

LO - Ice Hockey

Sport specific information for ice hockey.

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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.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" clock_stopped="0" earlybetstatus="
stopped" matchid="5603964" matchtime="3" msgnr="12"
remaining_time="57:59" remaining_time_in_period="17:59" score="0:0"
setscores="0:0" status="1p" suspendAway="0"
suspendHome="0">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	<i>clock_stopped</i>	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
	<i>matchtime</i>	The playing minute of the match. This attribute needs to be enabled in the XML configuration.	Number > 0
	<i>remaining_time</i>	This contains remaining minutes and seconds in the match. This attribute needs to be enabled in the XML configuration.	String Format: <minutes>: <seconds>
	<i>remaining_time_in_period</i>	This contains remaining minutes and seconds in the current period. This attribute needs to be enabled in the XML configuration.	String Format: <minutes>: <seconds>
	<i>suspendHome</i>	The amount of suspensions for the home team. This attribute needs to be enabled in the XML configuration.	Number >= 0
	<i>suspendAway</i>	The amount of suspensions for the away team. This attribute needs to be enabled in the XML configuration.	Number >= 0
	<i>setscores</i>	Period_1 - Period_2 - Period_3 - OT (aggregated in case of multiple overtimes) - PEN_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 ice hockey

(ID: 3) Include match time for ice hockey

Enabling this setting will add the attribute matchtime to the Match element for ice hockey matches.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" matchid="5603964" msgnr="12"
matchtime="3" score="0:0" setscores="0:0" status="1p">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	matchtime	The playing minute of the match	Integer

(ID: 25) Remaining time in ice hockey

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

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" matchid="5603964" matchtime="3"
msgnr="12" remaining_time="57:59" score="0:0" setscores="0:0"
status="1p">
</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: 26) Remaining time for period in Ice Hockey

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

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" matchid="5603964" matchtime="3"
msgnr="12" remaining_time_in_period="17:59" score="0:0"
setscores="0:0" status="1p">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	<i>remaining_time_in_period</i>	This contains remaining minutes and seconds in the current period.	String Format: <minutes>: <seconds>

(ID: 19) Show different pause match status in ice hockey

When an ice hockey match enters a break the match gets the status paused. This will not tell the client whether it's the first or the second break. Enabling this setting will replace the match status paused for ice hockey matches with the following match statuses:

ID	Status	Status description	Additional information
301	pause1	The first pause	This match status replaces the regular pause match status.
302	pause2	The second pause	This match status replaces the regular pause match status.

(ID: 40) Use additional match statuses for overtime/penalty ice hockey

Enabling this setting will add the following match statuses to ice hockey matches, if the match reaches those stages:

ID	Status	Status description	Additional information
32	awaiting_ot	Waiting for overtime to start.	-
110	after_ot	Match finished after overtime.	-
34	awaiting_pen	Waiting for penalty shoot-out to start.	-

(ID: 7) Multiple bets of same type active at once for ice hockey 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: 60) Early bet status in ice hockey

Enabling this setting will trigger an early betstart if a betstop has been set because a goal was scored.

Match statuses

ID	Status	Status description	Additional information
0	not_started	Not started yet	-
1	1p	1st period	-
2	2p	2nd period	-
3	3p	3rd period	-
301	paused pause1	1st pause	Status controlled by XML configuration.
302	paused pause2	2nd pause	Status controlled by XML configuration.
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.
34	awaiting_pen	Waiting for penalty shoot-out to start	Status controlled by XML configuration.
50	pen	Penalty shoot-out	-
100	ended	The match has ended	-
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.

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