

LD - Handball

Sport specific information for handball.

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Match statuses in handball

Id	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
6	FIRST_HALF	1st period	-
31	HALFTIME	Match pause	-
7	SECOND_HALF	2nd period	-
100	ENDED	The match has ended	-
32	AWAITING_OT	Waiting for overtime to start	-
41	FIRST_HALF_OT	1st overtime period	-
33	OT_HALFTIME	Pause between 1st and 2nd overtime period	-
42	SECOND_HALF_OT	2nd overtime period	-
110	AFTER_OT	Match finished after overtime	-
34	AWAITING_PENALTIES	Waiting for penalty shoot-out to start	-
50	PENALTY_SHOOTING	Penalty shoot-out	-
120	AFTER_PENALTIES	Match finished after penalty shoot-out	-
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 handball

ID	Event	Description	Coverage	extrainfo	extrainfohandball	player1	player2
15	Temporary interruption	Only used for short interruptions (e.g. injuries).	XSA (DC)	-	-	-	-
16	Game on	Match continues after temporary interruption.	XSA (DC)	-	-	-	-

30	Goal	Sent when the goal is confirmed.	Hardphone (BC) iScout (BC) XSA (DC)	Values: <ul style="list-style-type: none"> • 0 = Unknown • -100 = Shot • -200 = Free kick • -300 = After corner • 1 = Penalty • 2 = Own goal • 3 = Header • 4 = Fas break • 5 = Breakthrough • 6 = Direct free throw • 7 = even strength • 8 = Power play • 9 = Short handed • 10 = Pivot • 11 = Empty net 	-	-	Player who scored the goal	Assist
40	Yellow card	Used when the yellow card is confirmed.	iScout (BC) XSA (DC)	-	-	-	Player who got the card	-
43	Suspension	Triggered whenever a player is sent off due to a foul.	Hardphone (BC) iScout (BC) XSA (DC)	Number of minutes the player is suspended. Possible values: 2 or 4	-	-	Player that received the suspension	-
48	Blue card	Used when a player on a team is given a blue card. In essence a blue card (=red card) is issued for offences which will later be reviewed by the FA. Red card will mean disqualification from the match but blue card will mean disqualification from the match + possible further sanctions from the FA.	iScout (BC) XSA (DC)	-	-	-	Player who got the card	-
50	Red card	Used when the red card is confirmed.	iScout (BC) XSA (DC)	-	-	-	Player who got the card	-
60	Goalkeeper change (substitution)	Goalkeeper change (substitution)	XSA (DC)	-	-	-	Player leaving the field	Player entering the field
110	Ball possession	Possession change to the given team.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-	-
156	Throw off goal	Happens whenever there is a throw off goal. Entries are assigned to teams.	XSA (DC)	-	-	-	Player who threw	-
157	Goalkeeper save	Happens when the goal keeper saves the ball.	XSA (DC)	-	-	-	Id of the player who threw	Id of the goal keeper
161	7-meter throw	Used when the 7 meter throw is confirmed.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	Who was awarded a 7 meter throw	Who caused 7 meter throw - offender
165	Attendance	The attendance event details the official attendance of the match.	XSA (DC)	-	-	-	-	-
172	Throw blocked	Happens whenever the throw is blocked. Entries are assigned to teams.	XSA (DC)	-	-	-	Player that took the throw	Player who blocked the throw
666	Missed 7-meter throw	Used when the 7 meter throw is missed.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	Player who missed	-
1002	Penalty shootout	Marks a penalty shootout, similar to soccer. Happens during the penalty shootout match status.	iScout (BC) XSA (DC)	Possible values: <ul style="list-style-type: none"> • -1 = Penalty not taken • 1 = Penalty scored • 0 = Penalty missed 	-	-	Player that got the penalty shootout	-

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) 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) XSA (DC)	-	-	-	-
1012	Which team starts with possession	Which team will start with possession in the match.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-
1013	Match status	Sent when the status of the match changes.	Hardphone (BC) iScout (BC) XSA (DC)	See above table for match statuses available in handball.	-	-	-
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) iScout (BC) XSA (DC)	-	-	-	-
1024	Match about to start	Match about to start status appears shortly before the face-off for the start of the match.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-
1035	Timeout	A team calls a timeout. Entries can be assigned to teams, but neutral timeouts are possible too.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-
1036	Time start / stop	Triggered when the clock is started or stopped.	Hardphone (BC) iScout (BC) XSA (DC)	Possible values: <ul style="list-style-type: none">• 1 = Time started• 0 = Time stopped	-	-	-
1039	Manual time adjustment	Manual adjustment of time	Hardphone (BC) iScout (BC) XSA (DC)	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.	iScout (BC) XSA (DC)	-	-	-	-
1041	Red card not confirmed	Used when possible red card is not being confirmed. Note that the cancelled red card could also be a cancelled yellow/red card.	iScout (BC) XSA (DC)	-	-	-	-
1042	Possible 7-meter throw	Used when there is a strong possibility of a 7 meter throw.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-
1043	7m not confirmed	Used when a possible 7 meter throw is not confirmed.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-
1044	Deleted event alert	Manual removal of an event.	Hardphone (BC) iScout (BC) XSA (DC)	Id of event that was deleted.	-	-	-
1047	Timeout over	Timeout is over	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-

1049	Suspension over	Triggered when suspended player returns on the field.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	-	-
1054	Free throw	Used when a free throw is awarded to a team. Entries are assigned to teams.	Hardphone (BC) iScout (BC) XSA (DC)	-	-	Player who throws.	-
1084	Possible yellow card	Used when there is a strong possibility of a red card. Entries are assigned to teams.	iScout (BC) XSA (DC)	-	-	-	-
1085	Yellow card not confirmed	Used when a possible yellow card is not being confirmed.	iScout (BC) XSA (DC)	-	-	-	-
1102	Coverage status	Sent when the coverage status for the match changes	Hardphone (BC)	Possible values: • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered	-	-	-
1104	Penalty shootout starting team	Penalty shootout starting team	Hardphone (BC) iScout (BC)	-	-	-	-
1412	Steal	When a pass gets intercepted.	XSA (DC)	-	-	Player who stole the ball	-
1413	Technical ball handling fault (TF)	Mistakes in passing/receiving the ball.	XSA (DC)	-	-	Player that was given the fault	-
1414	Technical rule fault (TRF)	Offence faults, double dribbling, enters of goal area, foot, steps.	XSA (DC)	-	-	Player who committed the fault	-
1416	Possible suspension	Triggered when the possibility of a suspension is high.	XSA (DC)	-	-	-	-
1418	Suspension not confirmed	Triggered when a possible suspension was not confirmed.	XSA (DC)	-	-	-	-
1458	Video assistant referee	The event is used when video review (VAR) is confirmed. Extrainfo refers to the type of event that will be subject of the review (goal, penalty, etc.).	XSA (DC)	Possible values: • 1 = Goal • 2 = Penalty	-	-	-
1459	Video review over	The event is used when video review has ended, and a verdict stands or is overturned by the referee.	XSA (DC)	Possible values: • 1 = Call stands • 2 = Call overturned	-	-	-
1703	Empty net	Marks that a team is playing without a goalkeeper - thus 7 field players.	XSA (DC)	-	-	Goalkeeper id	Player id of non goalkeeper player
1704	Active goalkeeper	Set the active goalkeepers for this match for both teams - the initial ones. They will be substituted during the match through subs events (60).	XSA (DC)	-	-	Home goalkeeper id	Away goalkeeper id

Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for handball 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="3" extrainfo="0" feedtype="full" matchid="10115252" matchtime="00:00" start="1464782280000" t1id="7259719" t1name="AL DAIR" t2id="7260913" t2name="AL ITTIHAD" timerunning="1">
...
</match>
```

XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
Match	<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 betstatus="BETSTOP" connectionstatus="0" dc="1" device="3" extrainfo="0" feedtype="full" matchid="10115252" matchtime="00:00" start="1464782280000" t1id="7259719" t1name="AL DAIR" t2id="7260913" t2name="AL ITTIHAD" timerunning="1">
<status id="90" name="ABANDONED" start="1464782412525"/>
<score t1="0" t2="0" type="current"/>
<possession team="away"/>
<suspensions t1="0" t2="0"/>
<freethrows t1="0" t2="0"/>
<kickoffteam team="1"/>
<tournament id="36297" name="Cup"/>
<category id="933" name="Bahrain"/>
<sport id="6" name="Handball"/>
<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: Score change (30), and Delete event alert (1044)		
	<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. Possible values: <ul style="list-style-type: none"> • current • period1 • period2 • overtime1 • overtime2 • penalties
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>team</i>	Which team has possession.	String. Possible values: <ul style="list-style-type: none"> • "home" • "away"
suspensions	This element always gets included in full feed, and in the delta feed for the following events: Suspension (43), Suspension over (1049)		
	<i>t1</i>	Amount of suspensions home team.	Integer
	<i>t2</i>	Amount of suspensions away team.	Integer
freethrows	This element always gets included in full feed, and in the delta feed for the following events: Free throw (1054)		
	<i>t1</i>	Amount of free throws home team.	Integer
	<i>t2</i>	Amount of free throws 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"> • 0 = Unknown • 1 = Home • 2 = Away

Attributes in the <event> element

XML example

```
<match matchid="8828470" ... >
  <events>
    <event extrainfo="0" id="650602759" info="Goal [T2] 6m center" matchscore="0:1" mtime="01:03"
periodnumber="1" posx="20" posy="51
" remainingtimeperiod="28:57" side="away" stime="1465668108159" player1="54922" player2="92845" type="30"
/>
  </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 the current period in match.	Integer
	<i>extrainfohandball</i>	Attribute containing additional information about the event.	String

XML configuration

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: 31) Send lineups for handball matches where this is available

If this setting is enabled, the element <lineups> gets enabled for matches which have this configured. Lineups are sent when subscribing to a match, and when the lineup changes.

XML example

```
<lineups matchid="6856980">
<player id="125127" name="Ahlm, Marcus" position="P" positiondesc="" shirtnumber="0" substitute="false"
team="2"/>
<player id="125128" name="Dragicevic, Milutin" position="P" positiondesc="" shirtnumber="7" substitute="
false" team="2"/>
<!-- Remaining message truncated -->
</lineups>
```

(ID: 35) Include managers and team officials in lineups

If this setting is enabled, the two elements <manager> and <teamofficial> get added as subelement to the <lineups> element.

XML example

```
<lineups matchid="6856980">
<player id="124636" name="Lijewski, Krzysztof" position="RB" positiondesc="" shirtnumber="19" substitute="
false" team="1"/>
<manager id="136986" name="Gudmundsson,Gudmundur" team="1"/>
<teamofficial id="129297" name="Brandecker,Detlev" team="2"/>
<!-- Remaining message truncated -->
</lineups>
```

(ID: 27) Deep coverage handball

If this setting is enabled, an element <kickoffteam> is added under the <match> element in the full feed.

XML example

```
<match betstatus="BETSTOP" connectionstatus="0" dc="1" distance="552" extrainfo="0" feedtype="full"
matchid="10021130" start="
1435572000000" t1id="238251" t1name="RHEIN NECKAR L?WEN" t2id="19985" t2name="THW KIEL" timerunning="0">
<kickoffteam team="0"/>
<!-- Remaining message truncated -->
</match>
```

(ID: 61) Send periodx score types for handball

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 handball matches:

- period1
- period2

XML example

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

(ID: 33) Include attribute extrainfohandball

This will include the attribute "extrainfohandball" in the feed. Values can be seen in the event table above.

(ID: 125) Include player positions in lineup

If this setting is enabled, the attribute *position* gets added to the <player> element, for matches which this is set up. A full list with possible values for this attribute can be found in the XSD.

XML example

```
<lineups matchid="1062714">
<player id="521" name="Almunia, Manuel" shirtnumber="1" substitute="false" team="1" position="G"/>
<player id="518" name="Fabregas, Cesc" shirtnumber="4" substitute="false" team="1" position="D"/>
<player id="15479" name="Fabianski, Lukasz" shirtnumber="12" substitute="false" team="1" position="M"/>
<!-- Remaining message truncated -->
</lineups>
```

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