

LD - League of legends

Sport specific information for league of legends.

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Match statuses for league of legends

Id	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
141	FIRST_MAP	1st map	-
301	FIRST_PAUSE	1st pause	-
142	SECOND_MAP	2nd map	-
302	SECOND_PAUSE	2nd pause	-
143	THIRD_MAP	3rd map	-
303	THIRD_PAUSE	3rd pause	-
144	FOURTH_MAP	4th map	-
304	FOURTH_PAUSE	4th pause	-
145	FIFTH_MAP	5th map	-
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	-
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 league of legends

ID	Event	Description	Coverage	extrainfo	extrainfomoba	player1	player2
1010	Betstart	Liveodds betstart	External feed (BC)	-	-	-	-
1011	Betstop	Liveodds betstop. Betstop status is used to indicate that betting market shall be closed. Common reasons are: possible goal, goal under review. 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.	External feed (BC)	-	-	-	-
1013	Liveodds matchstatus	Matchstatus as defined in the liveodds system	External feed (BC)	See the above table for match statuses for league of legends	-	-	-

1015	Free text	Free text message. Free comment is used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	External feed (BC)	-	-	-	-
1102	Coverage status	Scout match coverage status. Coverage abandoned status means that coverage is stopped after it had already been started. Match will not be covered status means that match was supposed to be covered but coverage has been cancelled before.	External feed (BC)	Possible values: <ul style="list-style-type: none"> • 0 = Covered • 1 = Coverage abandoned • 2 = Match will not be covered 	-	-	-
1840	MOBA map started	Tells when a map has started.	External feed (BC)	-	-	-	-
1842	MOBA map ended	Tells when a map has ended.	External feed (BC)	-	-	-	-
1844	MOBA hero pick banned	Tells what hero is banned or picked by what team	External feed (BC)	-	-	-	-
1845	MOBA player hero	Tells which player plays which hero	External feed (BC)	-	-	Playerid	-
1846	MOBA start picking	Which team who starts the picking phase	External feed (BC)	-	-	-	-
1848	MOBA team balance changed	Tells how many heroes are alive.	External feed (BC)	-	-	-	-
1852	MOBA kills	Tells of any new kills made by either team.	External feed (BC)	-	-	-	-
1860	MOBA item change	Informs about Itemname	External feed (BC)	Item "Eye of the Herald" is now available. An event will be sent when the item is picked up and when it is consumed.	-	-	-
1862	MOBA first blood	Tells that the first kill in a map has happened. Used for market clearing.	External feed (BC)	-	-	-	-
1864	MOBA first tower	Tells that the first tower in a map has been taken down. Used for market clearing.	External feed (BC)	-	-	-	-
1910	LOL blue start	Tells which team starts on the Blue side	External feed (BC)	-	-	-	-
1912	LOL player info	Update of stats for a player in the game. Comes periodically.	External feed (BC)	-	Optional attributes: <ul style="list-style-type: none"> • structure • monstertype • dragontype • wardsplaced • championda mage 	Playerid	-
1914	LOL team updated	Update of team stats of different types. (tower kills, inhibitor kills, dragon kills, and baron kills).	External feed (BC)	-	-	-	-
1916	LOL first Inhibitor	Tells which team takes down the first Inhibitor in a map	External feed (BC)	-	-	-	-
1918	LOL first baron	Tells which team kills the baron first.	External feed (BC)	-	-	-	-
1920	LOL first dragon	Tells which team kills the dragon first.	External feed (BC)	-	-	-	-
2058	MOBA player alive	Tells which player just died or respawned.	External feed (BC)	Possible values: <ul style="list-style-type: none"> • 0 = died • 1 = respawned 	How long the player will be dead (in seconds). 0 if the player respawned	Playerid	-
2059	MOBA player role	Tells which role a player has in a game.	External feed (BC)	Role of the player <ul style="list-style-type: none"> • 1 = top • 2 = jungle • 3 = Ad carry • 4 = mid • 5 = support 	-	Playerid	-

2195	LoL Structure Takedown	Informs about the structure	External feed (BC)	Possible values: <ul style="list-style-type: none"> • OUTER_TOWER_TOP • OUTER_TOWER_MID • OUTER_TOWER_BOT • INNER_TOWER_TOP • INNER_TOWER_MID • INNER_TOWER_BOT • INHIBITOR_TOWER_TOP • INHIBITOR_TOWER_MID • INHIBITOR_TOWER_BOT • NEXUS_TOWER_TOP • NEXUS_TOWER_BOT • INHIBITOR_TOP • INHIBITOR_MID • INHIBITOR_BOT • OUTER_TOWER_PLATING_TOP • OUTER_TOWER_PLATING_MID • OUTER_TOWER_PLATING_BOT 	-	-	-
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Sport specific XML elements and attributes

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

Elements in the <match> element

XML example

```
<match matchid="10124799" ...>
<score t1="2" t2="0" type="match"/>
<score t1="1" t2="0" type="map1"/>
<score t1="1" t2="0" type="map2"/>
<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: MOBA map ended (1842)		
	<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"> • match • map1 • map2 • map3 • map4 • map5
matchformat	This element always gets included in full feed. This element consists of subelements which will be explained more into detail below.		
gold	Multiple occurrences possible, each occurrence describes the gold for the specified period in the match. This element is included in full feed, and in the delta feed, if the corresponding XML configuration is enabled, for the following events: MOBA kills (1852) LOL team update (1914) LOL player info (1912)		
	<i>t1</i>	Home team gold.	Integer
	<i>t2</i>	Away team gold.	Integer
	<i>mapnr</i>	Map number	Integer

Elements and attributes in the <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="5" extrainfo="-1" feedtype="full" matchid="
10124799" matchtime="0:00:00" start="
1469387700000" t1id="8852919" t1name="TSM" t2id="8852918" t2name="TEAM ENVY">
<status id="100" name="ENDED" start="1469393139603"/>
<matchformat>
<format type="maps" value="3"/>
</matchformat>
...
</match>
```

Possible value type and value attributes for league of legends

Type	Value
maps	Number of maps to be played. Integer, possible value from 1-5.

Attributes in the <event> element

```

<!-- Example 1 -->
<match matchid="9548197" ... >
<events>
<event id="15227769" info="Home team has completed 1 more kill." killsaway="0" killshome="1" mapnumber="
1" mtime="0:00:00" side="
none" stime="1469388570812" type="1852"/>
</events>
</match>

<!-- Example 2 -->
<match matchid="9548197" ... >
<events>
<event assists="0" deaths="0" doublekills="0" id="15226015" info="Player info update for " kills="0"
lasthits="28" level="5" mtime="0
:00:00" networth="2191" pentakills="0" player1="-1" quadrakills="0" side="home" stime="1469312948783"
triplekills="0" type="1912"
experience="2324"/>
</events>
</match>

<!-- Example 3 -->
<match matchid="9548197" ... >
<events>
<event id="15226995" info="[T2] has taken down 1 tower." mapnumber="2" mtime="0:00:00" side="away" stime="
1469316863874" towerkills
="1" type="1914"/>
<event id="15226996" info="[T2] has taken down 1 inhibitor." inhibitorkills ="1" mapnumber="2" mtime="0:
00:00" side="away" stime="
1469316872901" type="1914"/>
<event dragonkills="1" id="15226962" info="[T2] has killed dragon 1 time." mapnumber="2" mtime="0:00:00"
side="away" stime="
1469316773852" type="1914"/>
</events>
</match>

```

XML attributes definition

Element	Attribute		
	Attributes	Description	Possible values
event	<i>extrainfo</i>	Attribute containing additional information about the event.	Long
	<i>player1</i>	Sportradar id of player 1 associated with the event.	Integer
	<i>player2</i>	Sportradar id of player 2 associated with the event.	Integer
	<i>mapnumber</i>	The number of the current map.	Integer, value from 1-5
	<i>killshome</i>	The amount of new kills for the home team. This attribute gets added on the following events: MOBA kills (1852)	Integer
	<i>killsaway</i>	The amount of new kills for the away team. This attribute gets added on the following events: MOBA kills (1852)	Integer
	<i>lasthits</i>	Amount of last hits the player has in the map. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>kills</i>	Amount of kills the player has in the map. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>deaths</i>	Amount of deaths the player has in the map. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>assists</i>	Amount of assists the player has in the map. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>networth</i>	The combined value of the item the hero has and the amount of gold he has available. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>experience</i>	The amount of xp per min the hero has gathered. (total gathered xp/- duration of the match in minutes). This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>level</i>	Which hero level the player is on. This attribute gets added on the following events: LoL player info (1912)	Integer, value from 1-25
	<i>doublekills</i>	The amount of double kills for the player. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>triplekills</i>	The amount of triple kills for the player. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>quadrakills</i>	The amount of quadruple kills for the player. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>pentakills</i>	The amount of penta kills for the player. This attribute gets added on the following events: LoL player info (1912)	Integer
	<i>baronkill</i>	The amount of baron kills in this team update. Only occurs if the team update was for baron kills. This attribute gets added on the following events: LoL team updated (1914)	Integer
	<i>dragonkill</i>	The amount of baron kills in this team update. Only occurs if the team update was for dragon kills. This attribute gets added on the following events: LoL team updated (1914)	Integer
	<i>inhibitorkill</i>	The amount of baron kills in this team update. Only occurs if the team update was for inhibitor kills. This attribute gets added on the following events: LoL team updated (1914)	Integer
<i>towerkill</i>	The amount of baron kills in this team update. Only occurs if the team update was for tower kills. This attribute gets added on the following events: LoL team updated (1914)	Integer	
<i>extrainfo_moba</i>	Tells which player just died or respawned when added to the event MOBA Player Alive (ID: 2058)	Integer positive value	

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: 88) Send lineups for League of Legends matches

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="12345678">
<player id="1" name="Aaronson, Aaron" nickname="A.Aaronson" shirtnumber="0" substitute="false" team="1"/>
<player id="2" name="Benito, Barry" nickname="B.Benito" shirtnumber="0" substitute="false" team="1"/>
<player id="3" name="Cumberscratch, Cabertoss" nickname="C.Cumberscratch" shirtnumber="0" substitute="
false" team="2"/>
<player id="4" name="Dumpling, Danny" nickname="D.Dumpling" shirtnumber="0" substitute="false" team="2"/>
</lineups>
```

(ID: 99) Enable Gold Element for League Of Legends

Enabling this setting will include the element <gold> to the <match> element.

XML example

```
<match matchid="9571671" ... >
<gold mapnr="1" t1="71200" t2="55300"/>
</match>
```

(ID: 138) Include extra info moba for league of legends

Enabling this setting will add an attribute extrainfomoba to <event> element. This attribute may contain additional information about the event it is added to.

XML example

```
<match ... >
...
<events>
<event extrainfo="0" extrainfomoba="0" id="879480891" info="Delitto died" mapnumber="1" mtime="0:21:56"
player1="1356912" side="
home" stime="1511866053205" type=" 2058"/>
</events>
</match>
```

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