



BSK9 – Basketball Event Details Feed Specification (POB)

Version 1.0
January 2010

Presented by:
Paul Every

Overview

This time-coded feed offers a comprehensive package covering all events in a match with player, team, event type, minute and second for each action. This includes points scored by each player along with assists etc.

This document will cover the following topics:

- Production requirements
- Feed Specification - XML element/attribute/value descriptions

Production Requirements

IP Address Permissions

The following IP Addresses should be allowed through the firewall: -

- 81.19.48.69
- 81.19.48.109
- 81.19.62.64/2
- 80.169.33.170

FTP Push

The subscriber should prepare an FTP site for Opta to push XML files to. Opta will need the following information from the subscriber:

- FTP Hostname
- Username
- Password
- Directory to post files to

Subscribers are advised that we put files with a .tmp file extension until the file is fully deployed and then rename to the actual described filename (for example: srml-8-7-results.xml.tmp to srml-8-7-results.xml).

HTTP Push

Http push is available as an alternative means of distribution to the customer's webserver.

Email customerservice-uk@optasports.com for more information on these methods.

Delivery Timings

Once a production environment is established between Opta and the subscriber, Opta will deliver an initial file containing the current tournament's fixtures/results with all data up-to-date. The file will be then continue to be updated as necessary.

Opta recommends that subscribers update their database or presentation applications every time they receive a new file. Otherwise, they should poll their FTP server at a regular time level to check if updates have been made, if they would rather have more power of the frequency of update.

XML Future Updates

Opta hold the right to add Elements and Attributes to the XML structure without prior notice and can remove non-essential Elements and Attributes with two weeks notice.

Feed Specification

Element / Attribute / Value Descriptions

File Breakdown			
Element	Attribute	Values	Description
Partido	N/A	N/A	Root Element
DG (Element of Partido) Match data	Desc	Dynamic	Competition name (old att)
	CC	Dynamic	Competition code (old att)
	ID	Dynamic	Competition ID (code)
	DES	Dynamic	Competition name
	EL	Dynamic	Home Team name
	CL	Dynamic	Home Team ID code
	EV	Dynamic	Away Team name
	CV	Dynamic	Away Team ID code
	EnL	Dynamic	Home Team Manager's name
	EnV	Dynamic	Away Team Manager's name
	Jn	Dynamic	Match Day
	Fa	1 st Round, 2 nd Round, 3 rd Round, 4 th Round, Quarter finals, Semi-Finales, Final.	01 = final, 02 = semi final, 03 = Quarter Finals, 04 = round of 16, 10 = 1 st round, 09 = 2 nd round. 08 = 3 rd round.
	Gr	Dynamic	Group (if any)
	Fch	Dynamic	Date of the match. Format : yyyy/mm/dd
	HO	Dynamic	Time of the match – CET (one hour ahead of GMT)
	Est	Dynamic	Venue
	NEsp	Dynamic	Attendance
	POC	Dynamic	% attendance versus total capacity.

	Arb1	<i>Dynamic</i>	Main Referee
	Arb2	<i>Dynamic</i>	2nd Referee
	Arb3	<i>Dynamic</i>	3rd Referee
	EP	0	Not started
	Match status	1	1 st Quarter
		2	Break
		3	2 nd Quarter
		4	3rd Quarter
		5	4th Quarter
		6	Not used.
		7	Match Finished
		8	Abandoned
		9	Postponed
		10	1 st Period of Overtime (if applicable)
		11	2nd Period of Overtime (if applicable)
		12	3rd Period of Overtime (if applicable)
		13 onwards	4th Period of Overtime (if applicable) and so on (15,16 etc) if additional overtime periods are required.
	PL	<i>Dynamic</i>	Home team points
	PV	<i>Dynamic</i>	Away team points
	Prt	<i>Dynamic</i>	Period of the match the event takes place in (current period).
	MP	<i>Dynamic</i>	Minutes
	SP	<i>Dynamic</i>	Seconds

	MLC	<i>Dynamic</i>	Home team points scored in current period
	MVC	<i>Dynamic</i>	Away team points scored in current period
	RPL	<i>N/A</i>	Penalty shootout score (home team) – not applicable to basketball
	RPV	<i>N/A</i>	Penalty shootout score (away team) – not applicable to basketball
	CAPA	<i>Dynamic</i>	Venue Capacity
	NES	<i>Dynamic</i>	ID of Venue
	NIV	<i>Dynamic</i>	Reserved for internal use only
	TCOM	<i>Dynamic</i>	Type of competition 1=League 2=Rounds 4=NBA 5=By date 6=Playoff
	DEP	<i>Dynamic</i>	Sport Code. For Basketball this is 3. Female basket 103
	CORL	<i>Dynamic</i>	Home team 3 letter short name.
	CORV	<i>Dynamic</i>	Away team 3 letter short name.
	TEQ	<i>Dynamic</i>	Team type, 1 =Club, 2 = National team.
	CON8	<i>Dynamic</i>	Where the match is a final or 3 rd /4 th place play off or 5/6 th place play off – this indicates team's position, 1 for 1 st , 2 for 2 nd , 3 for 3 rd , 4 for 4 th , 5 for 5 th and 6 for 6 th . 0 if not a final, 3 rd place play off, or 5 th place play off.
	FN	<i>Dynamic</i>	XML file name e.g. POB_06317_00_10_06210_06209.Xml
	FG	<i>Dynamic</i>	Generic file name. In this case, the identical to FN.
	P1	<i>Dynamic</i>	Number of minutes that last a period
	P2	<i>Dynamic</i>	Number of minutes that lasts a extra time

	P3	Dynamic	Nº of periods of the match
	IDPAR	N/A	ID of the match in the fixtures
Equipo (element of Partido) Team details <i>EquipoLocal = Home team</i> <i>EquipoVisitante = Away team.</i>	Nb	Dynamic	Name of the team (home or away)
	CE	Dynamic	Team ID Code
	PM	Dynamic	Points scored
	NC	Dynamic	Number of substitutions made
	NA	Dynamic	Number of assists
	NBP	Dynamic	Number of turnovers
	NBR	Dynamic	Number of steals
	NFC	Dynamic	Number of fouls committed
	NFR	Dynamic	Number of fouls won
	NRO	Dynamic	Number of offensive rebounds
	NRD	Dynamic	Number of defensive rebounds
	T2	Dynamic	Number of 2 point shots taken
	T20K	Dynamic	Number of 2 point shots scored
	T3	Dynamic	Number of 3 point shots taken
	T30K	Dynamic	Number of 3 point shots scored
	T1	Dynamic	Number of 1 point shots taken
	T10K	Dynamic	Number of 1 point shots scored
	NTR	Dynamic	Number of received blocks
	NTA	Dynamic	Number of successful blocks

	NTM	Dynamic	Number of timeouts
	EC1	Dynamic	Team colours – not currently used
	EC2	Dynamic	Team colours – not currently used
	EC3	Dynamic	Team colours – not currently used
Jugador (element of Partido) <i>Player details</i>	Dorsal	Dynamic	Player number (jersey)
	NID	Dynamic	Player ID number
	Nb	Dynamic	Name of the player
	Pst	1= playing. 10= on the bench.	Explains if the player is currently playing or if he/she is on the substitute's bench.
	Dem	1= playmaker (point guard) 2= shooting guard. 3= small forward 4= power forward. 5 = center.	Player position
	TJ	Dynamic	Time played by player (in seconds)
	NP	Dynamic	Points scored
	CI	1= yes. 0=no.	Explains if the player is in the starting lineup or not. (initial five)
	NA	Dynamic	Number of assists
	NBP	Dynamic	Number of turnovers
	NBR	Dynamic	Number of steals
	NFC	Dynamic	Number of fouls committed
	NFR	Dynamic	Number of fouls won
	NRD	Dynamic	Number of defensive rebounds
	NRO	Dynamic	Number of offensive rebounds
	T2	Dynamic	Number of 2 point shots taken

	T20K	Dynamic	Number of 2 point shots scored
	T3	Dynamic	Number of 3 point shots taken
	T30K	Dynamic	Number of 3 point shots scored
	T1	Dynamic	Number of 1 point shots taken
	T10K	Dynamic	Number of 1 point shots scored
	NTP	Dynamic	Unknown
	NTR	Dynamic	Number of received blocks
	VA	Dynamic	Unknown
Películas (element of Partido) Match events	ID	Dynamic	Event ID (sequential)
	Mn	Dynamic	Minute
	Sg	Dynamic	Second (time)
	Prt	1,2,3 or 4	Period the event takes place in
	PL	Dynamic	Score of the home team
	PV	Dynamic	Score of the away team
	Hch	1=basket. 2= shot. 3=foul. 4=violation (e.g. travelling) 5= recovered ball. 6= steal 7= substitution. 8= time out. 9= start/end of a period. 10=comments/incidents	Event identifier.
	Eq	Dynamic	Name of team featuring in the event.
	CE	Dynamic	ID code of team featuring in the event.
	Jg	Dynamic	Player featuring in the event.
	NIDJg	Dynamic	ID of player featuring in the event.
	C1-C5	Dynamic	See appendix 1

	CX	<i>Dynamic</i>	X co-ordinate (only for baskets and shots). Co-ordinates go from left to right and top to bottom. A team always attacks from left to right. The court measurements are 10000 x 5358.
	CY	<i>Dynamic</i>	Y co-ordinate (only for baskets and shots). Co-ordinates go from left to right and top to bottom. A team always attacks from left to right. The court measurements are 10000 x 5358.
	JA1	<i>Dynamic</i>	Name of first additional player involved in the event if applicable (i.e. player that provides the assist, is fouled, is substituted etc – see appendix 1)
	NIDJA1	<i>Dynamic</i>	ID of first additional player
	EqA1	<i>Dynamic</i>	Team of first additional player
	CEqA1	<i>Dynamic</i>	ID of first additional player's team.
	JA2	<i>Dynamic</i>	Name of second additional player involved in the event if applicable (i.e. player committing the foul, getting the rebound etc – see appendix 1)
	NIDJA2	<i>Dynamic</i>	ID of second additional player
	CEqA2	<i>Dynamic</i>	ID of second additional player
	EqA2	<i>Dynamic</i>	Team of second additional player's team
Evolución del marcador (Element of Partido) EVM and EVM5 <i>EVM = Evolution of the score (after each point(s)).</i> <i>EVM5 = Evolution of the score (at 5 minute intervals).</i>	ID	<i>Dynamic</i>	ID of each event that changes the scoreline (difference is updated in PL & PV attributes of the element 'DG' (see above).
	Prt	<i>1,2,3 or 4</i>	Period
	Mn	<i>Dynamic</i>	Minute (within that period)
	Sg	<i>Dynamic</i>	Seconds
	ML	<i>Dynamic</i>	Home team points (cumulative total)
	MV	<i>Dynamic</i>	Away team points (cumulative total)
	DIFF	<i>Dynamic</i>	Scoreline difference (ML-MV)

	MLC	<i>Dynamic</i>	Home team's points in corresponding period (Prt)
	MVC	<i>Dynamic</i>	Away team's points in corresponding period (Prt)
	DIFFC	<i>Dynamic</i>	Difference in score in the corresponding period (MLC-MLV)
	MABS	<i>Dynamic</i>	Total minutes in the match (that have passed when the event takes place).
RCTOS Resultados de las partes (Element of Partido) <i>Result of each individual period.</i>	ID	<i>1,2,3 or 4</i>	Number of the period
	MLC	<i>Dynamic</i>	Home team's points in corresponding period
	MVC	<i>Dynamic</i>	Away team's points in corresponding period
AE	ID	<i>Dynamic</i>	ID of any eliminated event(s) - will not appear in the sequential list under the element 'Películas'.

APPENDIX 1

C1-C5	Hch = 1 (Basket) JA1 = player providing the assist (if any) JA2 = player committing the foul (if any)	C1 = Type of basket	1	Free Throw	C2 = Type of basket	4	Free throw (additional to basket)
						1	1 point free throw
						2	2 point free throw
						3	3 point free throw
		C3 = Type of attack	2	2 Points	C2 = Type of basket	1	Shoots from middle distance
						2	Inside shot, just below the basket
						3	Alley-oop
		C4 = Type of move				4	Slam dunk
						5	Finger Roll (bomba)
						6	Hook shot
						7	Lay up
						8	Palmeo
			3	3 Points	C2 = Type of basket	1	Near the 3 point line
						2	Inside attacking half
						3	Behind the half way line
		C3 = Type of attack	1	Static attack			
			2	Counter attack			
			3	Second chance points (not used currently)			
		C4 = Type of move	1	Penetration			
			2	Assist			
			3	Other			

	C5 = Basket with foul and additional free throw	0	No foul			
		1	Foul and an additional free throw			
Hch = 2 (Shot - not resulting in a basket) JA1 = player getting the rebound	C1 = Type of shot	1	Free Throw	C2 = Type of shot	4	Free throw (additional to basket)
					1	1 point free throw
					2	2 point free throw
				3	3 point free throw	
		2	2 Points	C2 = Type of shot	1	Shoots from middle distance
					2	Inside shot, just below the basket
					3	Alley-oop
					4	Slam dunk
					5	Finger Roll (bomba)
					6	Hook shot
				7	Lay up	
				8	Palmeo	
		3	3 Points	C2 = Type of shot	1	Near the 3 point line
					2	Inside attacking half
					3	Behind the half way line
	C3 = Outcome of shot	1	Blocked			
		2	Rebound			
		3	Outside the line			
		4	Palmed away			
		5	Other			
		6	Free throw without rebound			
	C4 = If rebound, type of rebound	1	Offensive			
		2	Defensive			
	C5	2	Same player that shot gets the rebound.			
Hch = 3 (Foul) Jg = player that commits the foul. JA1 = Player that was fouled (if any) JA2 = Number of the foul that the player (JA1) has committed (if any) i.e. 3 = that players' 3rd foul of the match.	C1 = Type of foul	1	Normal (in play)			
		2	Against a player shooting (meaning free throw)			
		3	Against a player shooting for 2 (2 free throws)			
		4	Against a player shooting for 3 (3 free throws)			
		5	Offensive foul			
		6	Fighting at offensive rebound			
		7	Fighting at defensive rebound			
		8	Unsportsman-like foul			
		9	Technical foul			
		10	Disqualifying foul			
	C2 = Offender	1	A player			
		2	The coach			
		3	Coach's assistant			
	C3 = Internal Use Only					
Hch = 4 (Violation) Jg = player committing the violation.	C1 = Type of violation	1	Travelling			
		2	Illegal dribble or double dribble			
		3	Intentional foot ball			
		4	Ball returned to back court - ball out of bounds.			
		5	24 second shot clock violation.			
		6	8 second violation			
		7	5 second violation			
		8	3 second violation			
Hch = 5 (Steal) Jg = player stealing the ball JA1 = player losing the ball	C1 = Type of steal	1	Intercept a pass			
		2	Direct steal from opposing player			
Hch = 6 (Ball out of the court)	C1 = Cause	1	Bad pass			

<i>Jg = Player putting the ball out</i>		2	Cutting	
Hch = 7 (substitution) <i>Jg = player leaving the court</i> <i>JA1 = player entering the court</i>				
Hch = 8 (Timeout) <i>Eq = team asking for the timeout</i>				
Hch = 9 (Start or end of period)	C1 = Number of the period (i.e. 1 = 1st period etc)			
	C2 = Period status	1	Start of period	
		2	End of period	
		3	End of match	
Hch = 10 (Comments) <i>EqA2 = contains the commentary text.</i>				

Copyright

The contents of this document may not be distributed, duplicated or made public in any way in parts or as a whole without prior written consent of Opta. This does not apply to copies solely intended for internal purposes.