



Opta España

Results Alive Feed

Xml result alive description



1.- GENERAL DESCRIPTION

The results alive xml files contain information about all the matches of a competition, defining when and where the event will be played, also the state of the match and the final result.

They include the needed information to link the others feeds files related with the competition. The way to name these files follow the rule:

CRF_ccccc_ff_jj.Xml

CRF is a fix prefix that identify the file as a result alive file.
ccccc is the competition code in 5 digits.
ff is the round code
jj is the day

Example:

CRF_00522_10_01.Xml results alive for the first day of the World cup 2010

NOTE: *Opta España can add new attributes sections in this model without communicating previously to the users. Anyway the current content will be maintained.*

2.- DESCRIPTION

2.1 Header

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>  
<CRR>
```



2.2 General data section <DG>

Attributes	Description
ID	Competition ID, number assigned by Opta
TIP	Type of competition 1=League 2=qualifying rounds 3=Friendly 4=NBA 5=Competitions by dates 6=PlayOff 7=by stages 8=based on rankings(ATP) 11=Davis cup
DES	Competition description
JO	JO= Competition day (journey) inside the Round
FA	Round ID corresponding to the matches included in the files 01= Final 02= semifinal 03= Quarter 04= Last 16 05= 6th Round 06= 5th Round 07= 4th Round 08= 3rd Round 09= 2nd Round 10= 1st Round
FE	Spanish date of the round-journey, can by the first day playing the round-day, the last one or one between both if some match is played in these days
DEP	Sport Code. See the appendix A
FN	File name. These name is useful if this file is pulled via HTTP
FG	File Generic name. These name is useful if this file is pulled via HTTP
NFAS	List of the phase codes included in the fixture, separated by ",". If competition type is league then NFAS="0"
NGRU	List of Groups in each phase separated by ",". If competition type is league then NGRU="0"
NJOR	List of nº of days in each phase, separated by ",". If competition type is league then NJOR= nº of days (journeys)
TEQU	Type of team 1 = Club 2 = National team
WIDSEASON	Season id to be used if it is needed to link with Opta widgets. If

	value -1 means that it is not possible to link with widgets.
WIDCOMP	Competition id to be used if it is needed to link with Opta widgets . If value -1 means that it is not possible to link with widgets.

2.3 Results section <RES>

There is a tag including detailed information about the result of every match.

Attributes	Description
ID	It is only an ID inside the round-day, It is not the ID of the match in the fixtures.
GR	Name of the Group if any, empty if no group in the round
CL	Home team code
EL	Home team name
CV	Away team code
EV	Away team name
GL	Goals scored by the Home Team, points if it is a points based sport, sets if the sport is based in sets
GV	Goals scored by the Away Team, points if it is a points based sport, sets if the sport is based in sets
FP	Spanish date of the match
HI	Spanish init time of the match
ES	Status matchID, 0= non started, 7= finished , 8= Postponed the match started, 9 = Postponed a match that has not been started, 100 =Canceled never will be played In football, handball, and similar sports 1 = 1st quarter, 2= break, 3 = 2nd quarter, 4 = 1st half extra time, 5 = 2nd half extra time, 6 = Penalty shoots serie In basketball games 1= 1st quarter, 3= 2nd quarter, 4= 3rd quarter, 5= 4th quarter, 10= 1st extra time, 11= 2nd extra time and so on Tennis, 1 = Playing
NG	Only for football, Goals scored in the match
NT	Only for football, Number of red cards in the match
PL	Goals scored by the Home team on Penalty shoot-out
PV	Goals scored by the Away team on Penalty shoot-out
EST	Venue(Stadium) name
IDPAR	Id of the match inside the fixture, this is the KEY to identify the match
CORL	Short name of the home team, 3 chars
CORV	Short name of the away team, 3 chars
GD	GD= 1 means Match is narrated by Opta España alive, GD=0 the match is not narrated alive
CP	Match file name, CP="" (Empty) if it is not narrated alive, not empty if it is narrated alive



	i.e:POB_06255_00_28_06205_06216.Xml ACB
GF	If the match is not narrated alive, when it has the value 1 it means that the basic information is ready
HF	Time when the match ended
PAISL	Opta España country code of the home team
PAISV	Opta España country code of the away team
PACOIL	ICO country code of the home team
PACOIV	ICO country code of the away team
CON2	Name of the winner, if any yet value = "?", if the round has two matches then the first one will have "?". When the second one starts it will have the qualified team
CODG	Id of the winner, if any yet empty
MIN	If sport is football. Minute of play. If the match is in the first half and min bigger than 45 the Min= 45+X If the match is in the 2º half and min bigger than 90 the Min= 90 +X Idem with the extra times. In Basket and Handball it means the current minute of the match
NES	Venue code
ARB	Referee
NAR	Referee code
WIDPAR	Match id to be used if it is needed to link with Opta widgets. If value -1 means that it is not possible to link with widgets.



2.3.1 Gol (Goal) section <GOL>

Only if the sport is football (soccer), for a each goal scored in the match it will be a tag like this.

Name	Description
ID	It is the id number inside the match of the goal.
ML	Home scorer including the current goal
MV	Away scorer including the current goal
PA	Part of the match where the goal took place
MI	Minute of the match where the goal took place
JU	Player name scoring the goal
TI	Type of the goal, 0 = Normal, 1 = from a penalty kick, own goal
CE	Team ID of the team scoring goal
CJ	Player ID of the player scoring the goal.
DJ	Back number of the player scoring the goal

2.3.2 Red card section <TAR>

Only if the sport is football (soccer), for a each goal red card in the match it will be a tag like this.

Name	Description
ID	It is the id number the red card in the match.
ML	Home scorer when the red card is shown
MV	Away scorer
PA	Part of the match when the card is shown
MI	Minute of the match when the card is shown
JU	Player name
TI	No meaning
CE	Team ID of the team
CJ	Player ID of the player receiving the card
DJ	Back number of the player receiving the card

2.3.3 Quarter results section <RCTOS> (Basket)

If the sport is Basket for each quarter played it will a tag like this.

Name	Description
ID	Id of the quarter
MLC	Home scorer in this quarter
MVC	Away scorer in this quarter

2.3.4 Part results section <RCTOS> (Handball)



If the sport is handball for each part played it will a tag like this.

Name	Description
ID	Id of the part, 1, 2, etc.
MLC	Home scorer in this part
MVC	Away scorer in this part