

# Gumbo

## Summary

The GUMBO (Grand Unified Master Baseball Object) live data feed provides a standardized JSON response that summarizes the entire state of the selected game upon each update. Unlike the previous MLBAM live event data feed, complete game information is available every time a GUMBO object is created, rather than incremental updates. Benefits to consumers:

1. No need to maintain game state locally and build upon a sequence of messages to construct complete game data; Eliminates the need for manual rebuilds of game data, since each GUMBO object will include a complete and current dataset for the entire game;
2. GUMBO follows true JSON standards, unlike the previous MLBAM live feed, which was a highly customized and rigid format;
3. GUMBO is available via a [Websocket \(push, 1-2 seconds\)](#) listener, or via the Stats API (pull, 12 seconds), allowing consumers to use actual production data to develop against at any point in time, without requiring scheduled delivery of manually entered test data.

To access GUMBO for a particular game via the Stats API, substitute a specific `game_pk` into the following base URL's:

For the current game state: [https://statsapi.mlb.com/api/v1.1/game/{game\\_pk}/feed/live](https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live)

1. For a specific point within the game: [https://statsapi.mlb.com/api/v1.1/game/{game\\_pk}/feed/live?timecode=yyyymmdd\\_#####](https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live?timecode=yyyymmdd_#####), where the `time_code` value is from the list of timestamps for updates during the selected game: [https://statsapi.mlb.com/api/v1.1/game/{game\\_pk}/feed/live/timestamps](https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live/timestamps)
2. **DEPRECATED** GUMBO is available via the authenticated ActiveMQ feed. The message topic name will be: `mlbam.feed.2.0.game.state.full.{venueId}`

## Detailed Documentation

**As of 06/01/2022 GUMBO is no longer available via the AMQ.**

This document details the data elements included within the MLBAM GUMBO (Grand Unified Master Baseball Object) live data feed (version 1.1).

### NOTE

The information included in this document is intended for the sole use of employees of Major League Baseball and its member Clubs, and MLBAM business partners. For more information, please contact:

## GUMBO Overview

The GUMBO (Grand Unified Master Baseball Object) live data feed provides a standardized JSON response that summarizes the entire state of the selected game upon each update. Unlike the previous MLBAM live event data feed, complete game information is available every time a GUMBO object is created, rather than incremental updates.

Benefits to consumers:

- No need to maintain game state locally and build upon a sequence of messages to construct complete game data;
- Eliminates the need for manual rebuilds of game data, since each GUMBO object will include a complete and current dataset for the entire game;
- GUMBO follows true JSON standards, unlike the previous MLBAM live feed, which was a highly customized and rigid format;
- GUMBO is available via the Stats API (pull, 12 seconds), allowing consumers to use actual production data to develop against at any point in time, without requiring scheduled delivery of manually-entered test data.

To access GUMBO for a particular game via the Stats API, substitute a specific game\_pk into the following base URL's:

- For the current game state: [https://statsapi.mlb.com/api/v1.1/game/{game\\_pk}/feed/live](https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live)
- For a specific point within the game: [https://statsapi.mlb.com/api/v1.1/game/{game\\_pk}/feed/live?timecode=yyyymmdd\\_#####](https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live?timecode=yyyymmdd_#####)
  - where the time\_code value is from the list of timestamps for updates during the selected game: [https://statsapi.mlb.com/api/v1.1/game/{game\\_pk}/feed/live/timestamps](https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live/timestamps)
- GUMBO has five available hydrations:
  - credits: This hydration will populate a credits array that will list the batter and pitcher of record where any event takes place. Main purpose of this hydration is to track mid ab pitching/batting substitutions.
  - alignment: This hydration will populate a defense object that lists each position for every play event in the liveData->plays->allPlays array and an offense object that contains batter and runner info if a base is occupied.

- flags: This hydration will populate a flags array in the liveData->plays->allPlays object when additional descriptive identifiers are needed.
- officials: This hydration will populate an officials array with the alignment of officials for each play
- preState: This hydration will populate an officials array with the alignment of officials for each play
- ex. <https://statsapi.mlb.com/api/v1.1/game/566615/feed/live?hydrate=credits,alignment,flags,officials,preState>

## JSON DOCUMENT

This document contains the live data details for a selected game. The JSON documents displays three informational attributes:

Name	Type	Description
copyright	Char	MLBAM copyright notice.
gamePk	number	MLBAM unique number identifies each game.
link	path	API path of called response.

followed by three top level nodes: metaData, gameData, liveData, as described below:

### metaData

An object containing current timestamp and event information.

Name	Type	Description
wait	number	Interval at which the feed should be polled.
timestamp	timecode	Timestamp of when game last had an event.
gameEvents [ ]	Array	<a href="http://statsapi.mlb.com/api/v1/eventTypes">http://statsapi.mlb.com/api/v1/eventTypes</a>
logicalEvents [ ]	Array	<a href="http://statsapi.mlb.com/api/v1/logicalEvents">http://statsapi.mlb.com/api/v1/logicalEvents</a>

# gameData

An object containing eleven top level nodes describing game details.

## Game

Name	Type	Description
pk	number	MLBAM unique primary key that identifies each game.
type	char	Game type: <a href="https://statsapi.mlb.com/api/v1/gameTypes">https://statsapi.mlb.com/api/v1/gameTypes</a>
doubleHeader	boolean	Y for DH, N for single game, S for split-ticket.
id	char	Alphanumeric code identifies date, teams, level.
gamedayType	char	Flag that identifies the level of data capture. See appendix for information.
tiebreaker	boolean	Flag identifier for postseason tiebreak games. Y - N
gameNumber	number	Game number flag to distinguish DH's. 1 or 2
calendarEventID	char	Internal value.
season	year	Year season value.
seasonDisplay	year	Year season value display.

## Datetime

Name	Type	Description
dateTime	timestamp	Dated timestamp for scheduled start time.
originalDate	date	Original date of game.
dayNight	char	Day or night flag for scheduled start time.
time	time	Scheduled start time in local timezone.

Name	Type	Description
ampm	char	AM or PM flag for scheduled start time.

## Status

Name	Type	Description
abstractGameState	char	<a href="https://statsapi.mlb.com/api/v1/gameStatus">https://statsapi.mlb.com/api/v1/gameStatus</a>
codedGameState	char	<a href="https://statsapi.mlb.com/api/v1/gameStatus">https://statsapi.mlb.com/api/v1/gameStatus</a>
detailedState	char	<a href="https://statsapi.mlb.com/api/v1/gameStatus">https://statsapi.mlb.com/api/v1/gameStatus</a>
statusCode	char	<a href="https://statsapi.mlb.com/api/v1/gameStatus">https://statsapi.mlb.com/api/v1/gameStatus</a>
startTimeTBD	boolean	Equals true if start time is unknown.
abstractGameCode	char	<a href="https://statsapi.mlb.com/api/v1/gameStatus">https://statsapi.mlb.com/api/v1/gameStatus</a>

## Teams

Name	Type	Description
away {	OBJECT	
id	number	Away team MLBAM teamid.
name	char	Away team name.
link	char	Path to expanded team information.
season	year	Season year value.
venue {	OBJECT	
id	number	Venue id of away team.
name	char	Venue name.

Name	Type	Description
link	char	Path to expanded venue information.
teamCode	char	Away team team code display.
fileCode	char	Away team file code display.
abbreviation	char	Away team abbreviation.
teamName	char	Away team name display brief.
locationName	char	Away team city location name.
firstYearOfPlay	year	First year of play for team.
league {	OBJECT	
id	number	Away team MLBAM leagueid
name	char	Away league text display.
link	char	Path to expanded league information.
division {	OBJECT	
id	number	Away team MLBAM divisionid.
name	char	Away division name.
link	char	Path to expanded division information.
sport {	OBJECT	
id	number	Away team sport id.
link	char	Path to expanded sport information.
name	char	Away team sport name.
shortName	char	Away team short name display. (City Name)

Name	Type	Description
record {	OBJECT	
gamesPlayed	number	Number of team games played.
wildCardGamesBack	number	<i>NOT IN USE</i>
leagueGamesBack	number	<i>NOT IN USE</i>
springLeagueGamesBack	number	<i>NOT IN USE</i>
sportGamesBack	number	<i>NOT IN USE</i>
divisionGamesBack	number	<i>NOT IN USE</i>
conferenceGamesBack	number	<i>NOT IN USE</i>
leagueRecord {	OBJECT	
wins	number	Number of current wins on season.
losses	number	Number of current losses on season.
pct	number	Current winning percentage.
records {}	OBJECT	<i>NOT IN USE</i>
divisionLeader	boolean	True/False if Division leader.
wins	number	Away team wins on the season.
losses	number	Away team losses on the season.
winningPercentage	number	Away team season winning percentage.
springLeague {	OBJECT	Populates on MLB games only.
id	number	Spring league id.
name	char	Spring league Name.

Name	Type	Description
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
parentOrgName	char	Populates on MiLB games only. Team parent name.
parentOrgId	number	Populates on MiLB games only. Team parent Org id.
allStarStatus	char	allStarStatus for a given season. Find each status in the <a href="#">Stats API documentation</a> .
active	boolean	True/False if active team.
home {	OBJECT	
id	number	Home team MLBAM teamid.
name	char	Home team name.
link	char	Path to expanded team information.
season	year	Season year value.
venue {	OBJECT	
id	number	Venue id of home team.
name	char	Venue name.
link	char	Path to expanded venue information.
teamCode	char	Home team team code display.
fileCode	char	Home team file code display.
abbreviation	char	Home team abbreviation.
teamName	char	Home team name display brief.



Name	Type	Description
locationName	char	Home team city location name.
firstYearofPlay	year	First year of play for team.
league {	OBJECT	
id	number	Home team MLBAM leagueid
name	char	Home league text display.
link	char	Path to expanded league information.
division {	OBJECT	
id	number	Home team MLBAM divisionid.
name	char	Home division name.
link	char	Path to expanded division information.
sport {	OBJECT	
id	number	Home team sport id.
link	char	Path to expanded sport information.
name	char	Home team sport name.
shortName	char	Home team short name display. (City name)
record {	OBJECT	
gamesPlayed	number	Number of team games played.
wildCardGamesBack	number	Number of games back in wild card standings, where applicable.
leagueGamesBack	number	<i>NOT IN USE</i>

Name	Type	Description
springLeagueGamesBack	number	<i>NOT IN USE</i>
sportGamesBack	number	<i>NOT IN USE</i>
divisionGamesBack	number	<i>NOT IN USE</i>
conferenceGamesBack	number	<i>NOT IN USE</i>
leagueRecord {	OBJECT	
wins	number	Number of current wins on season.
losses	number	Number of current losses on season.
pct	number	Current winning percentage.
records {}	OBJECT	<i>NOT IN USE</i>
divisionLeader	boolean	True/False if Division leader.
wins	number	Home team wins on the season.
losses	number	Home team losses on the season.
springLeague {	OBJECT	Populates on MLB games only.
id	number	Spring league id.
name	char	Spring league Name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
parentOrgName	char	Populates on MiLB games only. Team parent name.
parentOrgId	number	Populates on MiLB games only. Team parent Org id.

Name	Type	Description
allStarStatus	char	allStarStatus for a given season. Find each status in the Stats API documentation.
active	boolean	True/False if team is active.

## Players

All players in the game, "ID" + playerId as key, each player has own "ID"+playerID object.

Name	Type	Description
ID+PlayerID (ie ID429664) {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to individual player info object.
firstName	char	Player first name.
lastName	char	Player last name.
primaryNumber	number	Uniform number.
birthDate	date	Date of birth – "YYYY-MM-DD"
currentAge	number	Players age as of date of game.
birthCity	char	Birth city of player.
birthStateProvince	char	Birth state/province of player.
birthCountry	char	Birth country of player.
height	char	Player height Feet ' inches.

Name	Type	Description
weight	number	Player weight.
active	boolean	True/False if player is active.
primaryPosition {	OBJECT	
code	number	Number position code. <a href="https://statsapi.mlb.com/api/v1/positions">https://statsapi.mlb.com/api/v1/positions</a>
name	char	Text position display. <a href="https://statsapi.mlb.com/api/v1/positions">https://statsapi.mlb.com/api/v1/positions</a>
type	char	<a href="https://statsapi.mlb.com/api/v1/positions">https://statsapi.mlb.com/api/v1/positions</a>
abbreviation	char	<a href="https://statsapi.mlb.com/api/v1/positions">https://statsapi.mlb.com/api/v1/positions</a>
useName	char	Players name used for display.
middleName	char	Players middle name.
boxscoreName	char	Boxscore name display.
nickName	char	Player nickname.
draftYear	number	Year drafted, populates when applicable.
mlbDebutDate	number	Date of first MLB game played, where applicable.
batSide {	OBJECT	
code	char	Player batside: "L","R","S".
description	char	Batside descriptive text
pitchHand {	OBJECT	
code	char	Player throw hand: "L","R","S".
description	char	Pitch hand descriptive text.

Name	Type	Description
nameFirstLast	char	First Last name display.
nameSlug	char	First-Last-Player id slug.
firstLastName	char	First name space Last name display.
lastFirstName	char	Last name comma first name display.
lastInitName	char	Last name comma first name initial display.
initLastName	char	First name initial space last name display.
fullFMLName	char	First name space Middle name space Last name display.
fullLFMName	char	Last name comma first name space middle name display.
strikeZoneTop	number	Players designated Top strikezone value.
strikeZoneBottom	number	Players designated Bottom strikezone value.

## Venue

Name	Type	Description
id	number	<a href="https://statsapi.mlb.com/api/v1/venues?season=2018">https://statsapi.mlb.com/api/v1/venues?season=2018</a>
name	char	Venue Name.
link	char	Path to expanded venue information.
location {	OBJECT	
city	char	City name.
state	char	Full state Name.
stateAbbrev	char	State abbreviation.

Name	Type	Description
defaultCoordinates{	OBJECT	
latitude	number	The angular distance north or south from the equator of a point on the earth's surface, measured on the meridian of the point.
longitude	number	The angular distance measured on a great circle of reference from the intersection of the adopted zero meridian with this reference circle to the similar intersection of the meridian passing through the object.
timeZone {	OBJECT	
id	char	Time zone name.
offset	char	Time zone offset.
tz	char	Time zone abbreviation.

## Weather

Conditions at game start

Name	Type	Description
condition	char	Sky condition. <a href="https://statsapi.mlb.com/api/v1/sky">https://statsapi.mlb.com/api/v1/sky</a>
temp	number	Temperature (Fahrenheit).
wind	char	Wind speed and direction, <a href="https://statsapi.mlb.com/api/v1/windDirection">https://statsapi.mlb.com/api/v1/windDirection</a> .

## Reviews

Name	Type	Description
hasChallenges	boolean	True/False if game has manager challenges remaining.
reason	char	Descriptive text describing replay event.

Name	Type	Description
away {	OBJECT	
used	number	Away team challenges used in game.
remaining	number	Away team challenges remaining in game.
home {	OBJECT	
used	number	Home team challenges used in game.
remaining	number	Away team challenges remaining in game.

## Flags

Name	Type	Description
noHitter	boolean	True/False if noHitter after five innings.
perfectGame	boolean	True/False if perfect game after five innings.

## Alerts

Name	Type	Description
alerts {	Array of Objects	<i>Populates where applicable during current AB only.</i>
type	char	Type of alert notification
category	char	Category of alert. IE home_run, cycle.
description	char	Description of alert.
shortDescription	char	Abbreviated description of alert.
team {	OBJECT	
id	number	MLBAM Team id.

Name	Type	Description
name	char	Name of team
link	char	Path to expanded team information.

probablePitchers

Name	Type	Description
away {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Last comma first name display.
link	char	Path to expanded player information.
home {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Last comma first name display.
link	char	Path to expanded player information.

liveData

Object containing five top level nodes for in game/post game play-by-play and statistical information: plays, linescore, boxscore, decisions, leaders.

plays

contains four nodes: allPlays, currentPlay, scoringPlays, playsByInning

allPlays:

An array of objects containing details on each At-Bat of the game. Each AB will contain the following details:



Name	Type	Description
result {	OBJECT	
type	char	Type of result, value is atBat.
event	char	Event result of the atBat.
eventType	char	Event type result of the atBat. <a href="https://statsapi.mlb.com/api/v1/eventTypes">https://statsapi.mlb.com/api/v1/eventTypes</a>
description	char	Play-by-play description of AB.
rbi	number	Number of RBIs occurred during AB.
awayScore	number	Away score at end of event.
homeScore	number	Home score at end of event.
about {	OBJECT	
atBatIndex	number	Index of at-bats. First ab starts at Zero.
halfInning	char	"top" or "bottom" inning indicator.
inning	number	Inning AB occurred.
startTime	timestamp	Start time of AB.
endTime	timestamp	End time of AB.
isComplete	boolean	True/False if AB is complete.
isScoringPlay	boolean	True/False if AB is a scoring play.
hasReview	boolean	True/False if Review occurs on event.
hasOut	boolean	True/False if out occurred on event
captivatingIndex	number	Number between 0 – 100 that describes how interesting or relevant a play was. Used to identify highlights internally.

Name	Type	Description
count {	OBJECT	
balls	number	Number of balls when event occurred.
strikes	number	Number of strikes when event occurred.
outs	number	Final outs after event occurred.
matchup {	OBJECT	
batter {	OBJECT	
id	number	MLBAM player_id of batter.
fullName	char	Full name display.
link	char	Path to expanded player information.
batSide {	OBJECT	
code	char	Player batside: "L","R","S".
description	char	Batside descriptive text
pitcher {	OBJECT	
id	number	MLBAM player_id of pitcher.
fullName	char	Full name display.
link	char	Path to expanded player information.
pitchHand {	OBJECT	
code	char	Player throw hand: "L","R","S".
description	char	Pitch hand descriptive text.
postOnFirst {	OBJECT	

Name	Type	Description
id	number	MLBAM player_id of player on first base after conclusion of ab.
fullName	char	Full name display.
link	char	Path to expanded player information.
postOnSecond{	OBJECT	
id	number	MLBAM player_id of player on second base after conclusion of ab.
fullName	char	Full name display.
link	char	Path to expanded player information.
postOnThird {	OBJECT	
id	number	MLBAM player_id of player on third base after conclusion of ab.
fullName	char	Full name display.
link	char	Path to expanded player information.
batterHotColdZoneStats{	OBJECT	Batters Hot/Cold zones by stat. (Populates in currentAB only) View Plate Zone breakdown here
stats {	ARRAY	
type {	OBJECT	
displayName	char	Display name of stat type (hotColdZones).
group {	OBJECT	
displayName	char	Group of which stats belongs (hitting, pitching).
splits {	ARRAY	Array of Objects

Name	Type	Description
season	number	Season value of stat.
stat {	OBJECT	
name	char	Name of stat: battingAverage, onBasePlusSlugging or exitVelocity.
zones {	ARRAY	Array of Zones and their values.
zone	number	Zone location number .
color	char	rba color display of zone.
temp	char	Zone temp value, (hot, cold, cool, warm, lukewarm).
value	number	Stat value of zone.
sport {	OBJECT	
id	number	sportId value of stats.
link	char	path to sportId information.
gameType	char	gameType value of Zone stats
pitcherHotColdZoneStats{	OBJECT	Stats for Hot Cold Pitch Zones (Populates in currentABonly)
type {	OBJECT	
displayName	char	Display name of stat type (hotColdZones).
group {	OBJECT	
displayName	char	Group of which stats belongs (hitting, pitching).
splits {	ARRAY	Array of Objects
season	number	Season value of stat.

Name	Type	Description
stat {	OBJECT	
name	char	Name of stat: battingAverage,.
zones {	ARRAY	Array of Zones and their values.
zone	number	Zone location number.
color	char	rba color display of zone.
temp	char	Zone temp value, (hot, cold, cool, warm, lukewarm).
value	number	Stat value of zone.
sport {	OBJECT	
id	number	sportId value of stats.
link	path	path of sportId object.
gameType	char	gameType value of Zone stat
batterHotColdZones	ARRAY	<i>To Be Depreciated - values are OPS and are included in HotColdZoneStats.</i>
zone	number	
color	char	
temp	char	
value	number	
pitcherHotColdZones	ARRAY	<i>To Be Depreciated - values are OPS and are included in HotColdZoneStats.</i>
zone	number	
color	char	

Name	Type	Description
temp	char	
value	number	
splits {	OBJECT	Populates in current ab.
batter	char	batter split label vs pitcher
pitcher	char	batter split label vs hitter
menOnBase	char	Split used if runner on base – ie (RISP, Empty)
pitchIndex [ ]	ARRAY	Array listing the playEvents index value where a pitch or pickoff occur.
actionIndex [ ]	ARRAY	Array listing the playEvents index value where an action occurs (ie. Coaching visit, sub)
runnerIndex	ARRAY	Array listing an occupied base starting at the beginning of event: 0 = batter, 1 = 1st base, 2 = 2nd base, 3 = 3rd base.
runners {	ARRAY of objects	
movement {	OBJECT	
start	char	Starting base of runner or batter at start of event. Batter start base will be null. Bases are (1B,2B,3B,"score" for Home)
end	char	Ending base of runner or batter at end of event.
outBase	boolean	Base where out occurred.
isOut	boolean	True/False if runner is out on play.
outNumber	number	Out number of the inning.
details {	OBJECT	

Name	Type	Description
event	char	The event reason of the runners movement.
eventType	char	Event Type reason of the runners movement <a href="https://statsapi.mlb.com/api/v1/eventTypes">https://statsapi.mlb.com/api/v1/eventTypes</a>
movementReason	char	coded value of runner movement reason. <a href="https://statsapi.mlb.com/api/v1/runnerDetailTypes">https://statsapi.mlb.com/api/v1/runnerDetailTypes</a>
runner {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
responsiblePitcher {	OBJECT	Pitcher responsible for run scored. <i>Populates when run scores, null value if none.</i>
id	number	Player id of pitcher responsible for run.
link	char	Path to expanded player information.
isScoringEvent	boolean	True/False if run scored on event.
rbi	boolean	True/False if RBI was credited for scoring player.
earned	boolean	True/False if run was earned to pitcher.
teamUnearned	boolean	True/False if run was unearned earned to the team.
playIndex	number	playIndex number where runner movement takes place which corresponds to playEvents->index.
credits {	ARRAY of objects	Contains fielding credits associated with the play.
reviewDetails {	OBJECT	Only when hasReview is true

Name	Type	Description
isOverturned {	Boolean	True/False if play was overturned from the ruling on the field
reviewType {	Char	reviewType reason for review <a href="http://statsapi.mlb.com/api/v1/reviewReasons">http://statsapi.mlb.com/api/v1/reviewReasons</a>
challengeTeamId {	number	Team Id of the team when applicable
player {	OBJECT	
id	number	MLBAM player_id of batter.
link	char	Path to expanded player information.
position {	OBJECT	
code	char	Position number value of the fielding credit.
name	char	Name of the position.
type	char	Position type value i.e (infielder, outfielder)
abbreviation	char	Position text abbreviation.
credit	char	Fielding credit value. <a href="https://statsapi.mlb.com/api/v1/fielderDetailTypes">https://statsapi.mlb.com/api/v1/fielderDetailTypes</a>
playEvents	ARRAY of objects	
details {	OBJECT	
call {	OBJECT	<i>When pitch occurs.</i>
code	char	Description code – when not an event.
description	char	Text description of event.
description	char	Text description of event.



Name	Type	Description
code	char	Description code – when not an event.
event	char	Events that may occur during an at-bat: substitutions, stolen base, wild pitch, game advisory, etc.
ballColor	char	RGBA color value for gameday display.
trailColor	char	RGBA color value for gameday display.
isInPlay	boolean	True/False if ball was hit into play.
isStrike	boolean	True/False if pitch was a strike.
isBall	boolean	True/False if pitch was ball.
type {	OBJECT	
code	char	Pitch type classification code. Values: <a href="https://statsapi.mlb.com/api/v1/pitchTypes">https://statsapi.mlb.com/api/v1/pitchTypes</a>
description	char	Text description of pitch type.
hasReview	boolean	True/False if instant replay initiated on play.
runnerGoing	boolean	True/False if runner(s) are moving on the pitch.
count {	OBJECT	
balls	number	Balls after the pitch event.
strikes	number	Strikes after the pitch event.
preCount {	OBJECT	<u>appears with preState hydrate</u>
balls	number	Balls before the pitch event.
strikes	number	Strikes before the pitch event.
outs	number	Outs before the pitch event.

Name	Type	Description
pitchData {	OBJECT	
startSpeed	number / mph	Speed in MPH of the ball at 50 feet in front of homeplate.
endSpeed	number / mph	Speed in MPH of the ball as it crosses the front edge of home plate (0,0 in the x axis)
strikeZoneTop	number / feet	Distance from ground to top of batter strike zone.
strikeZoneBottom	number / feet	Distance from ground to bottom of batter strike zone.
coordinates {	OBJECT	
aY	number	Ball acceleration on the y axis.
aZ	number	Ball acceleration on the z axis.
pfxX	number	Horizontal movement of the ball in inches.
pfxZ	number	Vertical movement of the ball in inches.
pX	number	Horizontal position in feet of the ball as it crosses the front axis of home plate.
pZ	number	Vertical position in feet above home plate of the ball as it crosses the front axis of home plate.
vX0	number	Velocity of the ball from the x axis
vY0	number	Velocity of the ball from the y axis; this is negative because 0,0,0 is behind the batter and the ball travels from pitcher mound towards 0,0,0.
vZ0	number	Velocity of the ball from the z axis.
x	number	X coordinate where pitch crossed front of home plate.

Name	Type	Description
y	number	Y coordinate where pitch crossed from of home plate.
x0	number	Coordinate location of the ball at the point it was released from the pitchers hand on the x axis (time = 0).
y0	number	Coordinate location of the ball at the point it was released from the pitchers hand on the y axis (time = 0).
z0	number	Coordinate location of the ball at the point it was released from the pitchers hand on the z axis (time = 0).
aX	number	Ball acceleration on the x axis.
breaks {	OBJECT	
breakAngle	number	Degrees clockwise (batter's view) that the plane ofthe pitch deviates from the vertical.
breakLength	number / inches	Max distance that the pitch separates from the straight line between pitch start and pitch end
breakY	number / feet	Distance from home plate where the break is greatest.
spinRate	number / RPM	Rate of spin on the ball after it was released by pitcher. RPMs.
spinDirection	number	The axis of rotation for the ball at release given as an angle that reflects how the spin will influence the ball trajectory. Pure back-spin is 180 degrees, pure side-spin that puts the ball to the 1b side is 90 degrees, pure-side spin that pulls the ball to the 3b side is 270 degrees, and pure top-spin is 0 or 360 degrees.
zone	number	Pitch location zone, as described in APPENDICES->PlateZones
typeConfidence	number	

Name	Type	Description
plateTime	number	Time from pitchers release until the ball is projected to reach the front on home plate.
extension	number	Measures the distance from the pitching rubber to release point, in the y dimension (from rubber to home plate).
hitData {	OBJECT	<i>when applicable.</i>
launchSpeed	number / mph	Measured speed of the hit ball.
launchAngle	number / degree	Vertical angle relative to the horizon at which the hit was launched.
totalDistance	number / feet	Projected landing distance after the last tracked bounce.
trajectory	char	Trajectory description of hit ball.
hardness	char	soft, medium, hard description
location	char	Positional number of ball location.
coordinates	OBJECT	Coordinates entered by operator in pressbox of where the ball is fielded. Based on 250x250 field graphic, where 0,0 is in the upper left corner, in very deep left field, and 250,250 is in the lower right corner, in foul territory between 1B and home plate. The fields are centered in that space, the x=125 axis runs through the middle of 2B, the pitcher's mound and home plate; the 1B and 3B bases are roughly aligned on the y=175 line.
coordX	number	X coordinate marked by operator of where the ball was fielded
coordY	number	Y coordinate marked by operator of where the ball was fielded

Name	Type	Description
index	number	Index number of the at-bat. Starts at zero
pfxId	char	Pitch-f/x identifier.
playId	guid	Statcast play guid.
pitchNumber	number	Pitch number seq. number of AB.
startTime	dated time stamp	Start time of pitch event.
endTime	dated time stamp	End time of pitch/play result.
isPitch	boolean	True/False is object is a pitch.
type	char	Pitch, Pickoff, Action, No_Pitch, Steppoff
defense {	OBJECT	<u>appears with alignment hydrate</u>
pitcher	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
catcher	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
first	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
second	OBJECT	

Name	Type	Description
id	number	player id of position player
link	char	path to expanded player information.
third	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
shortstop	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
left	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
center	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
right	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
offense {	OBJECT	Appears with alignment hydrate, object of batter and populates runners on base when applicable.
batter	OBJECT	

Name	Type	Description
id	number	player id of position player
link	char	path to expanded player information.
first	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
second	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
third	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
postOnFirst {	OBJECT	
id	number	MLBAM player_id of player on first base after mid-ab runner action occurs.
fullName	char	Full name display.
link	char	Path to expanded player information.
postOnSecond{	OBJECT	
id	number	MLBAM player_id of player on second base after mid-ab runner action occurs.
fullName	char	Full name display.
link	char	Path to expanded player information.

Name	Type	Description
postOnThird {	OBJECT	
id	number	MLBAM player_id of player on third base after mid-ab runner action occurs.
fullName	char	Full name display.
link	char	Path to expanded player information.
flags {	Array object	
credit	char	Additional event indicator of batted balls. i.e. b_sac_fly, b_foul_out, b_sac_bunt
atBatIndex	number	At-Bat index number, begins with 0
playEndTime	dated time stamp	The ending timestamp of the play.

## Baserunning Actions

For any baserunning action that occurs off a pitch/no-pitch (ie, Stolen Base, caught stealing, wild pitch, passed ball)  
a separate object will populate with an actionPlayId.

Name	Type	Description
details {	OBJECT	
description	char	Text description of event.
events	OBJECT	
eventType	number	Event type result of the atBat. <a href="https://statsapi.mlb.com/api/v1/eventTypes">https://statsapi.mlb.com/api/v1/eventTypes</a>
awayScore	number	Away score at end of event



Name	Type	Description
homeScore	number	Home score at end of event.
count {	OBJECT	
balls	number	Number of balls when event occurred.
strikes	number	Number of strikes when event occurred.
outs	number	Final outs after event occurred.
index	number	Index number of the at-bat. Starts at zero
actionPlayId	char	the playId for the pitch/non pitch in which the action took place
startTime	timestamp	Start time of AB.
endTime	timestamp	End time of AB.
isPitch	boolean	True/False is object is a pitch.
type	char	Pitch, Pickoff, Action, No_Pitch, Stepoff
player {	number	player id of position player
id	char	path to expanded player information.
defense {	OBJECT	appears with alignment hydrate
pitcher	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
Catcher	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.

Name	Type	Description
Name	Type	Description
First	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
Second	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
Third	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
Shortstop	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
left	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
center	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.

Name	Type	Description
right	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
offense {	OBJECT	Appears with alignment hydrate, object of batter and populates runners on base when applicable.
batter	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
first	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
second	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
third	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.

Pickoff attempts

Name	Type	Description
details {	OBJECT	

Name	Type	Description
description	char	Text description of event.
code	int	Code denoting pickoff. <a href="http://statsapi.mlb.com/api/v1/pitchCodes">http://statsapi.mlb.com/api/v1/pitchCodes</a>
hasReview	boolean	True/False if Review occurs on event
fromCatcher	boolean	True/False if pickoff occurs from catcher
count {	OBJECT	
balls	number	Number of balls when event occurred.
strikes	number	Number of strikes when event occurred.
outs	number	Final outs after event occurred.
index	number	Index number of the at-bat. Starts at zero
playId	guid	Statcast play guid.
isPitch	boolean	True/False is object is a pitch.
type	char	Pitch, Pickoff, Action
defense {	OBJECT	appears with alignment hydrate
pitcher	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
Catcher	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
First	OBJECT	

Name	Type	Description
id	number	player id of position player
link	char	path to expanded player information.
Second	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
Third	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
Shortstop	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
left	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
center	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
right	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.

Name	Type	Description
offense {	OBJECT	Appears with alignment hydrate, object of batter and populates runners on base when applicable.
batter	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
first	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
second	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
third	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.

**currentPlay**

| Object containing details for the current AB of the game. Data points are the same as, a. allPlays.

**scoringPlays**

| An array listing the atBatIndex number of all scoring plays from a. allPlays.

**playsByInning**

| An array of objects corresponding to the innings:

Name	Type	Description
startIndex	number	Starting atBatIndex number found in a. allPlays of full inning.
endIndex	number	Ending atBatIndex number found in a. allPlays of full inning.
top [ ]	ARRAY	An array of atBatIndex # from a. allPlays that occurred in the top of the inning.
bottom [ ]	ARRAY	An array of atBatIndex #'s from a. allPlays that occurred in the bottom of the inning
hits {	OBJECT	<i>Any hit ball in the inning</i>
away {	ARRAY of objects	
team {	OBJECT	
id	number	Away MLBAM team id.
name	char	Away team name display.
link	char	path to expanded player information.
springLeague	OBJECT	<i>MLB games only.</i>
id	number	Spring league id.
name	char	Spring league name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
allStarStatus	char	allStarStatus for a given season. Find each status in the Stats API documentation.
inning	number	Inning of the away hit object.
pitcher {	OBJECT	

Name	Type	Description
id	number	Home pitcher MLBAM player_id.
fullName	char	Home pitcher full name.
link	char	Path to expanded player information.
batter {	OBJECT	
id	number	Away MLBAM player_id.
fullName	char	Away players full name.
link	char	Path to expanded player information.
coordinates {	OBJECT	
x	number	X coordinate of where ball was fielded
y	number	Y coordinate of where ball was fielded
type	char	H (Hit) – O (Out)
description	char	Description of type.
home {	ARRAY of objects	
team {	OBJECT	
id	number	Home MLBAM team id.
name	char	Home team name display.
link	char	Path to expanded team information.
springLeague	OBJECT	MLB games only.
id	number	Spring league id.



Name	Type	Description
name	char	Spring league name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
allStarStatus	char	allStarStatus for a given season. Find each status in the Stats API documentation.
inning	number	Inning of the home hit object.
pitcher {		
id	number	Away pitcher MLBAM player_id.
fullName	char	Away pitcher full name.
link	char	Path to expanded player information.
batter {		
id	number	Home MLBAM player_id.
fullName	char	Home players full name.
link	char	Path to expanded player information.
coordinates {	OBJECT	
x	number	X coordinate of where ball was fielded.
y	number	Y coordinate of where ball was fielded.
type	char	H (Hit) – O (Out)
description	char	Description of type

linescore

an object containing game linescore information

name	type	Description
note	char	Populates when note is generated. i.e "One out when winning run scored"
currentInning	number	Current inning number.
currentInningOrdinal	char	String representation of current readable inning value.
inningState	char	"top", "middle", "between", "bottom".
inningHalf	char	"Top" or "Bottom" inning identifier.
scheduledInnings	number	Scheduled number of innngins.
innings [ {	ARRAY of objects	Contains home/away inning runs,hits,error, left on base values.
num	number	Number inning value.
ordinalNum	char	Readable inning value.
home {	OBJECT	
runs	number	Home runs scored during inning.
hits	number	Home hits during inning.
errors	number	Home errors during inning.
leftOnBase	number	Home runners left on base during inning.
away {	OBJECT	
runs	number	Away runs scored during inning.
hits	number	Away hits during inning.
errors	number	Away errors during inning.

name	type	Description
leftOnBase	number	Away runners left on base during inning.
teams {	OBJECT	
home {	OBJECT	
runs	number	Total current runs for home team.
hits	number	Total current hits for home team.
errors	number	Total current errors for home team.
leftOnBase	number	Total current runners left on base for home team.
isWinner/isLoser	boolean	True/False.
away {	OBJECT	
runs	number	Total current runs for Away team.
hits	number	Total current hits for Away team.
errors	number	Total current errors for Away team.
leftOnBase	number	Total current runners left on base for away team.
isWinner/isLoser	boolean	True/False.
defense {	OBJECT	Current defensive positions.
pitcher {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
catcher {	OBJECT	

name	type	Description
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
first {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
second {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
third {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
shortstop {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
left {	OBJECT	

name	type	Description
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
center {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
right {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
team {	OBJECT	
id	number	MLBAM team id of defensive object.
name	char	Full team name display.
link	char	Path to expanded player information.
offense {	OBJECT	
batter {	OBJECT	*Current batter information
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.

name	type	Description
onDeck {	OBJECT	*Current on deck batter.
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
inHole {	OBJECT	*Current in the hole batter.
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
first {	OBJECT	*Populates If runner on 1st
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
second	OBJECT	*Populates If runner on 2nd
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
third	OBJECT	*Populates If runner on 3rd.
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.

name	type	Description
pitcher {	OBJECT	*Current offensive pitcher information
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
team {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
balls	char	Current ball count.
strikes	char	Current strike count.
outs	number	Current Outs.

boxscore

| an object containing game boxscore information

name	type	description
teams {	OBJECT	*away/home team and team game stats.
away {	OBJECT	*Home object will follow the away object.
team {	OBJECT	
id	number	MLBAM team id.
name	char	Team name display.
link	char	Path to expanded team information.

name	type	description
springLeague {	OBJECT	*MLB games only.
id	number	Spring league id.
name	char	Spring league name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
allStarStatus	char	allStarStatus for a given season. Find each status in the <a href="#">Stats API documentation</a> .
teamStats {	OBJECT	
batting {	OBJECT	
flyouts	number	Total current away flyouts.
groundOuts	number	Total current away grounderOuts.
airOuts	number	Total current away air outs (flyouts + popouts).
runs	number	Total current away game runs.
doubles	number	Total current away game doubles.
triples	number	Total current away game triples.
homeRuns	number	Total current away game home runs.
strikeOuts	number	Total current away game strike outs.
baseOnBalls	number	Total current away game walks.
hits	number	Total current away game hits.
hitByPitch	number	Total current away hit batters.



name	type	description
avg	number	Current away game avg.
atBats	number	Total current away game atBats.
obp	number	Current game away obp.
slg	number	Current game away slg.
ops	number	Current game away ops.
caughtStealing	number	Total current game away caught stealing.
stolenBases	number	Total current game away stolen bases.
groundIntoDoublePlay	number	Total current game away double plays grounded into.
groundIntoTriplePlay	number	Total current game away triple plays grounded into.
plateAppearances	number	Game total plate apperances.
totalBases	number	Total current game away total bases.
rbi	number	Total current number of away RBI's credited.
leftOnBase	number	Total current number of away men left on base.
sacBunts	number	Total current number of away sac bunts.
sacFlies	number	Total current number of away sac flies.
catchersInterference	number	Total current number of away catchers interference.
pickoffs	number	Total current number of away pickoffs.
atBatsPerHomeRun	number	Total current away lineOuts.
popOuts	number	Total current away popOuts.
lineOuts	number	Total current away lineOuts.

name	type	description
pitching {	OBJECT	
flyouts	number	Total current flyouts induced by away pitchers.
groundOuts	number	Total current ground outs induced by away pitchers.
airOuts	number	Total current air outs allowed by away pitchers (flyouts + popouts).
runs	number	Total current runs allowed by away pitchers.
doubles	number	Total current doubles allowed by away pitchers.
triples	number	Total current triples allowed by away pitchers.
homeRuns	number	Total current home runs allowed by away pitchers.
strikeOuts	number	Total current strike outs by away pitchers.
baseOnBalls	number	Total current walks by away pitchers.
intentionalWalks	number	Total current intentional walks allowed by away pitchers.
hits	number	Total current hits allowed by away pitchers.
atBats	number	Total current at bats against by away pitchers.
caughtStealing	number	Total current runners caught stealing by away pitchers.
stolenBases	number	Total current stolen bases allowed by away pitchers.
stolenBasePercentage	number	Total current stolen base percentage allowed by away pitchers.
era	number	Total current game away ERA.
inningsPitched	number	Total current game innings pitched by away pitchers
saveOpportunites	number	Total current save opportunities for away pitchers.

name	type	description
earnedRuns	number	Total current earned runs allowed by away pitchers.
whip	number	Current whip
battersFaced	number	Total current batters faced by away pitchers.
outs	number	Total current away pitchers outs.
completeGames	number	Complete game for away pitcher.
shutouts	number	Shutout for away pitchers.
pitches thrown	number	Total pitches thrown by away pitchers.
balls	number	Total balls thrown by away pitchers.
strikes	number	Total strikes thrown by away pitchers.
strikePercentage	number	Thrown strike percentage by away pitchers.
hitBatsmen	number	Total current away pitchers hit batsmen
wildPitches	number	Total current wild pitches allowed by away pitchers.
pickoffs	number	Total current number of pickoffs by away pitchers.
airOuts	number	Total current air outs by away pitchers.
rbi	number	Total current runs batted in allowed by away pitchers.
pitchesPerInning	number	Average pitches thrown per inning by away pitchers.
runsScoredPer9	number	Runs allowed per 9 innings by away pitchers.
homeRunsPer9	number	Homeruns allowed per 9 innings by away pitchers.
inheritedRunners	number	Total current number of inherited runners for away pitchers.

name	type	description
inheritedRunnersScored	number	Total current number of inherited runners scored by away pitchers.
catchersInterference	number	Total current catchers interference by away battery.
sacBunts	number	Total current sac bunts allowed by away pitchers.
sacFlies	number	Total current sac flies allowed by away pitchers.
passedBall	number	Total passed balls allowed by away pitchers.
popOuts	number	Total current pop outs allowed by away pitchers.
lineOuts	number	Total current line outs allowed by away pitchers.
fielding {	OBJECT	
assists	number	Current game total fielding assists for away team.
putOuts	number	Current game total putouts for away team.
errors	number	Current game total errors for away team.
chances	number	Current game total chances for away team.
caughtStealing	number	Current game caught stealing total for away team.
passedBall	number	Current game total passed balls for away team.
stolenBases	number	Current game total stolen bases allowed for away team.
stolenBasePercentage	number	Current game Stolen Base Percentage for away team.
pickoffs	number	Current game total of pickoffs against for away team.
players {	OBJECT	Contains boxscore data for each player.
ID+ mlbam player_ID ie (ID594807) {	OBJECT	For all players on active game roster.

name	type	description
person {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
jerseyNumber	number	Players uniform number.
position {	OBJECT	Populates if player appeared in game.
code	number	Standard fielding number code.
name	char	Position description.
type	char	"Infielder", "Outfielder", "Pitcher", "Catcher", "Hitter".
abbreviation	char	Position abbreviation.
stats {	OBJECT	Object containing game stats where applicable.
batting {	OBJECT	*Empty if did not appear in game.
note	char	Boxscore note abbrev (if applicable from note attribute)
gamesPlayed	number	Game played.
flyOuts	number	Game total fly outs.
groundOuts	number	Game total ground outs.
runs	number	Game total runs scored.
doubles	number	Game total doubles.
triples	number	Game total triples.
homeRuns	number	Game total home runs.

name	type	description
strikeOuts	number	Game total strike outs.
baseOnBalls	number	Game total walks.
intentionalWalks	number	Game total intentional walks.
hits	number	Game total hits.
hitByPitch	number	Game total hit by pitches
atBats	number	Game total at-bats.
caughtStealing	number	Game total caught stealing.
stolenBases	number	Game total stolen bases.
groundIntoDoublePlay	number	Game total double plays grounded into.
groundIntoTriplePlay	number	Game total triple plays grounded into.
plateAppearances	number	Game total plate apperances.
totalBases	number	Game total bases.
rbi	number	Game total runs batted in.
leftOnBase	number	Game total left on base.
sacBunts	number	Game total sacrifice bunts.
sacFlies	number	Game total sacrifice flies.
catchersInterference	number	Game total catchers interference reached on.
pickoffs	number	Game total number of times picked off base.
pitching {	OBJECT	*Empty if player did not pitch in game.
note	char	Win, loss, hold, blown save abbrevs with seasontotal.

name	type	description
gamesPlayed	number	Game played number indicator.
gamesStarted	number	Game started number indicator.
flyOuts	number	Game total fly outs allowed.
groundOuts	number	Game total ground outs.
runs	number	Game total runs allowed.
doubles	number	Game total doubles allowed.
triples	number	Game total triples allowed.
homeRuns	number	Game total home runs allowed.
strikeOuts	number	Game total strike outs.
baseOnBalls	number	Game total walks.
intentionalWalks	number	Game total intentional walks issued.
hits	number	Game total hits allowed.
atBats	number	Game total at bats against
caughtStealing	number	Game total of caught stealing.
stolenBases	number	Game total stolen bases.
numberOfPitches	number	Game total number of pitches thrown
inningsPitched	number	Game total innings pitched.
wins	number	1 if credited with Win.
loses	number	1 if credited with loss
saves	number	1 if credited with save.

name	type	description
saveOpportunites	number	1 if credited with save opportunity.
holds	number	1 if credited with hold.
blownSaves	number	1 if credited with blown save.
earnedRuns	number	Game total earned runs allowed.
battersFaced	number	Game total batters faced.
outs	number	Game total outs.
gamesPitched	number	1 if credited with game pitched.
completeGames	number	1 if credited with complete game.
shutouts	number	1 if credited with shut out.
pitchesThrown	number	Game total number of pitches thrown.
balls	number	Game total number of balls thrown.
strikes	number	Game total number of strikes thrown.
hitBatsmen	number	Game total number of hit batters.
wildPitches	number	Game total number of wild pitches thrown
pickoffs	number	Game total of pickoffs.
airOuts	number	Game total of air outs (flyouts + popouts).
rbi	number	Game total numer of RBI's against.
gamesFinished	number	1 if credited with game finished.
inheritedRunners	number	Game total of inherited runners assumed.
inheritedRunnersScored	number	Game total of inherited runners scored.



name	type	description
catchersInterference	number	Game total of catchers interference occurred by battery.
sacBunts	number	Game total sac bunts allowed.
sacFlies	number	Total current runs allowed by away pitchers.
fielding {	OBJECT	*Populates where applicable.
assists	number	Game total number of assists.
putouts	number	Game total number of putouts.
errors	number	Game total number of errors.
chances	number	Game total fielding chances.
fielding	number	Game fielding percentage.
caughtStealing	number	Game total caught stealing credited.
passedBall	number	Game total passed balls.
stolenBases	number	Game total stolen bases allowed.
stolenBasePercentage	number	Game stolen base percentage.
pickoffs	number	Game total of pickoffs.
status	OBJECT	
code	char	Roster status abbreviation.
description	char	Descriptive roster status.
parentTeamId	number	Teams organizational parent id.
battingOrder	number	Format: "####", where the first digit indicates the batting order spot, and the second two digits indicate the sequence in which that player occupied that batting

name	type	description
		order spot. Examples: "300", which indicates the starter in the third spot in the batting order; "903," which indicates the fourth player (after 900, 901 and 902) occupy the ninth spot in the batting order.Only populates if appeared in game.
seasonStats {	OBJECT	
batting {	OBJECT	*Empty if no season batting stats accrued.
gamesPlayed	number	Season to date games played.
flyouts	number	Season to date fly outs.
groundOuts	number	Season to date ground outs.
runs	number	Season to date runs scored.
doubles	number	Season to date doubles.
triples	number	Season to date triples.
homeRuns	number	Season to date home runs.
strikeOuts	number	Season to date strike outs.
baseOnBalls	number	Season to date walks.
intentionalWalks	number	Season to date intentional walks.
hits	number	Season to date hits.
hitByPitch	number	Season to date hits.
avg	number	Season to date average.
atBats	number	Season to date at-bats.
obp	number	Season to date on-base percentage.

name	type	description
slg	number	Season to date slugging percentage
ops	number	Season to date OPS (OBP+SLG)
caughtStealing	number	Season to date of caught stealing.
stolenBases	number	Season to date of stolen bases.
stolenBasePercentage	number	Season to date stolen base percentage.
groundIntoDoublePlay	number	Season to date double plays grounded into.
groundIntoTriplePlay	number	Season to date triple plays grounded into.
plateAppearances	number	Game total plate apperances.
totalBases	number	Season to date of total bases.
rbi	number	Season to date of RBI total.
leftOnBase	number	Season to date of men left on base.
sacBunts	number	Season to date of sac bunts.
sacFlies	number	Season to date of sac flies.
catchersInterference	number	Season to date of catchers interference reached on.
pickoffs	number	Season to date of number of times picked off base.
pitching {	OBJECT	
gamesPlayed	number	Season to date of games played.
gamesStarted	number	Season to date of games started.
groundOuts	number	Season to date of ground outs induced.
runs	number	Season to date of runs allowed.

name	type	description
doubles	number	Season to date of doubles allowed.
triples	number	Season to date of triples allowed.
homeRuns	number	Season to date of Home runs allowed.
strikeOuts	number	Season to date of strike outs.
baseOnBalls	number	Season to date of walks allowed.
intentionalWalks	number	Season to date of intentional walks issued.
hits	number	Season to date of hits allowed.
atBats	number	Season to date of at bats against.
caughtStealing	number	Season to date of caught stealing.
stolenBases	number	Season to date of stolen bases allowed.
stolenBasePercentage	number	Season to date stolen base percentage.
era	number	Season to date earned run average.
inningsPitched	number	Season to date of innings pitched.
wins	number	Season to date of wins.
losses	number	Season to date of losses.
saves	number	Season to date of saves.
saveOpportunites	number	Season to date of save opportunities.
holds	number	Season to date of holds for relievers.
blownSaves	number	Season to date of blown saves for relievers.
earnedRuns	number	Season to date of earned runs allowed.

name	type	description
whip	number	Season to date of WHIP.
outs	number	Season to date of outs accrued.
gamesPitched	number	Season to date of games pitched.
completeGames	number	Season to date of complete games.
shutouts	number	Season to date of shut outs.
hitBatsmen	number	Season to date of hit batters against.
wildPitches	number	Season to date of wild pitches thrown.
pickoffs	number	Season to date of pickoffs credited.
airOuts	number	Season to date of air outs (flyouts + popouts).
rbi	number	Season to date number of RBI against.
winPercentage	number	Season to date Win Percentage.
strikeoutWalkRatio	number	Season to date K/BB ratio
strikeoutsPer9Inn	number	Season to date K per 9 ratio.
walksPer9Inn	number	Season to date BB per 9 ratio.
hitsPer9Inn	number	Season to date Hits per 9 ratio.
inheritedRunners	number	Season to date of inherited runners assumed.
inheritedRunnersScored	number	Season to date of inherited runners scored.
catchersInterference	number	Season to date of catchers interference.
sacBunts	number	Season to date of sac bunts allowed.
sacFlies	number	Season to date of sac flies allowed.

name	type	description
fielding {	OBJECT	
assists	number	Season to date fielding assists.
putOuts	number	Season to date Put outs.
errors	number	Season to date errors.
chances	number	Season to date total chances.
fielding	number	Season to date fielding percentage.
caughtStealing	number	Season to date caught stealings credited.
passedBall	number	Season to date passed balls.
stolenBases	number	Season to date stolen bases allowed.
stolenBasePercentage	number	Season to date stolen base percentage.
pickoffs	number	Season to date of pickoffs.
gameStatus {	OBJECT	
isCurrentBatter	boolean	True/False if player is current batter.
isCurrentPitcher	boolean	True/False if player is current pitcher.
isOnBench	boolean	True/False if player is on the bench.
isSubstitute	boolean	True/False if player is an in game substitute.
allPositions [	ARRAY	Array containing all positions played during game.
code	number	1 through 12 positional breakdown.
name	char	Name of position.
type	char	Hitter, Pitcher, Outfielder, Infielder, Catcher.

name	type	description
abbreviation	char	Position abbreviation.
batters [ ]	ARRAY	Array of Batters player id's who appeared in the game.
pitchers [ ]	ARRAY	Array of Pitchers player id's who appeared in the game.
bench [ ]	ARRAY	Array of current bench player id's.
bullpen [ ]	ARRAY	Array of current bullpen player id's.
battingOrder [ ]	ARRAY	Array of current batting order player id's.
info [ {	ARRAY of objects	Team information for boxscore display
title	char	BATTING, BASERUNNING or FIELDING
fieldList [ {	ARRAY of objects	Array containing an object for each label.
label		See appendices for possible values.
value		String value of label referenced in object.
note [ {	ARRAY of objects	Team pinch-hitting description note.
label		See appendices for possible values.
value		String value of label referenced in object.
home { }	OBJECT	Home team object with same attributes as away
officials [	ARRAY of objects	Umpire identification.

name	type	description
official	object	
id	number	Umpire Id.
fullName	char	Umpire full name.
link	char	Path to expanded umpire information
officialType	char	Umpire position – 'Home Plate', 'First Base', 'Second Base','Third Base', ('Left Field', 'Right Field') when available.
info [ {	ARRAY of objects	Game information for boxscore display.
label	char	See appendices for possible values.
value	char	String value of label referenced in object
pitchingNotes	ARRAY	String Array containing pitching info such as substitution details (e.g., "Cruz pitched to 2 battersin the 7th."), batters faced, pitch counts, etc.

## Decisions

Name	Type	Description
winner {	OBJECT	
id	number	MLBAM player_id of winning pitcher.
fullName	char	Full name display of winning pitcher.
link	char	Path to expanded player information.
loser {	OBJECT	



Name	Type	Description
id	number	MLBAM player_id of losing pitcher.
fullName	char	Full name display of losing pitcher.
link	char	Path to expanded player information.
save {	OBJECT	<i>When applicable.</i>
id	number	MLBAM player_id of save pitcher.
fullName	char	Full name display of save pitcher.
link	char	Path to expanded player information.

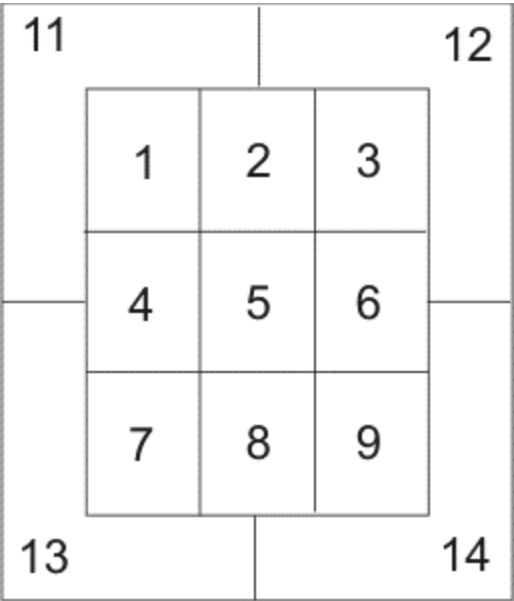
## Leaders

Name	Type	Description
hitDistance {	OBJECT	
value	number	Distance of hit in feet.
player {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Full name display.
link	char	Path to expanded player information.
hitSpeed {	OBJECT	
value	number	Speed of hit ball in MPH.
player {	OBJECT	
id	number	MLBAM player_id.

Name	Type	Description
fullName	char	Full name display.
link	char	Path to expanded player information.
pitchSpeed {	OBJECT	
value	number	Speed of pitch in MPH.
player {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Full name display.
link	char	Path to expanded player information.

## APPENDICES

### PlateZones



Zones are assinged from the catcher's perspective; that is, zone 1 is "high and away" to a left-handed batter.

## Labels

### Game Labels

- Game Scores
- WP
- Balk
- IBB
- HBP
- Pitches-strikes
- Groundouts-flyouts
- Batters faced
- Inherited runners-scored
- Umpires
- Weather
- Wind
- First pitch
- T
- Att
- Venue
- GameDate display (ie "October 30, 2018",)

### Team Labels

#### BATTING

- 2b
- 3b
- HR
- TB
- RB
- 2-out RBI
- Runners left in scoring position, 2 out
- SAC
- SF
- GDP
- Team RISP
- Team LOB||

**BASERUNNING**

- SB
- CS
- PO

**FIELDING**

- E
- DP
- TP
- PB
- Outfield assists
- Pickoffs

gameDayType:

value	legend	description
P	Premium	Premium Gameday - 3D Pitch tracking and Premium product experience
E	Enhanced	Enhanced Gameday - 3D Pitch tracking
Y	Regular	Regular Gameday - Pitch by Pitch
D	None - Complete Data	No Gameday - Pitch by Pitch
N	None - Play By Play	No Gameday - Play by Play level data only
L	None - Linescore	No Gameday - Linescore level data
B	None - PG/Box Score	No Gameday - PG / Box Score level data only
S	None - Score	No Gameday - Score / Game Result level data only

Note: Spring training pitch sequence are valid only for gameDay type E or P.