

# LD - Aussie rules

Aussie rules specific information, match statuses, events and XML options.

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## Match statuses in aussie rules

| ID  | Match status   | Description                               | Additional information  |
|-----|----------------|---|---|
| 0   | NOT_STARTED    | Not started yet                           | -   |
| 13  | FIRST_QUARTER  | 1st period                                | -   |
| 14  | SECOND_QUARTER | 2nd period                                | -   |
| 15  | THIRD_QUARTER  | 3rd period                                | -   |
| 16  | FOURTH_QUARTER | 4th quarter                               | -   |
| 301 | FIRST_PAUSE    | 1st pause                                 | -   |
| 302 | SECOND_PAUSE   | 2nd pause                                 | -   |
| 303 | THIRD_PAUSE    | 3rd pause                                 | -   |
| 32  | AWAITING_OT    | Waiting for overtime to start             | -   |
| 41  | FIRST_HALF_OT  | First overtime period                     | -   |
| 33  | OT_HALFTIME    | Pause between 1st and 2nd overtime period | -   |
| 42  | OT_HT          | Pause between 1st and 2nd overtime period | -   |
| 443 | AWAITING_SD    | Before sudden death                       | -   |
| 440 | AFTER_OT       | Match finished after overtime             | -   |
| 100 | ENDED          | The match has ended                       | -   |
| 110 | SD             | Sudden death                              | -   |
| 444 | AFTER_SD       | Match finished after sudden death         | -   |
| 80  | INTERRUPTED    | The match has been interrupted            | -   |
| 90  | ABANDONED      | The match has been abandoned              | This match status is only sent if the corresponding XML configuration is enabled. |

## Events in Aussie rules

| Id  | Event           | Description                          | Coverage    | extrainfo | player1 | player2 |
|-----|-----------------|--------------------------------------|-------------|-----------|---------|---------|
| 110 | Ball possession | Possession change to the given team. | iScout (BC) | -         | -       | -       |

|      |                      |   |             |  |      |      |
|------|----------------------|---|-------------|--|------|------|
| 164  | Weather conditions   | Information about the weather at the venue  | iScout (BC) | Values: <ul style="list-style-type: none"> <li>• 0 = unknown</li> <li>• 1 = good</li> <li>• 2 = medium</li> <li>• 3 = bad</li> <li>• 4 = indoor</li> <li>• 5 = extreme</li> </ul>  | -    | -    |
| 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.   | iScout (BC) | -  | cell | cell |
| 1011 | Betstop              | Betstop is a feature used for the betting industry. Whenever the match is on this event, it means 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. | iScout (BC) | -  | -    | -    |
| 1013 | Liveodds matchstatus | Matchstatus as defined in the liveodds system. Sent when the status of the match changes, see the above table "Match statuses" for additional information about allowed values.   | iScout (BC) | Values: <ul style="list-style-type: none"> <li>• 0 = Not started</li> <li>• 1 = First period</li> <li>• 2 = Second period</li> <li>• 3 = Third period</li> <li>• 32 = Awaiting OT</li> <li>• 34 = Awaiting penalties</li> <li>• 40 = Overtime</li> <li>• 50 = Penalty shooting</li> <li>• 80 = Interrupted</li> <li>• 90 = Abandoned</li> <li>• 100 = Ended</li> <li>• 110 = After OT</li> <li>• 120 = After penalties</li> <li>• 301 = First pause</li> <li>• 302 = Second pause</li> </ul> | -    | -    |
| 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..  | iScout (BC) | -  | -    | -    |

|      |                        |  |             |   |   |   |
|------|------------------------|--|-------------|---|---|---|
| 1018 | Possible goal          | Sent either at the moment when the goal is scored, or before when probability for goal is high.  | iScout (BC) | -   | - | - |
| 1019 | Goal canceled          | Possible goal is not confirmed.  | iScout (BC) | Values: <ul style="list-style-type: none"> <li>• 0 (Unknown reason)</li> <li>• 1 (Offside)</li> <li>• 2 (Foul)</li> <li>• 3 (Incorrect entry)</li> <li>• 4 (Out of bounds)</li> <li>• 5 (Play stopped)</li> </ul> | - | - |
| 1024 | Match about to start   | The players are done warming up and the match itself is about to start.  | iScout (BC) | -   | - | - |
| 1029 | Dangerous attack       | The team with possession is inside the opponent's 50 meter line.   | iScout (BC) | -   | - | - |
| 1030 | Ball safe              | The ball is currently in the team with possession's half of the pitch.   | iScout (BC) | -   | - | - |
| 1036 | Time start /stop       | Match clock is stopped or started  | iScout (BC) | Values: <ul style="list-style-type: none"> <li>• 0 = Time is stopped</li> <li>• 1 = Time is running</li> </ul>  | - | - |
| 1039 | Manual time adjustment | Manual adjustment of time  | iScout (BC) | -   | - | - |
| 1044 | Event deletion alert   | Manual removal of an event.  | iScout (BC) | Id of event that was deleted.   | - | - |
| 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 canceled before. | iScout (BC) | Values: <ul style="list-style-type: none"> <li>• 0 = Covered</li> <li>• 1 = Coverage abandoned</li> <li>• 2 = Not covered</li> </ul>  | - | - |
| 1126 | Attack                 | The team with possession has moved into the opponent's half of the pitch, but is outside the 50 meter line.  | iScout (BC) | -   | - | - |

|      |                          |  |             |   |   |   |
|------|--------------------------|--|-------------|---|---|---|
| 1162 | Turnover                 | A turnover happens.  | iScout (BC) | - | - | - |
| 2091 | Ball up                  | One team won the ball up. Ball up is used to start play and after a goal has been scored.                | iScout (BC) | - | - | - |
| 2093 | Free kick                | One team was awarded a free kick.  | iScout (BC) | - | - | - |
| 2094 | Goal                     | The most important of the two main score events.   | iScout (BC) | - | - | - |
| 2095 | Behind                   | One of the two main scoring events.  | iScout (BC) | - | - | - |
| 2096 | Tackle                   | A legal tackle has occurred.   | iScout (BC) | - | - | - |
| 2097 | Kick in                  | The ball left play and is being kicked back onto the pitch and into play.                                | iScout (BC) | - | - | - |
| 2098 | Handball pass            | One team has attempted a handball pass.  | iScout (BC) | - | - | - |
| 2099 | Kick pass                | One team has attempted a kick pass.  | iScout (BC) | - | - | - |
| 2100 | Mark                     | One team successfully caught the ball after a kick pass and got a Mark.                                  | iScout (BC) | - | - | - |
| 2101 | Report                   | A player has been reported by the umpire, due to an act that may result in a suspension.                 | iScout (BC) | - | - | - |
| 2102 | 50 meter penalty awarded | One team was awarded a 50 meter penalty.   | iScout (BC) | - | - | - |
| 2103 | Score review             | There was a disagreement on whether a goal was valid or not, and the umpires are currently reviewing it. | iScout (BC) | - | - | - |
| 2104 | Score confirmed          | Score review is complete and the goal stands.  | iScout (BC) | - | - | - |
| 2105 | Score overturned         | Score review is complete and the goal was overturned.  | iScout (BC) | - | - | - |
| 2106 | Play on                  | One team will "play on" and not pause play after being awarded a free kick.                              | iScout (BC) | - | - | - |
| 2111 | Throw in                 | The ball ended up outside the pitch, and the umpire will throw it back in.                               | iScout (BC) | - | - | - |
| 2113 | Missed score             | Team that misses score.  | iScout (BC) | - | - | - |

## Specific Aussie rules elements and attributes

This section explains what elements / attributes one can expect for Aussie rules matches in addition to the standard elements and attributes (see chapter 3.1.2 and 3.1.3), and what the meaning of those elements and attributes is.

### Attributes in <goals and behinds>-elements

#### XML example

```
<match matchid="13963578" feedtype="delta" />
<match t2name="PENNANT HILLS" t2id="5401387" t1name="BALMAIN DOCKERS AFC" t1id="5413908" start="1520581860000" matchid="13963578" feedtype="full" extrainfo="0" distance="0" betstatus="BETSTOP" connectionstatus="1" coveredfrom="venue">
  <status start="1520582235107" name="SUDDEN_DEATH" id="440"/>
  <score type="current" t2="71" t1="65"/>
  <goals t1="0" t2="1" type="suddenddeath"/>
  <behinds t1="5" t2="5" type="current"/>
```

#### XML attributes definition

| Element           | Attributes |                                       |   |
|-------------------|------------|---------------------------------------|---|
|                   | Attribute  | Description                           | Possible values   |
| goals and behinds | t1         | Home team                             | Integer. Format: "Integer"  |
|                   | t2         | Away team                             | Integer. Format: "Integer"<br>Example: "6"  |
|                   | type       | When the goals and behinds take place | String. Format: "String"<br>Example: "period4"<br><br>Possible values: <ul style="list-style-type: none"> <li>• period1</li> <li>• period2</li> <li>• period3</li> <li>• period4</li> <li>• overtime1</li> <li>• overtime2</li> <li>• suddenddeath</li> </ul> |

### Attributes in the <event> element

#### XML example

```
<goals t1="1" t2="1" type="period1"/>
<behinds t1="0" t2="0" type="suddenddeath"/>
<events>
  <event type="164" stime="1520581959998" side="none" mtime="00:00" info="Weather is 'INDOOR'" id="881157464" extrainfo="4" matchscore="0:0" goals="0:0" behinds="0:0"/>
  <event type="1011" stime="1520582097495" side="none" mtime="40:11" info="Betstop" id="881157851" extrainfo="0" matchscore="13:21" goals="2:3" behinds="1:3"/>
</events>
```

#### XML attributes definition

| Element | Attributes |                                   |  |
|---------|------------|-----------------------------------|--|
|         | Attribute  | Description                       | Possible values  |
| event   | goals      | The goals for the current match   | String. Format: "[home]:[away]"<br>Example: "6:3"  |
|         | behinds    | The behinds for the current match | String. Format: "[home]:[away]"<br>Example: "4:4"  |
|         | posx       | Horizontal position on pitch      | posx being a number from 0 to 100. The reference point 0 is at home teams goal.  |
|         | posy       | 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. |

## XML configurations for Aussie rules

### Include side attribute ball safe (ID 131)

Enabling this setting will add a value to the attribute side in the <event> element for event 1030 (ball safe). The value of this attribute will either be "home" or "away". If this setting is not enabled, the attribute side will have value "none".

#### XML example - setting enabled

```
<event id="142486" info="Ball safe [T2]" mtime="00:05" posx="50" posy="50" side="away" stime="1434877468224" type="1030"/>
<event id="142578" info="Ball safe [T1]" mtime="00:17" posx="5" posy="50" side="home" stime="1434877480651" type="1030"/>
```

#### XML example - setting disabled

```
<event id="142486" info="Ball safe [T2]" mtime="00:05" posx="50" posy="50" side="none" stime="1434877468224" type="1030"/>
<event id="142578" info="Ball safe [T1]" mtime="00:17" posx="5" posy="50" side="none" stime="1434877480651" type="1030"/>
```

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