

LD - Cricket

Sport specific information for cricket.

- [Match statuses in cricket](#)
- [Events in cricket](#)
- [Sport specific XML elements and attributes](#)
- [XML configurations for Cricket](#)
 - (ID: 133) [Include early betstatus](#)

Match statuses in cricket

ID	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
501	FIRST_INNINGS_HOME_TEAM	First innings home team	-
502	FIRST_INNINGS_AWAY_TEAM	First innings away team	-
503	SECOND_INNINGS_HOME_TEAM	Second innings home team	-
504	SECOND_INNINGS_AWAY_TEAM	Second innings away team	-
505	AWAITING_SUPER_OVER	Awaiting super over	-
506	SUPER_OVER_HOME_TEAM	Super over home team	-
510	SUPER_OVER_BREAK	Super over break	-
507	SUPER_OVER_AWAY_TEAM	Super over away team	-
508	AFTER_SUPER_OVER	After super over	-
509	INNINGS_BREAK	Innings break	-
511	LUNCH_BREAK	Lunch break	-
512	TEA_BREAK	Tea break	-
513	STUMPS	Stumps	-
100	ENDED	The match has ended	-
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 cricket

ID	Event	Description	Coverage	extrainfo	extrainfocricket	player1	player2
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 + DC) Hardphone (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 + DC) Hardphone (BC)	-	-	-	-
1013	Match status	Sent when the status of the match changes.	XSA (BC + DC) Hardphone (BC)	See above table for available match statuses for cricket	-	-	-
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 + DC) Hardphone (BC)	-	-	-	-

1024	Match about to start	Match about to start status appears shortly before the face-off for the start of the match.	XSA (BC + DC)	-	-	-	-
1044	Deleted event alert	Manual removal of an event.	XSA (BC + DC) Hardphone (BC)	Id of event that was deleted.	-	-	-
1091	Early betstatus	Liveodds Early bet status	XSA (BC + DC)	Possible values: <ul style="list-style-type: none"> • 1 = Early betstart • 0 = Early betstart ended 	-	-	-
1102	Coverage status	Sent when the coverage status for the match changes	Hardphone (BC) XSA (BC + DC)	Possible values: <ul style="list-style-type: none"> • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered 	-	-	-

1112	Stop match	Signals that a match is stopped temporarily	XSA (BC + DC)	<p>Possible values:</p> <ul style="list-style-type: none"> • 0 = Not specified • 1 = Weather conditions • 2 = Darkness • 3 = Injury • 4 = Floodlight failure • 5 = Person entering the field • 6 = Crowd control issue • 7 = Water break • 8 = Disciplinary issue • 9 = Gone to TMO • 10 = Replacing ball • 11 = Facility delay • 12 = Tactical time-out • 13 = Drinks • 14 = Captains are being warned • 15 = Unscheduled break • 16 = Late innings break 	-	-	-
1113	Stop match ended	Stop Match Ended	XSA (BC + DC),	-	-	-	
1187	Play is about to start	Play is about to start/restart	XSA (BC + DC) Hardphone (BC)	-	-	-	
1300	Toss	Coin toss	XSA (BC + DC) Hardphone (BC)	<p>Toss decision Values:</p> <ul style="list-style-type: none"> • 0 = bat • 1 = field 	<p>Elected. Possible values:</p> <ul style="list-style-type: none"> • 0 = Batting • 1 = Fielding 	-	-
1301	Session started	Start of session	XSA (BC + DC) Hardphone (BC)	-	-	-	
1302	Session finished	End of session	XSA (BC + DC) Hardphone (BC)	-	-	-	

1303	Innings started	1st Innings event is triggered at the beginning of day's play	XSA (BC + DC) Hardphone (BC)	Values: "x:y" <ul style="list-style-type: none">x = Bowling end even oversy = Bowling end odd overs	Value: "x:y" <ul style="list-style-type: none">x = Bowling end even oversy = Bowling end odd overs	-	-
1304	Innings finished	End of innings	XSA (BC + DC) Hardphone (BC)	Reason. Possible values: <ul style="list-style-type: none">0 = Finished1 = Declared2 = Forfeiture	-	-	-
1305	Over started	Start of over	XSA (BC + DC) Hardphone (BC)	Over number of innings	Powerplay. Values: <ul style="list-style-type: none">0 = No power play1 = Mandatory power play2 = Batting power play 3 = Powerplay 14 = Powerplay 25 = Powerplay 3	Bowler	-
1306	Over finished	End of over	XSA (BC + DC) Hardphone (BC)	-	-	-	-
1307	Bowler running in	Bowler runs in with delivery	XSA (BC + DC) Hardphone (BC)	Bowling guard. Possible values: <ul style="list-style-type: none">0 = Over the wicket1 = Around the wicket	Ball number	Bowler	Striker
1308	Ball finished	Delivery finished	XSA (BC + DC) Hardphone (BC)	-	-	Striker next ball (optional)	-
1311	Dot ball	Delivery bowled without any runs scored off it	XSA (BC + DC) Hardphone (BC)	-	-	-	-
1312	Boundary	Boundary scored	XSA (BC + DC) Hardphone (BC)	Number of runs. Possible values: 4 or 6	-	Striker	Bowler
1313	Runs	A number of runs are scored off a delivery	XSA (BC + DC) Hardphone (BC)	Number of runs	-	Striker	Bowler
1314	One short	A run was short and isn't scored	XSA (BC + DC)	-	-	-	-
1315	Extras - No ball	-	XSA (BC + DC) Hardphone (BC)	Number of extra runs	-	Bowler	-

1316	Extras - Wide	Number of Wide extras	XSA (BC + DC) Hardphone (BC)	Number of extra runs	-	Bowler	-
1317	Extras - Bye	Number of Byes	XSA (BC + DC)	Number of extra runs	-	Wicket Keeper	-
1318	Extras - Leg bye	Number of Leg byes	XSA (BC + DC),	Number of extra runs	-	Bowler	-
1319	Extras - Penalty runs	Number of Penalty runs	XSA (BC + DC) Hardphone (BC)	Number of extra runs	Reason. Possible values: <ul style="list-style-type: none">• 0 = Other• 1 = Player returned without permission• 2 = Ball was fielded illegally• 3 = Ball in play hit helmet not being worn• 4 = Match ball had its conditions changed unfairly• 5 = Obstruction of batsman• 6 = Batsman stole a run• 7 = Distraction of batsman• 8 = Time wasting by fielding side• 9 = Fielder caused avoidable damage to pitch• 10 = Deliberate short run• 11 = Batsman wasted time• 12 = Batsman caused avoidable damage to pitch• 13 = Failing to bowl overs in given time	Bowler	-
1320	Free hit	A free hit given as a result of penalty due to a front foot no-ball; The next ball will be a free hit	XSA (BC + DC) Hardphone (BC)	-	-	-	-
1321	Dismissal - Retired	Batsman dismissed by retirement	XSA (BC + DC)	Playerid of batsman out	Reason. Possible values: <ul style="list-style-type: none">• 0 = Retired out• 1 = Absent	-	-
1322	Dismissal - Bowled	Batsman dismissed by being bowled	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	Bowler	-
1323	Dismissal - Timed out	Batsman dismissed by timing out	XSA (BC + DC),	Playerid of batsman out	-	-	-
1324	Dismissal - Caught	Batsman dismissed by being caught	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	Fielder	Bowler
1325	Dismissal - Handled the ball	Batsman dismissed by handling the ball	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	-	-
1326	Dismissal - Hit the ball twice	Batsman dismissed by hitting the ball twice	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	-	-
1327	Dismissal - Hit Wicket	Batsman dismissed by hitting the wicket	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	Bowler	-

1328	Dismissal - LBW	Batsman dismissed by leg before wicket	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	Bowler	-
1329	Dismissal - Obstructing the field	Batsman dismissed by obstructing the field	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	-	-
1330	Dismissal - Run out	Batsman dismissed by being run out	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	Fielder	Fielder (optional)
1331	Dismissal - Stumped	Batsman dismissed by being stumped	XSA (BC + DC) Hardphone (BC)	Playerid of batsman out	-	Wicket keeper	Bowler
1332	Dead ball	The ball is dead. Implies the rules of dead ball in cricket.	XSA (BC + DC)	-	-	-	-
1333	Possible wicket	Sent either at the moment when the wicket happens, or before when probability for wicket is high.	XSA (BC + DC) Hardphone (BC)	-	-	-	-
1334	Possible boundary	Sent either at the moment when the boundary occurs, or before when probability for a boundary is high.	XSA (BC + DC) Hardphone (BC)	-	-	-	-
1337	Decision review	Decision is being reviewed by third umpire	XSA (BC + DC),	-	-	-	-
1338	Decision review result	The result of the decision review	XSA (BC + DC),	Result. Possible values: <ul style="list-style-type: none">• 0 = Unsuccessful• 1 = Successful	-	-	-
1339	Batsman coming on	A new batsman is coming onto the field	XSA (DC)	Role. Possible values: <ul style="list-style-type: none">• 0 = Striker• 1 = Non-striker	-	Batsman coming on	-
1340	Bowler change	The bowler has been changed	XSA (DC)	Reason. Possible values: <ul style="list-style-type: none">• 0 = Disqualification• 1 = Injury• 2 = Other	-	Bowler coming off	Bowler coming on
1341	Retired hurt	A batsman has retired because of an injury	XSA (BC + DC)	-	-	Batsman retiring	-
1342	Follow on	A follow on has been enforced	XSA (BC + DC)	-	-	-	-

1344	Duckworth-Lewis	Duckworth-Lewis-Stern method has been applied	XSA (BC + DC),	-	Value: "x:y:z:w:v" <ul style="list-style-type: none"> • x = Revised number of overs • y = Revised target • z = Revised number of mandatory powerplays • w = Revised number of batting powerplays • v = Revised number of max overs per bowler 	-	-
1345	Correct batsman data	Correction in batsman data	XSA (DC)	-	Value: "x:y:z:w:v" <ul style="list-style-type: none"> • x = Runs scored • y = Fours scored • z = Sixes scored • w = Balls faced • v = Ball number (String value in format: Innings. Over.Ball.Ball) or Innings number (Integer value) 	Player corrected	-
1346	Correction in bowler data	Correction in bowler data	XSA (DC)	-	Value: "x:y:z:w:v:a:b:c" <ul style="list-style-type: none"> • x = Runs conceded • y = No balls bowled • z = Wides bowled • w = Byes conceded • v = Fours conceded • a = Sixes conceded • b = Balls bowled • c = Ball number (String value in format: Innings. Over.Ball.Ball) or Innings number (Integer value) 	Player corrected	-
1347	Correct team data	Correction in team data	XSA (BC + DC)	-	Value: "x:y:z:w:v:a:b:c:d" <ul style="list-style-type: none"> • x = Runs scored • y = No balls scored • z = Wides scored • w = Byes scored • v = Leg byes scored • a = Penalty runs scored • b = Fours scored • c = Sixes scored • d = Ball number (String value in format: Innings. Over.Ball.Ball) or Innings number (Integer value) 	-	-
1348	Correct batsman on strike	Correction in batsman on strike	XSA (DC)	-	-	Batsman on strike	-

1349	Correct ball data	Correct ball data	XSA (BC + DC)	Playerid of wicket keeper (optional)	Value: "x:y:z:w:v:a:b:c:d" <ul style="list-style-type: none"> • x = Runs • y = Short runs • z = Fours • w = Sixes • v = No balls • a = Wides • b = Byes • c = Leg byes • d = Ball number (Innings. Over. Ball.Ball) 	Striker (optional)	Bowler (optional)
1350	Reduced overs match	Reduced overs match	XSA (BC + DC)	-	Value: "x:y:z:w" <ul style="list-style-type: none"> • x = Revised number of overs • y = Revised number of mandatory powerplays • z = Revised number of batting powerplays • w = Revised number of max overs per bowler 	-	-
1351	Powerplay started	Signals that mandatory or batting powerplay has started	XSA (BC + DC)	Values: <ul style="list-style-type: none"> • 0 = No power play • 1 = Mandatory power play • 2 = Batting power play • 3 = Power play 1 • 4 = Power play 2 • 5 = Power play 3 	-	-	-
1352	Powerplay finished	Signals that mandatory or batting powerplay has finished	XSA (BC + DC)	-	Powerplay. Possible values: <ul style="list-style-type: none"> • 1 = Mandatory powerplay • 2 = Batting powerplay 	-	-
1353	Play abandoned for the day	Means that the match is interrupted, and won't resume until the next day	XSA (BC + DC)	-	-	-	-
1354	Revised powerplay overs	Means that the number of overs of a specific powerplay type has been changed	XSA (BC + DC)	Powerplay type. Possible values: <ul style="list-style-type: none"> • 1 = Mandatory power play • 2 = Batting power play • 3 = Power play 1 • 4 = Power play 2 • 5 = Power play 3 	Revised number of overs, Integer.	-	-

1355	Correct unknown batsman	Corrects unknown batsman	XSA (DC)	-	-	Current batsman	Current second batsman
1356	Correct unknown bowler	Corrects unknown bowler	XSA (DC)	-	-	Current bowler	-

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for cricket matches in addition to the standard elements and attributes, and what the meaning of those elements and attributes is.

Elements in <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="4" extrainfo="0" feedtype="full" matchid="
10115508" matchtime="0:00:00" stlid="
152332" st2id="152330" start="1464859140000" t1id="1223041" t1name="DELHI DAREDEVILS" t2id="1223035"
t2name="KINGS XI
PUNJAB">
<status id="502" name="FIRST_INNINGS_AWAY_TEAM" start="1464859990481"/>
<score t1="0" t2="4" type="match"/>
<innings dismissals="1" runs="4" statusid="502" statusname="FIRST_INNINGS_AWAY_TEAM"/>
<matchformat>
<format type="limitedovers" value="1"/>
<format type="days" value="1"/>
<format type="reviews" value="0"/>
<format type="overs" value="20"/>
<format type="mandatorypowerplayovers" value="6"/>
<format type="battingpowerplayovers" value="0"/>
<format type="maxoversperbowler" value="4"/>
<format type="powerplaylovers" value="0"/>
<format type="powerplay2overs" value="0"/>
<format type="powerplay3overs" value="0"/>
</matchformat>
<tournament id="7824" name="Premier League"/>
<category id="497" name="India"/>
<sport id="21" name="Cricket"/>
<events/>
</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.		
	<i>t1</i>	Amount of points home team.	Integer
	<i>t2</i>	Amount of points away team.	Integer
	<i>type</i>	For what period in the match the points were scored.	String
innings	This element always gets included in full feed, and in the delta feed for the following events: Innings started (1303), Innings finished (1304), Boundary (1312), Runs (1313), One Short (1314), Extras no ball (1315), Extras wide (1316), Extras bye (1317), Extras leg bye (1318), Extras penalty runs (1319), Dismissal retired (1321), Dismissal bowled (1322), Dismissal timed out (1323), Dismissal caught (1324), Dismissal handled the ball (1325), Dismissal hit the ball twice (1326), Dismissal hit wicket (1327), Dismissal leg before wicket (1328), Dismissal obstructing the field (1329), Dismissal run out (1330), Dismissal obstructed (1331), Correct team data (1347) In the full feed we add all started innings, while in the delta feed only the current innings is added.		
	<i>dismissals</i>	Number of dismissals for the batting team in the specified innings.	Integer
	<i>runs</i>	Number of runs for the batting team in the specified innings.	Integer
	<i>statusid</i>	Numeric identifier of the status of the current innings.	Integer
	<i>statusname</i>	Textual representation of the status for the current innings.	String. Possible combinations of statusid-statusname are: <ul style="list-style-type: none"> • 0 = NOT_STARTED • 501 = FIRST_INNINGS_HOME_TEAM • 502 = FIRST_INNINGS_AWAY_TEAM • 503 = SECOND_INNINGS_HOME_TEAM • 504 = SECOND_INNINGS_AWAY_TEAM • 506 = SUPER_OVER_HOME_TEAM • 507 = SUPER_OVER_AWAY_TEAM
matchformat	This element always gets included in full feed, and in the delta feed for the following events: Cricket format is limited overs (1290), Cricket format overs (1291), Cricket format days (1292), Cricket format mandatory powerplays (1293), Cricket format batting powerplays (1294), Cricket format, Overs per bowler (1295), Cricket format reviews (1296) This element consists of subelements which will be explained more into detail below.		

Elements and attributes in <matchformat element

If extra attributes are needed to specify the match format, those will be added in the <matchformat>-element, which holds <format>-elements for each match format option. The actual formats are described in the type and value attributes.

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="4" extrainfo="0" feedtype="full" matchid="
10115508" matchtime="0:00:00" stlid="
152332" st2id="152330" start="1464859140000" t1id="1223041" t1name="DELHI DAREDEVILS" t2id="1223035"
t2name="KINGS XI
PUNJAB">
<status id="502" name="FIRST_INNINGS_AWAY_TEAM" start="1464859990481"/>
<matchformat>
<format type="limitedovers" value="1"/>
<format type="days" value="1"/>
<format type="reviews" value="0"/>
<format type="overs" value="20"/>
<format type="mandatorypowerplayovers" value="6"/>
<format type="battingpowerplayovers" value="0"/>
<format type="maxoversperbowler" value="4"/>
<format type="noballpenaltyvalue" value="2"/>
<format type="tiebreakermethod" value="1"/>
<format type="powerplaylovers" value="0"/>
<format type="powerplay2overs" value="0"/>
<format type="powerplay3overs" value="0"/>
</matchformat>
...
</match>
```

Possible values type and value attributes for cricket

Type	Value
days	Integer. Number of days.
reviews	Integer. Number of reviews.
overs	Integer. Number of overs.
mandatorypowerplayovers	Integer. Number of mandatory power play overs.
battingpowerplayovers	Integer. Number of batting power play overs.
maxoversperbowler	Integer. Max number of overs per bowler.
noballpenaltyvalue	Integer. Penalty value of no ball.
tiebreakermethod	How a tied match is resolved, if at all. Integer, possible values: <ul style="list-style-type: none"> • 0 = None • 1 = Super over with 2 wickets • 2 = Super over with 10 wickets
powerplay1overs	Integer. Number of Powerplay 1 overs.
powerplay2overs	Integer. Number of Powerplay 2 overs.
powerplay3overs	Integer. Number of Powerplay 3 overs.

Attributes in the <event> element

XML example

```

<!-- Example 1 -->
<match matchid="9474045" ... >
<events>
<event ballnumber="16.1" dismissalsininnings="4" extrainfo="0" extrainfocricket="16.1" id="645803535"
info="P.Coughlin over the wicket
to N.O'Brien" matchscore="117:120" mtime="0:00:00" player1="719534" player2="640600" runsininnings="117"
side="none" stime="
1465066917496" type="1307"/>
</events>
</match>

<!-- Example 2 -->
<match matchid="9474045" ... >
<events>
<event ballnumber="16.1" dismissalsininnings="4" extrainfo="1" id="645803735" info="1 run" matchscore="
118:120" mtime="0:00:00"
player1="640600" player2="719534" runsininnings="118" side="none" stime="1465066925996" type="1313"/>
</events>

```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	extrainfo	Attribute containing additional information about the event.	Long
	extrainfocrick et	Attribute containing additional information about the event.	String
	posx	Horizontal position on pitch, posx being a number from 0 to 100.	Number
	posy	Vertical position on pitch , posy being a number from 0 to 100.	Number
	player1	Sportradar id of player 1 associated with the event.	Integer
	player2	Sportradar id of player 2 associated with the event.	Integer
	matchscore	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"
	dismissalinnin gs	Number of dismissals in the current innings.	Integer
	runinnings	Number of runs in the current innings.	Integer
	ballnumber	Number of the current over and current ball. Note that the first over starts as 0, while the first ball has value 1.	String. Format: "[over],[ball]". Example: "16.1" = The first ball of the 17th over (since 0 is the first over).

Lineups

In cricket we do send out <lineups> in addition to the regular match information. Lineups are sent when subscribing to a match, and when the lineup changes.

XML example

```
<lineups matchid="9644761">
<player id="768879" name="Watson, Shane" position="3" shirtnumber="0" substitute="false" team="1">
<attributes>
<attribute type="Batting Style" typeid="18" value="Right handed batsman" valueid="26"/>
<attribute type="Bowling Style" typeid="19" value="Right-arm fast medium" valueid="32"/>
</attributes>
</player>
<player id="723502" name="Shillingford, Shane" position="10" shirtnumber="0" substitute="false" team="1">
<attributes>
<attribute type="Batting Style" typeid="18" value="Right handed batsman" valueid="26"/>
<attribute type="Bowling Style" typeid="19" value="Off break (right-arm)" valueid="46"/>
</attributes>
</player>
</lineups>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
player	Element containing information about the player		
	<i>id</i>	Sportradar playerid	Integer
	<i>name</i>	Player name	String
	<i>position</i>	Batting order at match start.	Integer
	<i>shirtnumber</i>	Number on the shirt.	Integer
	<i>substitute</i>	Whether the player is a substitute.	Integer. Possible values: <ul style="list-style-type: none"> • false = No substitute • true = Substitute
	<i>team</i>	What team the player is playing for.	Integer. Possible values: <ul style="list-style-type: none"> • 1 = Home team • 2 = Away team
attributes	Element containing all additional information per player.		
attribute	Element containing all the additional information for one specific attribute.		
	<i>type</i>	Textual representation of the type of the attribute.	String
	<i>typeid</i>	Identifier of the type.	Integer
	<i>value</i>	Textual representation of the value of the attribute.	String
	<i>valueid</i>	Identifier of the value.	Integer

XML configurations for Cricket

(ID: 133) Include early betstatus

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 you to enable early betstart. If you have this setting enabled, information related to early betstart will be sent in addition to the normal betstart information.

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 the match is in either betstart or early betstart, 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.



[Back to top](#)