LD - Bowls

Sport specific information for bowls.

Match statuses in bowls

ID	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
8	FIRST_SET	1st set	-
301	FIRST_PAUSE	1st pause	-
9	SECOND_SET	2nd set	-
302	SECOND_PAUSE	2nd pause	-
10	THIRD_SET	3rd set	-
303	THIRD_PAUSE	3rd pause	-
11	FOURTH_SET	4th set	-
304	FOURTH_PAUSE	4th pause	-
12	FIFTH_SET	5th set	-
100	ENDED	The match has ended	-
93	WALKOVER1	The home team won the match by walkover	-
94	WALKOVER2	The away team won the match by walkover	-
95	RETIRED1	The away team won because the home team retired	-
96	RETIRED2	The home team won because the away team retired	-
97	DEFAULTED1	The away team won because the home team defaulted	This match status is only sent if the corresponding XML configuration is enabled.
98	DEFAULTED2	The home team won because the away team defaulted	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 bowls

ID	Event	Description	Coverage	extrainfo	extrainfobowls
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.	XSA (BC)	-	-
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.	XSA (BC)	-	-
1013	Match status	Sent when the status of the match changes.	XSA (BC)	See above table for all match statuses for bowls	-

1015	Free comment	Used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	XSA (BC)	-	-
1022	Who throws first bowl	Information about who will throw the first bowl.	XSA (BC)	-	-
1024	Match about to start	This event is sent when both captains, together with the referee, are selecting which team will start the match.	XSA (BC)	-	-
1036	Time started/ stopped	Triggered when the clock is started or stopped.	XSA (BC)	Values: • 0 = time stopped • 1 = time started	-
1044	Event deletion alert	Manual removal of an event.	XSA (BC)	Id of event that was deleted.	-
1102	Coverage status	Sent when the coverage status for the match changes	XSA (BC)	Possible values: • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered	-
1112	Match stop	Sent when a match needs to be stopped	XSA (BC)	Possible values: • 0 = Undefined reason • 1 = Weather conditions • 3 = Injury • 11 = Facility delay	-
1113	Match stop over	The match resumes after being stopped	XSA (BC)	-	-
1120	Who won coin toss	Information about what player won the coin toss.	XSA (BC)	-	-
1121	Who made first server decision	The winner of the coin toss decides who throws the first bowl.	XSA (BC)	-	-
1179	Players walking on	Sent when the player walks on to the action.	XSA (BC)	-	-
1500	Score change	Score Change	XSA (BC)	Score change type. Possible values: • 1 = End • 2 = Set • 3 = Match	End number of set number.
1501	Bowler starts	Sent before each bowl or jack	XSA (BC)	-	Value: "x;y" • x = 1 (jack) , 0 (bowl) or -1 (don't want to play). • y = 0 (jack) or 1,...,9 (bowl number).
1502	Jack roll	Jack roll	XSA (BC)	Jack distance in meters	-
1503	Redeliver jack	Sent when the jack will be redelivered due to any reason	XSA (BC)	-	-

1504	Bowl	Bowl roll	XSA (BC)	Possible values: - 0 = Forehand - 1 = Drive - 2 = Backhand	Value: "x;y;z" - x = Score (e. g. 0:0, 3:0, 0: 2). - y = 0 (normal), 1 (toucher) or 2 (dead bowl). - z = Bowl number.
1505	Warning	Warning	XSA (BC)	-	-
1506	Restart end	Restart End	XSA (BC)	-	-
1507	Dead end	Dead end	XSA (BC))	-	-
1508	Dead jack	Dead Jack	XSA (BC)	-	-
1510	Replay bowl	Replay bowl	XSA (BC)	Bowls number	-
1511	Disqualification	Disqualification	XSA (BC)	-	-
1512	End start	End Start	XSA (BC)	End numbers	Possible values: - 0 = Bowling from North End - 1 = Bowling from South End
1513	Trial end	Trial end	XSA (BC)	-	-
1514	Start delayed	Start delayed	XSA (BC)	-	-
1515	Bowls match format	Bowls Match Format	XSA (BC)	Number of sets	Value: "x;y;z;w" - x = Number of ends per set. - y = Number of ends in TB. - z = End play through. (0 or 1). - w = Is TB best of (0 or 1).
1516	First set awarded	First set awarded in bowls	XSA (BC)	-	-
1666	Bowls color	Bowls color	XSA (BC)	-	Value: "x:y" - x = New home color - y = New away color

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for bowls 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 betstatus="BETSTOP" connectionstatus="0" device="4" extrainfo="0" feedtype="full" matchid="
10115537" matchtime="0:00:00" start="
1464869040000" t1id="6945699" t1name="BLUNDSTONE MELBOURNE ROYS" t2id="6945701" t2name="MESSENGER PRESS
ADELAIDE ENDURANCE">
...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	*firstservetiebreak*	Which player has first serve in the tiebreak.	Integer
	firstserve	Which player has first serve of match.	Integer

Elements in <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="4" extrainfo="0" feedtype="full" matchid="
10115537" matchtime="0:00:00" start="
1464869040000" t1id="6945699" t1name="BLUNDSTONE MELBOURNE ROYS" t2id="6945701" t2name="MESSENGER PRESS
ADELAIDE ENDURANCE">
<status id="0" name="NOT_STARTED" start="0"/>
<score t1="0.0" t2="0.0" type="match"/>
<score t1="0" t2="0" type="end"/>
<serve team="home"/>
<tournament id="31241" name="Premier League"/>
<category id="945" name="Australia"/>
<sport id="32" name="Bowls"/>
<events/>
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attributes	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: Bowls score change (1500)		
	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: • match • end
serve	This element always gets included, in both the full feed and the delta feed.		
	team	Which team served.	String. Possible values: • "home" • "away"

Attributes in <event> element

XML example

```
<match matchid="9403865" ... >
<events>
<event endscore="1:0" extrainfo="0" extrainfobowls="0:1;0;2" id="651693461" info="[T2] bowl 2 (Forehand)
lying 1" matchscore="1.0:1.0"
mtime="1:01:11" setnumber="3" setscore="1:0" side="away" stime="1465804878033" type="1504"/>
</events>
</match>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	extrainfo	Attribute containing additional information about the event.	Long
	extrainfobowls	Attribute containing additional information about the event.	String
	endscore		
	setnumber	The number of the current set in the match.	Integer
	setscore	Score for current set.	String. Format: "[home]:[away]" Example: "5:4"
	matchscore	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"

XML configurations for Bowls

(ID: 119) Include match status defaulted

Enabling this setting will allow the system to send match statuses DEFAULTED1 and DEFAULTED2.

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