

Sport specific information for elce Hockey.

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Match statuses in elce Hockey

Id	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
1	FIRST_PERIOD	1st period	-
301	FIRST_PAUSE	First intermission	The value of the info attribute of the 1013 event reads as FIRST INTERMISSION
2	SECOND_PERIOD	2nd period	-
302	SECOND_PAUSE	Second intermission	The value of the info attribute of the 1013 event reads as SECOND INTERMISSION
3	THIRD_PERIOD	3rd period	-
100	ENDED	Match has ended	-
32	AWAITING_OT	Waiting for overtime to start	This match status is only sent if the corresponding XML configuration is enabled.
40	OVERTIME	Overtime (in case the match goes to extra time)	-
110	AFTER_OT	Match finished after overtime	This match status is only sent if the corresponding XML configuration is enabled.
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	This match status is only sent if the corresponding XML configuration is enabled.
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 elce Hockey

ID	Event	Description	Coverage	extrainfo	extrainfoicehockey
30	Goal	Sent when the goal is confirmed.	iScout (BC)	Possible values: <ul style="list-style-type: none"> • 0 = Unknown • 7 = Even strength • 8 = Power play • 9 = Short handed • 11 = Empty net 	

43	Suspension	Temporary player suspension (called "penalty" in ice hockey) .Triggered whenever a player is sent off due to a foul.	iScout (BC)	Number of minutes the player is suspended for.	Penalty type. Possible values: <ul style="list-style-type: none"> • -1 = Unknown • 1 = Minor • 2 = Major • 3 = Misconduct
110	Possession	Puck possession. Puck possession indicates which team is currently in possession of the puck.	iScout (BC)	-	-
161	Penalty shot awarded	Penalty shot has been awarded	iScout (BC)	-	-
666	Penalty shot missed	Penalty shot has been missed	iScout (BC)	-	-
1002	Penalty Shoot-out Event	Penalty to be taken. Updated with result of penalty after it is taken.	iScout (BC)	Result of penalty. Possible values: <ul style="list-style-type: none"> • -1 = Not taken yet • 0 = Miss • 1 = Goal 	-
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)	-	-
1013	Matchstatus	Sent when the status of the match changes.	iScout (BC)	See the above table for all available match statuses in Ice Hockey.	-
1015	Free text	Free text message. Free comment is used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	iScout (BC)	-	-
1018	Possible goal	Possible goal. Is sent either at the moment when the goal is scored, or before when probability for goal is high.	iScout (BC)	-	-
1019	Canceled goal	Possible goal is not confirmed.	iScout (BC)	Possible values: <ul style="list-style-type: none"> • 0 = Unknown • -1 = Not specified • 2 = Foul • 3 = Incorrect entry • 5 = Play stopped 	-
1024	Match about to start	This event is sent when both captains, together with the referee, are selecting which team will start the game.	iScout (BC)	-	-
1035	Timeout	A team calls a timeout. Entries can be assigned to teams, but neutral timeouts are possible too.	iScout (BC)	-	-
1036	Time start /stop	Time is stopped or started	iScout (BC)	Possible value: <ul style="list-style-type: none"> • 1 = Time started • 0 = Time stopped 	-
1039	Manual time adjustment	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.	-
1042	Possible penalty shot	Possible penalty shot. Used when there is a strong possibility of a penalty shot.	iScout (BC)	-	-

1043	Canceled penalty shot	Possible penalty shot was not confirmed. Can potentially come after "Possible penalty" (1042).	iScout (BC)	-	-
1044	Delete alert	Event has been deleted. Manual removal of an event.	iScout (BC)	Id of event that was deleted.	-
1047	Timeout over	Timeout over	iScout (BC)	-	-
1049	Suspension over	Temporary player suspension (called "penalty" in ice hockey) over. Sent when suspended player returns on ice.	iScout (BC)	-	-
1050	Possible empty net situation	One team chooses to play without a goal keeper and instead have 1 extra player attacking.	iScout (BC)	-	-
1051	Empty net situation	Empty net situation confirmed. Used whenever a possible empty net situation is being confirmed.	iScout (BC)	-	-
1052	Empty net situation over	Empty net situation resolved. Used whenever an empty net situation has been resolved and goal keeper is back on ice.	iScout (BC)	-	-
1053	Empty net situation canceled	Possible empty net turns out to not be an empty net. Used whenever a possible empty net is not being confirmed.	iScout (BC)	-	-
1064	Play resumes after goal	Play resumes after goal. This is used to confirm that game has resumed after the scored goal.	iScout (BC)	-	-
1091	Early betstatus	Similar to normal betstart and betstop, but instead of waiting until the next kick off, the early betstart already starts right after the goal was confirmed. This event needs to be enabled before it gets sent out.	iScout (BC)	Possible values: <ul style="list-style-type: none"> • 1 = Early betstart • 0 = Early betstart ended 	-
1102	Coverage status	Scout match coverage status. Coverage abandoned status means that coverage is stopped after it had already been started. Match will not be covered status means that match was supposed to be covered but coverage has been cancelled before.	iScout (BC)	Possible values: 0 = Covered 1 = Coverage abandoned 2 = Match will not be covered	-
1104	Penalty shootout starting team	Set which team that starts the penalty shootout	iScout (BC)	-	-
1416	Possible suspension	Triggered when the possibility of a suspension ("Possible Penalty" in Ice Hockey) is high.	iScout (BC)	-	-
1418	Canceled penalty	Happens after possible suspension event if the suspension is not confirmed	iScout (BC)	-	-
1437	TV timeout	TV timeout	iScout (BC)	-	-
1438	TV timeout over	TV timeout over	iScout (BC)	-	-
1521	Delayed penalty	Delayed penalty	iScout (BC)	-	-
1885	Puck position	Position of the puck on the rink in x/y coordinates.	iScout (BC)	-	-

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for elce Hockey 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="JELTY / GABOREVER" t2id="12548382" t1name="IFARIS / DJ VAN" t1id="12548386" start="1607947860000" matchid="24699457" feedtype="full" extrainfo="0" betstatus="BETSTOP" connectionstatus="0" device="4" coveredfrom="venue" timerunning="0">
...
</match>
```

XML elements and attributes definition

Element	Attributes								
	Attribute	Description	Possible values						
Match	<i>extrainfo</i>	Integer specifying special information for the match.	Integer. Possible values: <table border="1"><thead><tr><th>Match format</th><th>ID</th></tr></thead><tbody><tr><td>3 x 4 minutes</td><td>0</td></tr><tr><td>3 x 3 minutes</td><td>76</td></tr></tbody></table>	Match format	ID	3 x 4 minutes	0	3 x 3 minutes	76
	Match format	ID							
3 x 4 minutes	0								
3 x 3 minutes	76								
	<i>timerunning</i>	Whether the time is running.	Integer. <ul style="list-style-type: none">• 1 = Time is running• 0 = Time is not running						

Elements in the <match> element

XML example

```
<match t2name="TEAM HOCKEY 2" t2id="16188772" t1name="TEAM HOCKEY 1" t1id="16188770" start="1607934840000" matchid="24887124" feedtype="full" extrainfo="76" betstatus="BETSTOP" connectionstatus="0" device="4" coveredfrom="venue" timerunning="0" stlid="759382" st2id="759384" matchtime="00:00" sportid="195" stime="1607949202456">
<status start="0" name="NOT_STARTED" id="0"/>
<score type="current" t2="0" t1="0"/>
<suspensions t2="0" t1="0"/>
<iceconditions name="UNKNOWN" id="0"/>
<events/>
<tournament name="eHockey Test" id="97624"/>
<category name="Other" id="2270"/>
<sport name="eIce Hockey" id="195"/>
</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)		
	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"> current period1 period2 period3 overtime penalties
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
possession	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Possession (110)		
	team	Which team has possession.	String. Possible values: <ul style="list-style-type: none"> "home" "away"
iceconditions	This element always gets included in full feed, and in the delta feed for the following events: Ice conditions (1769)		
	id	Identifier for the surface types.	Integer
	name	Textual representation of the surface types. Note that this elements needs to be enabled in the XML configuration section.	String. Possible combinations of id name are: <ul style="list-style-type: none"> 0 = Unknown 1 = Good 2 = Medium 3 = Poor

Attributes in the <event> element

XML example

```
<match matchid="24699457" feedtype="delta" betstatus="BETSTOP" connectionstatus="1" timerunning="0">
<possession team="home"/>
<events>
<event type="30" stime="1607949322669" side="home" mtime="02:05" info="Goal [T1] (even strength)" id="
2166032724" uuid="c6a62084-7ae2-439b-af29-2eec15fea4b8" extrainfo="7" matchscore="1:0"
remainingtimeperiod="17:55" periodnumber="1" matchstatus="FIRST_PERIOD"/>
</events>
</match>

<match matchid="24699457" feedtype="delta" betstatus="STARTED" connectionstatus="1" timerunning="0">
<possession team="away"/>
<events>
<event type="43" stime="1607949373625" side="home" mtime="02:15" info="[T1] got a 2 minute minor penalty"
id="2166032734" uuid="c2ce3260-5847-4833-93a7-4344c25f1af6" extrainfo="2" matchscore="1:0"
remainingtimeperiod="17:45" periodnumber="1" matchstatus="FIRST_PERIOD"/>
</events>
<suspensions t2="0" t1="1"/>
</match>
```

XML attributes definition

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

XML configurations

Please note that elce Hockey uses the same Live Data XML Feed Configs as specified in [LD - Ice hockey](#) (not all will have an effect on elce Hockey data output).

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