LO - Handball

Sport specific information for handball.

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Sport specific XML elements and attributes

This section explains what elements/attributes one can expect for handball 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="stopped" clock_stopped="0" matchid="
6412133" matchtime="2" msgnr="12" remaining_time="58:08"
remaining_time_in_period="28:08" score="1:0" setscores="1:0" status="1p"
suspendAway="0" suspendHome="0" />
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	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
	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>
	suspendHome	The amount of suspensions for the home team. This attribute needs to be enabled in the XML configuration.	Number >= 0
	suspendaway	The amount of suspensions for the away team. This attribute needs to be enabled in the XML configuration.	Number >= 0
	setscores	Period_1 - Period_2 (aggregated score of all overtime sequences - score of 7 meter shootout) 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 configurations

Sport specific XML configurations for handball.

(ID:31) Multiple bets of same type active at once for handball 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: 27) Remaining time in handball

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

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="stopped" matchid="6412133" matchtime="2"
msgnr="12" remaining_time="58:08" score="1:0" setscores="1:0"
status="1p" />
</BetradarLiveOdds>
```

XML attributes definition

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

(ID: 28) Remaining time for period in handball

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

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="stopped" matchid="6412133" matchtime="2"
msgnr="12" remaining_time_in_period="28:08" score="1:0"
setscores="1:0" status="1p" />
</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

ID	Status	Status description	Additional information
0	not_started	Not started yet	-
6	1p	1st period of the match	-
31	paused	Match pause	-
7	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 (in case the match goes to extra time)	-
41	1p_ot	1st overtime period	-
33	ot_ht	Pause between 1st and 2nd overtime period	Status controlled by XML configuration.
42	2p_ot	2nd overtime period	-
110	after_ot	Match finished after overtime	-
34	awaiting_pen	Waiting for penalty shoot-out to start	Status controlled by XML configuration.
50	pen	Penalty shoot-out	-
120	ended	The match has ended after penalties	-
80	interrupted	The match has been interrupted	-
90	abandoned	The match has been abandoned	Status controlled by XML configuration.