.	iScout (BC)	-
1030	Ball safe	Used when a team has possession in their own half. Ball safe entries are assigned to teams.	iScout (BC)	-

1036	Time start /stop	Time is stopped or started	iScout (BC)	Possible value: • 1 = Time started • 0 = Time stopped
1039	Manual time adjustm ent	Add or remove seconds from period time, used if current time is incorrect	iScout (BC)	Number of seconds adjusted. Either a positive or a negative integer.
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.	iScout (BC)	-
1041	Red card canceled	Used when possible red card is not being confirmed. Note that the canceled red card could also be a canceled yellow/ red card.	iScout (BC)	-
1042	Possible penalty	High chance of a penalty	iScout (BC)	-
1043	Cancele d penalty	Used when a possible penalty is not confirmed.	iScout (BC)	-
1044	Delete alert	Manual removal of an event.	iScout (BC)	Id of event that was deleted.
1064	Play resumes after goal	Used to confirm the match has kicked off after the scored goal.	iScout (BC)	-
1084	Possible yellow card	Possible yellow card	iScout (BC)	-
1085	Cancele d yellow card	Possible yellow card canceled	iScout (BC)	-
1091	Early betstatus	Similar to normal betstart and betstop, but instead of waiting until the next kick off, the early betstarts already starts right after the goal was confirmed. This event needs to be enabled before it gets sent out.	iScout (BC)	Possible values: • 1 = Early betstart • 0 = Early betstart ended
1102	Coverag e status	Sent when the coverage status for the match changes.	iScout (BC)	Possible values: • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered
1126	Attack	Attack	iScout (BC)	-

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for eSoccer 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 t2name="FINN HARPS" t2id="14296755" t1name="COVENTRY CITY" t1id="14296723" start="1607947860000"
matchid="24699454" feedtype="full" extrainfo="0" betstatus="BETSTOP" connectionstatus="0" device="4"
coveredfrom="venue">
...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	extrainfo	Integer specifying special information for the match.	For consistency reasons with eSports time logic, we project usual real life playing time to game period length as follows: Integer. Possible **extrainfo** values:

Format	Extrainfo 0 (2 x 4 min)	Extrainfo 71 (2 x 6 min)	Extrainfo 72 (2 x 9 min)	Extrainfo 75 (2 x 5 min)
1st half	4 min 30 secs to 45 min	6 min 40 secs to 45 min	10 min to 45 min	5 min 45 sec to 45 min
2nd half	4 min 35 secs to 45 min	6 min 50 secs to 45 min	10 min 15 sec to 45 min	5 min 45 sec to 45 min
1st half OT	1 min 55 sec to 15 min	3 min to 15 min	4 min 30 sec to 15 min	2 min 30 sec to 15 min
2nd half OT	1 min 55 sec to 15 min	3 min to 15 min	4 min 30 sec to 15 min	2 min 30 sec to 15 min

Elements in the <match> element

XML example

```
<match t2name="TEAM SOCCER 2" t2id="16188780" t1name="TEAM SOCCER 1" t1id="16188778" start="
1607934840000" matchid="24886486" feedtype="full" extrainfo="75" betstatus="BETSTOP" connectionstatus="0"
device="4" coveredfrom="venue" var="0" st1id="759390" st2id="759392" matchtime="00:00" sportid="137"
stime="1607948619335">
<status start="0" name="NOT_STARTED" id="0"/>
<score type="current" t2="0" t1="0"/>
<red t2="0" t1="0"/>
<yellow t2="0" t1="0"/>
<corners t2="0" t1="0"/>
<dangerousattacks t2="0" t1="0"/>
<attacks t2="0" t1="0"/>
<penalties t2="0" t1="0"/>
<weatherconditions name="UNKNOWN" id="0"/>
<pitchconditions name="UNKNOWN" id="0"/>
<kickoffteam team="0"/>
<events/>
<tournament name="eSoccer Test" id="97626"/>
<category name="Other" id="1534"/>
<sport name="eSoccer" id="137"/>
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
score	Multiple occurrences possible, each occurrence describes the amount of goals 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)		
	t1	Amount of goals home team.	Integer

	t2	Amount of goals away team.	Integer
	type	For what period in the match the goals were scored.	String. Possible values: • current • period1 • period2 • overtime1 • overtime2 • penalties
red	This element always gets included in full feed, and in the delta feed for the following events: Red card (50) and Yellowred card (45)		
	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
corners	This element always gets included in full feed, and in the delta feed for the following events: Corner (154)		
	t1	Amount of corners home team.	Integer
	t2	Amount of corners away team.	Integer
dangerous attack	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
penalties	This element always gets included in full feed, and in the delta feed for the following events: Penalty awarded (161)		
	t1	Amount of penalties home team.	Integer
	t2	Amount of penalties away team.	Integer
weatherconditions	This element always gets included in full feed, and in the delta feed for the following events: Weather conditions (164)		
	id	Identifier of the weather conditions.	Integer
	name	Textual representation of the weather conditions.	String. Possible combinations of idname are: • 0 = Unknown • 1 = Good • 2 = Medium • 3 = Bad • 4 = Indoor
pitchconditions	This element always gets included in full feed, and in the delta feed for the following events: Pitch conditions (1014)		
	id	Identifier for the pitch conditions.	Integer
	name	Textual representation of the pitch conditions.	String. Possible combinations of idname are: • 0 = Unknown • 1 = Good • 2 = Medium • 3 = Bad
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

Attributes in the <event> element

```
<match matchid="24699454" feedtype="delta" betstatus="STARTED" connectionstatus="1">
<corners t2="0" t1="1"/>
<events>
<event type="154" stime="1607947912320" side="home" mtime="00:44" info="Corner kick [T1]" id="2166032625"
uuid="e43009c6-0d0d-405a-af38-b3c33a781e74" extrainfo="0" matchscore="0:0" matchstatus="FIRST_HALF"/>
</events>
</match>

<match matchid="24699454" feedtype="delta" betstatus="STARTED" connectionstatus="1">
<yellow t2="1" t1="0"/>
<events>
<event type="40" stime="1607947969569" side="away" mtime="10:16" info="Yellow card [T2]" id="2166032647"
uuid="d396b279-672a-4d84-89a9-94439b7f1f02" matchscore="1:0" matchstatus="FIRST_HALF"/>
</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
	automatic	Whether the booking markets were disabled automatically or manually. This attribute only gets added for "disable XXX market" events.	Integer. Possible values: 1 = Markets got disabled automatically. 0 = Markets got disabled manually.
	matchscore	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"
	mtime	The matchtime when the event happened. Note that injury time is added in case the event happened during injury time.	String. Format: MM:SS +M:SS Example: 70:12 (no injury time) 45:00 +1:32 (injury time)

XML configurations

Please note that eSoccer uses the same Live Data XML Feed Configs as specified in LD - Soccer (not all will have an effect on eSoccer data output).

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