

LD - Basketball

Sport specific information for Basketball.

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Match statuses in Basketball

ID	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
1	FIRST_PERIOD	1st halftime	This match status is only sent for NCAA men matches.
13	FIRST_QUARTER	1st quarter	-
301	FIRST_PAUSE	1st pause	-
14	SECOND_QUARTER	2nd quarter	-
302	SECOND_PAUSE	2nd pause	-
31	HALF_TIME	Halftime break	This match status is only sent for NCAA men matches.
2	SECOND_PERIOD	2nd halftime	This match status is only sent for NCAA men matches.
15	THIRD_QUARTER	3rd quarter	-
303	THIRD_PAUSE	3rd pause	-
16	FORTH_QUARTER	4th quarter	-
100	ENDED	The match has ended	-
32	AWAITING_OT	Waiting for overtime to start	This match status is only sent if the corresponding XML configuration is enabled.
40	OVERTIME	Overtime (in case match goes to extra time)	-
110	AFTER_OT	Match finished after overtime	This match status is only sent if the corresponding XML configuration is enabled.
61	DELAYED	The match start is delayed	-
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 Basketball

ID	Event	Description	Coverage	extrainfo	extrainfobasketball	Player1	Player2
60	Substitution	Used when a substitution of players occurs	iScout (DC), XSA (DC)	-	-	Id of player going out	Id of player going in

110	Possession	Indicates which team is currently in possession of the ball.	Hardphone (BC), iScout (BC+DC), XSA (DC)	-	-	-	-
129	Foul	Used when a foul is committed. Entries are assigned to teams.	Hardphone (BC), iScout (BC+DC), XSA (DC)	Possible values: <ul style="list-style-type: none"> -1 = Unknown 1 = Personal 2 = shooting 3 = Offensive 4 = Technical 5 = Flagrant 	-	Id of fouling player. Only if present.	Id of fouled player. Only if present.
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.	Hardphone (BC), iScout (BC+DC), XSA (DC)	-	-	-	-
1011	Betstop	Betstop indicates 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.	Hardphone (BC), iScout (BC+DC), XSA (DC)	-	-	-	-
1013	Match status	Sent when the status of the match changes.	Hardphone (BC), iScout (BC+DC), XSA (DC)	See above table for match statuses available for Basketball.	-	-	-
1015	Free comment	Free text message. Free comment is used for any kind of additional information during the match.	Hardphone (BC), iScout (BC+DC), XSA (DC)	-	-	-	-
1024	Match about to start	This event is sent when both captains, together with the referee, are selecting which team will start the match.	Hardphone (BC), iScout (BC+DC), XSA (DC)	-	-	-	-
1033	Won jump ball team	Information about which team won the jump ball. Jump ball is used to begin play and sometimes to resume play.	Hardphone (BC), iScout (BC+DC), XSA (DC)	-	-	-	-
1034	Rebound	Rebound awarded to a player who retrieves the ball after a missed field goal or free throw.	iScout (BC+DC), XSA (DC)	Rebound type. Possible values: <ul style="list-style-type: none"> 0 = Defensive 1 = Offensive -1 = Unknown 	-	Id of rebounding player. Only if present.	-
1035	Timeout	A team calls a timeout. Entries can be assigned to teams, but neutral timeouts are possible too.	Hardphone (BC), iScout (BC+DC), XSA (DC)	-	-	-	-
1036	Time start stop	Match clock is stopped or started.	Hardphone (BC), iScout (BC+DC), XSA (DC)	Possible values: <ul style="list-style-type: none"> 1 = Time started 0 = Time stopped 	-	-	-
1037	Score change	Used when a team scores points. Entries are assigned to teams.	Hardphone (BC), iScout (BC+DC), XSA (DC)	Possible values: <ul style="list-style-type: none"> 1 = Free throw (1 point) 2 = 2-pointer 3 = 3-pointer 	Possible values: <ul style="list-style-type: none"> -1 = Unknown 1 = Invalid 2 = Fast break 3 = Dunk 4 = Layup 5 = Putback 6 = Tip-in 7 = Alley-Oop 	Id of scoring player. Only if present.	Id of assisting player. Only if present.
1038	Score miss	Used when a point attempt missed.	Hardphone (BC), iScout (BC+DC), XSA (DC)	Possible values: <ul style="list-style-type: none"> 1 = Free throw (1 point) 2 = 2-pointer 3 = 3-pointer 	Possible values: <ul style="list-style-type: none"> 1 = If free throw is flagged as invalid 	Id of shooting player. Only if present.	-

1039	Manual time adjustment	Manual adjustment of time.	Hardphone (BC), iScout (BC+DC), XSA (DC)	Number of seconds adjusted. Either a positive or a negative integer.	-	-	-
1044	Delete event alert	Manual removal of an event.	Hardphone (BC), iScout (BC+DC), XSA (DC)	Id of event that was deleted.	-	-	-
1047	Timeout over	Used when timeout is over.	Hardphone (BC), iScout (BC+DC), XSA (DC)	-	-	-	-
1056	Number free throws	Free throws awarded to a player.	Hardphone (BC), iScout (BC+DC), XSA (DC)	Number of free throws. (1 - 3)	Possible values: • 1 = If it is a 1+1 free throw. (NCAA only)	-	-
1062	Ball position	Position of the ball on the court in x/y coordinates.	iScout (BC+DC), XSA (DC)	-	-	-	-
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 cancelled before.	Hardphone (BC), iScout (BC+DC), XSA (DC)	Possible values: 0 = Covered 1 = Coverage abandoned 2 = Match will not be covered	-	-	-
1437	TV timeout start	Start of a break in the game to allow television advertisements to be show. Can be attributed to home team, away team or no team ("official's timeout"), but side attribute is always set to "none".	iScout (BC+DC), XSA (DC)	-	-	-	-
1438	TV timeout over	End of a break in the game to allow television advertisements to be show. Can be attributed to home team, away team or no team ("official's timeout"), but side attribute is always set to "none".	iScout (BC+DC), XSA (DC)	-	-	-	-
1458	Video review	Used when a video review of a referee call occurs	XSA (DC)	-	-	-	-
1459	Video review over	Used when a video review of a referee call is over	XSA (DC)	Possible values: • 0 = call stands • 1 = call overturned	-	-	-
1600	Basketball score miss 2p count	Number of 2 pointers missed	XSA (DC)	Updated number of missed 2 pointers	-	-	-
1601	Basketball score miss 3p count	Number of 3 pointers missed	XSA (DC)	Updated number of missed 3 pointers	-	-	-
1603	Basketball play start	Indication that a free throw will be thrown shortly (player on the free throw line)	XSA (DC)	-	-	-	-
1604	Basketball play over	Indication that the free throw sequence is over	XSA (DC)	-	-	-	-
1605	Basketball play cancelled	If scout enters a "play start" by mistake, he/she can cancel it with "play cancelled"	XSA (DC)	-	-	-	-
1732	Player disqualified	Player is disqualified and must leave the court. Also called "ejection".	iScout (DC), XSA (DC)	-	-	Id of disqualified player. Only if present.	-
1733	Steal basketball	A steal occurs when a defensive player legally causes a turnover	XSA (DC)	-	-	Id of player who stole the ball. Only if present.	Id of player who lost the ball. Only if present.

1734	Turnover basketball	Turnover occurs when a team loses possession of the ball to the opposing team before a player takes a shot at his team's basket	XSA (DC)	Turnover type. Possible values: <ul style="list-style-type: none"> • -1 = unknown • 1 = travelling • 2 = bad pass • 3 = lost ball • 4 = double dribble • 5 = out of bounds • 6 = palming • 7 = shot clock violation • 8 = back court violation • 9 = three second violation • 10 = five seconds violation • 11 = eight seconds violation • 12 = offensive foul 	-	Id of player who turned over the ball	-
1735	Block basketball	A block or occurs when a defensive player legally deflects a field goal attempt from an offensive player	XSA (DC)	-	-	Id of blocking player. Only if present.	Id of blocked player. Only if present.
1742	Score event correction	Used to convert two-pointers into three-pointers and vice versa	XSA (DC)	Id of corrected score change event	-	-	-

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, and what the meaning of those elements and attributes is.

Attributes in <match>-element

XML example

```
<match tlnamenatural="Charlotte Hornets" t2namenatural="Toronto Raptors" t2name="TORONTO RAPTORS" t2id="19389" tlname="CHARLOTTE HORNETS" t1id="236032" tlabbr="CHA" t2abbr="TOR" start="1607990400000" matchid="24699292" feedtype="full" extrainfo="7" distance="946" betstatus="BETSTOP" connectionstatus="0" dc="1" device="3" coveredfrom="venue" timerunning="0" wonjumpball="away" stlid="3430" st2id="3433" matchtime="48:00" sportid="2" stime="1608117496346">
...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	<i>extrainfo</i>	Integer specifying special information for the match.	Integer. Possible values: <ul style="list-style-type: none"> • 0 = Default • 7 = 12 minute periods • 17 = 2 x 20 minutes • 60 = 2 x 10 minutes • 64 = 4 x 6 minutes • 68 = 4 x 5 minutes • 70 = 4 x 4 minutes
	<i>wonjumpball</i>	Which team won the jump ball.	String. "home" "away".
	<i>timerunning</i>	Whether the time is running.	Integer. 1 = Time is running 0 = Time is not running

Elements in <match> element

XML example

```
<match tlnamenatural="Charlotte Hornets" t2namenatural="Toronto Raptors" t2name="TORONTO RAPTORS" t2id="19389" tlname="CHARLOTTE HORNETS" t1id="236032" tlabbr="CHA" t2abbr="TOR" start="1607990400000" matchid="24699292" feedtype="full" extrainfo="7" distance="946" betstatus="BETSTOP" connectionstatus="0" dc="1" device="3" coveredfrom="venue" timerunning="0" wonjumpball="away" stlid="3430" st2id="3433" matchtime="48:00" sportid="2" stime="1608117496346">
<status start="1607999474587" name="ENDED" id="100"/>
<score type="current" t2="112" t1="109"/>
<score type="period4" t2="27" t1="22"/>
<score type="period1" t2="22" t1="30"/>
<score type="period2" t2="35" t1="30"/>
<score type="period3" t2="28" t1="27"/>
<events>
...
</events>
<tournament name="NBA Preseason" id="9154"/>
<category name="USA" id="15"/>
<sport name="Basketball" id="2"/>
<jerseys>
<jersey side="1" jersey_type="0" base="FFFFFF" outline="00CACA" number="800080"/>
<jersey side="2" jersey_type="1" base="CC0000" outline="000000" number="FFFFFF"/>
</jerseys>
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
score	Multiple occurrences possible, each occurrence describes the amount of points for the specified period in the match. This element always gets included in full feed, and in the delta feed for the following events: Basketball score change (1037), and Score event correction (1742)		
	t1	Amount of points home team	Integer
	t2	Amount of points away team	Integer
	type	For what period in the match the points were scored.	String. Possible values: <ul style="list-style-type: none"> current period1 period2 period3 period4
possession	This element always gets included in full feed (DC matches only), and in the delta feed (DC matches only) for the following events: Possession (110)		
	t1	Possession percentage home team	Integer
	t2	Possession percentage away team	Integer
	type	Team currently in possession	String. Possible values: <ul style="list-style-type: none"> "home" "away"

Attributes in <event> element

XML example

```

<!-- Example 1 -->
<match matchid="24699292" feedtype="delta" betstatus="STARTED" connectionstatus="1" timerunning="1"
wonjumpball="away">
<possession team="home"/>
<events>
<event type="1038" stime="1607991048876" side="away" mtime="00:30" info="3 points missed [T2]" id="
2565321759" uuid="662eccb5-4898-4b93-b59e-0e9bafbf511d" extrainfo="3" posx="34" posy="71" matchscore="0:
0" remainingtimeperiod="11:30" periodnumber="1" matchstatus="FIRST_QUARTER"/>
</events>
</match>

<match matchid="24699292" feedtype="delta" betstatus="STARTED" connectionstatus="1" timerunning="1"
wonjumpball="away">
<possession team="home"/>
<events>
<event type="1742" stime="1607999468638" side="home" mtime="48:00" info="Points scored corrected from 3
to 2 [T1]" id="2565400617" uuid="738521f5-d69d-49fc-abaf-1f3aa7e59c95" extrainfo="2565400553" matchscore="
109:112" remainingtimeperiod="00:00" periodnumber="4" correctedfrom="3" correctedto="2" matchstatus="
FOURTH_QUARTER"/>
</events>
</match>

```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	<i>extrainfo</i>	Attribute containing additional information about the event.	Long
	<i>posx</i>	Horizontal position on pitch, posx being a number from 0 to 100. The reference point 0 is at home teams goal.	Number
	<i>posy</i>	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.	Number
	<i>player1</i>	Sportradar player id for player 1 connected to this event.	
	<i>player2</i>	Sportradar player id for player 2 connected to this event.	
	<i>matchscore</i>	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"
	<i>remainingtimeperiod</i>	Remaining time of the period.	String. Format: "MM:SS"
	<i>periodnumber</i>	Number of current period in match.	Integer
	<i>extrainfobasketball</i>	Attribute containing additional information about the event.	String
	<i>correctedfrom</i>	previous points value of the corrected score change event (event ID 1742)	Integer
	<i>correctedto</i>	new points value of the corrected score change event (event ID 1742)	Integer
<i>secondscoretype</i>	Additional score type. Same as extrainfobasketball with possible values beeing:	<ul style="list-style-type: none"> • -1 = Unknown • 1 = Invalid • 2 = Fast break • 3 = Dunk • 4 = Layup • 5 = Putback • 6 = Tip-in • 7 = Alley-Oop 	

XML configurations for Basketball

This section explains what XML configurations one can expect for this sport in addition to the standard XML configurations, and what the meaning of these configurations is.

(ID: 10) Basketball OT matchstatuses

Enabling this setting will add the following possible match statuses for basketball matches:

- AWAITING_OT
- AFTER_OT

(ID: 28) Include Extrainfo attribute

Enabling this setting will add an additional attribute **extrainfobasketball** to the <event> element. The value of this attribute is explained in the event list.

XML example

```
<event extrainfo="2" extrainfobasketball="5:6,23:15" id="422510698" info="Score adjusted for 2nd Period.
New matchscore: 23:15"
matchscore="23:15" mtime="14:09" periodnumber="2" remainingtimeperiod="05:51" side="none" stime="
1435190811853" type="1550"/>
<!-- Remaining message truncated -->
</match>
```

(ID: 32) Include Periodx score type

Enabling this setting will add an attribute type in the <score> element, the attribute type can have one of the following values in addition to the regular values for Basketball matches:

- period1

- period2
- period3
- period4

XML example

```
<match matchid="7440630" ... >
<score t1="14" t2="20"type="period1"/>
<!Remaining message truncated>
</match>
```

(ID: 36) Include Lineups

Enabling this settings will allow the lineups event to be sent. Lineups are sent when subscribing to a match or when the lineup change.

XML example

```
<lineups matchid="6856980">
<player id="215634" name="Clark, Ian" shirtnumber="5" substitute="0" team="1"/>
<player id="801224" name="Ingles, Joe" shirtnumber="7" substitute="0" team="1"/>
<!Remaining message truncated>
</lineups>
```

(ID: 37) Include Basketball v2 upgrades

Enabling this setting will add the event 1742 (Score event correction): **correctedfrom** and **correctedto** as additional attributes to the <event> element. Those attributes contain respectively the old value of the score event, and the new updated value.

XML example

```
<event correctedfrom ="3" correctedto ="2" extrainfo ="435180082" id="435180084" info="Points scored
corrected from 3 to 2 [T1]" matchscore="5:7" mtime="10:00" periodnumber="1" remainingtimeperiod="00:00"
side="home" stime="1438860996364" type="1742"/>
```

(ID: 46) Include Attribute secondscoretype

Enabling this setting will add the attribute 1037 (Score change event) to the <event> element. This attribute contains a second score type, giving more detailed information about the score change event.

Possible values secondscoretype attribute

Value	Description
- 1	Unknown
1	Invalid
2	Fast break
3	Dunk
4	Layup
5	Putback
6	Tip-in

XML example

```
<event extrainfo="2" extrainfobasketball ="2" id="469541750" info="2 points (fast break,tip in) [T1]"
matchscore="2:0" mtime="00:05"
periodnumber="1" posx="73" posy="56" remainingtimeperiod="09:55" secondscoretype="6" side="home" stime="
1447925273369" type=" 1037"/>
```


(ID: 75) Include Ball spotting

Enabling this setting will enable the ball position event (1062).

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