LD - Darts

Sport specific information about darts.

Match statuses in darts

Id	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
21	IN_PROGRESS	The match is in progress	-
30	PAUSE	The match is paused	-
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 darts

ID	Event	Description	Coverage	extrainfo	extrainfodarts
1010	Betstart	Betstart indicates that betting markets can be activated. Betstart is not only a prematch event but is also used during the match.	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.	XSA (DC)	-	-
1013	Match status	Sent when the status of the match changes.	XSA (DC)	See above table for match statuses in darts.	-

1015	Free comment	Used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	XSA (DC)	-	-
1022	Who throws first dart	Information about what player throws the first dart.	XSA (DC)	-	-
1036	Time start / stop	Triggered when the clock is started or stopped.	XSA (DC)	Possible values: • 1 = Time started • 0 = Time stopped	-
1044	Deleted event alert	Manual removal of an event.	XSA (DC)	Id of event that was deleted.	-
1102	Coverage status	Sent when the coverage status for the match changes.	XSA (DC)	Possible values: • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered	-
1130	Darts score change	A change in the score in a darts match occurs.	XSA (DC)	Possible values: • 0 = Standard - leg not ended and player changes • 1 = Leg won • 2 = Set won • 3 = Match won	Value: "x:y:z:w" • x = Whether it is a manual score adjustment (0 or 1) • y = Number of darts thrown during last visit • z = Sum of points last visit • w = Double points before checkout
1132	Single dart throw	Single throw (3 darts).	XSA (DC)	Dart board segment. Possible values: • -1 = Unknown • 0 = Miss • 2 = Double • 3 = Treble • 4 = Outer bull • 5 = Bull • 6 = Bounce out • 7 = Null • 10 = Fat • 11 = Thin	Value: "x:y:z:w" • x = Event points. Example: When T20, event points = 20 • y = Whether it is a double attempt (0 or 1) • z = Whether it is a bust (0 or 1) • w = Whether it is single or fat. (10 = Fat, 11 = Thin, 0 = Other)

| 1135 | Best of legs | Best of sets and legs in a dart match. | XSA (DC) | Match is played best of how many legs | Value: "x:y:z:w:v:u"

• x = Match is played best of how many sets
• y = Number of legs per set
• z = Whether the final set must be won by two clear legs (1 or 0)
• w = Deciding leg of final set (for matches where the final set must be won by two clear legs this value may be set > 0. This means this leg will be the last leg of the fnial set even if there's not a 2 leg lead)
• v = Whether a double must be hit to begin scoring (0 or 1)
• u = Coverage type (1 = deeper coverage, 0 = basic coverage) |
| 1179 | Players walk on | Sent when players are walking on to the action. | XSA (DC) | - | - |

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for darts 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" dc="1" device="4" extrainfo="0" feedtype="full"
firstserve="home" matchid="10113235"
matchtime="212:50:52" numberofsets="3" st1id="170782" st2id="161194" start="1464102360000" t1id="7395606"
t1name="COOPER,
VINAY" t2id="7300136" t2name="LOPEZ, ANTHONY">
...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible value
Match	firstservetiebreak	Which player has first serve in the tiebreak.	Integer
	firstserve	Which player has first serve of match.	Integer
	numberofsets	How many sets are being played in the match.	Integer

Elements in <match> element

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" dc="1" device="4" extrainfo="0" feedtype="full"
firstserve="home" matchid="10113235"
matchtime="212:50:52" numberofsets="3" st1id="170782" st2id="161194" start="1464102360000" t1id="7395606"
t1name="COOPER,
VINAY" t2id="7300136" t2name="LOPEZ, ANTHONY">
<status id="100" name="ENDED" start="1464102685363"/>
<score t1="2" t2="0" type="match"/>
<score t1="501" t2="501" type="leg"/>
<score t1="3" t2="1" type="set1"/>
<score t1="3" t2="2" type="set2"/>
<serve team="home"/>
<tournament id="33609" name="Dummy"/>
<category id="104" name="International"/>
<sport id="22" name="Darts"/>
<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 for the following events: Darts score change (1130)		
	t1	Amount of points home team.	Integer
	t2	Amount of points away team.	Integer
	type	For what period in the match thepoints were scored.	String. Possible values: • match • leg • set1 • set2 • ... • set12 • set13
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="9496789" ... >
<events>
<event extrainfo="11" extrainfodarts="20:0:0:11" id="644863271" info="SINGLE 20" legscore="196:100"
matchscore="0:0" mtime="0:24:53"
setnumber="1" setscore="3:4" side="home" stime="1464978944010" type="1132"/>
</events>
</match>
```

XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
event	*extrainfo*	Attribute containing additional information about the event.	Long
	extrainfodarts	Attribute containing additional information about the event.	String
	legscore	Score for current leg.	String. Format: "[home]:[away]" Example: "5:4"
	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 Darts

(ID: 120) Include match status defaulted

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