

Scores Product API documentation

Basketball, version 1.12

TXODDS

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Changelog - Version 1.12:

Changes to messages:

- Added `possession_arrow` message (NCAA).
- Added `PossessionArrow` field to `Status` message (NCAA). This field indicates the team that has the possession arrow.
- Added `PossessionArrow` field to `Tipoff` message (NCAA). This field indicates the team that has the possession arrow.
- Added `fast_break` message. This message indicates a fast break event in the game.
- Added `held_ball` message. This message indicates a held ball event in the game.
- Renamed `NeutralTimeoutActive` to `TVTimeoutActive`
- Added `IsTeamRebound` to `rebound` message.

Scores Product API documentation

TXODDS Scores is a brand-new product launched in 2024 supplying a first class live scores data offering for Basketball with new sports arriving in the future. The service provides clients with a dedicated endpoint through our Fusion feed to consume real time scores and all important play by play game updates as soon as they happen on the field. A wide range of in-play game actions are covered with both team and player level data included. All updates are generated directly from venues & streams and sent directly to the Scores Fusion feed with high accuracy and the extremely low latency.

Utilising our innovative capture software, specialist trained Scouting network and supporting operational teams TXODDS Scores offers a high performance and rich in-play data feed. Please find more information below regarding the Scores API and a detailed guide to our Basketball data.

Accessing the scores data

Scores Product data is available for clients as an extension to the TXODDS Fusion subscription. To receive the data, the following endpoints are in use:

1. The Fixtures API endpoint, that indicates which fixtures are going to be covered with scores data;
2. the Scores API endpoint, that provides real-time access to scores information.

Please refer to TXAPI FUSION FEED User Guide, version 1.20:

- Fixtures Usage - p.15;
- Fixtures Message - p.51-53;
- Scores Usage - p.17-18;
- Scores Message - p.58-60.

In summary, the fixture messages are annotated with the following data, available to subscribe as `ExtraFields`:

Field	Default	Type	Example	Description
<code>CoverageStatus</code>	N	string	"Approved"	The status of the Scores Data fixture coverage: <code>Not Approved</code> , <code>Approved</code> , <code>Cancelled</code>
<code>CoverageType</code>	N	string	"Venue"	The Scores Data coverage that will be available if approved: <code>Venue</code> , <code>TV/Stream</code>
<code>CoverageSecondaryData</code>	N	boolean	true	Is additional player data available: <code>true</code> , <code>false</code> , <code>null</code> . e.g. for a completed pass - passer, receiver, yards.

The scores data is available at the `/scores` endpoint.

Optional scores endpoint parameters:

- `Ts` (timestamp);
- `FixtureId`, allows multiple values, separated by a comma e.g. `FixtureId=x,y,z`.

To get live updates for any fixture that has Score Data available: `/scores`

To get the history and live updates for specific fixtures that have Score Data available: `/scores?Ts=0&FixtureId=123456789,234567890`

NOTE: Check the `/fixtures` endpoint `ScoresCaptureTracking=True` and the `ExtraFields` parameter values `CoverageType`, `CoverageStatus`, and `CoverageSecondaryData` to see if Scores Data coverage for the fixture might be available.

NOTE: There is a slight difference in the response when requesting Full Context using `Ts=0`. All other endpoints will provide the current state e.g. the `odds` endpoint will return the current state of all available offers. The `scores` endpoint will however provide a history of the messages rather than current state, but otherwise the `Ts` parameter works the same, messages greater than or equal to the timestamp will be returned.

Example of a Fusion Scores message in JSON format:

```

1  {
2    "FixtureInfo": {
3      "GameState": "scheduled",
4      "StartTime": "2024-06-08T21:00:00Z",
5      "IsTeam": true,
6      "FixtureGroupId": 10074357,
7      "FixtureGroup": "NBA > Regular Season",
8      "CompetitionId": 500005,
9      "Competition": "NBA",
10     "CountryId": 459,
11     "Country": "USA",
12     "SportId": 6,
13     "Sport": "us football",
14     "Participant1IsHome": true,
15     "Participant2Id": 38298,
16     "Participant2": "Golden State Warriors",
17     "Participant1Id": 4433,
18     "Participant1": "Los Angeles Lakers",
19     "FixtureId": 14790158
20   },
21   "Update": {
22     "Action": "tipoff",
23     "StatusId": 2,
24     "Data": {
25       "Participant": 1
26     },
27     "Confirmed": true,
28     "Clock": {
29       "Running": false,
30       "Seconds": 756
31     },
32     "FixtureId": 14790158,
33     "GlobalSeq": 262,
34     "Id": 241,
35     "Ts": 1718033066851,
36     "ServerId": "3e5e4790-6260-4dd3-858e-dd9c100c122e",
37     "Seq": 245
38   }
39 }

```

Please refer to the Fusion feed documentation for [FixtureInfo](#) description. The following paragraphs in this document describe the different messages that are sent in the [Update](#) field - see [Action messages](#).

Messages

Common

The following sections describe the format of fields that can appear in all Fixture Actions, for reference.

Status Id

Most of the events in the game have a [StatusId](#) associated. This ID represents the current phase of the game. Some events refer also to the [StatusName](#). All possible values, along with their meaning, are described in the table below.

The leagues column highlight which competitions (i.e: NBA, NCAA) use those values. If empty, the value can be used in all competitions.

Id	Name	Game Phase	Competitions	Description
1	NS	Not Started		Status before the game is started
2	Q1	Quarter 1	NBA	Game in play during first quarter
3	Q1B	Quarter 1 Break	NBA	Pause in play between the 1st quarter ending and the 2nd quarter starting
4	Q2	Quarter 2	NBA	Game in play during second quarter
5	HT	Halftime		Halftime of the game
6	Q3	Quarter 3	NBA	Game in play during third quarter
7	Q3B	Quarter 3 Break	NBA	Pause in play between the 3rd quarter ending and the 4th quarter starting
8	Q4	Quarter 4	NBA	Game in play during fourth quarter
9	F	Ended (Finished)		Game ends after the 4th quarter
10	WO	Waiting for Overtime		Break following the 4th Quarter before the start of the first overtime period
11	OT	Overtime		With option for overtime number to be selected. Game in play during selected overtime period
12	OB	Overtime Break		Break between Overtime periods
13	FO	Ended after Overtime (Finished after Overtime)		Game ends after an overtime period

Id	Name	Game Phase	Competitions	Description
14	I	Interrupted		The game is officially interrupted
15	A	Abandoned		The game is officially abandoned
16	C	Cancelled		The game is officially cancelled
17	TXCC	TX Coverage Cancelled		TX cancelled coverage of the event
18	TXCS	TX Coverage Suspended		TX suspended coverage of the event
19	H1	First half	NCAA	Game in play during first half
20	H2	Second half	NCAA	Game in play during second half

Amend Basketball Foul Action

Amend specific info

Property	Required	Type	Description	Examples
Clock	yes	Clock	See Clock	See object details
FouledId	no	number, null	External Id of the player that received the foul.	null, 1290003, 3290005, 5020305
PlayerId	no	number, null	External Id of the player that made the foul.	null, 1290003, 3290005, 5020305
TeamFoul	no	boolean, null	Does the foul count as a Team foul. If true, it won't be part of the Player statistics.	null, false, true
Type	no	enum (see examples)	Type of foul.	"flagrant", "shooting", "personal", "technical", "offensive"

Amend Basketball Free Throw Action

Amend specific info

Property	Required	Type	Description	Examples
Clock	yes	Clock	See Clock	See object details
Outcome	no	enum (see examples)	Outcome of the current free throw.	"defensiveViolation", "offensiveViolation", "missed", "made"
PlayerId	no	number, null	External Id of the player that gets the free throws.	null, 5020305, 1290003, 3290005

Amend Basketball Rebound Action

Amend specific info

Property	Required	Type	Description	Examples
Clock	yes	Clock	See Clock	See object details
IsPlayerRebound	no	boolean, null	Set to true if the rebound is a player rebound.	null, false, true
PlayerId	no	number, null	External Id of the player that won the rebound.	null, 1290003, 3290005, 5020305
Type	no	enum (see examples)	Type of rebound.	"defensive", "offensive"

Amend Basketball Substitution Action

Amend specific info

Property	Required	Type	Description	Examples
Clock	yes	Clock	See Clock	See object details
Participant	no	number, null	Team making the substitution.	null, 1, 2

Property	Required	Type	Description	Examples
PlayerId	no	number, null	External Id of the player entering the court.	null, 3290005, 5020305, 1290003
PlayerOutId	no	number, null	External Id of the player leaving the court.	null, 3290005, 5020305, 1290003
UpdatePlayersOnCourt	no	boolean, null	If true, it will update the list of players on the court.	null, true, false

Amend Basketball Three Points Action

Amend specific info

Property	Required	Type	Description	Examples
AssistConfirmed	no	boolean, null	Set to true if there has been an assist for this attempt.	null, false, true
AssistId	no	number, null	External Id of the player that provided the assist, if applicable.	null, 3290005, 1290003, 5020305
BlockConfirmed	no	boolean, null	Set to true if there has been a block for this attempt.	null, false, true
BlockerId	no	number, null	External Id of the player that blocked the attempt, if applicable.	null, 3290005, 1290003, 5020305
Clock	yes	Clock	See Clock	See object details
Outcome	no	enum (see examples)	Result of the attempt.	null, "missed", "2pt_made_and_foul", "2pt_made", "3pt_made", "3pt_made_and_foul"
PlayerId	no	number, null	External Id of the player that attempted the field goal.	null, 3290005, 1290003, 5020305

Amend Basketball Turnover Action

Amend specific info

Property	Required	Type	Description	Examples
Clock	yes	Clock	See Clock	See object details
PlayerId	no	number, null	External Id of the player that gets the turnover.	null, 1290003, 5020305, 3290005
TurnoverId	no	number, null	If the turnout is due to a steal, this has the external id of the player that stole the ball.	null, 1290003, 5020305, 3290005
Type	no	enum (see examples)	Turnover reason.	null, "steal", "violation", "other", "out_of_bounds"

Amend Basketball Two Points Action

Amend specific info

Property	Required	Type	Description	Examples
AssistConfirmed	no	boolean, null	Set to true if there has been an assist for this attempt.	null, false, true
AssistId	no	number, null	External Id of the player that provided the assist, if applicable.	null, 3290005, 1290003, 5020305
BlockConfirmed	no	boolean, null	Set to true if there has been a block for this attempt.	null, false, true
BlockerId	no	number, null	External Id of the player that blocked the attempt, if applicable.	null, 3290005, 1290003, 5020305
Clock	yes	Clock	See Clock	See object details

Property	Required	Type	Description	Examples
Outcome	no	enum (see examples)	Result of the attempt.	<code>null</code> , "missed", "2pt_made_and_foul", "2pt_made", "3pt_made", "3pt_made_and_foul"
PlayerId	no	number, null	External Id of the player that attempted the field goal.	<code>null</code> , 3290005, 1290003, 5020305

Clock

Game clock

Property	Required	Type	Description	Examples
Running	yes	boolean	Is the clock currently running?	<code>false</code> , <code>true</code>
Seconds	yes	number	Time in seconds left in the current period. At the start it is the full time for the period (for example, 15 minutes would be 900 seconds). The value decreases with every new action until the end of the period.	0, 302, 400, 734, 900

Lineup Data

Lineup information for a team

Property	Required	Type	Description	Examples
entityStatus	no	string, null	Team status.	See object details
entityVersion	yes	number	Team information version.	0, 5, 8
gender	yes	enum (see examples)	Information about the gender of the team (which gendered competitions it is playing in).	"female", "male"
id	yes	string	Team UUID.	"227264fb-4132-4e49-9121-3165c753002e", "443653c4-32ae-401e-b5ef-97db6fa3ed86"
lineups	yes	Array<PlayerLineupData>	Player lineup information.	See object details
normativeld	yes	number	Team normative Id.	4268, 4707
preferredName	yes	string	Team name.	"Boston Celtics", "Chicago Bulls"
sportId	yes	string	Sport Id.	"00000000-0000-0006-0000-000000000003", "00000000-0000-0006-0000-000000000004"
updateDateMillis	yes	number	Team update timestamp.	1732878222979, 1732878726834

Participant State

Information about a team during this game

Property	Required	Type	Description	Examples
ActiveTimeout	yes	boolean	Set to true if the team is currently using one of their timeouts.	<code>false</code> , <code>true</code>
AttackingBasket	yes	boolean	Set to true if the team is attacking basket.	<code>false</code> , <code>true</code>
Challenges	yes	number	Number of challenges the team has available, to trigger an instant replay review.	0, 1, 2

Player Data

Data about a player in a team

Property	Required	Type	Description	Examples
country	no	string, null	Player country of origin.	null, "Dominican Republic", "England", "Spain", "USA"
dateOfBirth	no	string, null	Player date of birth.	null, "1987-02-20", "1999-12-03", "2003-06-11"
entityStatus	no	string, null	Player status.	See object details
entityVersion	yes	number	Player information version.	0, 5, 8
gender	yes	enum (see examples)	Gender of the player.	"female", "male"
id	yes	string	Player UUID.	"227264fb-4132-4e49-9121-3165c753002e", "443653c4-32ae-401e-b5ef-97db6fa3ed86"
normativeld	yes	number	Player normative Id.	1752, 4268, 4707
preferredName	yes	string	Player name (Last Name, First Name) in normalised Latin chars.	"Baker, Brandon", "Gallian, John", "Kornet, Luke"
sportId	yes	string	Sport Id.	"00000000-0000-0006-0000-000000000003", "00000000-0000-0006-0000-000000000004"
team	no	string, null	Player team Id.	null, "00000000-0000-0006-0000-000000000003", "00000000-0000-0006-0000-000000000004"
updateDateMillis	yes	number	Player update timestamp.	1732878222979, 1732878726834

Player Lineup Data

Lineup information for a team

Property	Required	Type	Description	Examples
fixturePlayerId	no	number	Player Id in the fixture, used to reference a player in events.	1187, 1975, 5629
player	no	PlayerData	Player information. See PlayerData	See object details
positionId	yes	number	Position Id in the fixture.	11, 34, 37
rosterNumber	no	string, null	Roster number.	null, "0", "00", "09", "9", "18"
starred	no	boolean	The player has a star in the lineups.	true, false
starter	no	boolean	The player is part of the starting team.	true, false
statusId	yes	number	Player Status.	3, 7
unitId	yes	number	Unit Id.	2, 5

Player on court flag

Numeric value. It is 1 if the corresponding player is on court, 0 if they are not

Player Statistics

Player statistics for both participants

Property	Required	Type	Description	Examples
Participant1	yes	Map<number, PlayerStats >	Player statistics for the referenced player. See PlayerStats	See object details
Participant2	yes	Map<number, PlayerStats >	Player statistics for the referenced player. See PlayerStats	See object details

Player Statistics

Player statistics, usually indexed by the player id

Property	Required	Type	Description	Examples
assists	yes	number	Number of assists.	0, 1, 2
blocks	yes	number	Number of blocks.	0, 2, 5
fouls	yes	number	Number of fouls.	0, 5, 7
foulsAgainst	yes	number	Number of fouls against.	0, 4, 9
freeThrows	yes	number	Number of free throws.	0, 2, 6
personalFouls	yes	number	Number of personal fouls.	0, 2, 4
pts	yes	number	Number of points.	0, 9, 20, 100
rebounds	yes	number	Number of rebounds.	0, 2, 4
steals	yes	number	Number of steals.	0, 2, 4
threePts	yes	number	Number of 3pt field goals made.	0, 2, 4, 10
turnovers	yes	number	Number of turnovers.	0, 2, 4
twoPts	yes	number	Number of 2pt field goals made.	0, 2, 4, 10

Players on Court

Player on court for both participants

Property	Required	Type	Description	Examples
Participant1	yes	Map<number, PlayerOnCourtFlag >	Flag is 1 if player is on court, 0 if not. See PlayerOnCourtFlag	See object details
Participant2	yes	Map<number, PlayerOnCourtFlag >	Flag is 1 if player is on court, 0 if not. See PlayerOnCourtFlag	See object details

Score

Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line

Property	Required	Type	Description	Examples
Participant1	yes	ScoreParticipant	Score for participant 1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See ScoreParticipant	See object details
Participant2	yes	ScoreParticipant	Score for participant 2. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See ScoreParticipant	See object details

Score for Participant in Period

Score information for a participant

Property	Required	Type	Description	Examples
HT	no	ScoreParticipantPeriod	Score up to halftime. See ScoreParticipantPeriod	See object details
OT	no	Map<number, ScoreParticipantPeriod >	Overtime score for the corresponding overtime. See ScoreParticipantPeriod	See object details

Property	Required	Type	Description	Examples
OTTotal	no	ScoreParticipantPeriod	Total overtime score: the sum of scores in all overtimes. See ScoreParticipantPeriod	See object details
Period	no	Map<number, ScoreParticipantPeriod >	Score for the period. See ScoreParticipantPeriod	See object details
Total	no	ScoreParticipantPeriod	Total score: sum of all periods and overtimes. See ScoreParticipantPeriod	See object details

Score for Participant in Period

Score information for a participant in a given period

Property	Required	Type	Description	Examples
2pts_attempts	yes	number	Number of 2pt field goals attempted.	0, 6, 25, 150
2pts_made	yes	number	Number of 2pt field goals made.	0, 4, 60, 100
2pts_missed	yes	number	Number of 2pt field goals missed.	0, 5, 30, 90
3pts_attempts	yes	number	Number of 3pt field goals attempted.	0, 6, 25, 150
3pts_made	yes	number	Number of 3pt field goals made.	0, 4, 60, 100
3pts_missed	yes	number	Number of 3pt field goals missed.	0, 5, 30, 90
Assists	yes	number	Number of assists.	0, 5, 12, 30
Blocks	yes	number	Number of blocks.	0, 5, 12, 30
Fouls	yes	number	Number of fouls.	0, 5, 12, 30
FreeThrows_attempts	yes	number	Number of free throw attempts.	0, 6, 20, 80
FreeThrows_made	yes	number	Number of free throw made.	0, 5, 16, 60
FreeThrows_missed	yes	number	Number of free throw missed.	0, 3, 12, 47
PersonalFouls	yes	number	Number of personal fouls.	0, 3, 5
Rebounds	yes	number	Number of rebounds.	0, 3, 13, 26
Score	yes	number	Score for the period.	0, 23, 77, 122
Steals	yes	number	Number of steals.	0, 3, 12
Turnovers	yes	number	Number of turnovers.	0, 7, 18
UsedTimeouts	yes	number	Number of timeouts the team has used .	0, 1, 4, 7

Action messages

The following sections describe the format of all Fixture Actions. Each message represent one action in the game.

Fields that indicate game status, like [Score](#), will appear if the action modifies the value. If it does not, the value may not be returned, for brevity.

2pt_attempt

Sent when there is an attempt to a 2pt field goal. Can be modified via action amend. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action type.	"2pt_attempt"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true

Property	Required	Type	Description	Examples
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.AssistConfirmed	no	boolean, null	Set to true if there has been an assist for this attempt.	null, false, true
Data.AssistId	no	number, null	External Id of the player that provided the assist, if applicable.	null, 3290005, 1290003, 5020305
Data.BlockConfirmed	no	boolean, null	Set to true if there has been a block for this attempt.	null, false, true
Data.BlockerId	no	number, null	External Id of the player that blocked the attempt, if applicable.	null, 3290005, 1290003, 5020305
Data.Outcome	no	enum (see examples)	Result of the attempt.	null, "missed", "2pt_made_and_foul", "2pt_made", "3pt_made", "3pt_made_and_foul"
Data.PlayerId	no	number, null	External Id of the player that attempted the field goal.	null, 3290005, 1290003, 5020305
Data.ReplaceId	no	number, null	If present, this action is replacing the Action with the given Id. This can happen if, for example, a scoring attempt was added as 2pt, and it was, in fact, a 3pt attempt.	null, 36, 18, 57, 68, 99
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	no	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	2, 1
PlayerStats	no	PlayerStatsForParticipants	Player statistics. See PlayerStatsForParticipants	See object details
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

3pt_attempt

Sent when there is an attempt to a 3pt field goal. Can be modified via action amend. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action type.	"3pt_attempt"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.AssistConfirmed	no	boolean, null	Set to true if there has been an assist for this attempt.	null, false, true
Data.AssistId	no	number, null	External Id of the player that provided the assist, if applicable.	null, 3290005, 1290003, 5020305
Data.BlockConfirmed	no	boolean, null	Set to true if there has been a block for this attempt.	null, false, true
Data.BlockerId	no	number, null	External Id of the player that blocked the attempt, if applicable.	null, 3290005, 1290003, 5020305
Data.Outcome	no	enum (see examples)	Result of the attempt.	null, "missed", "2pt_made_and_foul", "2pt_made", "3pt_made", "3pt_made_and_foul"
Data.PlayerId	no	number, null	External Id of the player that attempted the field goal.	null, 3290005, 1290003, 5020305
Data.ReplaceId	no	number, null	If present, this action is replacing the Action with the given Id. This can happen if, for example, a scoring attempt was added as 3pt, and it was, in fact, a 2pt attempt as the player stepped on the line.	null, 36, 18, 57, 68, 99
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	no	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	2, 1
PlayerStats	no	PlayerStatsForParticipants	Player statistics. See PlayerStatsForParticipants	See object details
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details

Property	Required	Type	Description	Examples
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

action_amend

Amends an action that was previously sent. The Id field should match the Id of the action to amend. The Action name should match (same action type). Previous is the previous payload sent for the action, so they payload can vary depending on the action being amended. New contains the new values for that action, to replace the previous one. The fields amended are usually fields like PlayerId or Timestamp, that shouldn't have an impact on the game state itself (no changes to score, etc). Important note: the status id associated to this action will match the status id of the action being amended. For example, an amend during Q2 of an action that happened in Q1, will display Q1 in the status id. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"action_amend"
ActionPlayersOnCourtDelta	no	PlayersOnCourt	Changes to players currently on court. See PlayersOnCourt	See object details
Clock	yes	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Action	no	string	Name of the action to amend. It has to match a previously sent action.	"3pt_attempt", "rebound", "2pt_attempt", "free_throw_attempt"
Data.Id	no	number	Id of the action to amend. It has to match a previously sent action.	18, 68, 87, 10, 69
Data.New	no	BasketballTwoPoints or BasketballThreePoints or BasketballFoul or BasketballTurnover or BasketballRebound or BasketballFreeThrow or BasketballSubstitution	New values for the action. The contents will be the same as the Data field for the action amended. It will also embed the Clock value of the updated action message.	See object details
Data.Previous	no	BasketballTwoPoints or BasketballThreePoints or BasketballFoul or BasketballTurnover or BasketballRebound or BasketballFreeThrow or BasketballSubstitution	Old values for the action. The contents will be the same as the Data field for the action amended. It will also embed the Clock value of the previous action message.	See object details
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2

Property	Required	Type	Description	Examples
Part1State	no	Part1State	State for the Participant1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
PlayersOnCourt	no	PlayersOnCourt	Players currently on court for both teams. See PlayersOnCourt	See object details
PlayerStats	no	PlayerStatsForParticipants	Player statistics. See PlayerStatsForParticipants	See object details
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId.	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

action_discarded

Discards previously added action. The action discarded is the action whose Id matches the Id field provided. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action type.	"action_discarded"
Clock	no	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	no	object	Action specific info.	See object details
Data.	no	boolean, null	Skipped children actions.	null, true, false
SkipChildren				
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
PlayerStats	no	PlayerStatsForParticipants	Player statistics. See PlayerStatsForParticipants	See object details
Possession	yes	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
PossibleChallenge	no	boolean	Set to true if there is a possible challenge (instant replay), either by a team or a neutral one.	true, false
Score	yes	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48

Property	Required	Type	Description	Examples
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
TVTimeoutActive	no	boolean	Set to true if there is a TV timeout active. Otherwise an active timeout can be seen in the game state of either participant 1 or participant 2.	true, false
Type	no	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

clock_adjustment

Amends the clock value with corrected seconds and whether it is running or not. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"clock_adjustment"
Clock	yes	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Clock	no	Clock	The clock value to use. See Clock	See object details
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant2IsHome flag on the fixture. See Part2State	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

comment

A message sent by the reporter. Contains pre-made messages or custom text. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	“comment”
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Active	no	boolean, null	If true, the current message information is still valid. If false, the message is no longer valid and should be ignored.	null, false, true
Data.Severity	no	enum (see examples)	Indicates how important is the comment. An action_invalid comment means a previous action has been discarded, but that action was too far in the past, and the state (scores) have not been adjusted. It is likely, although not mandatory, that a score adjustment may follow soon. Warnings are to be paid more attention than Info, as they may indicate issues with the game.	null, “info”, “warning”, “action_invalid”
Data.Text	no	string, null	The message sent. Usually one of the enum below, but could be free text in some cases.	null, “Action has been marked as invalid”, “Home Team Coach Ejected”, “Away Team Coach Ejected”, “The game stopped due to a serious injury”, “The game start is delayed”, “The game interrupted”, “Water-drinking break”
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	no	enum (see examples)	Sport Type.	“Basketball”
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

connected

A connection has been established. The field `ConnectionType` identifies the type of user that connected.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	“connected”
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to <i>possible</i> actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
ConnectionServerId	yes	string	Internal Id of the server .	“507ad907-9f35-458f-8a7b-982c62ce5292”, “44a5ecab-49b5-4b21-8712-e27fcfc69bb96”

Property	Required	Type	Description	Examples
ConnectionType	yes	enum (see examples)	The type of user that established the connection.	"reporter", "analyst"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	no	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

disconnected

A connection has been terminated. The field ConnectionType identifies the type of user that disconnected.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"disconnected"
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
ConnectionServerId	yes	string	Internal Id of the server.	"94c7697e-c3bf-4f7f-b5f8-da865b067d3c", "d8414e0b-1a7a-43b1-a3ff-0b8d9d7c4d1b"
ConnectionType	yes	enum (see examples)	The type of user that closed the connection.	"reporter", "analyst"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	no	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

fast_break

Updates the fast break action in a basketball game.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"fast_break"
Clock	yes	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	no	number	Participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

foul

Sent when there is a foul. Can be modified via action amend. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"foul"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.FouledId	no	number, null	External Id of the player that received the foul.	null, 1290003, 3290005, 5020305
Data.PlayerId	no	number, null	External Id of the player that made the foul .	null, 1290003, 3290005, 5020305

Property	Required	Type	Description	Examples
Data.Type	no	enum (see examples)	Type of foul.	null, "flagrant", "shooting", "personal", "technical", "offensive"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

free_throw_attempt

Sent when there a free throw is attempted by a player. There will be a message for each free throw attempt. The free throws are awarded by a previously sent FreeThrows message. Can be modified via action amend. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"free_throw_attempt"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.CurrentAttempt	no	number, null	Number of the current attempt for this sequence of free throws.	null, 0, 1, 2, 3

Property	Required	Type	Description	Examples
Data.Outcome	no	enum (see examples)	Outcome of the current free throw .	“defensiveViolation”, “offensiveViolation”, “missed”, “made”
Data.PlayerId	no	number, null	External Id of the player that gets the free throws .	null, 5020305, 1290003, 3290005
Data.TotalAttempts	no	number, null	Number of free throws awarded for this sequence.	null, 0, 1, 2, 3
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	no	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
PlayerStats	no	PlayerStatsForParticipants	Player statistics. See PlayerStatsForParticipants	See object details
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId.	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	“Basketball”
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

free_throws

Sent when a team is awarded free throws. Can be modified via action amend. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	“free_throws”
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true

Property	Required	Type	Description	Examples
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.PlayerId	no	number, null	External Id of the player that gets the free throws.	null, 5020305, 1290003, 3290005
Data.Type	no	enum (see examples)	Free throws awarded.	null, "3", "2", "1+1", "1", "0"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	2, 1
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

held_ball

Updates the team that has the held ball.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"held_ball"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant	no	number, null	Team that has the held ball.	null, 1, 2
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436

Property	Required	Type	Description	Examples
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2. Home/away mapping is provided by the Participant2IsHome flag on the fixture. See Part2State	See object details
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId.	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

injury

Reports a player injury situation for a team. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"injury"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Outcome	no	enum (see examples)	The outcome of the injury for the player, indicating if they can return to the game, or not.	null, "OnCourt", "OffCourt", "NotReturning"
Data.Participant	no	number, null	Team that suffers the injury.	null, 1, 2
Data.PlayerId	no	number, null	External Id of the player that was injured. Can be modified via action amend.	null, 1290003, 5020305, 3290005
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99

Property	Required	Type	Description	Examples
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Parti1State	yes	PartiState	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See PartiState	See object details
Parti2State	yes	PartiState	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See PartiState	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

instant_replay

Extended video review of a specific play following a challenge or automatic review (neutral) decision.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"instant_replay"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant	no	number, null	Team that triggered the challenge. Can be 0, which indicates automatic (neutral) review.	null, 1, 2, 0
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Parti1State	no	PartiState	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See PartiState	See object details
Parti2State	no	PartiState	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See PartiState	See object details
PossibleChallenge	no	boolean	Set to true if there is a possible challenge (instant replay), either by a team or a neutral one.	false, true
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17

Property	Required	Type	Description	Examples
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

instant_replay_end

Video review ends with an outcome on the last play standing or being overturned.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"instant_replay_end"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Outcome	no	enum (see examples)	Challenge outcome .	null, "stands", "overturned"
Data.Participant	no	number	Team that triggered the challenge. Can be 0, which indicates automatic (neutral) review.	0, 1, 2
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
PossibleChallenge	yes	boolean	Set to true if there is a possible challenge (instant replay), either by a team or a neutral one.	false, true
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"

Property	Required	Type	Description	Examples
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

jersey

Color of a team jerseys for the given participant in this fixture. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"jersey"
Clock	no	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Color	no	enum (see examples)	Color of the jersey for the team.	null, "red", "navyblue", "skyblue", "green", "white", "black", "yellow", "orange", "grey", "burgundy", "brown", "purple", "blue", "olive", "aqua", "gold"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Participant1State	no	PartiState	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See PartiState	See object details
Participant2State	no	PartiState	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See PartiState	See object details
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See Statusid .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

lineup

Sent when the lineup is confirmed.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"lineup"
Clock	yes	Clock	Game clock. See Clock	See object details

Property	Required	Type	Description	Examples
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to <i>possible</i> actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
HasSecondaryData	no	null, boolean	If true, the game has secondary data enabled.	null, false, true
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See <i>object details</i>
Part2State	yes	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See <i>object details</i>
PlayersOnCourt	no	PlayersOnCourt	Players on court for both teams at the start of the fixture. See PlayersOnCourt	See <i>object details</i>
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StartersConfirmed	no	boolean	if true, the starter players for both participants are confirmed.	false, true
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

lineups

Team lineups (pregame)

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"lineups"
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to <i>possible</i> actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	no	number	Internal ID of the connection.	12, 13, 9, 1, 18
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99

Property	Required	Type	Description	Examples
Lineups	yes	Array< LineupData<td>Player lineup information.</td><td>See object details</td>	Player lineup information.	See object details
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
PlayersOnCourt	no	PlayersOnCourt	Players currently on court for both teams. See PlayersOnCourt	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StartersConfirmed	no	boolean, null	If true, the starting players have been confirmed for both teams.	null, false, true
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	no	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

player_disqualified

Sent when a player is disqualified. Can be modified via action amend. This action *can be followed up with updates* - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"player_disqualified"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to <i>possible</i> actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.PlayerId	no	number, null	External Id of the player that is disqualified.	null, 5020305, 3290005, 1290003
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	no	number, null	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	null, 1, 2

Property	Required	Type	Description	Examples
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

player_stats_adjustment

Player stats adjustment message. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"player_stats_adjustment"
Clock	yes	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant1	no	Map<number, PlayerStats >	Player statistics for the referenced player. See PlayerStats	See object details
Data.Participant2	no	Map<number, PlayerStats >	Player statistics for the referenced player. See PlayerStats	See object details
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
PlayerStats	yes	PlayerStatsForParticipants	Player statistics. See PlayerStatsForParticipants	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

players_on_court_adjustment

Adjustment message for players currently in the court. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"players_on_court_adjustment"
Clock	yes	Clock	Game clock. See Clock	See object details

Property	Required	Type	Description	Examples
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	PlayersOnCourt	Players currently on court for both teams. See PlayersOnCourt	See object details
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
PlayersOnCourt	no	PlayersOnCourt	Players currently on court for both teams. See PlayersOnCourt	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

players_on_the_court

Sent when the players come out onto the court before the game.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"players_on_the_court"
Clock	no	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details

Property	Required	Type	Description	Examples
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

players_warming_up

Sent pre-game when the players are doing their warmup routines.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"players_warming_up"
Clock	no	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

possession

Updates the team that has possession of the ball.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"possession"

Property	Required	Type	Description	Examples
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant	no	number, null	Team that has the possession.	null, 1, 2
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part1State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081699
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

possession_arrow

Updates the team that has the possession arrow.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"possession_arrow"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant	no	number, null	Team that has the possession arrow.	null, 1, 2

Property	Required	Type	Description	Examples
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2. Home/away mapping is provided by the Participant2IsHome flag on the fixture. See Part2State	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId.	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

possible

Sent when there is a possible challenge happening. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"possible"
Clock	yes	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Active	no	boolean	Set to true if a challenge is possible.	true, false
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2. Home/away mapping is provided by the Participant2IsHome flag on the fixture. See Part2State	See object details
PossibleChallenge	yes	boolean	Set to true if there is a possible challenge (instant replay), either by a team or a neutral one.	true, false
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId.	19, 6, 1, 15, 17

Property	Required	Type	Description	Examples
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

rebound

Sent when there is a rebound. Can be modified via action amend. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"rebound"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data. IsPlayerRebound	no	boolean, null	Set to true if the rebound is a player rebound.	null, false, true
Data. IsTeamRebound	no	boolean, null	Set to true if the rebound is a team rebound.	null, false, true
Data.PlayerId	no	number, null	External Id of the player that won the rebound.	null, 1290003, 3290005, 5020305
Data.Type	no	enum (see examples)	Type of rebound.	null, "defensive", "offensive"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	no	number, null	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	null, 1, 2
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details

Property	Required	Type	Description	Examples
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

score_adjustment

Scores adjustment. In cases when there are missed scoring data updates (free throws, 2pt attempt, etc) or if there were no updates for a period due to unforeseen circumstances, there could be scores adjustment sent that will update ONLY the main score for a give quarter or overtime. Once that happens, the other stats in the given quarter will not be accurate any more. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"score_adjustment"
Clock	no	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.	no	ScoreParticipant	The score for participant 1. See ScoreParticipant	See object details
Participant1				
Data.	no	ScoreParticipant	The score for participant 2. See ScoreParticipant	See object details
Participant2				
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Score	yes	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

standby

Sent just before the start of the game and additional periods. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"standby"
Clock	no	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
FixtureGroup	no	enum (see examples)	Name of the competition associated to the fixture.	null, "NBA", "NCAA", "WNBA", "WNBA", "NCAAW", "FIBA", "Unsupported"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FoulLimit	no	number, null	Indicates the foul limit for this fixture group in a period. After it is reached, the opposing team gets bonus free throws.	null, 4, 5, 7
FoulLimitOT	no	number, null	Indicates the foul limit for this fixture group in OT. After it is reached, the opposing team gets bonus free throws.	null, 4, 5, 7
GameType	no	enum (see examples)	Type of game, by duration of each period.	null, "4x12m", "4x10m", "2x20m"
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

status

Sets the current game status/period. It can be deleted/canceled. Overtime is signalled with an additional field included only during overtime. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"status"
Clock	no	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1, 2
OvertimeNumber				

Property	Required	Type	Description	Examples
Data.StatusId	no	number	The id for the current game status/period.	1, 2, 3, 10, 18
Data.StatusName	no	string	The name associated to the status id.	"NS", "Q1", "Q1B", "Q2", "HT"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
PossessionArrow	no	number, null	Participant that has the possession arrow or null if not specified (NCAA only). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2, null
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId.	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

substitution

Sent when a team makes a substitution. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"substitution"
ActionPlayersOnCourtDelno	no	PlayersOnCourt	Changes to players currently on court. See PlayersOnCourt	See object details
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant	no	number, null	Team making the substitution.	null, 1, 2
Data.PlayerId	no	number, null	External Id of the player entering the court.	null, 3290005, 5020305, 1290003

Property	Required	Type	Description	Examples
Data.PlayerOutId	no	number, null	External Id of the player being replaced.	null, 3290005, 5020305, 1290003
Data.UpdatePlayersOnCourt	no	boolean, null	If true, this substitution will update the list of players in court.	false, true, null
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2. Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
PlayersOnCourt	no	PlayersOnCourt	Players currently on court for both teams. See PlayersOnCourt	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId.	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

suspend

Used to set the game to unreliable and back to reliable if required due to any serious unforeseen situations with coverage, stats, or other circumstances. Upon match starting and if no previous suspend action is sent, Reliable is assumed. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"suspend"
Clock	no	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.IsAnalyst	no	boolean, null	True if the sender of the message is an analyst.	null, true, false
Data.IsSupervisor	no	boolean, null	True if the sender of the message is a supervisor.	null, true, false
Data.Locked	no	boolean, null	True if the scout is locked out of the fixture.	null, true, false
Data.Reliable	no	boolean, null	True if the match information is reliable.	null, true, false
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436

Property	Required	Type	Description	Examples
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	no	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

timeout

A timeout is called by either of the teams or by the officials (neutral). Timeouts per team per period depend on league (NBA, NCAA, WNBA, NCAAW, etc.), classification of the game, and if it is overtime. This action *can be followed up with updates* - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"timeout"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to <i>possible</i> actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant	no	number, null	Team that calls the timeout. Can be 0, indicating a timeout by officials (neutral).	null, 0, 1, 2
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant2IsHome flag on the fixture. See Part2State	See object details
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17

Property	Required	Type	Description	Examples
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
TVTimeoutActive	no	boolean	Set to true if there is a TV timeout active. Otherwise an active timeout can be seen in the game state of either participant 1 or participant 2.	false, true
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

timeout-ended

Indicates the timeout called by the teams or officials is over. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"timeout-ended"
Clock	yes	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant	no	number	Team that calls the timeout. Can be 0, indicating a timeout by officials (neutral).	0, 1, 2
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
TVTimeoutActive	yes	boolean	Set to true if there is a TV timeout active. Otherwise an active timeout can be seen in the game state of either participant 1 or participant 2.	false, true
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

tipoff

Sent when there is a tipoff to start the game, along with the team that won the tipoff. When a team wins a tipoff, we automatically calculate possession at the start of the next periods, based on this result. This action *can be followed up with updates* - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"tipoff"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Participant	no	number, null	Winner of the tipoff.	null, 2, 1
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	no	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Possession	no	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
PossessionArrow	no	number, null	Participant that has the possession arrow or null if not specified (NCAA only). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2, null
PossessionAtStart	no	Map<number, number>	Participant that has the ball at the start of the corresponding period.	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

turnover

Sent when there is a turnover, along the reason that it happened. Can be modified via action amend. This action can be followed up with updates - new messages with the same action id can update this action.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"turnover"
Clock	yes	Clock	Game clock. See Clock	See object details
Confirmed	yes	boolean	Action confirmation status. This indicates an action that actually happened, as opposed to possible actions, however the final confirmation is still pending and will be sent with the same action ID, and potentially more information related to the action. An unconfirmed event is closer in time to the event happening, as confirmation could be delayed by events on field. Take this in account when handling the events.	false, true

Property	Required	Type	Description	Examples
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.PlayerId	no	number, null	External Id of the player that gets the turnover.	null, 1290003, 5020305, 3290005
Data.StealId	no	number, null	If the turnout is due to a steal, this has the external id of the player that stole the ball.	null, 1290003, 5020305, 3290005
Data.Type	no	enum (see examples)	Turnover reason.	null, "steal", "violation", "other", "out_of_bounds"
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
FollowsAction	no	number	Action ID of a previous action that originated this action. It is used to indicate actions that may need to be discarded as a unit.	35, 17, 56, 67, 98
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	yes	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See object details
Part2State	yes	Part2State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part2State	See object details
Participant	no	number, null	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	null, 1, 2
Possession	yes	number	Participant that has the ball. Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
Score	no	Score	Score information, referencing the current score of the game, not the change caused by this action. Score is provided in actions that can modify the score-line. See Score	See object details
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	yes	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true

venue

Update to confirm if the game is being played on the home team, away team or a neutral venue. This action is *confirmed automatically* and will not be followed up with a confirmation message.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"venue"
Clock	no	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Data	yes	object	Action specific info.	See object details
Data.Type	no	enum (see examples)	Venue Type.	"home", "away", "neutral"

Property	Required	Type	Description	Examples
FixtureId	yes	number	The normative Id of the fixture.	10461989, 10190463, 10260031, 10026403, 10471436
Id	yes	number	Action ID. Messages for the same action will have the same action ID. For example, an unconfirmed action followed by a confirmation.	36, 18, 57, 68, 99
OvertimeNumber	no	number, null	Optional. If we are on Overtime, this will have the number of the current overtime period in which this event is happening.	null, 2
Part1State	no	Part1State	State for the Participant1 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See <i>object details</i>
Part2State	no	Part1State	State for the Participant2 . Home/away mapping is provided by the Participant1IsHome flag on the fixture. See Part1State	See <i>object details</i>
Seq	yes	number	Update sequence number for a fixture.	52, 60, 74, 40, 48
StatusId	no	number	The ID for the current game period. See StatusId .	19, 6, 1, 15, 17
Ts	yes	number	Timestamp of the update.	1732878668797, 1732878371314, 1732878438368, 1732878219489, 1732879081689
Type	yes	enum (see examples)	Sport Type.	"Basketball"
VirtualFixture	no	null, boolean	If true, the fixture is a virtual fixture, used to replay events of an existing fixture for test purposes.	null, false, true