Scores Product API documentation

American football, version 1.13

TXODDS

10 July 2025

Contents

Changelog - Version 1.13

- Add "IsTeam" field to Rush and Pass amend messages
- Add "Type" field to Lateral message
- Add "starred" status to lineups
- PlayerId -1 is used for "team" statistics in the "PlayerStats"

Scores Product API documentation

TXODDS Scores is a brand-new product launched in 2024 supplying a first class live scores data offering for American Football with new sports arriving in 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 American Football 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
CoverageStatus	N	string	"Approved"	The status of the Scores Data fixture coverage: Not Approved, Approved, Cancelled
CoverageType	N	string	"Venue"	The Scores Data coverage that will be available if approved: Venue, TV/Stream
CoverageSecondaryData	N	boolean	true	Is additional player data available: true, false, null. 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:

```json
1  {
2      "FixtureInfo": {
3          "GameState": "scheduled",
4          "StartTime": "2024-06-08T21:00:00Z",
5          "IsTeam": true,
6          "FixtureGroupId": 10074357,
7          "FixtureGroup": "NCAA Division I FBS > Regular Season",
8          "CompetitionId": 500005,
9          "Competition": "NCAA Division I FBS",
10         "CountryId": 459,
11         "Country": "USA",
12         "SportId": 6,
13         "Sport": "us football",
14         "Participant1IsHome": true,
15         "Participant2Id": 38298,
16         "Participant2": "Cal Poly",
17         "Participant1Id": 4433,
18         "Participant1": "Ohio State Buckeyes",
19         "FixtureId": 14790158
20     },
21     "Update": {
22         "Action": "kickoff_outcome",
23         "StatusId": 2,
24         "Participant": 2,
25         "Data": {
26             "Type": "fair_catch"
27         },
28         "Confirmed": true,
29         "Down": {
30             "Number": 0,
31             "YardsToGo": 0,
32             "ScrimmageLine": 25,
33             "Possession": 2,
34             "Side": "offensive"
35         },
36         "KickoffInfo": {
37             "Team": 1,
38             "Type": "regular",
39             "Outcome": "fair_catch",
40             "SafetyHappened": false
41         },
42         "InPlayInfo": {
43             "BallSnapped": true,
44             "PlayersLiningUp": false,
45             "Outcome": "fair_catch"
46         },
47         "Clock": {
48             "Running": false,
49             "Seconds": 756
50         },
51         "FixtureId": 14790158,
52         "GlobalSeq": 262,
53         "Id": 241,
54         "Ts": 1718033066851,
55         "ServerId": "3e5e4790-6260-4dd3-858e-dd9c100c122e",
56         "Seq": 245
57     }
58  }
```

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.

Id	Name	Game Phase	Description
1	NS	Not Started	Status before the game is started
2	Q1	Quarter 1	Game in play during first quarter
3	Q1B	Quarter 1 Break	Pause in play between the 1st quarter ending and the 2nd quarter starting
4	Q2	Quarter 2	Game in play during second quarter
5	HT	Halftime	Halftime of the game
6	Q3	Quarter 3	Game in play during third quarter
7	Q3B	Quarter 3 Break	Pause in play between the 3rd quarter ending and the 4th quarter starting
8	Q4	Quarter 4	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
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

Amend Pass Action

Amend specific info

Property	Required	Type	Description	Examples
Clock	yes	Clock	See Clock	*See object details*
IsTeam	no	boolean, null	If true, the pass was made by the team, not a player. This is used for team passes.	*null, false, true*
Outcome	no	enum (see examples)	Pass result.	*null, "complete", "incomplete", "intercepted", "sack"*
PasserId	no	number, null	External Id of the player that made the pass.	*null, 1290003, 5020305, 3290005*
ReceiverId	no	number, null	External Id of the player that received the pass.	*null, 1290003, 5020305, 3290005*
SackedId	no	number, null	External Id of the player that was sacked, if relevant.	*null, 1290003, 5020305, 3290005*
Yards	no	number, null	Yards gained by the pass.	*null, 0, 10, 18*

Amend Rush Action

Amend specific info

Property	Required	Type	Description	Examples
Clock	yes	Clock	See Clock	*See object details*
IsTeam	no	boolean, null	If true, the rush was made by the team, not a player. This is used for team rushes.	*null, false, true*
RusherId	no	number, null	External Id of the player that does the rush.	*null, 1290003, 5020305, 3290005*
Yards	no	number, null	Yards gained by the rush.	*null, 0, 10, 18*

Amend Touchdown Action

Amend specific info

Property	Required	Type	Description	Examples
Clock	yes	Clock	See Clock	*See object details*
PasserId	no	number, null	External Id of the player that made the pass.	*null, 1290003, 5020305, 3290005*
PlayerId	no	number, null	External Id of the player that scores the touchdown.	*null, 1290003, 5020305, 3290005*
Type	no	enum (see examples)	Touchdown result. Can be modified via action amend.	*null, "pass", "rush", "other"*

Clock

Game clock

Property	Required	Type	Description	Examples
Running	yes	boolean	Is the clock currently running?.	*false, true*
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*

Down Info

Current down info

Property	Required	Type	Description	Examples
Number	yes	number	Current down number (0-4).	*0, 1, 2, 3, 4*
Possession	yes	number	Referenced participant number (1 for Participant1, and 2 for Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*1, 2*
ScrimmageLine	yes	number	The position of the scrimmage line. Values: 0 - 50.	*0, 2, 15, 45, 50*
Side	yes	enum (see examples)	The side of the pitch where the scrimmage line is place .	*"offensive", "defensive"*
YardsToEndzone	no	number	Yards left to the end zone of the opponent.	*0, 5, 20*
YardsToGo	yes	number	Yards left to acquire in the current down.	*0, 5, 10*

In Play Info

Data about current play state

Property	Required	Type	Description	Examples
BallSnapped	yes	boolean	Indicates if the ball has been snapped during the current play.	*false, true*
NewSetOfDowns	no	boolean, null	Indicates if a penalty causes the team to get a new set of downs.	*null, false, true*

Property	Required	Type	Description	Examples
Outcome	no	enum (see examples)	The last performed action outcome to the In Play screen .	*null*, *"fair_catch"*, *"return"*, *"touchback"*, *"fumble"*, *"out_of_bounds"*, *"recovered"*, *"pass-complete"*, *"pass-incomplete"*, *"pass-intercepted"*, *"pass-sack"*, *"rush-complete"*, *"blocked"*, *"downed"*, *"field-goal-successful"*, *"field-goal-missed"*
PenaltyIncreasedDown	no	boolean, null	Indicates if a penalty increased the down number already.	*null*, *false*, *true*
PlayersLiningUp	yes	boolean	Indicates if the players lining up is active during the play. Automatic turn off after a Ball Snap.	*false*, *true*
TimeoutParti1	yes	boolean	Indicates that there is an active Timeout for Participant 1.	*false*, *true*
TimeoutParti2	yes	boolean	Indicates that there is an active Timeout for Participant 2.	*false*, *true*
TVTimeout	yes	boolean	Indicates that there is an active TV Timeout .	*false*, *true*

Kickoff Info

Kick-off information

Property	Required	Type	Description	Examples
KickoffPreviousAction	no	enum (see examples)	The cause of the kick off.	*null*, *"Safety1Pt"*, *"Safety2Pt"*, *"DefensiveConversion"*, *"ConversionSafety"*
Outcome	no	enum (see examples)	The outcome of the kick off.	*null*, *"fair_catch"*, *"return"*, *"touchback"*, *"fumble"*, *"out_of_bounds"*, *"recovered"*
PenaltyYards	no	number, null	Penalty yards for the kick off.	*null*, *5*, *10*
Team	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*1*, *2*
Type	no	enum (see examples)	The type of kick off.	*null*, *"regular"*, *"onside"*

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*
normativeId	yes	number	Team normative Id.	*4268*, *4707*
preferredName	yes	string	Team name.	*"Boston Celtics"*, *"Chicago Bulls"*

Property	Required	Type	Description	Examples
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
Challenges	yes	number	Number of challenges left. Initial value can change during overtime, and between different leagues.	*0, 1, 2*
PossibleEvent	yes	PossiblePartyEvent	Possible game events for the team, to be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossiblePartyEvent	*See object details*
Timeouts	yes	number	Number of timeouts left. Initial value can change during overtime, and between different leagues.	*0, 1, 2, 3*

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"*
normativeId	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"*

Property	Required	Type	Description	Examples
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 is starred in the lineup.	*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 Pass Statistics

Player pass statistics

Property	Required	Type	Description	Examples
passer	no	PasserStats	Passer statistics. See PasserStats	*See object details*
receiver	no	ReceiverStats	Receiver statistics. See ReceiverStats	*See object details*

Player Passer Statistics

Passer statistics

Property	Required	Type	Description	Examples
complete	no	StatsNYDT	Completed passes. See StatsNYDT	*See object details*
incomplete	no	StatsNYD	Incomplete passes. See StatsNYD	*See object details*
intercepted	no	StatsNYD	Intercepted passes. See StatsNYD	*See object details*
sack	no	StatsN	Sack passes. See StatsN	*See object details*

Player Receiver Statistics

Receiver statistics

Property	Required	Type	Description	Examples
complete	no	StatsNYDT	Completed receptions. See StatsNYDT	*See object details*
incomplete	no	StatsNYD	Incomplete receptions. See StatsNYD	*See object details*
intercepted	no	StatsNYD	Intercepted receptions. See StatsNYD	*See object details*

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. Player Id -1 is used for team statistics

Property	Required	Type	Description	Examples
pass	no	PlayerPassStats	Pass statistics. See PlayerPassStats	*See object details*
rush	no	StatsNYDT	Rush statistics. See StatsNYDT	*See object details*

Possible Event

Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen.

Property	Required	Type	Description	Examples
Challenge	yes	boolean	A possible challenge happening.	*false*, *true*
Penalty	yes	boolean	A possible penalty happening.	*false*, *true*
Turnover	yes	boolean	A possible turnover happening.	*false*, *true*

Possible Party Event

Possible game events for the team, to be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen

Property	Required	Type	Description	Examples
2ptConversionAttempt	yes	boolean	A possible 2 point conversion for the team.	*false*, *true*
4thDownConversion	yes	boolean	A possible conversion on the 4th down for the team.	*false*, *true*
BigPlay	yes	boolean	A possible big play for the team.	*false*, *true*
FieldGoal	yes	boolean	A possible field goal for the team.	*false*, *true*
Safety	yes	boolean	A possible safety for the team.	*false*, *true*
Touchdown	yes	boolean	A possible touchdown for the team.	*false*, *true*

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*
OTTotal	no	ScoreParticipantPeriod	Total overtime score: the sum of scores in all overtimes. See ScoreParticipantPeriod	*See object details*
Q1	no	ScoreParticipantPeriod	Score in Q1. See ScoreParticipantPeriod	*See object details*
Q2	no	ScoreParticipantPeriod	Score in Q2. See ScoreParticipantPeriod	*See object details*
Q3	no	ScoreParticipantPeriod	Score in Q3. See ScoreParticipantPeriod	*See object details*
Q4	no	ScoreParticipantPeriod	Score in Q4. 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
1ptConversion	yes	number	Number of 1pt conversions.	*0, 6, 10*
1ptSafety	yes	number	Number of 1pt safeties.	*0, 6, 10*
2ptConversion	yes	number	Number of 2pt conversions.	*0, 8, 12*
Defensive2ptConversion	yes	number	Number of defensive 2pt conversions.	*0, 3, 5*
FieldGoal	yes	number	Number of field goals.	*0, 2, 8, 14*
Safety	yes	number	Number of safeties.	*0, 1, 7*
Score	yes	number	Score.	*0, 8, 19, 25*
Touchdown	yes	number	Number of touchdowns.	*0, 1, 4, 14*

Statistics with number

Statistics for an action, linked to a specific action type, measuring number of actions

Property	Required	Type	Description	Examples
n	yes	number	Number of actions.	*0, 2, 6*

Statistics with number and yards

Statistics for an action, linked to a specific action type, measuring number of actions and yards

Property	Required	Type	Description	Examples
n	yes	number	Number of actions.	*0, 2, 6*
yards	yes	number	Number of yards.	*0, 8, 30*

Statistics with number, yards, touchdowns

Statistics for an action, linked to a specific action type, measuring number of actions, yards, and touchdowns

Property	Required	Type	Description	Examples
n	yes	number	Number of actions.	*0, 2, 6*
touchdowns	yes	number	Number of touchdowns.	*0, 2, 5*

Property	Required	Type	Description	Examples
yards	yes	number	Number of yards.	*0, 8, 30*

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.

1pt_conversion

Outcome of the one point conversion attempt with confirmation of score change. 1 point is awarded if the outcome is successful. 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.	*"1pt_conversion"*
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)	Conversion result.	*"successful", "missed", "failed"*
Data.PlayerId	no	number, null	External Id of the player that executed the conversion.	*null, 10045617, 10045575, 10079451*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*1, 2*
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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 8, 4, 2, 6*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*

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

1pt_conversion_attempt

Conversion - point after touchdown attempt. Scoring team attempts to score one extra point by kicking the ball through the uprights. 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.	"1pt_conversion_attempt"
Clock	yes	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Down	yes	Down	Current down info. See Down	See object details
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	See object details
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	11, 2, 4, 6, 8
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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

1pt_safety

A safety that happens during a conversion play: Ball carrier tackled or forced out of own end zone. Ball dead in teams end zone with defending team being responsible for ball being there. Infringements in own end zone. Scoring play that results in 1 point being awarded to the scoring 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.	"1pt_safety"
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 *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.	*true, false*
ConnectionId	yes	number	Internal ID of the connection.	*12, 13, 9, 1, 18*
Down	yes	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	yes	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
KickoffInfo	yes	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*1, 2*
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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 11, 4, 6*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

2pt_conversion

Outcome of the two point conversion attempt with confirmation of score change. 2 points are awarded if the outcome is successful. 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_conversion"*
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)	Conversion result.	*"failed", "missed", "successful"*

Property	Required	Type	Description	Examples
Data.PlayerId	no	number, null	External Id of the player that executed the conversion.	null, 10079451, 10077111, 10099973
Down	no	Down	Current down info. See Down	See object details
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	See object details
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	See object details
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2
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.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	11, 2, 4, 6, 8
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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

2pt_conversion_attempt

After scoring a touchdown the team attempts to run a play from scrimmage over the opponents goal line. 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.	"2pt_conversion_attempt"
Clock	yes	Clock	Game clock. See Clock	See object details
ConnectionId	yes	number	Internal ID of the connection.	12, 13, 9, 1, 18
Down	yes	Down	Current down info. See Down	See object details
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2

Property	Required	Type	Description	Examples
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	*See object details*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 6, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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, scrimmage, 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"*
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.	*"kickoff", "touchdown"*
Data.Id	no	number	Id of the action to amend. It has to match a previously sent action.	*100, 106, 10, 118*
Data.New	no	UsFootballRush or UsFootballPass or UsFootballTouchdown	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	UsFootballRush or UsFootballPass or UsFootballTouchdown	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.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 6, 4, 11, 8*

Property	Required	Type	Description	Examples
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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

Deletes 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*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
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*
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.	*155, 97, 130, 124, 103*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

Property	Required	Type	Description	Examples
Data.Clock	no	Clock	Game clock. See Clock	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*4, 2, 6, 3, 5*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

coin_toss

The coin toss determines which team gets first possession and chooses field direction

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	*"coin_toss"*
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.Winner	no	number	The winner of coin toss (Participant1 vs Participant2).	*1, 2*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 1, 4, 6, 2*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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 confirma

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.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	no	enum (see examples)	Sport Type.	*"UsFootball"*
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 *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*

Property	Required	Type	Description	Examples
ConnectionServerId	yes	string	Internal Id of the server .	*"503960b7-e728-4982-a976-2c560486a012"*, *"5d69a54c-3298-4c9c-b9fe-a428952b3f39"*, *"922bebee-8da1-4a9e-b012-3ee21445c159"*, *"d9f2d158-1a4e-4e77-9571-7cc4f0a5f3f7"*, *"375f6945-f534-45c4-a84e-4bf0f72892ff"*
ConnectionType	yes	enum (see examples)	The type of user that established the connection.	*"reporter"*, *"analyst"*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	no	enum (see examples)	Sport Type.	*"UsFootball"*
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*

conversion_safety

A safety that happens during a conversion play: Ball carrier tackled or forced out of own end zone. Ball dead in teams end zone with defending team being responsible for ball being there. Infringements in own end zone. Scoring play that results in 1 point being awarded to the scoring 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.	*"conversion_safety"*
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*
Down	yes	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	yes	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
KickoffInfo	yes	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*

Property	Required	Type	Description	Examples
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	2, 1
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	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.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	4, 2, 11, 6
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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

defensive_conversion

Defense gains possession of the ball and returns to the other end zone to give the defensive team two points. 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.	"defensive_conversion"
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)	Conversion result.	null, "successful", "failed"
Down	no	Down	Current down info. See Down	See object details
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	See object details
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	See object details
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2

Property	Required	Type	Description	Examples
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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 11, 4, 6*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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.	*"38c32bb2-6767-40e5-bfbe-2d0f8eebbdcd", "57d1f1c1-cb81-4a1d-9c77-bd4a6f58d562", "5d69a54c-3298-4c9c-b9fe-a428952b3f39", "922bebee-8da1-4a9e-b012-3ee21445c159", "d9f2d158-1a4e-4e77-9571-7cc4f0a5f3f7"*
ConnectionType	yes	string	The type of user that closed the connection.	*"analyst", "reporter"*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	no	enum (see examples)	Sport Type.	*"UsFootball"*
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*

end_play

Signals the current play has finished. Provides updated scrimmage line information upon confirmation (in regards to the next down). 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.	"end_play"
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.	*true, false*
ConnectionId	yes	number	Internal ID of the connection.	*12, 13, 9, 1, 18*
Data	yes	object, null	Action specific info.	*See object details*
Data.Number	no	number	Current down number (0-4).	*0, 1, 2, 3, 4*
Data.Possession	no	number	Referenced participant number (1 for Participant1, and 2 for Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*1, 2*
Data. ScrimmageLine	no	number	The position of the scrimmage line. Values: 0 - 50.	*0, 2, 15, 45, 50*
Data.Side	no	enum (see examples)	The side of the pitch where the scrimmage line is place .	*"offensive", "defensive"*
Data. YardsToEndzone	no	number	Yards left to the end zone of the opponent.	*0, 5, 20*
Data.YardsToGo	no	number	Yards left to acquire in the current down.	*0, 5, 10*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	yes	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
KickoffInfo	yes	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 4, 6, 11, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

field_goal

Field Goal action and confirmation of the outcome. 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.	"field_goal"
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 *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)	Goal attempt result.	*null, "successful", "missed"*
Data.Participant	no	number, null	Indicates the participant recovering the ball, if relevant. Can be different to the Participant value in the outer part of the message.	*null, 1, 2*
Data.PlayerId	no	number, null	External Id of the player that executed the field goal. Can be present for both success and miss.	*null, 10052514*
Data.Type	no	enum (see examples)	Present only in missed outcomes. Type of miss.	*null, "endPlay", "blocked", "return"*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). 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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 6, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

fumble

A player in possession of ball loses the ball before being downed. One of the teams recovers the ball leading to a retained possession or a possession turnover. Clock and Outcome 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.	*"fumble"*
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 *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)	Fumble result. Can be modified via action amend.	*null, "turnover", "recovered"*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Participant	no	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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 6, 4, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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.	*true, false*
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, "OnPitch", "OffPitch", "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.	*null, 10052514*

Property	Required	Type	Description	Examples
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	11, 4, 2, 8, 6
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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, 2, 1, 0
Data.ReviewType	no	enum (see examples)	Type of the review.	"scoring", "catch", "turnover", "penalty", "spot", "fumble", "other"
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
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
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	11, 2, 4, 8, 6

Property	Required	Type	Description	Examples
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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, "overturned", "stands"*
Data.Participant	no	number	Team that triggered the challenge. Can be 0, which indicates automatic (neutral) review.	*2, 1, 0*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
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*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 6, 4, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*2, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	no	number	The ID for the current game period. See StatusId.	*1, 2, 6, 11, 4*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

kickoff

The actual kickoff. Clock and Type 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.	*"kickoff"*
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.Type	no	enum (see examples)	Which type of kickoff happens. Can be modified via action amend.	*"onside", "regular"*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*

Property	Required	Type	Description	Examples
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
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
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	See object details
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	11, 1, 4, 6, 2
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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

kickoff_outcome

Describes the outcome of the kickoff. Clock and Type 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.	"kickoff_outcome"
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.Type	no	enum (see examples)	Which outcome happened. Can be modified via action amend.	"recovered", "return", "fumble", "fair_catch", "out_of_bounds", "touchback"
Down	no	Down	Current down info. See Down	See object details
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	See object details
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	See object details
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	1, 2

Property	Required	Type	Description	Examples
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	*See object details*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 6, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

kickoff_team

The team that will kickoff the game. This action is *confirmed automatically* and will not be followed up with a confirmation message. 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.	*"kickoff_team"*
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	The team that does the kickoff.	*1, 2*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 1, 5, 6, 2*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

lateral

Occurs when the ball carrier throws the football to a teammate in a direction parallel to or away from the opponents' goal line - parallel-backwards pass. Clock, ReceiverId, and Yards can be modified via action amend.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	*"lateral"*
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.	*true, false*
ConnectionId	yes	number	Internal ID of the connection.	*12, 13, 9, 1, 18*
Data	yes	object	Action specific info.	*See object details*
Data.ReceiverId	no	number, null	External Id of the player that received the lateral. Can be modified via action amend.	*null, 10049508, 10055261*
Data.Type	no	enum (see examples)	Type of the lateral. Can be modified via action amend.	*null, "rushing", "receiving", "other"*
Data.Yards	no	number, null	Yards moved. Can be modified via action amend.	*null, 1, 9*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Participant	no	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*2, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 6, 4, 11, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*
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.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*

Property	Required	Type	Description	Examples
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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*19, 6, 1, 15, 17*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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 *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	no	number	Internal ID of the connection.	*12, 13, 9, 1, 18*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Lineups	yes	Array<LineupData>, null	Player lineup information.	*See object details*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	no	enum (see examples)	Sport Type.	*"UsFootball"*
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*

pass

Occurs when a team attempts a pass play. Clock, Outcome, PasserId, ReceiverId, and Yards 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.	*"pass"*
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 *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.	*true*, *false*
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)	Pass result, the presence of this field confirms the pass took place. Can be modified via action amend.	*null*, *"complete"*, *"incomplete"*, *"intercepted"*, *"sack"*
Data.PasserId	no	number, null	External Id of the player that starts the pass. Can be modified via action amend.	*null, 10049508, 10055261*
Data.ReceiverId	no	number, null	External Id of the player that received the pass. Can be modified via action amend.	*null, 10049508, 10055261*
Data. SackedPlayerId	no	number, null	External Id of the sacked player, if relevant. Can be modified via action amend.	*null, 10049508, 10055261*
Data.Yards	no	number, null	Yards moved. Can be modified via action amend.	*null, 1, 9*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
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*
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	*See object details*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*4, 6, 2, 11, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

penalty_flag

Indicates an on field infringement/penalty has occurred. Indicates the resulting penalty outcome in terms of yards gained and if the new down number and the teams decision to accept or decline. 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.	*"penalty_flag"*
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 *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.	*true*, *false*
ConnectionId	yes	number	Internal ID of the connection.	*12, 13, 9, 1, 18*
Data	yes	object	Action specific info.	*See object details*
Data.Down	no	enum (see examples)	Next Down after penalty.	*null, "repeat", "1st", "auto 1st"*
Data.Origin	no	string, null	Internal path at which the action was triggered.	*See object details*
Data.Outcome	no	enum (see examples)	Penalty flag result.	*null, "accept", "decline", "offsetting"*
Data.Participants	no	Array<number>, null	List of participants involved in the penalty. Can be a single participant, or both.	*[2], [1,2], [1]*
Data.Type	no	enum (see examples)	Type of penalty.	*null, "offensive", "defensive", "offsetting"*
Data.Yards	no	number, null	Yards moved by the penalty.	*0, 5, 10*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 4, 11, 6, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

pitch

Pitch condition description at the venue with sub types attached - can be sent approx 30 minutes prior to start as well as during the game if the conditions change. 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.	*"pitch"*
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.Conditions	no	Array<enum (see examples)>, null	List of pitch conditions at the venue. Usually a combination of two of them.	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*

Property	Required	Type	Description	Examples
StatusId	yes	number	The ID for the current game period. See StatusId.	*4, 2, 6, 3, 1*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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	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. 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.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
PlayerStats	no	PlayerStatsForParticipants	Player statistics. See PlayerStatsForParticipants	*See object details*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 6, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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_lining_up

When both teams get into a lineups before the upcoming play starts. 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_lining_up"*
Clock	yes	Clock	Game clock. See Clock	*See object details*
ConnectionId	yes	number	Internal ID of the connection.	*12, 13, 9, 1, 18*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*

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.	244, 105, 175, 170, 36
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	See object details
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	8, 2, 4, 6, 11
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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_field

Sent when the players come out onto the field of play before the game.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"players_on_the_field"
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.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	no	number	The ID for the current game period. See StatusId.	2, 6, 1, 11, 19
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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

Property	Required	Type	Description	Examples
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.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	no	number	The ID for the current game period. See StatusId.	*2, 6, 1, 11, 19*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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"*
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*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
KickoffInfo	no	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*

Property	Required	Type	Description	Examples
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	*See object details*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 6, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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

Indicates a possible situation, which will be confirmed by the relevant events later on. This is different from an unconfirmed event, as in we are only raising a possibility of the event, the event itself may never happen. The contents of the Data field depend on the presence of a Participant field in the action. If present, we indicate a possible event linked to that participant. It not present, we indicate a possible event for the game in itself. Fields are annotated with Participant event or Game event if relevant. 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.2ptConversionAttempt	no	boolean	A possible 2 point conversion for the team.	*false, true*
Data.4thDownConversion	no	boolean	A possible conversion on the 4th down for the team.	*false, true*
Data.Challenge	no	boolean	A possible challenge happening.	*false, true*
Data.FieldGoal	no	boolean	A possible field goal for the team.	*false, true*
Data.Penalty	no	boolean	A possible penalty happening.	*false, true*
Data.Safety	no	boolean	A possible safety for the team.	*false, true*
Data.Touchdown	no	boolean	A possible touchdown for the team.	*false, true*
Data.Turnover	no	boolean	A possible turnover happening.	*false, true*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
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*

Property	Required	Type	Description	Examples
Participant	no	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*1, 2*
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	*See object details*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 6, 3*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

punt

A player punts the ball downfield. Clock and Outcome 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.	*"punt"*
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.	*true, false*
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)	Punt result, the presence of this field confirms the punt took place. Can be modified via action amend.	*null, "blocked", "touchback", "return", "out_of_bounds", "downed", "fair_catch", "fumble"*
Data.Participant	no	number, null	The participant recovering the ball in this event. This can be different from the participant in the outer section of the message.	*null, 1, 2*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 4, 2, 8, 6*

Property	Required	Type	Description	Examples
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

rush

A player advances the ball by running forward. Clock, RusherId, and Yards 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.	*"rush"*
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.IsTeam	no	null, boolean	Indicates if the rusher is a team (e.g. a team rush). Can be modified via action amend.	*false, true*
Data.RusherId	no	number, null	External Id of the player that made the rush. Can be modified via action amend.	*null, 10049538, 20394639*
Data.Yards	no	number, null	Yards moved. Can be modified via action amend.	*null, 5, 10, 30*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Participant	no	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*2, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*4, 2, 11, 6, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

safety

Ball carrier tackled or forced out of own end zone. Ball dead in teams end zone with defending team being responsible for ball being there. Infringements in own end zone. Scoring play that results in two points being awarded to the scoring 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.	*"safety"*
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.	*true, false*
ConnectionId	yes	number	Internal ID of the connection.	*12, 13, 9, 1, 18*
Down	yes	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	yes	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
KickoffInfo	yes	KickoffInfo	Kick-off information. See KickoffInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Participant	yes	number	Referenced participant number (Participant1 vs Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*1, 2*
PossibleEvent	no	PossibleEvent	Possible events happening during the game, not associated to a particular team. To be confirmed by relevant events later on. This is different from an unconfirmed event, as in we are only indicating a possibility of the event, the event itself may never happen. See PossibleEvent	*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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 4, 8, 11, 6*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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 missed scoring data updates (touchdown, field_goal, etc) or if there were no updates for quarter 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. Participant1	no	ScoreParticipant	The score for participant 1. See ScoreParticipant	*See object details*

Property	Required	Type	Description	Examples
Data.Participant2	no	ScoreParticipant	The score for participant 2. See ScoreParticipant	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 11, 4, 6, 8*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

scrimmage_adjust

Adjust the current down information. 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.	*"scrimmage_adjust"*
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.Number	no	number	Current down number (0-4).	*0, 1, 2, 3, 4*
Data.Possession	no	number	Referenced participant number (1 for Participant1, and 2 for Participant2). Home/away mapping is provided by the Participant1IsHome flag on the fixture.	*2, 1*
Data.ScrimmageLine	no	number	The position of the scrimmage line. Values: 0 - 50.	*0, 2, 19, 45, 50*
Data.Side	no	enum (see examples)	The side of the pitch where the scrimmage line is place .	*"defensive", "offensive"*
Data.YardsToEndzone	no	number	Yards left to the end zone of the opponent.	*0, 5, 20*
Data.YardsToGo	no	number	Yards left to acquire in the current down.	*10, 7*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 6, 10*

Property	Required	Type	Description	Examples
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

snap

Team action backward pass indicating start of the play. 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.	*"snap"*
Clock	yes	Clock	Game clock. See Clock	*See object details*
ConnectionId	yes	number	Internal ID of the connection.	*12, 13, 9, 1, 18*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 6, 8, 4, 11*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*

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.	244, 105, 175, 170, 36
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	no	number, null	The ID for the current game period. See StatusId.	null, 2, 6, 8, 4, 11
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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

start_overtime

Indicates start of an overtime period. Used for NCAAF games for the first OT period, which doesn't start overtime with a kickoff. Optional for other OT periods in NCAA.

Property	Required	Type	Description	Examples
Action	yes	enum (see examples)	Action Type.	"start_overtime"
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.Participant	no	number	The team that starts the overtime period.	1, 2
Down	yes	Down	Current down info. See Down.	See object details
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
InPlayInfo	yes	InPlayInfo	Data about current play state. See InPlayInfo	See object details
KickoffInfo	yes	KickoffInfo	Kick-off information. See KickoffInfo	See object details
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
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
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	11
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"

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

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.OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
Data.StatusId	no	number	The id for the current game status/period. See StatusId.	10, 11, 3, 4, 5
Data.StatusName	no	string	The code associated to the status id. See StatusId.	"Waiting for Overtime", "Overtime", "Quarter 1 Break", "Quarter 2", "Halftime"
FixtureId	yes	number	The normative Id of the fixture.	13702627, 13491872, 13196850, 13911618, 14790382
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.	244, 105, 175, 170, 36
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	See object details
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	null, 1
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
Seq	yes	number	Update sequence number for a fixture.	155, 97, 130, 124, 103
StatusId	yes	number	The ID for the current game period. See StatusId.	10, 11, 3, 4, 5
Ts	yes	number	Timestamp of the update.	1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736
Type	yes	enum (see examples)	Sport Type.	"UsFootball"
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

Property	Required	Type	Description	Examples
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.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.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	no	enum (see examples)	Sport Type.	*"UsFootball"*
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 (TV Timeout). Timeouts per team per half depend on league (NFL, NCAAF) 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 *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.	*true, false*
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 (TV Timeout).	*null, 0, 1, 2*
Data.TwoMinuteWarning	no	boolean, null	Whether the timeout was called due to the two-minute warning rule.	*null, true, false*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	no	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*

Property	Required	Type	Description	Examples
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*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 12, 9*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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).	*1, 2, 0*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
InPlayInfo	yes	InPlayInfo	Data about current play state. See InPlayInfo	*See object details*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 2, 4, 9, 12*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

touchdown

Scoring play from advancing the ball into the opponent's end zone. Clock, PlayerId, and Type 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.	*"touchdown"*
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 *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.PasserId	no	number, null	External Id of the player that made the pass. Can be modified via action amend.	*null, 10052486, 10077111*
Data.PlayerId	no	number, null	External Id of the player that scores the touchdown. Can be modified via action amend.	*null, 10052486, 10077111*
Data.Type	no	enum (see examples)	Touchdown result. Can be modified via action amend.	*null, "pass", "rush", "other"*
Down	no	Down	Current down info. See Down	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
OvertimeNumber	no	number, null	Additional field included only for Overtime periods. The value is the current Overtime.	*null, 1*
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*
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*
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.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*11, 8, 6, 4, 2*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

Property	Required	Type	Description	Examples
Data.Type	no	enum (see examples)	Venue type.	*"away", "home", "neutral"*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	no	number	The ID for the current game period. See StatusId.	*1, 2, 6, 11, 4*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*

weather

Current weather at the venue - can be sent approx 30 minutes prior to start as well as during the game if the conditions change. 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.	*"weather"*
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.Conditions	no	Array<enum (see examples)>, null	List of weather conditions at the venue. Usually a combination of 'day' or 'night' plus one of the other values.	*See object details*
FixtureId	yes	number	The normative Id of the fixture.	*13702627, 13491872, 13196850, 13911618, 14790382*
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.	*244, 105, 175, 170, 36*
Seq	yes	number	Update sequence number for a fixture.	*155, 97, 130, 124, 103*
StatusId	yes	number	The ID for the current game period. See StatusId.	*2, 6, 1, 4, 3*
Ts	yes	number	Timestamp of the update.	*1718872931588, 1719405509055, 1719320331078, 1719320244083, 1718823346736*
Type	yes	enum (see examples)	Sport Type.	*"UsFootball"*
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*