

# LD - eBasketBall

Sport specific information for eBasketBall.

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## Match statuses in eBasketBall

ID	Match status	Description	Additional information
301	FIRST_PAUSE	1st pause	-
302	SECOND_PAUSE	2nd pause	-
303	THIRD_PAUSE	3rd pause	-

## Events in eBasketBall

ID	Event	Description	Coverage	extrainfo	extrainfobasketball	player1	player2
60	Substitution	Used when a substitution of players occurs	iScout (DC) XSA (DC)	-	-	Id of player leaving the field	Id of player entering the field
110	Possession	Indicates which team is currently in possession of the ball.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
129	Foul	Used when a foul is committed. Entries are assigned to teams.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Possible values: <ul style="list-style-type: none"> <li>• -1 = Unknown</li> <li>• 1 = Personal</li> <li>• 2 = shooting</li> <li>• 3 = Offensive</li> <li>• 4 = Technical</li> <li>• 5 = Flagrant</li> </ul>	-	Id of fouling player. Only if present	Id of fouled player. Only if present
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 + DC) XSA (DC)	-	-	-	-
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 + DC) XSA (DC)	-	-	-	-
1013	Match status	Sent when the status of the match changes.	Hardphone (BC) iScout (BC + DC) XSA (DC)	See above table for match statuses available for basketball.	-	-	-

1015	Free comment	Free text message. Free comment is used for any kind of additional information during the match.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1024	Match about to start	This event is sent when both captains, together with the referee, are selecting which team will start the match.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1033	Won jump ball team	Information about which team won the jump ball. Jump ball is used to begin play and sometimes to resume play.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1034	Rebound	Rebound awarded to a player who retrieves the ball after a missed field goal or free throw.	iScout (BC + DC) XSA (DC)	Rebound type. Possible values: <ul style="list-style-type: none"><li>• 0 = Defensive</li><li>• 1 = Offensive</li><li>• -1 = Unknown</li></ul>	-	Id of rebounding player	-
1035	Timeout	A team calls a timeout. Entries can be assigned to teams, but neutral timeouts are possible too.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1036	Time start stop	Match clock is stopped or started.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Possible values: <ul style="list-style-type: none"><li>• 1 = Time started</li><li>• 0 = Time stopped</li></ul>	-	-	-
1037	Score change	Used when a team scores points. Entries are assigned to teams.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Possible values: <ul style="list-style-type: none"><li>• 1 = Free throw (1 point)</li><li>• 2 = 2-pointer</li><li>• 3 = 3-pointer</li></ul>	Possible values: <ul style="list-style-type: none"><li>• -1 = Unknown</li><li>• 1 = Invalid</li><li>• 2 = Fast break</li><li>• 3 = Dunk</li><li>• 4 = Layup</li><li>• 5 = Putback</li><li>• 6 = Tip-in</li><li>• 7 = Alley-Oop</li></ul>	Id of scoring player	Id of assisting player
1038	Score miss	Used when a point attempt missed.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Possible values: <ul style="list-style-type: none"><li>• 1 = Free throw (1 point)</li><li>• 2 = 2-pointer</li><li>• 3 = 3-pointer</li></ul>	Possible values: <ul style="list-style-type: none"><li>• 1 = If free throw is flagged as invalid</li></ul>	Id of shooting player	-
1039	Manual time adjustment	Manual adjustment of time.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Number of seconds adjusted. Either a positive or a negative integer.	-	-	-
1044	Delete event alert	Manual removal of an event.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Id of event that was deleted.	-	-	-

1047	Timeout over	Used when timeout is over.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1056	Number free throws	Free throws awarded to a player.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Number of free throws. (1 - 3)	Possible values: • 1 = If it is a 1+1 free throw. (NCAA only)	-	-
1062	Ball position	Position of the ball on the court in x/y coordinates.	iScout (BC + DC) XSA (DC)	-	-	-	-
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.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Possible values: 0 = Covered 1 = Coverage abandoned 2 = Match will not be covered	-	-	-
1437	TV timeout start	Start of a break in the game to allow television advertisements to be show. Can be attributed to home team, away team or no team ("official's timeout"), but we always set the side attribute to "none".	XSA (DC)	-	-	-	-
1438	TV timeout over	End of a break in the game to allow television advertisements to be show. Can be attributed to home team, away team or no team ("official's timeout"), but we always set the side attribute to "none".	XSA (DC)	-	-	-	-
1458	Video review	Used when a video review of a referee call occurs	XSA (DC)	-	-	-	-
1459	Video review over	Used when a video review of a referee call is over	XSA (DC)	-	-	-	-
1600	2p miss count	Number of 2 pointers missed	XSA (DC)	Updated count of 2p misses	-	-	-
1601	3p miss count	Number of 3 pointers missed	XSA (DC)	Updated count of 3p misses	-	-	-
1603	Play start	Indication that a free throw will be thrown shortly (player on the free throw line)	XSA (DC)	-	-	-	-
1604	Play over	Indication that the free throw sequence is over	XSA (DC)	-	-	-	-
1605	Play cancelled	If scout enters a "play start" by mistake, he/she can cancel it with "play cancelled"	XSA (DC)	-	-	-	-
1732	Player disqualified	Player is disqualified and must leave the court. Also called "ejection".	iScout (BC + DC) XSA (DC)	-	-	Id of the disqualified player.	-
1733	Steal	A steal occurs when a defensive player legally causes a turnover	XSA (DC)			Id of player stealing	Id of player who lost the ball

1734	Turnover	Turnover occurs when a team loses possession of the ball to the opposing team before a player takes a shot at his team's basket	XSA (DC)	Turnover type. Possible values: <ul style="list-style-type: none"> <li>• -1 = Unknown</li> <li>• 1 = Travelling</li> <li>• 2 = Bad pass</li> <li>• 3 = Lost ball</li> <li>• 4 = Double dribble</li> <li>• 5 = Out of bounds</li> <li>• 6 = Palming</li> <li>• 7 = Shot clock violation</li> <li>• 8 = Back court violation</li> <li>• 9 = Three second violation</li> <li>• 10 = Five second violation</li> <li>• 11 = Eight second violation</li> <li>• 12 = Offensive foul</li> </ul>	-		Id of the player turning over the ball	-
1735	Block	A block or occurs when a defensive player legally deflects a field goal attempt from an offensive player	XSA (DC)	-	-		Id of blocking player	Id of blocked player
1742	Score event correction	Used to convert two-pointers into three-pointers and vice versa	XSA (DC)	Id of the corrected event	-		-	-

## Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for eBasketBall 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="LAKERS GAMING" t2id="12031268" t1name="HAWKS TALON GC" t1id="12031267" start="1607947860000" matchid="24699455" 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 = ID's as per below: <table border="1" data-bbox="824 285 1040 464"> <thead> <tr> <th>Match format</th> <th>ID</th> </tr> </thead> <tbody> <tr> <td>4 x 6 minutes</td> <td>74</td> </tr> <tr> <td>4 x 5 minutes</td> <td>0</td> </tr> <tr> <td>4 x 4 minutes</td> <td>77</td> </tr> </tbody> </table>	Match format	ID	4 x 6 minutes	74	4 x 5 minutes	0	4 x 4 minutes	77
	Match format	ID									
	4 x 6 minutes	74									
4 x 5 minutes	0										
4 x 4 minutes	77										
<i>wonjumpball</i>	Which team won the jump ball.	String. "home" "away".									
<i>timerunning</i>	Whether the time is running.	Integer. 1 = Time is running 0 = Time is not running									

#### Elements in <match> element

##### XML example

```
<match t2name="TEAM BASKET 2" t2id="16188788" t1name="TEAM BASKET 1" t1id="16188786" start="1607934840000" matchid="24886656" feedtype="full" extrainfo="74" betstatus="BETSTOP" connectionstatus="0" device="4" coveredfrom="venue" timerunning="0" stlid="759398" st2id="759400" matchtime="00:00" sportid="153" stime="1607948721028">
<status start="0" name="NOT_STARTED" id="0"/>
<score type="current" t2="0" t1="0"/>
<events/>
<tournament name="eBasketball Test" id="97628"/>
<category name="Other" id="1703"/>
<sport name="eBasketBall" id="153"/>
</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:  Basketball score change (1037), and Score event correction (1742)		
	<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"> <li>• current</li> <li>• period1</li> <li>• period2</li> <li>• period3</li> <li>• period4</li> </ul>
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)		
	<i>t1</i>	Possession percentage home team	Integer
	<i>t2</i>	Possession percentage away team	Integer
	<i>type</i>	Team currently in possession	String. Possible values: <ul style="list-style-type: none"> <li>• "home"</li> <li>• "away"</li> </ul>

#### Attributes in <event> element

## XML example

```
<!-- Example 1 -->
<match matchid="24699455" feedtype="delta" betstatus="STARTED" connectionstatus="1" timerunning="1"
wonjumpball="home">
<possession team="home"/>
<events>
<event type="1037" stime="1607948835388" side="home" mtime="00:07" info="2 points [T1]" id="2166032693"
uuid="0c742bd8-8fed-4421-8a25-eaf7aec56f14" extrainfo="2" posx="77" posy="52" matchscore="2:0"
remainingtimeperiod="04:53" periodnumber="1" matchstatus="FIRST_QUARTER"/>
</events>
</match>

<match matchid="24699455" feedtype="delta" betstatus="STARTED" connectionstatus="1" timerunning="1"
wonjumpball="home">
<possession team="home"/>
<events>
<event type="1034" stime="1607948900612" side="home" mtime="01:12" info="Rebound" id="2166032699" uuid="
371932b3-2d3c-4576-8f00-f1034e471863" extrainfo="-1" matchscore="2:0" remainingtimeperiod="03:48"
periodnumber="1" matchstatus="FIRST_QUARTER"/>
</events>
</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>	Remaining time of the period.	String. Format: "MM:SS"
	<i>periodnumber</i>	Number of current period in match.	Integer
	<i>extrainfobasketball</i>	Attribute containing additional information about the event.	String

## XML configurations for eBasketBall

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

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