LO - Basketball

Sport specific information for basketball.

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for basketball matches in addition to the standard elements and attributes.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" clock_stopped="0" matchid="
5876636" matchtime="1" msgnr="10" remaining_time="47:07"
remaining_time_in_period="11:07" score="0:0" setscores="0:0" status="1q">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	remaining_time	This contains remaining minutes and seconds in the match. This attribute needs to be enabled in the XML configuration.	String Format: <minutes>: <seconds>
	remaining_time_in_period	This contains remaining minutes and seconds in the current period. This attribute needs to be enabled in the XML configuration.	String Format: <minutes>: <seconds>
	clock_stopped	Whether the clock is running or the clock is stopped. This attribute needs to be enabled in the XML configuration.	Integer 1 = Clock is stopped 0 = Clock is running
	setscores	Basketball: Period_1 - ... - Period_4 (aggregated score of all overtime sequences) So maximum up to 5 scores while 3 and 4 are optional in case of overtime and/or penalty shootout.	String For example: "1:0 - 1:0 - 0: 0 - 0:0 - 0:1"

XML configuration

Sport specific XML configurations for basketball

(ID: 53) Multiple bets of same type active at once for basketball matches

The Live Odds system selects the most balanced bet (line, spread, etc) out of all available ones for each market, and only this one will be sent out to the client system. Enabling this setting will allow multiple bets of the same type to be sent out at once, not only the most balanced ones. E.g. for the total market in soccer the most balanced line would be 2.5. When enabling the setting, total 1.5 and 3.5 would be sent as well.

(ID: 42) Use additional match statuses for overtime basketball

If this setting is enabled, the following additional match statuses will be used for overtime in basketball:

ID	Status	Status description	Additional information
32	awaiting_ot	Waiting for overtime to start	Match gets this status if the match has overtime.
110	after_ot	Match finished after overtime	Match gets this status if the match has overtime.

(ID: 10) Remaining time in basketball

Enabling this setting will add the attribute remaining_time to the Match element for basketball matches.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" matchid="5876636" matchtime="1"
msgnr="10" remaining_time="47:07" score="0:0" setscores="0:0"
status="1q">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	*remaining_time*	This contains remaining minutes and seconds in the match.	String Format: <minutes>:<seconds>

(ID: 17) Remaining time for period in basketball

Enabling this setting will add the attribute remaining_time_in_period to the Match element for basketball matches.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" matchid="5876636" matchtime="1"
msgnr="10" remaining_time_in_period="11:07" score="0:0"
setscores="0:0" status="1q">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	*remaining_time_in _period*	This contains remaining minutes and seconds in the current period.	String Format: <minutes>:<seconds>

Match statuses

Regular matches

ID	Status	Status description	Additional information
0	not_started	Not started yet	-
13	1q	1st quarter	-
301	pause1	1st pause	-
14	2q	2nd quarter	-
302	pause2	2nd pause	-
15	3q	3rd quarter	-
303	pause3	3rd pause	-
16	4q	4th quarter	-
100	ended	The match has ended	-
32	awaiting_ot	Waiting for overtime to start	Status controlled by XML configuration.
40	ot	Overtime (used for the duration of overtime)	-
110	after_ot	Match finished after overtime	Status controlled by XML configuration.
61	delayed	The match start is delayed	-
80	interrupted	The match has been interrupted	-
90	abandoned	The match has been abandoned	Status controlled by XML configuration.

NCAA matches

ID	Status	Status description	Additional information
0	not_started	Not started yet	-
1	1p	1st period of the match	-
31	paused	Match pause	-
2	2p	2nd period of the match	-
100	ended	The match has ended	-
32	awaiting_ot	Waiting for overtime to start	Status controlled by XML configuration.
40	ot	Overtime (used for the duration of overtime)	-
110	after_ot	Match finished after overtime	Status controlled by XML configuration.
61	delayed	The match start is delayed	-
80	interrupted	The match has seen interrupted	-
90	abandoned	The match has been abandoned	Status controlled by XML configuration.

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