LO - Soccer

Sport specific information for soccer.

Sport specific XML elements and attributes

This section explains what elements, sub-elements and attributes one can expect for soccer 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" earlybetstatus="stopped" matchid="
5650450" matchtime="1" matchtime_extended="0:00" msgnr="6"
score="0:0" setscores="0:0" status="1p" cornersaway="2" cornershome="5"
redcardsaway="0" redcardshome="0" yellowcardsaway="
1" yellowcardshome="0" yellowredcardsaway="0" yellowredcardshome="0">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attrib ute	Description	Possible values
Match	match time_ exten ded	This will also display the injury time. This attribute needs to be enabled in the XML configuration,	String Example: "45:00 +02: 30"
	corne rsaway	The amount of corners for the away team. This attribute needs to be enabled in the XML configuration,	Integer
	corne rshome	The amount of corners for the home team. This attribute needs to be enabled in the XML configuration	Integer
	redca rdsaw ay	The amount of red cards for the away team. This attribute needs to be enabled in the XML configuration,	Integer
	redca rdsho me	The amount of red cards for the home team. This attribute needs to be enabled in the XML configuration,	Integer
	yellow cards away	The amount of yellow cards for the away team. This attribute needs to be enabled in the XML configuration	Integer
	yellow cards home	The amount of yellow cards for the home team. This attribute needs to be enabled in the XML configuration,	Integer
	yellow redca rdsaw ay	The amount of yellow-red cards for the away team. This attribute needs to be enabled in the XML configuration,	Integer
	yellow redca rdsho me	The amount of yellow-red cards for the home team. This attribute needs to be enabled in the XML configuration,	Integer
	setsc ores	Period_1 - Period_2 (aggregated score of all overtime sequences - score of penalty meter shooutout) 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 succer.

(ID: 5) Multiple bets of same type active at once for soccer 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: 34) Include corner and card counts

Enabling this setting will include corner and card counters for all deeper coverage soccer matches. The different counters will be added as attributes to the Match element.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1287056116518">
<Match active="1" betstatus="started" matchid="5650450" matchtime="1"
msgnr="6" score="0:0" setscores="0:0" status="1p" cornersaway="2"
cornershome="5" redcardsaway="0" redcardshome="0" yellowcardsaway="1"
yellowcardshome="0" yellowredcardsaway="0"
yellowredcardshome="0">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	*cornersaway*	The amount of corners for the away team.	Integer
	cornershome	The amount of corners for the home team.	Integer
	redcardsaway	The amount of red cards for the away team.	Integer
	redcardshome	The amount of red cards for the home team.	Integer
	yellowcardsaway	The amount of yellow cards for the away team.	Integer
	yellowcardshome	The amount of yellow cards for the home team.	Integer
	yellowredcardsaway	The amount of yellow-red cards for the away team.	Integer
	yellowredcardshome	The amount of yellow-red cards for the home team.	Integer

(ID: 64) Add new attribute with extended matchtime info for soccer

Enabling this setting will add the attribute matchtime_extended to the Match element for soccer matches.

XML examples

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1199777649605">
<Match betstatus="started" matchid="4761252" matchtime="41"
matchtime_extended="40:48" active="1" msgnr="88" score="0:0" setscores=
"0:0" status="1p">
</BetradarLiveOdds>


<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1199777659034">
<Match betstatus="started" matchid="4761252" matchtime="45"
matchtime_extended="45:00 +02:30" active="1" msgnr="88" score="0:0"
setscores="0:0" status="1p">
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Odds	*matchtime_extended*	An extended format of the match time. If the match is in injury time this gets included as well.	String Format: "mm:ss" or "mm:ss +mm:ss"

(ID: 35) Early betstart in soccer after a goal has been scored and confirmed

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 clients to enable early betstart. Enabling this setting will send information related to early betstart in addition to the normal betstart information. This information gets passed through an attribute earlybetstatus in the Match element, in addition to the regular betstatus attribute.

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 one or both of the betstatus and earlybetstatus are set to "started" 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.

XML example - During the match

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1395839620340" type="scoutmatch">
<Match active="1" betstatus="started" earlybetstatus="stopped" matchid="
1271072" matchtime="1" msgnr="10755" score="1:0" setscore1
="1:0" status="1p" />
</BetradarLiveOdds>
```

XML example - Goal

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="score" timestamp="1395839596131" type="scoutmatch">
<Match active="1" betstatus="stopped" earlybetstatus="stopped" matchid="
1271072" matchtime="1" msgnr="10752" score="1:0"
setscore1="1:0" status="1p">
<Score away="0" home="1" id="101058" player="" scoringteam="home" time="
1" type="live"/>
</Match>
</BetradarLiveOdds>
```

XML example - Goal confirmed (early betstart)

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1395839596201" type="scoutmatch">
<Match active="1" betstatus="stopped" earlybetstatus="started" matchid="
1271072" matchtime="1" msgnr="10753" score="1:0" setscore1
="1:0" status="1p" />
</BetradarLiveOdds>
```

XML example - Kick off (normal betstart)

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="betstart" time="0" timestamp="1395839620294" type="
scoutmatch">
<Match active="1" betstatus="started" earlybetstatus="started" matchid="
1271072" matchtime="1" msgnr="10754" score="1:0" setscore1=
"1:0" status="1p" />
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Odds	*betstatus*	Whether the match is in betstart or betstop.	String "started" = betstart "stopped" = betstop
	earlybetstatus	Whether the match is in early betstart or early betstop. Note that the value of this attribute is only set to "started" if an early betstart is actually happening. During normal situations the value of this attribute is "stopped".	String "started" = early betstart "stopped" = early betstop

(ID: 68) Include early bet status in soccer when there is a possible dangerous free kick situation

Enabling this setting will trigger an early betstart if a betstop has been set because of a dangerous free kick situation.

(ID: 57) Offer soccer half-time markets until the end of 1st half

Usually the halftime bets are deactivated after minute 43. Enabling this setting will continue sending bets to the client system until 1 minute prior the end of injury time of the first half. Note that outcomes representing no further goals (e.g. Next goal first half "None") will be inactive during injury time.

(ID: 56) Offer odds after minute 90 for basic coverage scout soccer matches

Usually all the bets are deactivated after minute 90. Enabling this setting will continue sending bets to the client system until 1 minute prior the end of injury time. Note that outcomes representing no further goals (e.g. Next goal "None") will be inactive during injury time.

(ID: 61) Include Asian Handicap spread for the rest for all Asian Handicap markets

Enabling this setting will add an extra attribute ftr to the Odds elements. This attribute contains the handicap value for the rest of the match (but not odds values for the rest of the match). This is in addition to the special odds value which reflects the handicap value for the whole match.

XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1199777659034">
<Match active="1" betstatus="started" matchid="5984472" matchtime="3"
msgnr="15" score="1:0" setscores="1:0" status="1p" >
<Odds active="1" changed="false" combination="0" freetext="Asian
handicap first half" ftr="-0.25" id="57178580" specialoddsvalue="-1.25
" subtype="36" type="ft2w" typeid="7">
<OddsField active="1" type="1" typeid="17">2.8</OddsField>
<OddsField active="1" type="2" typeid="18">1.4</OddsField>
</Odds>
</Match>
</BetradarLiveOdds>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Odds	ftr	The handicap value for the rest of the match	Number

(ID: 119) Early betstatus during in-game penalties for soccer

If enabled the earlybetstatus attribute will be set to "started" once a penalty is confirmed until the player is about to take the penalty. Note that early betstart attribute will not be set to ended in case of a red card. This configuration needs to be enabled in order to offer the market "Will the Xth penalty be scored". Check (ID 35) on this page for more information about early betstatus.

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.
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	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	-
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.