LD - Soccer

betradar
driven by facts

Sport specific information for soccer.

Match statuses in soccer

Id	Match status	Description	Additional information
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	-
110	AFTER_OT	Match finished after overtime	-
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 soccer

ID	Event	Description	Coverage	extrainfo	player1	player2
15	Temporary interruption	The match has been temporarily interrupted, match clock is not stopped. Only used for short interruptions (e.g. injuries).	XSA (DC)	-	-	-
16	Game on	The temporary interruption is over	XSA (DC)	-	-	-
30	Goal	The score has changed	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	Possible values: - 0 = Unknown - -1 = Not specified - 1 = Penalty - 2 = Own goal - 3 = Header - -100 = Shot - -200 = Free Kick	Player who scored the goal	Assisting player

40	Yellow card	A yellow card has been given	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	Player who got the card	-
43	Suspension	Temporary player suspension. Triggered whenever a player is sent off due to a foul in a match or tournament using the sin-bin rule.	Hardphone (BC) XSA (DC) iScout (BC + DC)	Values: • -1 = Unknown • 1 = Minor • 2 = Major • 3 = Misconduct	Id of the penalized player. Only if present.	-
45	YellowRed card	A red card has been given after two yellow cards	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	Player who got the card	Player who got the card	-
50	Red card	A red card has been given	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	Player who got the card	-
60	Substitution	A player has been substituted	iScout (BC+DC) XSA (DC)	-	Player leaving the field.	Player entering the field.
90	Injury time	Information about expected length of injury time.	Hardphone (BC) hscout (BC) iScout (BC + DC) XSA (DC)	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+DC) XSA (DC)	-	-	-
120	Free kick count	Number of free kicks for team	XSA (DC)	Updated number of free kicks.	-	-
121	Goal kick count	Number of goal kicks for team	XSA (DC)	Updated number of goal kicks.	-	-
122	Throw-in count	Number of throw-ins for team	XSA (DC)	Updated number of throw-ins.	-	-
123	Off side count	Number of off sides for team	XSA (DC)	Updated number of off side.	-	-
124	Corner kick count	Number of corners for team	XSA (DC)	Updated number of corner kicks.	-	-
125	Shot on target count	Number of shots on target for team	XSA (DC)	Updated number of shots on target.	-	-
126	Shot off target count	Number of shots off target for team	XSA (DC)	Updated number of shots off target.	-	-

127	Goal keeper save count	Number of goal keeper saves for team	XSA (DC)	Updated number of goal keeper saves.	-	-
150	Free kick	Used when a free kick is awarded to a team. Entries are assigned to teams.	iScout (BC+DC) XSA (DC)	Possible values: • 0 = Not in a dangerous position • 1 = Dangerous position	ID of player who took the free kick	-
151	Goal kick	A goal kick has been taken	iScout (BC+DC) XSA (DC)	-	ID of player who performed the kick	-
152	Throw-in	A throw-in has been taken	iScout (BC+DC) XSA (DC)	-	ID of player who performed the throw	-
153	Offside	An offside has been committed	iScout (BC+DC) XSA (DC)	-	Player which was offside	-
154	Corner kick	A corner kick has been taken	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	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	Player who took the corner	-
155	Shot on target	A shot on target	iScout (BC+DC) XSA (DC)	-	Player who shot	-
156	Shot off target	A shot off target	iScout (BC+DC) XSA (DC)	-	Player who shot	-
157	Goal keeper save	A goalkeeper has made a save	iScout (BC+DC) XSA (DC)	-	Goalkeeper id	-
158	Injury	Injured player	iScout (BC+DC) XSA (DC)	Whether the player is still injured. Possible values: • 1 = Player still injured • 0 = Player not injured any longer	Player which was injured	-

161	Penalty kick	A penalty kick has been awarded	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	ID of player who caused the penalty	ID of player who was awarded the penalty
164	Weather conditions	The weather conditions at an event	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	Possible values: • 0 = Unknown • 1 = Good • 2 = Medium • 3 = Bad • 4 = Indoor • 5 = Extreme	-	-
165	Attendance	The attendance event details the official attendance of the match.	XSA (DC)	Attendance	-	-
168	Player back from injury	A player rejoins the match after receiving treatment for an injury	iScout (BC+DC) XSA (DC)	-	Player which was injured	-
171	Shots blocked count	Number of shots blocked for team	XSA (DC)	Updated number of shots blocked.	-	-
172	Shot blocked	Happens whenever the shot is blocked. Entries are assigned to teams.	iScout (BC+DC) XSA (DC)	-	Player who took the shot	Player that blocked the shot
666	Penalty missed	Used when the penalty shot is missed.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	ID of the player who missed	-
1002	Penalty shootout event	Penalty shootout event. This event is only sent out when the match goes to penalty shootout. Entries are assigned to teams.	hScout (BC) iScout (DC) XSA (DC)	Possible values: • -1 = Penalty not taken • 1 = Penalty scored • 0 = Penalty missed	ID of player to take penalty	-
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) hScout (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) hScout (BC) iScout (BC+DC) XSA (DC)	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.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1013	Match status	Sent when the status of the match changes.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	See the above table for all available match statuses for soccer.	-	-
1014	Pitch condition	Conditions of the pitch for the match. This event can be changed during the match if needed.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	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.*".	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1016	Possible corner	Happens at the exact moment there is a corner. Entries are assigned to teams.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	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.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
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.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-

1019	Goal canceled	Possible goal has been canceled	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	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.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1029	Dangerous attack	Dangerous attack means one team enters the "dangerous attack" zone in the opponents half.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1030	Ball safe	Used when a team has possession in their own half. Ball safe entries are assigned to teams.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1036	Time start /stop	Time is stopped or started	iScout (BC + DC)	Possible value: - 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+DC)	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.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
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.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1042	Possible penalty	Possible penalty, used for scout system	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-

1043	Cancele d penalt y	Used when a possible penalty is not confirmed.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1044	Delete alert	Manual removal of an event.	Hardphone (BC) hScout (BC) iScout (BC + DC) XSA (DC)	Id of event that was deleted.	-	-
1049	Suspens ion over	Temporary player suspension over. Sent when suspended player returns to play after a foul in tournaments/matches using the sin-bin rule.	Hardphone (BC) XSA (DC) iScout (BC + DC)	-	Id of the penalized player. Only if present	
1064	Play resumes after goal	Used to confirm the match has kicked off after the scored goal.	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1082	Disable corner markets	Triggered when there is a possibility of a corner	XSA (DC) iScout (DC)	Possible values: • 1 = Safe to accept bets • 0 = Not safe	-	-
1083	Disable booking markets	Triggered when there is a possibility of a card	XSA (DC) iScout (DC)	Possible values: • 1 = Safe to accept bets • 0 = Not safe	-	-
1084	Possible yellow card	Possible yellow card	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
1085	Cancele d yellow card	Possible yellow card canceled	Hardphone (BC) hScout (BC) iScout (BC+DC) XSA (DC)	-	-	-
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.	Hardphone (BC) hScout (BC) iScout (BC + DC) XSA (DC)	Possible values: • 1 = Early betstart • 0 = Early betstart ended	-	-

1102	Coverage status	Sent when the coverage status for the match changes.	Hardphone (BC) hScout (BC) iScout (BC + DC) XSA (DC)	Possible values: • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered	-	-
1104	Penalty shootout starting team	Information about which team is going to begin with the shootout.	Hardphone (BC)	-	-	-
1126	Attack	Attack	iScout (BC+DC) XSA (DC)	-	-	-
1884	Take penalty	Player about to take penalty	XSA (DC)	-	-	-
2064	Video assistant referee	The event is used when video review (VAR) is confirmed. Extrainfo refers to the type of event that will be subject of the review (goal, penalty kick or red card).	iScout (BC+DC) XSA (DC)	Possible values: • 0 = Goal • 1 = Penalty • 2 = Red card	-	-
2065	Video assistant referee over	The event is used when video review has ended and a verdict 'stands' or 'overturned' has been given by the referee.	iScout (BC+DC) XSA (DC)	Possible values: • 0 = Goal • 1 = No Goal • 2 = Penalty • 3 = No Penalty • 4 = Red Card • 5 = No Red Card	-	-
2066	Possible video assistant referee	The event is used when there is a strong possibility that video review system (VAR) will be used.	iScout (BC+DC) XSA (DC)	-	-	-
2067	Cancelled video assistant referee	Video assistant referee cancelled	iScout (BC+DC) XSA (DC)	-	-	-

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for soccer 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" extrainfo="1" feedtype="full" matchid="10115513" matchtime="45:00 +1:32"
start="1464864780000" t1id="5093"
t1name="WERDER BREMEN" t2id="5090" t2name="FC SCHALKE 04">
...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	*extrainfo*	Integer specifying special information for the match.	Integer. Possible values: • 0 = Default • 1 = 2 x 40 minutes • 9 = 2 x 35 minutes • 10 = 2 x 30 minutes • 11 = 2 x 25 minutes • 46 = 2 x 45 minutes with ABBA shootout format • 55 = 2 x 6 minutes • 57 = 2 x 4 minutes • 58 = 2 x 9 minutes • 66 = 2 x 5 minutes • 61 = 2 x 15 minutes • 62 = 2 x 12 minutes • 63 = 2 x 10 minutes • 69 = 2 x 20 minutes

Elements in the <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="1" dc="1" device="3" distance="207" extrainfo="0" feedtype="
full" matchid="10115513"
matchtime="45:00 +1:32" st1id="2534" st2id="2530" start="1464864780000" t1id="5093" t1name="WERDER
BREMEN" t2id="5090"
t2name="FC SCHALKE 04">
<status id="6" name="FIRST_HALF" start="1464864951616"/>
<score t1="0" t2="1" type="current"/>
<score t1="0" t2="1" type="period1"/>
<red t1="0" t2="0"/>
<yellow t1="0" t2="0"/>
<corners t1="0" t2="0"/>
<dangerousattacks t1="1" t2="0"/>
<attacks t1="0" t2="1"/>
<penalties t1="0" t2="0"/>
<weatherconditions id="0" name="UNKNOWN"/>
<pitchconditions id="0" name="UNKNOWN"/>
<kickoffteam team="0"/>
<throwins t1="0" t2="0"/>
<goalkicks t1="0" t2="0"/>
<freekicks t1="0" t2="0"/>
<shotsofftarget t1="0" t2="0"/>
<shotsontarget t1="0" t2="1"/>
<shotsblocked t1="0" t2="0"/>
<goalkeepersaves t1="0" t2="0"/>
<offsides t1="0" t2="0"/>
<injuries t1="0" t2="0"/>
<possession t1="50" t2="50"/>
<tournament id="42" name="Bundesliga"/>
<category id="30" name="Germany"/>
<sport id="1" name="Soccer"/>
<events/>
</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
throwins	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Throw-in (152)		
	t1	Amount of throw-ins home team.	Integer
	t2	Amount of throw-ins away team.	Integer
goalkicks	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Goal kick (151)		
	t1	Amount of goal kicks home team.	Integer

	t2	Amount of goal kicks away team.	Integer
freekicks	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Free kick (150)		
	t1	Amount of freekicks home team.	Integer
	t2	Amount of freekicks away team.	Integer
shotsofftarget	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Shot off target (156)		
	t1	Amount of shots off target home team.	Integer
	t2	Amount of shots off target away team.	Integer
shotsontarget	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Shot on target (155) and Score change (30)		
	t1	Amount of shots on target home team.	Integer
	t2	Amount of shots on target away team.	Integer
shotsblocked	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Shot blocked (172)		
	t1	Amount of shots blocked home team.	Integer
	t2	Amount of shots blocked away team.	Integer
goalkeeper saves	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Goalkeeper save (157)		
	t1	Amount of goalkeeper saves home team.	Integer
	t2	Amount of goalkeeper saves away team.	Integer
offsides	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Offside (153)		
	t1	Amount of offside home team.	Integer
	t2	Amount of offside away team.	Integer
injuries	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Injury (158)		
	t1	Amount of injuries home team.	Integer
	t2	Amount of injuries 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)		
	t1	Possession percentage home team.	Integer
	t2	Possession percentage away team.	Integer

Attributes in the <event> element

```
<!-- Example 1 -->
<match matchid="7695966" ... >
<corners t1="3" t2="2"/>
<events>
<event extrainfo="1" id="487604722" info="Corner kick [T1] -E.Cardona" matchscore="0:0" mtime="01:52"
player1="153793" posx="5"
posy="5" side="home" stime="1444783524612" type="154"/>
</events>
</match>

<!-- Example 2 -->
<match matchid="7695966" ... >
<events>
<event automatic="1" extrainfo="0" id="14701721" info="Disable booking markets" matchscore="0:0" mtime="
54:24" side="none" stime="
1465989756941" type="1083"/>
</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
	player1	Sportradar player id for player 1 connected to this event.	Integer
	player2	Sportradar player id for player 2 connected to this event.	Integer
	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

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: 2) Soccer YellowRedCards

Enabling this setting allows event 45 (yellow red card) to be sent for basic coverage matches, both Hardphone and iScout. If this setting is not enabled, event 50 (red card) will get sent instead.

(ID: 16) Attack in soccer deeper coverage

Enabling this settings allows event 1126 (attack) to be sent for matches which are covered by iScout or deeper coverage. Additionally, an element <attacks> gets added as subelement of the <match> element. The attributes t1 and t2 of this element keep a count of attacks for the home and away team.

XML example

```
<match betstatus="STARTED" connectionstatus="1" dc="1" feedtype="delta" matchid="6856980">
<attacks t1="27" t2="25"/>
<!-- Remaining message truncated -->
</match>
```

(ID: 17) Ball possession in soccer deeper coverage

Enabling this settings allows event 110 (possession) to be sent for matches which are covered by iScout or deeper coverage.

(ID: 19) Send lineups for soccer matches where this is available

If this setting is enabled, the element <lineups> gets enabled for matches which have this configured. Lineups are sent when subscribing to a match, and when the lineup changes.

```
<lineups matchid="6856980">
<player id="560834" name="Jiang, Jiajun" shirtnumber="5" substitute="false" team="1"/>
<player id="802814" name="Yang, Jiawei" shirtnumber="7" substitute="false" team="1"/>
<!-- Remaining message truncated -->
</lineups>
```

(ID: 67) Send periodx score types for soccer

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 soccer matches:

- period1
- period2

```
<match matchid="7440630" ... >
<score t1="14" t2="20" type="period1"/>
<!-- Remaining message truncated -->
</match>
```

(ID: 71) Early betstatus during in-game penalties for soccer

If this setting is enabled, an early betstart (early betstatus, id 1091, with extrainfo=1) will be sent out when a penalty is confirmed. Once the player is about to take the penalty, another early betstatus event gets sent with extrainfo=0, which ends the early betstatus. Note that early betstatus will not be set to ended in case of a red card.

(ID: 73) Enable ball spotting soccer

Enabling this setting will send out additional occurrences of the following events, used for updating the position of the ball: attack (1126), dangerous attack (1029) and ball safe (1030). Note that if this setting is disabled these events will still be sent upon the first change between attack /dangerous attack/ball safe.

(ID: 103) Restart Match clock for Extra Time (Soccer)

When this configuration is enabled, the time for extra time will run from 0:00 to 30:00 as opposed to 90:00 to 120:00.

(ID: 117) Include VAR attribute in fullfeeds

Enabling this setting will include "var" attribute (Video assistant referee) in <match> element of fullfeeds.

```
<match t1namenatural="CD Olimpia" t2namenatural="CD Honduras Progreso" t2name="CD HONDURAS PROGRESO"
t2id="7353776" t1name="CD OLIMPIA" t1id="963476" t1abbr="OLI" t2abbr="HON" start="1548025200000" matchid="
16675299" feedtype="full" extrainfo="0" distance="159" betstatus="BETSTOP" connectionstatus="0" device="
4" coveredfrom="venue" var=1" st1id="25358" st2id="166204" matchtime="90:00">
<match t1namenatural="CD Olimpia" t2namenatural="CD Honduras Progreso" t2name="CD HONDURAS PROGRESO"
t2id="7353776" t1name="CD OLIMPIA" t1id="963476" t1abbr="OLI" t2abbr="HON" start="1548025200000" matchid="
16675299" feedtype="full" extrainfo="0" distance="159" betstatus="BETSTOP" connectionstatus="0" device="
4" coveredfrom="venue" var="0" st1id="25358" st2id="166204" matchtime="90:00">
```

Video assistant referee-related events can be assigned to the team that requested it.

```
<event type="2064" stime="1563196870282" side="home" mtime="45:00 +2:55" info="Video assistant referee
[T1] - Goal" id="1317245868" extrainfo="0" matchscore="1:0"  matchstatus="FIRST_HALF"/>
```

Event 2065 example - VAR over No Goal

XML example of no goal decision with VAR

```
<event type="2065" stime="1563196921202" side="home" mtime
="45:00 +2:46" info="Video
assistant referee over [T1] - No Goal" id="1317245879" extrainfo="1" matchscore="1:0" matchstatus="
FIRST_HALF"/>
```

(ID: 136) Include early betstatus for Soccer

Right before one of the teams scores a goal, the match status will be set to betstop. Normally, the match will be on betstop until the match continues, which is after the next kick off. As bookmakers have different requirements in terms of reoffering markets after goals, Betradar allows you to enable early betstart. If you have this setting enabled, information related to early betstart will be sent in addition to the normal betstart information.

The behaviour of early betstart is quite similar to the normal betstart, but instead of waiting until the next kick off, early betstart already starts right after the goal was confirmed.

If the match is in either betstart or early betstart, the match can be treated as betstart. It is up to the bookmaker to decide whether to receive the new prices right after the score change or after the match continues.
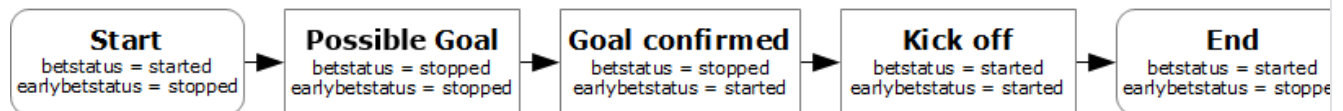
(ID: 130) Include play resumes after goal in soccer

Enabling this setting will allow event 1064 (play resumes after goal) to be sent.

(ID: 127) Include player positions in lineup for soccer

If this setting is enabled, the attribute *position* gets added to the <player> element, for matches which this is set up. A full list with possible values for this attribute can be found in the XSD.

XML example

```
<lineups matchid="1062714">
<player id="521" name="Almunia, Manuel" shirtnumber="1" substitute="false" team="1" position="G"/>
<player id="518" name="Fabregas, Cesc" shirtnumber="4" substitute="false" team="1" position="D"/>
<player id="15479" name="Fabianski, Lukasz" shirtnumber="12" substitute="false" team="1" position="M"/>
<!-- Remaining message truncated -->
</lineups>
```

(ID: 132) Include side attribute ball safe

Enabling this setting will include "side" in "ball safe" events in soccer (event 1030).

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