

# LD - Futsal

Sport specific information about futsal.

- [Match statuses in futsal](#)
- [Events in futsal](#)
- [Sport specific XML elements and attributes](#)
- [XML configurations for futsal](#)
  - (ID: 59) Send periodx score types for futsal
  - (ID: 128) Include play resumes after goal

## Match statuses in futsal

ID	Match status	Description	Additional information
120	AFTER_PENALTIES	Match finished after penalty shoot-out	-

## Events in futsal

ID	Event	Description	Coverage	extrainfo	player1	player2
30	Goal	Sent when the goal is confirmed.	Hardphone (BC)	Values: <ul style="list-style-type: none"><li>• 0 = Unknown</li><li>• -100 = Shot</li><li>• -200 = Free kick</li><li>• -300 = After corner</li><li>• 1 = Penalty</li><li>• 2 = Own goal</li><li>• 3 = Header</li><li>• 4 = Fast break</li><li>• 5 = Breakthrough</li><li>• 6 = Direct free throw</li><li>• 7 = Even strength</li><li>• 8 = Power play</li><li>• 9 = Short handed</li><li>• 10 = Pivot</li><li>• 11 = Empty net</li></ul>	-	-
40	Yellow card	Used when the yellow card is confirmed.	Hardphone (BC)	-	ID of the player who got red card	-
43	Suspension	Triggered whenever a player is sent off due to a foul.	Hardphone (BC)	Number of minutes the player is suspended for	-	-
45	Yellow /Red card	Used when it is confirmed the player has been sent off due to two yellow cards.	Hardphone (BC)	-	ID of the player who got red card	-
50	Red card	Used when the red card is confirmed.	Hardphone (BC)	-	ID of the player who got red card	-
110	Possession	Possession change to the given team.	Hardphone (BC)	-	-	-
154	Corner	Used when the corner is confirmed	Hardphone (BC)	-1 = Information not available	ID of the player who took the corner	-

161	Penalty awarded	Used when the penalty shot is confirmed.	Hardphone (BC)	-	ID of the player who was awarded the throw	ID of the player who cause the throw
666	Penalty missed	Used when the penalty shot is missed.	Hardphone (BC)	-	ID of the player who missed	-
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)	-	-	-
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)	-	-	-
1012	Kickoff team	Which team will have the kick off in the match.	Hardphone (BC)	-	-	-
1013	Match status	Sent when the status of the match changes.	QC1, Hardphone (BC)	See the above table for match statuses for futsal.	-	-
1015	Free comment	Used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	Hardphone (BC)	-	-	-
1016	Possible corner	Happens at the exact moment there is a corner. Entries are assigned to teams	Hardphone (BC)	-	-	-
1017	Canceled corner	Used when possible corner is not confirmed	Hardphone (BC)	-	-	-
1018	Possible goal	Possible goal.	Hardphone (BC)	-	-	-
1019	Canceled goal	Canceled goal.	Hardphone (BC)	Values: <ul style="list-style-type: none"> <li>• 0 = unknown</li> <li>• 1 = off side</li> <li>• 2 = foul</li> <li>• 3 = incorrect entry</li> <li>• 4 = out of bounds</li> <li>• 5 = play stopped</li> </ul>	-	-
1024	Match is about to start	This event is sent when both captains, together with the referee, are selecting which team will start the match.	Hardphone (BC)	-	-	-
1035	Timeout	A team calls a timeout. Entries can be assigned to teams, but neutral timeouts are possible too.	Hardphone (BC)	-	-	-
1036	Time start / stop	Triggered when the clock is started or stopped.	Hardphone (BC)	Possible values: <ul style="list-style-type: none"> <li>• 1 = Time started</li> <li>• 0 = Time stopped</li> </ul>	-	-
1039	Manual time adjustment	Manual adjustment of time	Hardphone (BC)	Number of seconds adjusted. Either a positive or a negative integer.	-	-
1040	Possible red card	Used when there is a strong possibility of a red card. Entries are assigned to teams. Note that the possible red card could also be a possible yellow/red card	Hardphone (BC)	-	-	-
1041	Canceled red card	Used when possible red card is not being confirmed. Note that the cancelled red card could also be a cancelled yellow/red card.	Hardphone (BC)	-	-	-
1042	Possible penalty	Used when there is a strong possibility of a penalty shot.	Hardphone (BC)	-	-	-
1043	Canceled penalty	Used when a possible penalty is not confirmed.	Hardphone (BC)	-	-	-
1044	Deleted event alert	Manual removal of an event.	Hardphone (BC)	Id of event that was deleted.	-	-
1047	Timeout over	The timeout is over	Hardphone (BC)	-	-	-

1049	Suspension over	Triggered when suspended player returns on ice.	Hardphone (BC)	-	-	-
1050	Possible empty net situation	Triggered when one of the teams pulls out the goal keeper	Hardphone (BC)	-	-	-
1051	Empty net situation	Triggered when an empty net situation is confirmed.	Hardphone (BC)	-	-	-
1052	Empty net situation over	Triggered when the empty net situation is resolved and goal keeper is back.	Hardphone (BC)	-	-	-
1053	Empty net situation canceled	Triggered when an empty net situation is not confirmed.	Hardphone (BC)	-	-	-
1059	Direct foul	Sent when a direct foul happens. Leads to a direct free kick for the opposing team.	Hardphone (BC)	-	-	-
1060	Direct free kick	The amount of direct free kicks for home and/or away team	Hardphone (BC)	Possible values: <ul style="list-style-type: none"> <li>-1 = Not taken</li> <li>0 = Miss</li> <li>1 = Score</li> </ul>	-	-
1064	Play resumes after goal	Used when the play resumes after a goal, by a kick off.	Hardphone (BC)	-	-	-
1102	Coverage status	Sent when the coverage status for the match changes.	Hardphone (BC)	Possible values: <ul style="list-style-type: none"> <li>0 = Covered</li> <li>1 = Coverage abandoned</li> <li>2 = Match will not be covered</li> </ul>	-	-
1104	Penalty shootout starting team	Information about which team is going to begin with the shootout.	Hardphone (BC)	-	-	-

## Sport specific XML elements and attributes

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

### Attributes in the <match> element

```
<match betstatus="BETSTOP" connectionstatus="0" device="1" extrainfo="0" feedtype="full" matchid="
10113660" matchtime="20:00" stlid="
108451" st2id="44196" start="1464258360000" tlid="6730605" tlname="BAKU UNITED FC FUT" t2id="5540123"
t2name="HELVECIA
FUTSAL LONDON" timerunning="1">
...
</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"> <li>• 0 = Default</li> <li>• 14 = 2 x 25 minutes</li> </ul>
	<i>timerunning</i>	Whether the time is running.	Integer. <ul style="list-style-type: none"> <li>• 1 = Time is running</li> <li>• 0 = Time is not running</li> </ul>

#### Elements in the <match> element

##### XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="1" extrainfo="0" feedtype="full" matchid="
10113660" matchtime="20:00" stlid="
108451" st2id="44196" start="1464258360000" tlid="6730605" tlname="BAKU UNITED FC FUT" t2id="5540123"
t2name="HELVECIA
FUTSAL LONDON" timerunning="1">
<status id="6" name="FIRST_HALF" start="1464260659817"/>
<score t1="0" t2="0" type="current"/>
<possession team="away"/>
<red t1="0" t2="1"/>
<yellow t1="0" t2="1"/>
<corners t1="0" t2="1"/>
<penalties t1="0" t2="0"/>
<kickoffteam team="1"/>
<directfoulsperiod t1="0" t2="0"/>
<directfreekicks t1="0" t2="0"/>
<tournament id="13637" name="1st Division"/>
<category id="737" name="England"/>
<sport id="29" name="Futsal"/>
<events/>
</match>
```

#### XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
score	Multiple occurrences possible, each occurrence describes the amount of goals for the specified period in the match. This element always gets included in full feed, and in the delta feed for the following events: Score change (30))		
	<i>t1</i>	Amount of goals home team.	Integer
	<i>t2</i>	Amount of goals away team.	Integer
	<i>type</i>	For what period in the match the goals were scored.	String. Possible values: <ul style="list-style-type: none"> <li>• current</li> <li>• period1</li> <li>• period2</li> <li>• overtime1</li> <li>• overtime2</li> <li>• penalties</li> </ul>
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)		
	<i>t1</i>	Possession percentage home team.	Integer
	<i>t2</i>	Possession percentage away team.	Integer
red	This element always gets included in full feed, and in the delta feed for the following events: Red card (50)		
	<i>t1</i>	Amount of red cards home team.	Integer
	<i>t2</i>	Amount of red cards away team.	Integer
yellow	This element always gets included in full feed, and in the delta feed for the following events: Yellow card (40)		
	<i>t1</i>	Amount of yellow cards home team.	Integer
	<i>t2</i>	Amount of yellow cards away team.	Integer
corners	This element always gets included in full feed, and in the delta feed for the following events: Corner (154)		
	<i>t1</i>	Amount of corners home team.	Integer
	<i>t2</i>	Amount of corners away team.	Integer
penalties	This element always gets included in full feed, and in the delta feed for the following events: Penalty awarded (161)		
	<i>t1</i>	Amount of penalties home team.	Integer
	<i>t2</i>	Amount of penalties away team.	Integer
kickoffteam	This element always gets included in full feed, and in the delta feed for the following events: Kickoff team (1012)		
	<i>team</i>	Which team kicked off.	Integer. Possible values: <ul style="list-style-type: none"> <li>• 0 = Unknown</li> <li>• 1 = Home</li> <li>• 2 = Away</li> </ul>
directfoulsperiod	This element always gets included in full feed, and in the delta feed for the following events: Direct Foul (1059)		
	<i>t1</i>	Amount of direct fouls home team.	Integer
	<i>t2</i>	Amount of direct fouls away team.	Integer
directfreekicks	This element always gets included in full feed, and in the delta feed for the following events: Direct free kick (1060)		
	<i>t1</i>	Amount of direct free kicks home team.	Integer
	<i>t2</i>	Amount of direct free kicks away team.	Integer

#### Attributes in the <event> element

### XML example

```
<match matchid="9533085" ... >
  <events>
    <event extrainfo="0" id="653352533" info="Time stopped" matchscore="3:1" mtime="37:53" periodnumber="2"
remainingtimeperiod="02
:07" side="none" stime="1466035608990" type="1036"/>
  </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.	Integer
	<i>player2</i>	Sportradar player id for player 2 connected to this event.	Integer
	<i>matchscore</i>	Score for current match.	String. Format: "[home]:[away]" Example: "1:0"
	<i>remainingtimeperiod</i>	Remaning time of the period.	String. Format: "MM:SS"
	<i>periodnumber</i>	Number of current period in match.	Integer

## XML configurations for futsal

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: 59) Send periodx score types for futsal

The attribute type in the <score> element (subelement from <match> element) has a set list of possible values. If this setting is enabled, the attribute type can have one of the following values, in addition to the regular values for futsal matches:

- period1
- period2

### XML example

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

### (ID: 128) Include play resumes after goal

Enabling this setting will allow event 1064 (play resumes after goal) to be sent.