

# LD - Ice hockey

Sport specific information for ice hockey.

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## Match statuses in ice hockey

Id	Match status	Description	Additional information
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## Events in ice hockey

ID	Event	Description	Coverage	extrainfo	extrainfoicehockey	player1	player2
30	Goal	Sent when the goal is confirmed.	Hardphone (BC)  iScout (BC + DC)  XSA (DC)	Possible values: <ul style="list-style-type: none"> <li>• 0 = Unknown</li> <li>• -1 = Not specified</li> <li>• 1 = Penalty</li> <li>• 7 = Even strength</li> <li>• 8 = Power play</li> <li>• 9 = Short handed</li> <li>• 11 = Empty net</li> </ul> Please note that device <i>iScout</i> can only send extrainfo 7,8,9 and 11. Extrainfoicehockey is also not available from this device. Goal types are also not available for <i>hardphone</i> coverage - we only send extrainfo 0 "unknown" with every goal.	Second goal type, if available. Possible values: <ul style="list-style-type: none"> <li>• 0 = Unknown</li> <li>• -1 = Not specified</li> <li>• 1 = Penalty</li> <li>• 7 = Even strength</li> <li>• 8 = Power play</li> <li>• 9 = Short handed</li> <li>• 11 = Empty net</li> </ul>	Player who scored the goal	Id of the assisting player, if available.
43	Suspension	Temporary player suspension (called "penalty" in ice hockey) . Triggered whenever a player is sent off due to a foul.	Hardphone (BC)  iScout (BC + DC)  XSA (DC)	Number of minutes the player is suspended for.	Penalty type. Possible values: <ul style="list-style-type: none"> <li>• -1 = Unknown</li> <li>• 1 = Minor</li> <li>• 2 = Major</li> <li>• 3 = Misconduct</li> </ul>	Id of the penalized player. Only added if available.	
110	Possession	Puck possession. Puck possession indicates which team is currently in possession of the puck.	Hardphone (BC)  iScout (BC + DC)  XSA (DC)	-	-	-	-

155	Shot on target	Happens whenever there is shot on a goal. Entries are assigned to teams.	XSA (DC)	-	-	Id of shooting player	-
156	Shot off target	Happens whenever there is a shot off a goal. Entries are assigned to teams.	XSA (DC)	-	-	Id of shooting player	-
157	Goalkeeper save	Goalkeeper has made a save	XSA (DC)	-	-	Id of goalkeeper	-
161	Penalty shot awarded	Penalty shot has been awarded	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	Id of the player taking the penalty shot.	Id of the offender.
172	Shot blocked	Shot towards goal gets blocked (not by the goalkeeper)	XSA (DC)	-	-	Id of shooting player	Id of blocking player
666	Penalty shot missed	Penalty shot has been missed	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	Id of the player taking the penalty shot.	-
1002	Penalty Shoot-out Event	Penalty to be taken. Updated with result of penalty after it is taken.	iScout (BC + DC) XSA (DC)	Result of penalty. Possible values: <ul style="list-style-type: none"><li>-1 = Not taken yet</li><li>0 = Miss</li><li>1 = Goal</li></ul>	-	Id of player taking shooting the 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) 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	Matchstatus	Sent when the status of the match changes.	Hardphone (BC) iScout (BC + DC) XSA (DC)	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..	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1018	Possible goal	Possible goal. Is sent either at the moment when the goal is scored, or before when probability for goal is high.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1019	Canceled goal	Possible goal is not confirmed.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Possible values: <ul style="list-style-type: none"><li>0 = Unknown</li><li>-1 = Not specified</li><li>2 = Foul</li><li>3 = Incorrect entry</li><li>5 = Play stopped</li></ul>	-	-	-
1024	Match about to start	This event is sent when both captains, together with the referee, are selecting which team will start the game.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-

1035	Timeout	A team calls a timeout. Entries can be assigned to teams, but neutral timeouts are possible too.	iScout (BC + DC) XSA (DC)	-	-	-	-
1036	Time start/stop	Time is stopped or started	Hardphone (BC) iScout (BC + DC) XSA (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	Hardphone (BC) iScout (BC + DC) XSA (DC)	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.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1043	Canceled penalty shot	Possible penalty shot was not confirmed. Can potentially come after "Possible penalty" (1042).	iScout (BC + DC)	-	-	-	-
1044	Delete alert	Event has been deleted. Manual removal of an event.	Hardphone (BC) iScout (BC + DC) XSA (DC)	Id of event that was deleted.	-	-	-
1047	Timeout over	Timeout over	iScout (BC + DC) XSA (DC)	-	-	-	-
1049	Suspension over	Temporary player suspension (called "penalty" in ice hockey) over. Sent when suspended player returns on ice.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	Id of the penalized player. Only added if available.	-
1050	Possible empty net situation	Sent one team chooses to play without a goal keeper and instead have 1 extra player attacking.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1051	Empty net situation	Empty net situation confirmed. Used whenever a possible empty net situations is being confirmed.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
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.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
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.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1064	Play resumes after goal	Play resumes after goal. This is used to confirm that game has resumed after the scored goal.	Hardphone (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) iScout (BC + DC) XSA (DC)	Possible values: <ul style="list-style-type: none"><li>• 1 = Early betstart</li><li>• 0 = Early betstart ended</li></ul>	-	-	-
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	-	-	-
1104	Penalty shootout starting team	Set which team that starts the penalty shootout	Hardphone (BC) iScout (BC + DC)	-	-	-	-
1112	Stop match	Sent when the match is stopped.	XSA (DC)	Reason. Possible values: <ul style="list-style-type: none"><li>• 0 = Undefined reason</li><li>• 1 = Weather conditions</li><li>• 3 = Injury</li><li>• 11 = Facility delay</li></ul>	-	-	-
1113	Stop match ended	Match resumes after being stopped.	XSA (DC)	-	-	-	-
1126	Attack	Used when puck is in opponent's third of the rink	XSA (DC)	-	-	-	-
1416	Possible suspension	Triggered when the possibility of a suspension ("Possible Penalty" in Ice Hockey) is high.	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1418	Canceled penalty	Happens after possible suspension event if the suspension is not confirmed	Hardphone (BC) iScout (BC + DC) XSA (DC)	-	-	-	-
1437	TV timeout	TV timeout	iScout (BC + DC) XSA (DC)	-	-	-	-
1438	TV timeout over	TV timeout over	iScout (BC + DC) XSA (DC)	-	-	-	-
1458	Video review	Video review	XSA (DC)	-	Current score (under review). Value: <home score>:<away score>	-	-
1459	Video review over	Video review over	XSA (DC)	Outcome. Possible values: <ul style="list-style-type: none"><li>• 0 = Call stands</li><li>• 1 = Call overturned</li></ul>	Current score (under review). Value: <home score>:<away score>	-	-
1521	Delayed penalty	Delayed penalty	iScout (BC + DC)	-	-	-	-
1768	Hit	Player hits/body checks an opposing player. Hit is action event when a player from one team hits/body checks a player from the opposing team. The player initiating the contact is the player who gets credit for the hit.	XSA (DC)	-	-	Id of hitting player	Id of hit player
1769	Ice conditions	Conditions of the ice being played on	XSA (DC)	Ice conditions. Possible values: <ul style="list-style-type: none"><li>• 1 = Good</li><li>• 2 = Medium</li><li>• 3 = Poor</li></ul>	-	-	-

1770	Stoppage	Play is stopped during the game.	XSA (DC)	<p>Stoppage reason. Possible values:</p> <ul style="list-style-type: none"> <li>• 1 = Ice/Rink Maintenance</li> <li>• 2 = Icing</li> <li>• 3 = Goalie Stopped</li> <li>• 4 = Official Review</li> <li>• 5 = Offside</li> <li>• 6 = Net off</li> <li>• 7 = High Stick</li> <li>• 8 = Hand Pass</li> <li>• 9 = Puck in Netting</li> <li>• 10 = Puck out of Play</li> <li>• 11 = Puck Frozen</li> <li>• 12 = Referee or Linseman</li> </ul>	-	-	-
1771	Faceoff	Faceoff for puck possession. The two teams line up in opposition to each other, and the opposing skaters attempt to gain control of the puck after it is dropped between their stick by an official.	XSA (DC)	<p>Whether this faceoff is opening a period, and which period that is. Possible values:</p> <ul style="list-style-type: none"> <li>• 0 = Not opening faceoff</li> <li>• 1 = First period opening faceoff</li> <li>• 2 = Second period opening faceoff</li> <li>• 3 = Third period opening faceoff</li> <li>• 4 = Most recent overtime period opening faceoff</li> </ul>	<p>Zone in which the faceoff takes place. Value: Integer between 0-8, enumerating the different faceoff zones on the rink.</p> <p><b>Please note:</b></p> <p>An illustration of these values related to the location on the field is available at the end of this table.</p>	Id of home team player in the faceoff.	Id of away team player in the faceoff.
1772	Puck safe	Used when an attack is over, i.e. the puck is not in opponent's third	XSA (DC)	-	-	-	-
1885	Puck position	Position of the puck on the rink in x/y coordinates.	iScout (BC + DC) XSA (DC)	-	-	-	-

### **Illustration of event 1771 positions**

## **Sport specific XML elements and attributes**

This section explains what elements / attributes one can expect for ice 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 betstatus="BETSTOP" connectionstatus="0" dc="1" device="3" extrainfo="0" feedtype="full" matchid="10115268" matchtime="00:00" start="1464790020000" t1id="5577563" t1name="VSV II" t2id="5273264" t2name="EV AICALL ZELTWEG" 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: <ul style="list-style-type: none"><li>• 0 = Default</li><li>• 12 = 10 minutes overtime length</li><li>• 13 = 20 minutes overtime length</li><li>• 32 = 7 minutes overtime length</li><li>• 33 = No overtime</li><li>• 56 = 3x10 min periods, 3vs3 or 4vs4 players, half-sized ice rink, penalty shots instead of suspensions)</li><li>• 65 = 3 x 4 minutes</li><li>• 67 = 3 x 3 minutes</li></ul>
	<i>timerunning</i>	Whether the time is running.	Integer. <ul style="list-style-type: none"><li>• 1 = Time is running</li><li>• 0 = Time is not running</li></ul>

### Elements in the <match> element

#### XML example

```
<match betstatus="BETSTOP" connectionstatus="0" dc="1" device="3" extrainfo="0" feedtype="full" matchid="10115268" matchtime="00:00" start="1464790020000" t1id="5577563" t1name="VSV II" t2id="5273264" t2name="EV AICALL ZELTWEG" timerunning="0">
<status id="90" name="ABANDONED" start="1464790489666"/>
<score t1="0" t2="0" type="current"/>
<suspensions t1="1" t2="0"/>
<possession team="home"/>
<iceconditions id="0" name="UNKNOWN"/>
<openingfaceoff1stperiod team="home"/>
<openingfaceoff2ndperiod team="away"/>
<openingfaceoff3rdperiod team="home"/>
<openingfaceoffovertime team="away"/>
<tournament id="4037" name="Oberliga"/>
<category id="65" name="Austria"/>
<sport id="4" name="Ice Hockey"/>
<events/>
</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)		
	<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>overtime</li> <li>penalties</li> </ul>
suspensions	This element always gets included in full feed, and in the delta feed for the following events: Suspension (43), Suspension over (1049)		
	<i>t1</i>	Amount of suspensions home team.	Integer
	<i>t2</i>	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)		
	<i>team</i>	Which team has possession.	String. Possible values: <ul style="list-style-type: none"> <li>"home"</li> <li>"away"</li> </ul>
iceconditions	This element always gets included in full feed, and in the delta feed for the following events: Ice conditions (1769)		
	<i>id</i>	Identifier for the surface types.	Integer
	<i>name</i>	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"> <li>0 = Unknown</li> <li>1 = Good</li> <li>2 = Medium</li> <li>3 = Poor</li> </ul>
openingfaceoff1stperiod	This element always gets included in full feed, and in the delta feed for the following events: Faceoff (1771)		
	<i>team</i>	Which team opened in the first faceoff. Note that this elements needs to be enabled in the XML configuration section.	Integer. Possible values: <ul style="list-style-type: none"> <li>0 = Unknown</li> <li>1 = Home</li> <li>2 = Away</li> </ul>
openingfaceoff2ndperiod	This element always gets included in full feed, and in the delta feed for the following events: Faceoff (1771)		
	<i>team</i>	Which team opened in the second faceoff. Note that this elements needs to be enabled in the XML configuration section.	Integer. Possible values: <ul style="list-style-type: none"> <li>0 = Unknown</li> <li>1 = Home</li> <li>2 = Away</li> </ul>
openingfaceoff3rdperiod	This element always gets included in full feed, and in the delta feed for the following events: Faceoff (1771)		
	<i>team</i>	Which team opened in the third faceoff. Note that this elements needs to be enabled in the XML configuration section.	Integer. Possible values: <ul style="list-style-type: none"> <li>0 = Unknown</li> <li>1 = Home</li> <li>2 = Away</li> </ul>
openingfaceoffovertime	This element always gets included in full feed, and in the delta feed for the following events: Faceoff (1771)		
	<i>team</i>	Which team opened in the OT faceoff. Note that this elements needs to be enabled in the XML configuration section.	Integer. Possible values: <ul style="list-style-type: none"> <li>0 = Unknown</li> <li>1 = Home</li> <li>2 = Away</li> </ul>

#### Attributes in the <event> element

## XML example

```
<!-- Example 1 -->
<match matchid="9548197" ... >
<events>
<event extrainfo="7" id="649201877" info="Goal [T2] (even strength)" matchscore="2:3" mtime="14:45"
periodnumber="1"
remainingtimeperiod="05:15" side="away" stime="1465519931270" type="30"/>
</events>
</match>

<!-- Example 2 -->
<match matchid="9548197" ... >
<events>
<event id="649208863" info="Puck position" matchscore="2:3" mtime="20:45" periodnumber="2" posx="75"
posy="40"
remainingtimeperiod="19:15" side="home" stime="1465521702900" type="1885"/>
</events>
</match>

<!-- Example 3 -->
<match matchid="9548197" ... >
<events>
<event extrainfo="2" extrainfoicehockey="-1" id="649241223" info="[T2] got a 2 minute minor penalty"
matchscore="2:4" mtime="59:55"
periodnumber="3" remainingtimeperiod="00:05" side="away" stime="1465527618922" type="43"/>
</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>player1</i>	Sportradar player id for player 1 connected to this event.	Integer
	<i>player2</i>	Sportradar player id for player 2 connected to this event.	Integer
	<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

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: 6) Icehockey OT/Pen matchstatuses

Enabling this setting will add the following possible match statuses for ice hockey matches:

- AWAITING\_OT
- AFTER\_OT
- AWAITING\_PENALTIES
- AFTER\_PENALTIES

### (ID: 44) Send lineups for ice hockey matches where this is available



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

#### XML example

```
<lineups matchid="6856980">
<player id="215564" name="Crosby, Sidney" shirtnumber="5" substitute="false" team="1"/>
<player id="412234" name="Hull, Bobby" shirtnumber="7" substitute="false" team="0"/>
<!-- Remaining message truncated -->
</lineups>
```

#### (ID: 40) Include attribute extrainfoicehockey

If this setting is enabled, an additional attribute extrainfoicehockey will be added to the <event> element for events which support this in ice hockey matches. The value of this attribute is explained in the event list.

#### XML example

```
<event extrainfo="2" extrainfoicehockey="2" id="469535552" info="[T1] got a 2 minute minor penalty"
matchscore="0:0" mtime="60:38"
periodnumber="4" player1="31502" remainingtimeperiod="04:22" side="home" stime="1447850531168" type="43"/>
```

#### (ID: 42) Include extra ice hockey match elements

Enabling this setting will add child elements to the <match> element in ice hockey, describing the ice conditions and opening faceoff winning teams for each period.

#### XML example

```
<match betstatus="BETSTOP" connectionstatus="1" dc="1" distance="0" extrainfo="0" feedtype="full"
matchid="1103190023" matchtime="60:18"
start="1447854123000" t1id="1427444" t1name="SILUTE" t2id="1505358" t2name="VILKAI" timerunning="1">
<status id="40" name="OVERTIME" start="1447853377509"/>
<possession team="away"/>
<score t1="0" t2="0" type="current"/>
<suspensions t1="0" t2="0"/>
<iceconditions id="1" name="GOOD"/>
<openingfaceoff1stperiod team="1"/>
<openingfaceoff2ndperiod team="2"/>
<openingfaceoff3rdperiod team="1"/>
<openingfaceoffovertime team="2"/>
<tournament id="5" name="Eliteserien"/>
<category id="5" name="Norway"/>
<sport id="4" name="Ice Hockey"/>
<events>
<!-- events go here -->
</events>
</match>
```

#### (ID: 20) Include goals scored during penalty shootout in the "current" score for ice hockey

If activated the XML element score type="current" will include goals scored during penalty shootout for ice hockey.

#### (ID: 63) Send periodx score types for ice hockey

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 ice hockey matches:

- period1
- period2
- period3

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

### (ID: 77) Enable puck spotting ice hockey

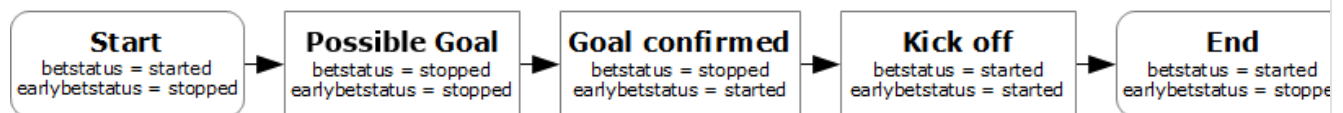
Enabling this setting will include the puck position event (1885) in ice hockey matches.

### (ID: 134) Include early betstatus in ice hockey

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: 129) Include play resumes after goal in ice hockey

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

### (ID: 87) Include players 3 and 4

Enabling this setting will include player3 and player4 attribute for events which have this available. A list of events currently supporting this can be found below. Please keep in mind that this list might expand, the client software should be able to handle that additional events might be added.

#### XML example

```
<match matchid="10115268" ... >
...
<events>
<event extrainfo="0" id="15984095" info="Goal [T1] -B.Maxwell" matchscore="2:0" mtime="00:54"
periodnumber="1" player1="42390"
player2="29525" player3="30509" side="home" stime="1474041000979" type="30"/>
</events>
</match>
```

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