

# LO - Match status



Change messages do not only get sent out when the odds for a match have changed, but also when the status of a match has changed.

#### XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1413845886248">
<Match active="1" betstatus="started" earlybetstatus="stopped" matchid="
5650450" msgnr="5" score="-:-" status="not_started">
<!--Possible odds information goes here -->
</Match>
</BetradarLiveOdds>
```

#### XML example

```
<BetradarLiveOdds xmlns="http://www.betradar.com/BetradarLiveOdds"
status="change" timestamp="1413846115107">
<Match active="1" betstatus="started" earlybetstatus="stopped" matchid="
5650450" matchtime="1" matchtime_extended="0:00" msgnr="6"
score="0:0" setscores="0:0" status="1p">
<!--Possible odds information goes here -->
</Match>
</BetradarLiveOdds>
```

#### XML attributes definition

Element	Attributes		
	Attribute	Description	Possible values
BetradarLiveOdds	status	What kind of information is contained in the message.	String "change" (for status change messages).
Match	status	The status of the match.	String  See full overview of match statuses and related sports in chapter 8.
	active	If this attribute has a value of 1 if it is in our Live Odds product (meaning we will be sending out live odds on this match). The attribute will have a value of 0 if it is not in our Live Odds product, meaning we will not send out live odds on this match. However, we might still send meta messages for this match.	Integer, possible values: 0 1

#### Overtime

For soccer, ice hockey, basketball, handball, rugby and futsal matches the status will change to "ended" before it changes to "ot". It will also change to "ended" before it changes from "ot" to "pen". When a match has status "ended" you should wait until the match has been removed from the [alive message](#) to know that the match is finished.

#### Note

A change message can indicate an odds change, a match status change, or both. Always make sure to check both when processing the XML.

There are several XML configurations which will add match statuses for different sports during overtime (see the match status section for more information):

- Use additional match statuses for overtime
- Use additional match statuses for overtime/penalty ice hockey
- Use additional match statuses for overtime basketball

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