

LD - American football



Sport specific information, events, match statuses and XML configurations for american football.

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Match statuses in american football

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	FOURTH_QUARTER	4th quarter	-
100	ENDED	The match has ended	-
32	AWAITING_OT	Waiting for overtime to start	-
40	OVERTIME	Overtime (in case a match goes to extra time)	-
110	AFTER_OT	Match finished after overtime	-
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 American Football

Blue text = NFL Premium Data Points covered by device ID 5 (External Feed)

ID	Event	Description	Coverage	XML Attributes	player1	player2
110	Possession	Possession change to the given team.	External Feed (DC) XSA (DC) iScout (BC)	Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1. <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline 	-	-

158	Injury	Provided in case a player injury is officially announced.	External Feed (DC)	Injuryplayer: player ID Injuryreturn: <ul style="list-style-type: none"> -1: Unknown 0: Probable – Likely to play 1: Questionable – Uncertain if player will play 2: Doubtful – Unlikely to play 3: Out – Will not play 	-	-
164	Weather conditions	Current weather conditions at venue	External Feed (DC) XSA (DC) iScout (BC)	Extrainfo: Possible values: <ul style="list-style-type: none"> 0 = Unknown 1 = Good 2 = Medium 3 = Bad 4 = Indoor 5 = Extreme Cloud: (String). Possible values: <ul style="list-style-type: none"> N/A (Indoors) Sunny Cloudy Rain Snow Humidity: (int). Possible values: 0->100 Windchill: (int). Unit: Celsius Winddirection: (String). Possible values: <ul style="list-style-type: none"> 16-wind compass rose values ("N", "NNE", "NE", "ENE", "E", ...) "UNKNOWN" Windspeed: (int). Unit: km/h Temperature: (int). Unit: Celsius	-	-
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.	External Feed (DC) XSA (DC) 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.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1013	Match status	Match period change. Sent when the status of the match changes. See the above table for allowed values.	External Feed (DC) XSA (DC) iScout (BC)	Extrainfo: See the table above for allowed values	-	-
1014	Pitch conditions	Condition of the pitch for the match. This event can be changed during the match if needed.	External Feed (DC) XSA (DC) iScout (BC)	Extrainfo: Possible values: <ul style="list-style-type: none"> 0 = Unknown 1 = Good (not covered by External Feed but XSA and iScout) 2 = Medium (not covered by External Feed but XSA and iScout) 3 = Bad (not covered by External Feed but XSA and iScout) Stadiumtype: (string). Possible values: <ul style="list-style-type: none"> Outdoor Indoor Turftype: (string). Possible values: <ul style="list-style-type: none"> Natural Grass Artificial Field Turf Unknown 	-	-
1015	Free text	Used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1024	Match about to start	This event is sent when both captains, together with the referee, are selecting which team will start the match.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1035	Timeout	A team calls a timeout. Entries can be assigned to teams, but neutral timeouts are possible too.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-

1036	Time started / stopped	Triggered when the clock is started or stopped.	External Feed (DC) XSA (DC) iScout (BC)	Extrainfo: Possible values: <ul style="list-style-type: none">• 1 = Time started• 0 = Time stopped	-	-
1039	Manual time adjustment	Manual adjustment of time	External Feed (DC) XSA (DC) iScout (BC)	Extrainfo: Number of seconds adjusted. Either a positive or a negative integer.	-	-
1042	Possible penalty	Used when there is a strong possibility of a penalty shot.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1043	Penalty not confirmed	Used when a possible penalty is not confirmed.	External Feed (DC) XSA (DC)	-	-	-
1044	Deleted event alert	Manual removal of an event.	External Feed (DC) XSA (DC) iScout (BC)	Extrainfo: Id of event that was deleted. RefUUID: UUID of event that was deleted.	-	-
1047	Timeout over	The timeout is over	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1091	Early betstatus	Optional earlier betstart used in specific situations such as <ul style="list-style-type: none">• Field goal attempts until field goal is kicked,• Point after touchdown• Player close to goalline (Short rush, pass plays & Safeties)	External Feed (DC)	Extrainfo: Possible values: <ul style="list-style-type: none">• 1 = Early betstart• 0 = Early betstart ended	-	-
1102	Coverage status	Sent when the coverage status for the match changes. 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.	External Feed (DC) XSA (DC) iScout (BC)	Extrainfo: Possible values: <ul style="list-style-type: none">• 0 = Covered• 1 = Coverage abandoned• 2 = Match will not be covered	-	-
1112	Game play suspended	Sent when the match needs to be stopped.	External Feed (DC) XSA (DC)	Extrainfo: Possible values: <ul style="list-style-type: none">• 0 = Not specified• 1 = Weather conditions• 2 = Darkness• 3 = Injury• 4 = Floodlight failure• 5 = Person entering the field• 6 = Crowd control issue• 7 = Water break• 8 = Disciplinary issue• 9 = Gone to TMO• 10 = Replacing ball• 11 = Facility delay• 12 = Tactical time-out• 13 = Drinks	-	-
1113	Game play suspended over	Sent when the match resumes after being stopped.	External Feed (DC) XSA (DC)	-	-	-
1120	Who won coin toss	Information about the coin toss elections.	External Feed (DC)	Extrainfofootball: Which team choose what? First extrainfofootball value is for the toss winning team while the second extrainfofootball value is for the other team. Possible extrainfofootball values: <ul style="list-style-type: none">• 0 = Kick• 1 = Receive• 2 = North• 3 = South• 4 = East• 5 = West• 10 = Defers, Kick• 11 = Defers, Receive• 12 = Defers, North• 13 = Defers, South• 14 = Defers, East• 15 = Defers, West	-	-
1421	Safety	Scoring play that results in two points being awarded to the scoring team. Safeties can be scored in a number of ways, such as when a ball carrier is tackled in his own end zone or when a foul is committed by the offense in their own end zone.	External Feed (DC) XSA (DC) iScout (BC)	Extrainfo: Number of points Extrainfofootball: If XML config "American football extrainfofootball attribute safety drive info addition" is enabled: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1. If the mentioned XML configuration is not enabled the value of this attribute is: <i>Current score</i> <ul style="list-style-type: none">• x = Current down• y = Yards to go• z = Side (1 = home, 2 = away)• w = Yardline	Tackled by	-

1423	Extra point	Scoring event that occurs immediately after a touchdown during which the scoring team is allowed to attempt to score one extra point by kicking the ball through the uprights.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> • 0 = Made • 1 = Blocked • 2 = Failed • 3 = Fumble • 4 = Interception <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline 	Kicked by	-
1424	Possible field goal	Used when there is a strong possibility of a field goal.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1425	Field goal not confirmed	Type of score.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1426	Field goal result	Type of score. To score a field goal the team in possession of the ball must place kick, or drop kick, the ball through the goal, i.e., between the uprights and over the crossbar.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> • 0 = Make • 1 = Miss • 2 = Fake • 3 = Blocked <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline <p>Blockedby: (int). Player ID of who blocked the Field goal attempt.</p> <p>Spottedat: (YardlineString). Yardline where the Field Goal was kicked.</p>	Kicked by	-
1427	Turnover	Turnover.	External Feed (DC) XSA (DC)	<p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline 	-	-
1428	Fumble	Occurs when a player who has possession and control of the ball loses it before being downed (tackled) or scoring.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> • -1 = Unknown • 0 = Recovered • 1 = Turnover <p>Fumbledby: (int). Player ID who fumbled/lost the ball.</p> <p>Recoveredby: (FieldIndicatorString). Player ID who recovered the ball.</p> <p>Recoveredat: (YardlineString). Only present in case there is no player ID for recoveredby but recoveredat yardline info is available</p> <p>Causedby: List of player IDs who caused the fumble.</p>	-	-
1429	Interception	Interception occurs when a player involving a pass of the ball, whether by foot or hand, in which the ball is intended for a player of the same team but caught by a player of the opposing team, who thereby usually gains possession of the ball for their team.	External Feed (DC) XSA (DC) iScout (BC)	<p>Passedby: (int). Player ID who passed the ball.</p> <p>Interceptedby: (FieldIndicatorString). Player ID who intercepted and yardline.</p> <p>Intendedreceiver: (int). Player ID to who pass was intended to.</p> <p>Direction: (string). Direction of the pass. Possible values:</p> <ul style="list-style-type: none"> • Left • Middle • Right <p>Tackledby: (FieldIndicatorString). List of player IDs who tackled and yardline.</p> <p>Pushedby: (FieldIndicatorString). List of player IDs who pushed the player out of bounds and yardline</p> <p>Thrownto: (YardlineString). Only present in case there is no playerid for interceptedby but thrownto yardline is available</p>	-	-
1430	Play start	Play start.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline <p>Driveplayinfo: (string -> "drivenumber;playnumber"). Drive and Playcount.</p>	-	-

1431	Play over	Play over.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> x = Current down y = Yards to go z = Side (1 = home, 2 = away) w = Yardline <p>Driveplayinfo: (string -> "drivenumber;playnumber"). Drive and Playcount.</p>	-	-
1432	Punt result	The result of a punt kick (a drop kick performed by dropping the ball from the hands and then kicking the ball before it hits the ground).	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> -1 = Unknown 0 = Returned 1 = Fair catch 2 = Touchback 3 = Downed 4 = Out of bounds 5 = Blocked 6 = Fake 7 = Muffed <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> x = Current down y = Yards to go z = Side (1 = home, 2 = away) w = Yardline <p>Snappedby: (int). Player ID who snapped the ball.</p> <p>Kickedby: (int). Player ID who kicked the ball.</p> <p>Receivedby: (FieldIndicatorString). Player ID who received the ball and yardline.</p> <p>Tackledby: (FieldIndicatorString). List of player IDs who tackled and yardline.</p> <p>Caughtby: (FieldIndicatorString). Player ID who caught the ball and yardline.</p> <p>Downedby: (FieldIndicatorString). Player ID who downed the ball and yardline.</p> <p>Muffedby: (FieldIndicatorString). Player ID who muffed the ball and yardline.</p> <p>Blockedby: (int). Player ID who blocked the punt.</p> <p>Puntdistance: Field yards (not air distance) of the punt kick</p>	-	-
1433	Challenge	Challenge.	External Feed (DC) XSA (DC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> 0 = Call stands 1 = Call overturned <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> x = Current down y = Yards to go z = Side (1 = home, 2 = away) w = Yardline 	-	-
1434	Possible challenge	Used when there is a strong possibility of a challenge.	External Feed (DC) XSA (DC)	-	-	-
1435	Penalty football	Used when there is a strong possibility of a penalty shot.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Decision. Possible values:</p> <ul style="list-style-type: none"> -1 = Unknown 0 = Accept 1 = Decline 2 = Offsetting 3 = Spot foul accepted 4 = penalty after touchdown <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> x = Current down y = Yards to go z = Side (1 = home, 2 = away) w = Yardline <p>Penaltydistance: (int). Number of yards penalised.</p> <p>Placedat: (YardlineString). Yardline where the ball will be placed after the penalty.</p> <p>Causedby: (int). Player ID who caused the penalty.</p> <p>Penaltynoplay: Possible values</p> <ul style="list-style-type: none"> 0 = false 1 = true <p>Penaltyreason: (string)</p>	-	-

- ASR = Assisting the Runner
- BAT = Illegal Bat \ Offense
- BATd = Illegal Bat \ Defense
- BFC = Blocking after Fair Catch Signal
- BLI = Illegal Blindside Block
- CHB = Chop Block
- CLP = Clipping
- CNL = Crowd Noise-TO
- CNQ = Crowd Noise-QB
- CNS = Crowd Noise-YDS
- COH = Crown of Helmet \ Offense
- COHd = Crown of Helmet \ Defense
- COI = Coin Toss Infraction
- DH = Defensive Holding
- DOD = Defensive Delay of Game
- DOF = Defensive Offside
- DOG = Delay of Game
- DOK = Delay of Kickoff
- DPI = Defensive Pass Interference
- DSQ = Disqualification \ Offense
- DSQd = Disqualification \ Defense
- DTM = Defensive Too Many Men on Field
- ENC = Encroachment
- FCI = Fair Catch Interference
- FMK = Face Mask (5 Yards)
- FMM = Face Mask (15 Yards)
- FST = False Start
- HC = Horse Collar Tackle
- HTD = Home Team Delay
- IBW = Illegal Block Above the Waist
- ICB = Illegal Crackback
- ICT = Illegal Contact
- ICU = Illegal Cut
- IDK = Ineligible Downfield Kick
- IDP = Ineligible Downfield Pass
- IDT = Illegal Double-Team Block
- IFC = Invalid Fair Catch Signal
- IFH = Illegal Forward Handoff
- IFP = Illegal Forward Pass
- ILF = Illegal Formation
- ILH = Illegal Use of Hands \ Offense
- ILHd = Illegal Use of Hands \ Defense
- ILK = Illegally Kicking Ball
- ILM = Illegal Motion
- ILP = Illegal Procedure
- ILR = Illegal Receiver Pass
- ILS = Illegal Substitution
- ING = Intentional Grounding
- INP = Intentional Backwards Pass Out of Bounds
- IOC = Interference with Opportunity to Catch
- IOK = Illegal Onside Kick
- IPB = Illegal Peelback
- ISH = Illegal Shift
- ISK = Illegal Scrimmage Kick
- ITK = Illegal Touch Kick
- ITP = Illegal Touch Pass
- KCI = Kick Catch Interference
- KIK = Illegal Kick/Kicking Loose Ball \ Offense
- KIKd = Illegal Kick/Kicking Loose Ball \ Defense
- KOB = Kickoff Out of Bounds
- LBL = Low Block
- LEA = Leaping
- LEV = Leverage
- NZI = Neutral Zone Infraction
- OFK = Offside on Free Kick
- OH = Offensive Holding
- OOF = Offensive Offside
- OPI = Offensive Pass Interference
- OTM = Offensive Too Many Men on Field
- PFd = Personal Foul \ Def, Prev Spot
- PFdo = Personal Foul \ Def, Other Spot
- PFO = Personal Foul \ Off, Prev Spot
- PFoo = Personal Foul \ Off, Other Spot
- PLB = Planned Loose Ball
- POK = Player Out of Bounds on Kick
- POP = Player Out of Bounds on Punt
- RNK = Running Into the Kicker
- RPS = Roughing the Passer
- RRR = Roughing the Kicker
- SFK = Short Free Kick
- TAU = Taunting \ Offense
- TAUd = Taunting \ Defense
- TRP = Tripping \ Offense
- TRPd = Tripping \ Defense
- UNR = Unnecessary Roughness \ Offense
- UNRd = Unnecessary Roughness \ Defense
- UNS = Unsportsmanlike Conduct \ Offense
- UNSd = Unsportsmanlike Conduct \ Defense
- UOH = Lowering the Head to Initiate Contact \ Offense
- UOHd = Lowering the Head to Initiate Contact \ Defense
- WED = Illegal Wedge

1436	Possible touchdown	Used when there is a strong possibility of a touchdown.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1437	TV timeout start	TV Timeout Start	External Feed (DC) XSA (DC) iScout (BC)	-	-	-

1438	TV timeout over	TV Timeout Over	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1439	Canceled touchdown	Used when a possible touchdown is not confirmed.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1440	Pass	Pass.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> • 0 = Complete • 1 = Incomplete • 2 = Touchback <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline <p>Passedby: (int). Player ID who passed the ball.</p> <p>Direction: (string). Direction of the pass. Possible values:</p> <ul style="list-style-type: none"> • Left • Middle • Right <p>Intendedreceiver: (int). Player ID to who pass was intended to.</p> <p>Receivedby: (FieldIndicatorString). Player ID who received the ball and yardline.</p> <p>Thrownto: (YardlineString). Only present in case there is no playerid for interceptedby but thrownto yardline info is available</p> <p>Tackledby: (FieldIndicatorString). List of player IDs who tackled and yardline.</p> <p>Pushedby: (FieldIndicatorString). List of player IDs who pushed the player out of bounds and yardline.</p> <p>Defensedby: (int). List of player IDs who defenced a pass.</p> <p>Totallyardsgained: (int). Number of yards gained.</p> <p>Ranoutofboundsat: (YardlineIndicator) Yardline where the player has ran out of bounds. The technical support for this attribute is ready and it is available in SDK version 2.16.0.0 and higher. However, we decided to not send this attribute as of now so that customers have more time to prepare for it.</p>	-	-
1441	Rush	Rush.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> • -1 = Unknown • 0 = Complete • 2 = Touchback <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline <p>Direction: (string). Direction of the rush. Possible values:</p> <ul style="list-style-type: none"> • Left Tackle • Left Guard • Up the Middle • Right Guard • Right Tackle • Right End • Left End • Kneels <p>Rushedby: (int). Player ID who rushed.</p> <p>Tackledby: (FieldIndicatorString). List of player IDs who tackled and yardline.</p> <p>Pushedby: (FieldIndicatorString). List of player IDs who pushed the player out of bounds and yardline.</p> <p>Totallyardsgained: (int). Number of yards gained.</p> <p>Rushspeed: (float -> NNN.N). Maximum speed in km/h the rushedby player reached during the rush.</p> <p>Ranoutofboundsat: (YardlineIndicator) Yardline where the player has ran out of bounds. The technical support for this attribute is ready and it is available in SDK version 2.16.0.0 and higher. However, we decided to not send this attribute as of now so that customers have more time to prepare for it.</p>	-	-

1442	Sack	Sack.	External Feed (DC) XSA (DC)	<p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline <p>Passedby: (FieldIndicatorString). Player ID who passed the ball and yardline.</p> <p>Sackedby: (FieldIndicatorString). List of player IDs who sacked and yardline.</p> <p>Totallyardsgained: (int). Number of yards gained.</p>	-	-
1443	Challenge not confirmed	Used when a possible challenge is not confirmed.	External Feed (DC) XSA (DC)	-	-	-
1444	Touchdown	Type of score. A team scores a touchdown by advancing the ball into the opponent's end zone.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Number of points</p> <p>Extrainfofootball: Possible values: x;y</p> <ul style="list-style-type: none"> • x = home score • y = away score 	Passed by/ Rushed by	Received by
1445	Kickoff football	Information about which team starts with possession	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Possible values:</p> <ul style="list-style-type: none"> • -1 = Unknown • 0 = Returned • 1 = Fair catch • 2 = Touchback • 3 = Downed • 4 = Out of bounds • 6 = On side recovery • 7 = Kick Muffed <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline <p>Kickedby: (int). Player ID of who kicked the ball</p> <p>Receivedby: (FieldIndicatorString). Player ID who received the ball after the kick and yardline.</p> <p>Muffedby: (FieldIndicatorString). Player ID who muffed the ball and yardline.</p> <p>Downedby: (FieldIndicatorString). Player ID who downed the ball and yardline.</p> <p>Caughtby: (FieldIndicatorString). Player ID who caught the ball and yardline.</p> <p>Tackledby: (FieldIndicatorString). Player ID who tackled the ball and yardline.</p> <p>Receivedat: (YardlineString). Yardline where the ball was received.</p>	-	-
1446	Fumble recovered	Fumble Recovered.	External Feed (DC) XSA (DC)	-	-	-
1447	Possible turnover	Used when there is a strong possibility of a turnover.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1448	Turnover not confirmed	Used when a possible turnover is not confirmed.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1449	Possible 2 point conversion	Used when there is a strong possibility of a 2 point conversion.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1450	Canceled 2 point conversion	Used when a possible 2 point conversion is not confirmed	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1451	Possible extra point	Used when there is a strong possibility of an extra point.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-

1452	Canceled extra point	Used when a possible extra point is not confirmed.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1453	Possible safety	Used when there is a strong possibility of a safety	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1454	Canceled safety	Used when a possible safety is not confirmed	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1455	Possible punt	Used when there is a strong possibility of a punt.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1456	Punt not confirmed	Used when a possible punt is not confirmed.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1457	2 point conversion	A play a team attempts instead of kicking a one point conversion immediately after it scores a touchdown.	External Feed (DC) XSA (DC) iScout (BC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> • 0 = Made • 1 = Blocked • 2 = Failed • 3 = Fumble • 4 = Interception <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline 	Passed by	Received by
1458	Video review	Video review.	External Feed (DC) XSA (DC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> • 0 = Call stands • 1 = Call overturned <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline 	-	-
1459	Video review over	Video review over.	External Feed (DC) XSA (DC)	<p>Extrainfo: Outcome. Possible values:</p> <ul style="list-style-type: none"> • 0 = Call stands • 1 = Call overturned <p>Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> • x = Current down • y = Yards to go • z = Side (1 = home, 2 = away) • w = Yardline 	-	-

1714	Player match stats	Accumulated Player match statistics	External Feed (DC)	<p>Statistics format: "PLAYERSTATS PLAYERSTATS ..." PLAYERSTATS -> PID=NNNNN;POS=XXX;...(attributes below)</p> <p>Basic values (present on all attributes)</p> <ul style="list-style-type: none"> "PID" -> playerId (int) "POS" -> position (string) <p>"homeplayerstatsdef", "awayplayerstatsdef" attributes values (all optional, only a few are going to be present on each message):</p> <ul style="list-style-type: none"> "FF" -> forcedFumbles (int) "FR" -> fumbleRecoveries (int) "INT" -> interceptions (int) "P_DEF" -> passDefences (int) "QH" -> quarterbackHits (int) "S_YDS" -> sackYards (float) "SACK" -> sacks (float) "S" -> safeties (int) "TCK" -> tackles (int) <p>"homeplayerstatspass", "awayplayerstatspass" attributes values (all optional, only a few are going to be present on each message):</p> <ul style="list-style-type: none"> "CP" -> passesCompleted (int) "IC" -> passesIncomplete (int) "ATT" -> attempts (int) "YDS" -> yardsGained (int) "TD" -> touchdowns (int) "INT" -> interceptions (int) <p>"homeplayerstatsrec", "awayplayerstatsrec" attributes values (all optional, only a few are going to be present on each message):</p> <ul style="list-style-type: none"> "REC" -> received (int) "YDS" -> yards (int) "TD" -> touchdowns (int) <p>"homeplayerstatsrush", "awayplayerstatsrush" attributes values (all optional, only a few are going to be present on each message):</p> <ul style="list-style-type: none"> "CAR" -> carried (int) "YDS" -> yardsGained (int) "TD" -> touchdowns (int) 	-	-
1736	Big Play	This event gets sent when there will be a significant change in field position.	External Feed (DC) XSA (DC)	-	-	-
1737	Possible defensive return	Used to mark that there is a high chance that a defensive return will happen.	External Feed (DC) XSA (DC)	-	-	-
1738	Defensive return	NFL will now allow the defensive team to return a blocked extra point or return an interception or fumble to the end zone for 2 points.	External Feed (DC) XSA (DC) iScout (BC)	<p>ExtraInfoFootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1.</p> <ul style="list-style-type: none"> x = Current down y = Yards to go z = Side (1 = home, 2 = away) w = Yardline 	-	-
1739	Defensive return not confirmed	Defensive return not confirmed.	External Feed (DC) XSA (DC)	-	-	-
1740	Possible fourth down attempt	Sent when teams attempt to convert a first down on a 4th-down play.	External Feed (DC) XSA (DC) iScout (BC)	-	-	-
1743	Team match stats	Accumulative team match statistics	External Feed (DC)	<p>TeamStatsValue: (String name=value;name=value;...)</p> <p>Attributes:</p> <ul style="list-style-type: none"> hometeamstats : (TeamStatsValue) awayteamstats : (TeamStatsValue) <p>Values:</p> <ul style="list-style-type: none"> firstDownsByRush : (int) firstDownsByPass : (int) totalYards : (int) passAttempts : (int) passingYards : (int) passesCompleted : (int) rushAttempts : (int) rushingYards : (int) penaltyYards : (int) possessionTime : (string - 0:00, 00:00, 0:00:00,...) numberOfPlays : (int) qbSackYardsLost : (int) 	-	-
1747	Possible onside kick	Possible Onside Kick	External Feed (DC) XSA (DC)	-	-	-

1767	Drive information changed	This event gets sent if the drive information changes.	External Feed (DC) XSA (DC) iScout (BC)	Extrainfofootball: Value "x;y;z:w" below. If no drive information is available, the values for current down, yards to go, side and yardline are -1. x = Current down y = Yards to go z = Side (1 = home, 2 = away) w = Yardline	-	-
1921	Canceled video review	Sent when video review is not confirmed.	External Feed (DC) XSA (DC)	-	-	-
2016	Canceled drop kick	Will be added when drop kick process has been canceled for Arena Football.	XSA (DC)	-	-	-
2060	Drop kick result	The Drop kick result for Arena Football.	XSA (DC)	-	-	-
2061	Possible drop kick	Will be added when drop kick result is possible for Arena Football.	XSA (DC)	-	-	-
2191	New first down	Event related to a new first down.	External Feed (DC) XSA (DC)	Extrainfo: 1 = true 0 = false (only used in XSA failover scenario)	-	-
2216	Play clock status	Status change for the Play Clock	External Feed (DC)	Extrainfo: Status 0 = play clock reset 1 = play clock running Extrainfofootball: Value in seconds to which the play clock reset to (usually 25 or 40)	-	-
2217	Play clock warning	Situation when play clock reaches value 5 (team in possession needs to snap the ball within the next 5 seconds)	External Feed (DC)	Extrainfo: Warning time in seconds. Value: 5	-	-
2219	Players lining up	Sent when Players approaching the Line of Scrimmage (i.e. when huddle breaks or no-huddle)	External Feed (DC)	-	-	-

Sport specific XML elements and attributes for american football

This section explains what elements & attributes one can expect for american football matches in addition to the standard elements and attributes, and what the meaning of those elements and attributes are.

Attributes in <match> element

XML example

```
<match betstatus="BETSTOP"
  connectionstatus="0" dc="1" device="3"
  distance="1524" extrainfo="0"
  feedtype="full" matchid="10115265"
  matchtime="60:34"
  st1id="4386" st2id="4422" start="1464789420000"
  t1id="35260" t1name="JACKSONVILLE JAGUARS" t1abbr="JJA"
  t2id="35266"
  t2name="KANSAS CITY CHIEFS" t2abbr="KCC">
  ...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	t1abbr	3 letter abbreviation of home team name. Note that this attribute is always present for American Football.	String
	t2abbr	3 letter abbreviation of away team name. Note that this attribute is always present for American Football.	String

Elements in <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" dc="1" device="3" distance="1524" extrainfo="0" feedtype="
full" matchid="10115265"
  matchtime="60:34" stlid="4386" st2id="4422" start="1464789420000" tlid="35260" tlname="JACKSONVILLE
JAGUARS" t2id="35266"
  t2name="KANSAS CITY CHIEFS">
  <status id="40" name="OVERTIME" start="1464814921156"/>
  <score t1="0" t2="7" type="current"/>
  <score t1="0" t2="7" type="period1"/>
  <firstkickoffteam1sthalf team="1"/>
  <firstkickoffteam2ndhalf team="2"/>
  <firstkickoffteamot team="1"/>
  <matchformat>
  <format type="ruleset" value="1"/>
  <format type="twopointconversionyardline" value="2"/>
  <format type="extrapointyardline" value="15"/>
  </matchformat>
  <tournament id="47" name="NFL"/>
  <category id="43" name="USA"/>
  <sport id="16" name="Football"/>
  <events/>
</match>
```

XML elements and attributes definitions

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: Touchdown (1444), Safety (1421), Two point conversion (1457), Extra point (1423), Field goal result (1426), Challenge (1433), Video review over (1459), Defensive return (1738)		
	<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: current period1 period2 period3 period4 overtime
firstkickoffteam1sthalf	This element only gets included in full feed		
	<i>team</i>	Which team kicked off the first half.	Integer. Possible values: 0 = Unknown 1 = Home 2 = Away
firstkickoffteam2ndhalf	This element only gets included in full feed		
	<i>team</i>	Which team kicked off the second half.	Integer. Possible values: 0 = Unknown 1 = Home 2 = Away
firstkickoffteamot	This element only gets included in full feed		
	<i>team</i>	Which team kicked off overtime.	Integer. Possible values: 0 = Unknown 1 = Home 2 = Away
matchformat	This element always gets included in full feed, and in the delta feed for the following events: American football rule set (1461) This element consists of subelements which will be explained more into detail below.		

Elements and attributes in <matchformat>-element

If extra attributes are needed to specify the match format, those will be added in the <matchformat>-element, which holds <format>-elements for each match format option. The actual formats are described in the type and value attributes.

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" dc="1" device="3" distance="1524" extrainfo="0" feedtype="
full" matchid="10115265"
  matchtime="60:34" stlid="4386" st2id="4422" start="1464789420000" tlid="35260" tlname="JACKSONVILLE
JAGUARS" t2id="35266"
  t2name="KANSAS CITY CHIEFS">
  <status id="40" name="OVERTIME" start="1464814921156"/>
  <matchformat>
  <format type="ruleset" value="1"/>
  <format type="twopointconversionyardline" value="2"/>
  <format type="extrapointyardline" value="15"/>
  </matchformat>
  ...
</match>
```

Possible values type and value attributes for american football

Type	Value
ruleset	Integer. Possible values: 0 = College football or AAF 1 = NFL
twopointconversionyardline	Integer. Yardline from which two point conversions will be attempted.
extrapointyardline	Integer. Yardline from which extra point conversions will be attempted.

Attributes in <event> element

XML example

```
<match matchid="10115801" ... >
  <events>
    <event extrainfo="1" extrainfofootball="4;1;2;29" id="14576123" info="Pass [T2] Incomplete" mtime="59:
38" periodnumber="4"
      remainingtimeperiod="00:22" side="away" stime="1464981559063" type="1440"/>
  </events>
</match>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	<i>extrainfo</i>	Attribute containing additional information about the event.	Long
	<i>remainingtimeperiod</i>	Remaning time of the period.	String. Format: "MM:SS"
	<i>periodnumber</i>	Number of current period in match.	Integer
	<i>extrainfofootball</i>	Attribute containing additional information about the event.	String
	<i>conversiontype</i>	Conversion type for event 1457 (2 point conversion). Added if Add conversion type attribute for American Football setting is enabled.	Integer. Possible values: -1 = Unknown 0 = Rush 1 = Passing
	<i>touchdowntype</i>	Touchdown type for event 1444 (Touchdown). Added if Add touchdown type attribute for American Football setting is enabled	Integer. Possible values: -1 = Unknown 0 = Rush 1 = Punt return 2 = Kickoff return 3 = Interception return 4 = Fumble return 5 = Punt blocked 6 = Field goal block 7 = Passing

XML configurations for american football

This section explains what XML configurations one can expect for this sport in addition to the standard XML configurations, and what the meaning of these configurations is.

(ID: 30) American football extrainfofootball attribute safety drive info addition

If this setting is enabled, the drive info gets added to the extrainfofootball attribute for event 1421 (safety). The value of the extrainfofootball will be: [current down;yards to go;side;yardline;current score]. If this setting is not enabled, the value of extrainfofootball for the safety event is the current score.

XML example - setting disabled

```
<match betstatus="BETSTOP" connectionstatus="1" dc="1" feedtype="delta" matchid="10020319">
  <score t1="2" t2="11" type="current"/>
  <events>
    <event extrainfo="2" extrainfofootball="2:11" id="12074131" info="Safety [T1]" mtime="00:55"
    periodnumber="1" remainingtimeperiod="
    14:05" side="home" stime="1435577030977" type="1421"/>
  </events>
</match>
```

XML example - setting enabled

```
<match betstatus="BETSTOP" connectionstatus="1" dc="1" feedtype="delta" matchid="10020319">
  <score t1="2" t2="11" type="current"/>
  <events>
    <event extrainfo="2" extrainfofootball="-1;-1;2;20;2:11" id="12074131" info="Safety [T1]" mtime="00:55"
    periodnumber="1"
    remainingtimeperiod="14:05" side="home" stime="1435577030977" type="1421"/>
  </events>
</match>
```

(ID: 81) Send periodx score of types for american football

The attribute type in the <score> element (subelement from <match> element) has a set list of possible values. If this setting is enabled, the attribute type can have one of the following values, in addition to the regular values for American football matches:

- period1
- period2
- period3
- period4

Note

In the future, additional american football formats may be added, which will consist of more than 4 periods. This might cause this XML configuration to send out more than only 4 periods, make sure your system will support this.

(ID: 83) Include matchformat elements for american football matches

Enabling this setting will add the element <matchformat> as subelement to the <match> element for american football matches when available.

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" dc="1" device="3" distance="1524" extrainfo="0" feedtype="full" matchid="10115265" matchtime="60:34" stlid="4386" st2id="4422" start="1464789420000" tlid="35260" tlname="JACKSONVILLE JAGUARS" t2id="35266" t2name="KANSAS CITY CHIEFS">
  <status id="40" name="OVERTIME" start="1464814921156"/>
  <matchformat>
    <format type="ruleset" value="1"/>
    <format type="twopointconversionyardline" value="2"/>
    <format type="extrapointyardline" value="15"/>
  </matchformat>
  ...
</match>
```

(ID: 102) Add conversion type attribute for American Football

Enabling this setting will add the attribute convertiontype for event 1457 (2 point conversion).The value of the convertiontype will be: [-1 (Unknown); 0 (Rush); 1 (Passing)].

XML example

```
<event conversiontype="-1" extrainfo="0" extrainfofootball="-1;-1;2;35;0:15" id="877903501" info="2point conversion: Made [T2]" mtime="01:05" periodnumber="1" player1="0" player2="0" remainingtimeperiod="13:55" side="away" stime="1501062287729" type="1457"/>
```

(ID: 100) Add touchdown type attribute for American Football

Enabling this setting will add the attribute touchdowntype for event 1444 (Touchdown).The value of the touchdowntype will be: [-1 (Unknown); 0 (Rush); 1 (Punt return); 2 (Kickoff return); 3 (Interception return); 4 (Fumble return); 5 (Punt blocked); 6 (Field goal block); 7 (Passing)].

XML example

```
<event extrainfo="6" extrainfofootball="0:6" id="877902938" info="Touchdown - [T2]" mtime="01:16" periodnumber="1" remainingtimeperiod="13:44" side="away" stime="1501061591505" touchdowntype="-1" type="1444"/>
```

(ID: 101) Player data in American Football

Enabling this setting will add the attributes player1 and player2 for scoring events: 1444 (Touchdown), 1423 (Extra Point), 1457 (2 Point Conversion), 1426 (Field Goal), and 1421 (Safety).

XML example

```
<event extrainfo="0" extrainfofootball="-1;-1;2;35;0:7" id="877903317" info="Extrapoint Made [T2]" mtime="00:47" periodnumber="1" player1="0" remainingtimeperiod="14:13" side="away" stime="1501061991608" type="1423"/>
```


(ID: 147) Send lineups for American Football matches

If this setting is enabled, lineups are sent for American Football matches.

XML attributes definition

Attribute	Description	Possible Values
player id	Sportradar player ID	Integer
name	Player name	String
shirtnumber	Number of the shirt	Integer
team	What team the player is playing for	Integer. Possible values: 1 = Home team 2 = Away team
position	Where the player is playing in the field	Possible values: · QB = Quarterback · RB = Running Back · FB = Fullback · TE = Tight End · WR = Wide Receiver · G = Guard · LG = Left Guard · RG = Right Guard · OG = Offensive Guard · OT = Offensive Tackle · OL = Offensive Lineman · SAF = Safety · FS = Free Safety · SS = Strong Safety · CB = Cornerback · OLB = Outside Linebacker · LB = Linebacker · ILB = Inside Linebacker · MLB = Middle Linebacker · WLB = Weakside Linebacker · LOLB = Left Outside Linebacker · LILB = Left Inside Linebacker · RILB = Right Inside Linebacker · ROLB = Right Outside Linebacker · SLB = Strongside Linebacker · LDE = Left Defensive End · RDE = Right Defensive End · DL = Defensive Lineman · DB = Defensive Back

- DE = Defensive End
- DT = Defensive Tackle
- RDT = Right Defensive Tackle
- LDT = Left Defensive Tackle
- NT = Nose Tackle
- T = Tackle
- LT = Left Tackle
- RT = Right Tackle
- K = Kicker
- LS = Long Snapper
- P = Punter
- KR = Kick Returner
- PK = Place Kicker
- H = Holder
- PR = Punt Returner
- C = Center

(ID: 148) Include player positions in lineup American Football

Enabling this setting will add the attribute *position* to the <player> element.

XML example

```
<lineups matchid="21795691">
<player id="831483" name="Colquitt, Dustin" shirtnumber="2" position="P" team="1"/>
<player id="1130067" name="Butker, Harrison" shirtnumber="7" position="K" team="1"/>
<player id="829261" name="Moore, Matt" shirtnumber="8" position="QB" team="1"/>
<player id="988793" name="Hill, Tyreek" shirtnumber="10" position="WR" team="1"/>
<player id="1129537" name="Mahomes, Patrick" shirtnumber="15" position="QB" team="1"/>
...
<player id="828285" name="Garoppolo, Jimmy" shirtnumber="10" position="QB" team="2"/>
<player id="1210058" name="James, Richie" shirtnumber="13" position="WR" team="2"/>
<player id="834759" name="Coleman, Tevin" shirtnumber="26" position="RB" team="2"/>
<player id="1130029" name="Kittle, George" shirtnumber="85" position="TE" team="2"/>
<player id="831265" name="Nelson, Kyle" shirtnumber="86" position="LS" team="2"/>
...
</lineups>
```

(ID: 149) Include early betstatus American Football

Enabling this setting will add the event 1091 (Early Betstart) to the Live Data XML Feed for matches covered by external device (NFL).

It's used in specific situations such as Field Goal attempts until Field Goal is kicked, Point After Touchdown and Short rush, pass plays as well as Safeties close to the goal line.

XML example

```
<event type="1091" stime="1589385024574" side="none" mtime="02:34" info="Early betstart - Possible field
goal [T1]" id="2153366473" uuid="00888726-c69e-4a13-957c-5f1cd936a897"
extrainfo="1" matchscore="0:3" remainingtimeperiod="12:26" periodnumber="1" matchstatus="FIRST_QUARTER"/>
```

(ID: 150) Include team and player match statistics American Football

Enabling this setting will add the events 1743 (Team match stats) and 1714 (Player match stats) to the Live Data XML Feed for matches covered by external device (NFL).

XML example

```
<event type="1743" stime="1589386003232" side="none" mtime="30:14" id="2153152578" matchscore="10:10"
remainingtimeperiod="14:46" periodnumber="3"
hometeamstats="firstDowns=11;firstDownsByRush=7;firstDownsByPass=4;totalYards=155;passAttempts=18;
passingYards=103;passesCompleted=12;rushAttempts=14;
rushingYards=52;penaltyYards=10;possessionTime=17:13;numberOfPlays=33;qoSackYardsLost=1" awayteamstats="
firstDowns=12;firstDownsByRush=5;firstDownsByPass=7;
totalYards=197;passAttempts=13;passingYards=109;passesCompleted=11;rushAttempts=12;rushingYards=88;
penaltyYards=15;possessionTime=13:29;numberOfPlays=25;qoSackYardsLost=0"/>

<event type="1714" stime="1589385264698" side="none" mtime="15:13" id="2153142858" matchscore="7:3"
remainingtimeperiod="14:47" periodnumber="2"
awayplayerstatsdef="PID=1833944;POS=LB;TCK=2" homeplayerstatspass="PID=1129537;POS=QB;CP=7;IC=4;ATT=11;
YDS=70" homeplayerstatsrec="PID=1204728;POS=WR;REC=1;YDS=2"/>
```

(ID: 152) Include driveinfostatus in American Football

Enabling this setting will add XML attribute <<driveinfostatus>> to Live Data XML Feed event Play over (ID 1431) for matches covered by external device (NFL).

XML example

```
<event type="1431" stime="1580687141365" side="away" mtime="01:48" info="Play over [T2]" id="2153462743"
uuid="689240a5-774b-42f3-8f43-b35a0bec24b0" extrainfo="2" matchscore="0:0" remainingtimeperiod="13:12"
periodnumber="1" extrainfofootball="2;7;2;25" driveinfostatus="1" matchstatus="FIRST_QUARTER"
driveplayinfo="1;2"/>

<event type="1431" stime="1580687141365" side="away" mtime="01:48" info="Play over [T2]" id="2153462743"
uuid="689240a5-774b-42f3-8f43-b35a0bec24b0" extrainfo="2" matchscore="0:0" remainingtimeperiod="13:12"
periodnumber="1" extrainfofootball="2;5;2;23" driveinfostatus="2" matchstatus="FIRST_QUARTER"
driveplayinfo="1;2"/>

<event type="1431" stime="1580687141365" side="away" mtime="01:48" info="Play over [T2]" id="2153462743"
uuid="689240a5-774b-42f3-8f43-b35a0bec24b0" extrainfo="2" matchscore="0:0" remainingtimeperiod="13:12"
periodnumber="1" extrainfofootball="2;6;2;24" driveinfostatus="3" matchstatus="FIRST_QUARTER"
driveplayinfo="1;2"/>
```

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