

# UFC - Media feed

# UFC on the DDE

There are various feeds on the DDE for MMA. From historic scores/stats, to live websockets to be consumed in play with data collected "Octagon Side".

## UFC Feed Definitions

**Fightcards Endpoint (Static)** – This endpoint returns information on all fightcards, past and present. Each fightcard has information on the name, location, timing, date, fights per card etc. of each fightcard. This information is kept up to date every 5 minutes.

**Fightcards Schedule Endpoint (Static)** – This endpoint returns information on the schedule of a particular fightcard. For example info on all fights; fighters, estimated start time, weightclass, e.t.c. This information is kept up to date every 30 seconds.

**Live Events Endpoint (Live)** – This endpoint returns information on a fight when it is live. A fight is ONLY returned via this endpoint when it is live; it will be marked live immediately upon the live feed being available.

**Fight Details (Live)** – This endpoint is in conjunction with the Live Events REST endpoint, and this endpoint returns the event-by-event data per fight. This has a <1 second latency.

**Fight Stats (Live)** – This endpoint is in conjunction with the Live Events REST endpoint, and this endpoint returns the live stats data per fight. This has a 5 second latency.

**Fight Actions (Live)** – This endpoint is in conjunction with the Live Events REST endpoint. This endpoint returns the detailed actions per fight, and powers front end visualisations. This has a 5 second latency.

**Result Endpoint (Static)** – This endpoint returns resulting information on all MMA fights. This is the only endpoint that should be used to settle markets and to announce the official winner of any MMA fight. This information is kept up to date every 5 minutes.

**Detailed Results Endpoint (Static)** – This endpoint returns past fight's per-round advanced statistics.

**Fighters Endpoint (Static)** – This endpoint returns basic information on all fighters. This information is kept up to date every 5 minutes.

**Fighter Endpoint (Static)** – This endpoint returns detailed information for a given fighter, including basic result info on all of their UFC fights. This information is kept up to date every 5 minutes.

**Weightclasses Endpoint (Static)** – This endpoint returns information on all weightclasses. This information does not update very often, as weight classes change infrequently.

**Rankings Endpoint (Static)** – This endpoint returns information on all rankings, split into rankings per weightclass. This information is kept up to date every hour.

# Schedule Endpoints (RESTful)

In this section you will find details on the following endpoints:

1. [Fightcards](#)
2. [Fightcards schedule](#)
3. [Live Events](#)
4. [Results Endpoint](#)
5. [Detailed Results Endpoint](#)
6. [Fighters](#)
7. [Fighter](#)
8. [WeightClasses](#)
9. [Rankings](#)

## Polling limits

IMG Arena monitor the incoming traffic from our customers and strive to ensure that traffic is controlled, in-keeping with our guidelines and not unnecessarily excessive. We would suggest a polling rate of 5 requests per second, whilst we strive towards implementing rate limiting.

# Fightcards Endpoint

This endpoint returns information on all fight cards, past and present. This is kept up to date every 5 minutes.

## Endpoint URLs

**For all tournaments:**

```
https://dde-api.data.imgur.com/mma/fightcards
```

**If you want to look at just information for a particular fightcard:**

```
https://dde-api.data.imgur.com/mma/fightcards/{id}
```

## Required Headers

Key	Value
Accept	application/vnd.imgurapi.v1+json;version=1
Content-Type	application/json
Authorization	Bearer eyvhaoudfgpdfgo*

## Request Parameters

This endpoint can be requested using dateFrom and dateTo parameters together, to return just the fightcards within a certain date range. Both parameters should specify a date in a `YYYY-mm-dd` format.

## Response Model

## Tournament Object

Field Name	Type	Description
fightcardName	string	the name of the fightcard
identifier	integer	the identifier of the fightcard
countryCode	string	the country code of the country where the fightcard is taking place
location	string	the country in which the fightcard is taking place
state	string	the state/province in which the fightcard is taking place
city	string	The city in which the fightcard is taking place
venue	string	The name of the venue where the fightcard is taking place
venueld	integer	The ID of the venue where the fightcard is taking place
startDate	date	The start date for the fightcard
endDate	date	the end date for the fightcard
startTime	time	the time in which the fightcard starts, in local time + UTC offset format
utcOffset	integer	the UTC offset of the timezone in which the fightcard is taking place
year	integer	the year in which the fightcard is taking place

sport	string	the sport associated with the fightcard, in this case MMA
numberOfFights	integer	the number of fights on the fightcard
scheduleResource	string	a reference to the API URL for the schedule of this fightcard
status	string	the status of this fightcard. Potential values are: active / canceled.
booking Status	object	information on whether or not a fightcard is booked
comments	array	the latest comments on the status of the fightcard
numberOfFightsBookedToday	integer	Number of fights booked on the DDE as per your license agreement
eventSummary	object	Summary of preliminary and main cards i.e. start and number of fights
attendance	integer	Total fans in attendance
....		

## Fights Summary Object

Each fightcard will be broken into three cards; main, prelims1 and prelims 2. This object, will indicate the date of the fightcard, and the three cards.

Field Name	Type	Description
fights	integer	the number of fights in this particular card of the fight

## Booking Status Object

Field Name	Type	Description
status	string	Current booking status of the event on the DDE

## Competitions Object

Field Name	Type	Description
organisation	string	the organisation of the particular fightcard
startDate	date	The start date for the fightcard
endDate	date	the end date for the fightcard
licensingProperty	string	The DDE property that licenses this particular fightcard

## Sample Response

```
```json
[
  {
    "city": "Macau",
    "numberOfFightsBookedToday": 14,
    "year": 2024,
    "sport": "MMA",
    "venueId": "393",
    "scheduleResource": "/mma/fightcards/906/schedule",
    "numberOfFights": 14,
    "venue": "Galaxy Arena",
    "startTime": "08:00",
    "location": "CHN",
    "endDate": "2024-11-23",
    "fightcardName": "UFC Fight Night: Yan vs. Figueiredo",
    "state": null,
    "identifier": 906,
    "countryCode": "CHN",
    "status": "active",
    "eventsSummary": {
      "2024-11-23": {
        "prelims1": {
          "fights": 8,
          "startTime": "08:00"
        },
        "main": {
          "fights": 6,
          "startTime": "11:00"
        }
      }
    },
    "utcOffset": 0,
    "startDate": "2024-11-23",
    "bookingStatus": {
      "status": "AutoBooked"
    },
    "competitions": [
      {
        "organisation": "UFC",
        "startDate": "2024-11-23",
        "endDate": "2024-11-23"
      }
    ],
    "comments": []
  }
]
```

```

# Fightcards Schedule Endpoint

This endpoint returns information on the schedule of a particular fightcard. Information returned includes: Detailed information on the fighters of each team, Estimated start time, Fighter Records & Weight class. This information is kept up to date every 5 minutes

## Endpoint URLs

```
https://dde-api.data.imgarena.com/mma/fightcards/{id}/schedule
```

## Required Headers

| Key           | Value  |
|---------------|--|
| Accept        | application/vnd.imggaming.dde.api+json;version=1 |
| Content-Type  | application/json                                 |
| Authorization | Bearer eyvhaoudfgpdfgo*                          |

## Request Parameters

This endpoint takes no parameters

## Response Model:

### Fightcard Schedule Object

| Field Name | Type | Description |
|------------|------|-------------|
|------------|------|-------------|

|               |         |  |
|---------------|---------|--|
| startTime     | object  | an object containing "status" – the status of the start time, e.g. EstimatedStart, and "time", the estimated start time, in local + UTC offset format  |
| weightClass   | object  | An object containing information on the weight class   |
| referee       | object  | Contains ID, First and last name of the referee for the fight.   |
| startTimeText | string  | Text description of the start time. Note that the start time object contains detailed information about the start and is likely to be more useful than this field.<br>Main values; Starts At, Follows Previous |
| fightOrder    | integer | The fight's order on the card. Fight number 1 is the main event, 2 is the co-main event and so on, so that the first fight of the night has the highest number. The main event is always 1                     |
| fightcardId   | integer | the ID of the fightcard in which the fight is in   |
| accolades     | object  | An object containing information on the belt & the name of the belt title  |
| fightSeq      | integer | The fight sequence on the overall fightcard. 1 if first, 2 if second etc.  |
| redTeam       | object  | An object containing information on the fighter of the red team  |

|               |        |  |
|---------------|--------|--|
| Date          | string | the date of the fight  |
| blueTeam      | object | An object containing information on the fighter of the blue team                                       |
| status        | string | the status of the fight.<br>Possible values;<br>"Upcoming", "InProgress",<br>"Finished" or "Cancelled" |
| cardSegment   | string | The segment of the card that this fight belongs to.<br>Options; main, prelims1, prelims2               |
| fightId       | string | The ID number of the fight   |
| fightType     | object | Contains information on the type of fight, total number of possible rounds                             |
| bookingStatus | object | information on whether or not a fight is booked  |

## startTime Object

| Field Name | Type   | Description  |
|------------|--------|--|
| status     | string | Status of the current start time e.g. "EstimatedStart" |
| time       | string | The start time of the fight + UTC offset format        |

## Weightclass Object

| Field Name | Type   | Description                                 |
|------------|--------|---|
| weight     | string | the weight range, in lb, of the weightclass |

|             |         |   |
|-------------|---------|---|
| description | string  | description of the weightclass  |
| id          | integer | ID of the weightclass   |
| obsolete    | Boolean | Details whether the weightclass is still active within the organisation |
| .. .        | ..      | abbreviated description of  |

## Referee Object

| Field Name | Type    | Description                   |
|------------|---------|-------------------------------|
| id         | integer | the ID of the referee         |
| firstName  | string  | the first name of the referee |
| lastName   | string  | the last name of the referee  |

## Accolades Object

| Field Name | Type   | Description           |
|------------|--------|-----------------------|
| belt       | string | the type of belt      |
| name       | string | the title of the belt |

## Red Team Object

| Field Name | Type   | Description  |
|------------|--------|--|
| fighter1   | object | detailed information on the fighter under the red team                       |
| rank       | string | the fighters current rank.<br>(may appear null if the fighter is not ranked) |

## fighter1 Object

| Field Name    | Type    | Description  |
|---------------|---------|--|
| reach         | decimal | the reach, in inches, of the fighter. Will be null if unknown.   |
| dob           | date    | the date of birth of the fighter   |
| fightsOutOf   | string  | the city, state, country, country code of where the fighter currently fights out of                    |
| height        | integer | the height, in inches, of the fighter. Will be null if unknown.  |
| country       | string  | country code of the fighter  |
| age           | integer | the age of the fighter   |
| weighInWeight | float   | the weigh in weight, in lb, of the fighter. Will be null if unknown.                                   |
| lastName      | string  | the last name of the fighter   |
| stance        | string  | the stance of the fighter. Possible values; Orthodox, Southpaw, Switch, Open. Will be null if unknown. |
| firstName     | string  | the first name of the fighter  |
| nickName      | string  | the nickname of the fighter  |
| id            | integer | the id of the fighter  |
| born          | string  | the city, state, country, country code of where the fighter was born                                   |

|           |        |   |
|-----------|--------|---|
| record    | object | win/loss/draw/no contest record of the fighter  |
| accolades | string | will be null unless a title holder. If not null, will explain what title the fighter holds. |

## Record Object

| Field Name | Type    | Description   |
|------------|---------|---|
| wins       | integer | the amount of professional wins a fighter has                       |
| losses     | integer | the amount of professional losses a fighter has                     |
| draws      | integer | the amount of professional draws a fighter has                      |
| noContest  | integer | the number of professional contests the fighter has participated in |

## Blue Team Object

| Field Name | Type   | Description  |
|------------|--------|--|
| fighter1   | object | detailed information on the fighter under the blue team                      |
| rank       | string | the fighters current rank.<br>(may appear null if the fighter is not ranked) |
| accolades  | object | appears to be null- even for champions                                       |

## fightType Object

| Field Name     | Type    | Description                         |
|----------------|---------|-------------------------------------|
| possibleRounds | integer | the number of possible rounds       |
| description    | string  | description on the number of rounds |

## bookingStatus Object

| Field Name | Type   | Description |
|------------|--------|-------------|
| status     | string | -           |

## Sample Response

```
```json
[
  {
    "startTime": {
      "status": "StartsAt",
      "time": "13:35Z"
    },
    "weightClass": {
      "weight": "126-135",
      "description": "Bantamweight",
      "id": 10,
      "obsolete": false,
      "abbreviation": "BW"
    },
    "fightOrder": 1,
    "date": "2024-11-23",
    "cardSegment": "main",
    "fightId": 9032,
    "fightType": {
      "description": "5 Rnd (5-5-5-5-5)",
      "possibleRounds": 5
    },
    "bookingStatus": {
      "status": "AutoBooked"
    },
    "referee": {
      "firstName": "Mike",
      "id": 56,
      "lastName": "Beltran"
    },
    "startTimeText": "Follows Previous",
    "fightcardId": 906,
    "accolades": null,
    "fightSeq": 13,
    "redTeam": {
      "fighter1": {
        "reach": 67.0,
        "dob": "1993-02-11",
        "fightsOutOf": "Yekaterinburg, Sverdlovsk, RUS",
        "height": 67,
        "age": 31,
        "weighInWeight": 135.50,
        "lastName": "Yan",
        "fightsOutOfCountyCode": "RUS",
        "country": "RUS",
        "stance": "SWITCH",
        "id": 669,
        "firstName": "Petr".
      }
    }
  }
]
```

```

        "nickName": "No Mercy",
        "born": "Krasnoyarsk Krai, RUS",
        "record": {
            "draws": 0,
            "losses": 5,
            "noContests": 0,
            "wins": 18
        }
    },
    "rank": 3,
    "accolades": null
},
"blueTeam": {
    "fighter1": {
        "reach": 68.0,
        "dob": "1987-12-18",
        "fightsOutOf": "Soure, Para, BRA",
        "height": 65,
        "age": 36,
        "weighInWeight": 135.00,
        "lastName": "Figueiredo",
        "fightsOutOfCountyCode": "BRA",
        "country": "BRA",
        "stance": "ORTHODOX",
        "id": 2198,
        "firstName": "Deiveson",
        "nickName": "Deus da Guerra",
        "born": "Soure, Para, BRA",
        "record": {
            "draws": 1,
            "losses": 4,
            "noContests": 0,
            "wins": 24
        }
    },
    "rank": 5,
    "accolades": null
},
"status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "13:01Z"
    },
    "weightClass": {
        "weight": "106-115",
        "description": "Women's Strawweight",
    }
}

```

```
        "id": 17,
        "obsolete": false,
        "abbreviation": "WSW"
    },
    "fightOrder": 2,
    "date": "2024-11-23",
    "cardSegment": "main",
    "fightId": 9033,
    "fightType": {
        "description": "3 Rnd (5-5-5)",
        "possibleRounds": 3
    },
    "bookingStatus": {
        "status": "AutoBooked"
    },
    "referee": {
        "firstName": "Marc",
        "id": 22,
        "lastName": "Goddard"
    },
    "startTimeText": "Follows Previous",
    "fightcardId": 906,
    "accolades": null,
    "fightSeq": 12,
    "redTeam": {
        "fighter1": {
            "reach": 63.0,
            "dob": "1989-06-16",
            "fightsOutOf": "Beijing, CHN",
            "height": 65,
            "age": 35,
            "weighInWeight": 116.00,
            "lastName": "Xiaonan",
            "fightsOutOfCountyCode": "CHN",
            "country": "CHN",
            "stance": "ORTHODOX",
            "id": 1224,
            "firstName": "Yan",
            "nickName": null,
            "born": "Liaoning, CHN",
            "record": {
                "draws": 0,
                "losses": 4,
                "noContests": 1,
                "wins": 19
            }
        },
        "rank": 2,
```

```
        "accolades": null
    },
    "blueTeam": {
        "fighter1": {
            "reach": 61.0,
            "dob": "1995-02-21",
            "fightsOutOf": "Birigui, Sao Paulo, BRA",
            "height": 61,
            "age": 29,
            "weighInWeight": 115.50,
            "lastName": "Ricci",
            "fightsOutOfCountyCode": "BRA",
            "country": "BRA",
            "stance": "ORTHODOX",
            "id": 3694,
            "firstName": "Tabatha",
            "nickName": "Baby Shark",
            "born": "Birigui, Sao Paulo, BRA",
            "record": {
                "draws": 0,
                "losses": 3,
                "noContests": 0,
                "wins": 11
            }
        },
        "rank": 10,
        "accolades": null
    },
    "status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "12:38Z"
    },
    "weightClass": {
        "weight": "156-170",
        "description": "Welterweight",
        "id": 16,
        "obsolete": false,
        "abbreviation": "WW"
    },
    "fightOrder": 3,
    "date": "2024-11-23",
    "cardSegment": "main",
    "fightId": 9035,
    "fightType": {
        "description": "3 Rnd (5-5-5)",
    }
}
```

```
        "possibleRounds": 3
    },
    "bookingStatus": {
        "status": "AutoBooked"
    },
    "referee": {
        "firstName": "Mark",
        "id": 149,
        "lastName": "Craig"
    },
    "startTimeText": "Follows Previous",
    "fightcardId": 906,
    "accolades": null,
    "fightSeq": 11,
    "redTeam": {
        "fighter1": {
            "reach": 71.5,
            "dob": "1990-03-10",
            "fightsOutOf": "Beijing, CHN",
            "height": 72,
            "age": 34,
            "weighInWeight": 171.00,
            "lastName": "Kenan",
            "fightsOutOfCountyCode": "CHN",
            "country": "CHN",
            "stance": "ORTHODOX",
            "id": 2506,
            "firstName": "Song",
            "nickName": "The Assassin",
            "born": "Tangshan, Hebei, CHN",
            "record": {
                "draws": 0,
                "losses": 9,
                "noContests": 0,
                "wins": 22
            }
        },
        "rank": null,
        "accolades": null
    },
    "blueTeam": {
        "fighter1": {
            "reach": 70.0,
            "dob": "1984-06-09",
            "fightsOutOf": "Buynaksk, Dagestan, RUS",
            "height": 71,
            "age": 40,
            "weighInWeight": 170.50,
            "lastName": "Gadjiev"
        }
    }
}
```

```

        "lastName": "Salikhov",
        "fightsOutOfCountyCode": "RUS",
        "country": "RUS",
        "stance": "ORTHODOX",
        "id": 6,
        "firstName": "Muslim",
        "nickName": "King of Kung Fu",
        "born": "Dagestan, RUS",
        "record": {
            "draws": 0,
            "losses": 5,
            "noContests": 0,
            "wins": 21
        }
    },
    "rank": null,
    "accolades": null
},
"status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "12:06Z"
    },
    "weightClass": {
        "weight": "116-125",
        "description": "Women's Flyweight",
        "id": 3,
        "obsolete": false,
        "abbreviation": "WFLW"
    },
    "fightOrder": 4,
    "date": "2024-11-23",
    "cardSegment": "main",
    "fightId": 9031,
    "fightType": {
        "description": "3 Rnd (5-5-5)",
        "possibleRounds": 3
    },
    "bookingStatus": {
        "status": "AutoBooked"
    },
    "referee": {
        "firstName": "Marc",
        "id": 22,
        "lastName": "Goddard"
    },
    "startTimetout": "Following Previous"
}

```

```
    "id": 1234567890,
    "name": "Fighter A vs Fighter B",
    "date": "2023-01-15T20:00:00Z",
    "location": "Arena X, City Y, ZZZ",
    "referee": "Referee C",
    "judges": [
        {
            "id": 1,
            "name": "Judge 1"
        },
        {
            "id": 2,
            "name": "Judge 2"
        },
        {
            "id": 3,
            "name": "Judge 3"
        }
    ],
    "redTeam": {
        "fighter1": {
            "reach": 66.5,
            "dob": "1992-05-15",
            "fightsOutOf": "Liaoning, CHN",
            "height": 66,
            "age": 32,
            "weighInWeight": 126.00,
            "lastName": "Cong",
            "fightsOutOfCountyCode": "CHN",
            "country": "CHN",
            "stance": "SOUTHPAW",
            "id": 4239,
            "firstName": "Wang",
            "nickName": "The Joker",
            "born": "Liaoning, CHN",
            "record": {
                "draws": 0,
                "losses": 1,
                "noContests": 0,
                "wins": 6
            }
        },
        "rank": null,
        "accolades": null
    },
    "blueTeam": {
        "fighter1": {
            "reach": 66.0,
            "dob": "1993-08-13",
            "fightsOutOf": "Natal, Rio Grande do Norte, BRA",
            "height": 66,
            "age": 31,
            "weighInWeight": 126.00,
            "lastName": "Fernandes",
            "fightsOutOfCountyCode": "BRA",
            "country": "BRA",
            "stance": "SOUTHPAW",
            "id": 3970,
            "firstName": "Gabriella",
            "nickName": "Gabi",
            "born": "Sao Goncalo, Rio de Janeiro, BRA",
            "record": {
                "draws": 0,
                "losses": 3
            }
        }
    }
}
```

```
        "noContests": 0,
        "wins": 10
    },
},
"rank": null,
"accolades": null
},
"status": "Finished"
},
{
"startTime": {
    "status": "StartsAt",
    "time": "11:33Z"
},
"weightClass": {
    "weight": "186-205",
    "description": "Light Heavyweight",
    "id": 4,
    "obsolete": false,
    "abbreviation": "LHW"
},
"fightOrder": 5,
"date": "2024-11-23",
"cardSegment": "main",
"fightId": 9034,
"fightType": {
    "description": "3 Rnd (5-5-5)",
    "possibleRounds": 3
},
"bookingStatus": {
    "status": "AutoBooked"
},
"referee": {
    "firstName": "Mike",
    "id": 56,
    "lastName": "Beltran"
},
"startTimeText": "Follows Previous",
"fightcardId": 906,
"accolades": null,
"fightSeq": 9,
"redTeam": {
    "fighter1": {
        "reach": 75.0,
        "dob": "1989-09-19",
        "fightsOutOf": "Fribourg, Fribourg, SUI",
        "height": 74,
        "age": 35,
```

```
        "weighInWeight": 206.00,
        "lastName": "Oezdemir",
        "fightsOutOfCountyCode": "SUI",
        "country": "SUI",
        "stance": "ORTHODOX",
        "id": 2235,
        "firstName": "Volkan",
        "nickName": "No Time",
        "born": "Fribourg, Fribourg, SUI",
        "record": {
            "draws": 0,
            "losses": 8,
            "noContests": 0,
            "wins": 20
        }
    },
    "rank": 8,
    "accolades": null
},
"blueTeam": {
    "fighter1": {
        "reach": 77.0,
        "dob": "1990-11-07",
        "fightsOutOf": "Auckland, NZL",
        "height": 76,
        "age": 34,
        "weighInWeight": 205.50,
        "lastName": "Ulberg",
        "fightsOutOfCountyCode": "NZL",
        "country": "NZL",
        "stance": "ORTHODOX",
        "id": 3580,
        "firstName": "Carlos",
        "nickName": "Black Jag",
        "born": "Auckland, NZL",
        "record": {
            "draws": 0,
            "losses": 1,
            "noContests": 0,
            "wins": 12
        }
    },
    "rank": 10,
    "accolades": null
},
"status": "Finished"
},
```

```
"startTime": {
    "status": "StartsAt",
    "time": "11:14Z"
},
"weightClass": {
    "weight": "186-205",
    "description": "Light Heavyweight",
    "id": 4,
    "obsolete": false,
    "abbreviation": "LHW"
},
"fightOrder": 6,
"date": "2024-11-23",
"cardSegment": "main",
"fightId": 9036,
"fightType": {
    "description": "3 Rnd (5-5-5)",
    "possibleRounds": 3
},
"bookingStatus": {
    "status": "AutoBooked"
},
"referee": {
    "firstName": "Kevin",
    "id": 113,
    "lastName": "Sataki"
},
"startTimeText": "Starts At",
"fightcardId": 906,
"accolades": null,
"fightSeq": 8,
"redTeam": {
    "fighter1": {
        "reach": 75.5,
        "dob": "1998-08-16",
        "fightsOutOf": "Anhui, CHN",
        "height": 74,
        "age": 26,
        "weighInWeight": 205.00,
        "lastName": "Mingyang",
        "fightsOutOfCountyCode": "CHN",
        "country": "CHN",
        "stance": "ORTHODOX",
        "id": 3734,
        "firstName": "Zhang",
        "nickName": "Mountain Tiger",
        "born": "Fuyang, Anhui, CHN",
        "record": {
            "wins": 10,
            "losses": 5,
            "draws": 3
        }
    }
}
```

```
        "draws": 0,
        "losses": 6,
        "noContests": 0,
        "wins": 18
    },
},
"rank": null,
"accolades": null
},
"blueTeam": {
    "fighter1": {
        "reach": 79.0,
        "dob": "1990-11-22",
        "fightsOutOf": "Los Angeles, California, USA",
        "height": 76,
        "age": 34,
        "weighInWeight": 205.00,
        "lastName": "Diaz",
        "fightsOutOfCountyCode": "USA",
        "country": "USA",
        "stance": "ORTHODOX",
        "id": 3874,
        "firstName": "Ozzy",
        "nickName": null,
        "born": "Los Angeles, California, USA",
        "record": {
            "draws": 0,
            "losses": 3,
            "noContests": 0,
            "wins": 9
        }
    },
    "rank": null,
    "accolades": null
},
"status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "10:38Z"
    },
    "weightClass": {
        "weight": "126-135",
        "description": "Bantamweight",
        "id": 10,
        "obsolete": false,
        "abbreviation": "BW"
    }
}
```

```
        },
        "fightOrder": 7,
        "date": "2024-11-23",
        "cardSegment": "prelims1",
        "fightId": 9052,
        "fightType": {
            "description": "3 Rnd + OT (5-5-5-5)",
            "possibleRounds": 4
        },
        "bookingStatus": {
            "status": "AutoBooked"
        },
        "referee": {
            "firstName": "Mike",
            "id": 56,
            "lastName": "Beltran"
        },
        "startTimeText": "Follows Previous",
        "fightcardId": 906,
        "accolades": null,
        "fightSeq": 7,
        "redTeam": {
            "fighter1": {
                "reach": 70.5,
                "dob": "1995-11-24",
                "fightsOutOf": "Hebei, CHN",
                "height": 69,
                "age": 29,
                "weighInWeight": 135.00,
                "lastName": "Jieleyisi",
                "fightsOutOfCountyCode": "CHN",
                "country": "CHN",
                "stance": "ORTHODOX",
                "id": 4000,
                "firstName": "Baergeng",
                "nickName": null,
                "born": "Xinjiang, CHN",
                "record": {
                    "draws": 0,
                    "losses": 6,
                    "noContests": 0,
                    "wins": 18
                }
            },
            "rank": null,
            "accolades": null
        },
        "blueTeam": {
            "fighter1": {
                "reach": 70.5,
                "dob": "1995-11-24",
                "fightsOutOf": "Hebei, CHN",
                "height": 69,
                "age": 29,
                "weighInWeight": 135.00,
                "lastName": "Jieleyisi",
                "fightsOutOfCountyCode": "CHN",
                "country": "CHN",
                "stance": "ORTHODOX",
                "id": 4000,
                "firstName": "Baergeng",
                "nickName": null,
                "born": "Xinjiang, CHN",
                "record": {
                    "draws": 0,
                    "losses": 6,
                    "noContests": 0,
                    "wins": 18
                }
            },
            "rank": null,
            "accolades": null
        }
    }
}
```

```
    "fighter": {
        "reach": 65.0,
        "dob": "1995-12-11",
        "fightsOutOf": "Gunpo, Gyeonggi-do, KOR",
        "height": 66,
        "age": 28,
        "weighInWeight": 135.50,
        "lastName": "You",
        "fightsOutOfCountyCode": "KOR",
        "country": "KOR",
        "stance": "ORTHODOX",
        "id": 4248,
        "firstName": "SuYoung",
        "nickName": "Yoo-Jitsu",
        "born": "Seoul, KOR",
        "record": {
            "draws": 0,
            "losses": 3,
            "noContests": 2,
            "wins": 14
        }
    },
    "rank": null,
    "accolades": null
},
"status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "10:26Z"
    },
    "weightClass": {
        "weight": "116-125",
        "description": "Flyweight",
        "id": 19,
        "obsolete": false,
        "abbreviation": "FLW"
    },
    "fightOrder": 8,
    "date": "2024-11-23",
    "cardSegment": "prelims1",
    "fightId": 9051,
    "fightType": {
        "description": "3 Rnd + OT (5-5-5-5)",
        "possibleRounds": 4
    },
    "bookingStatus": {
        "status": "AutoBooked"
```

```
    STATUS : AUTOBOOKED
},
"referee": {
    "firstName": "Mark",
    "id": 149,
    "lastName": "Craig"
},
"startTimeText": "Follows Previous",
"fightcardId": 906,
"accolades": null,
"fightSeq": 6,
"redTeam": {
    "fighter1": {
        "reach": 73.0,
        "dob": "1995-05-28",
        "fightsOutOf": "Manchester, England, GBR",
        "height": 70,
        "age": 29,
        "weighInWeight": 126.00,
        "lastName": "Sahota",
        "fightsOutOfCountyCode": "GBR",
        "country": "GBR",
        "stance": "ORTHODOX",
        "id": 4227,
        "firstName": "Kiru",
        "nickName": null,
        "born": "Huddersfield, England, GBR",
        "record": {
            "draws": 0,
            "losses": 3,
            "noContests": 0,
            "wins": 12
        }
    },
    "rank": null,
    "accolades": null
},
"blueTeam": {
    "fighter1": {
        "reach": 66.5,
        "dob": "1999-01-02",
        "fightsOutOf": "Pohang, North Gyeongsang, KOR",
        "height": 65,
        "age": 25,
        "weighInWeight": 125.50,
        "lastName": "Choi",
        "fightsOutOfCountyCode": "KOR",
        "country": "KOR",
        "stance": "SWITCH"
    }
}
```

```
        "id": null,
        "firstName": null,
        "nickName": null,
        "born": null,
        "record": {
            "draws": 0,
            "losses": 0,
            "noContests": 0,
            "wins": 9
        }
    },
    "rank": null,
    "accolades": null
},
"status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "09:58Z"
    },
    "weightClass": {
        "weight": "106-115",
        "description": "Women's Strawweight",
        "id": 17,
        "obsolete": false,
        "abbreviation": "WSW"
    },
    "fightOrder": 9,
    "date": "2024-11-23",
    "cardSegment": "prelims1",
    "fightId": 9050,
    "fightType": {
        "description": "3 Rnd + OT (5-5-5-5)",
        "possibleRounds": 4
    },
    "bookingStatus": {
        "status": "AutoBooked"
    },
    "referee": {
        "firstName": "Kevin",
        "id": 113,
        "lastName": "Sataki"
    },
    "startTimeText": "Follows Previous",
    "fightcardId": 906,
    "accolades": null,
    "fightSeq": 5,
```

```
"redTeam": {  
    "fighter1": {  
        "reach": 60.0,  
        "dob": "1994-11-14",  
        "fightsOutOf": "Kunming, Yunnan, CHN",  
        "height": 62,  
        "age": 30,  
        "weighInWeight": 115.50,  
        "lastName": "Ming",  
        "fightsOutOfCountyCode": "CHN",  
        "country": "CHN",  
        "stance": "ORTHODOX",  
        "id": 4236,  
        "firstName": "Shi",  
        "nickName": null,  
        "born": "Heilongjiang, CHN",  
        "record": {  
            "draws": 0,  
            "losses": 5,  
            "noContests": 0,  
            "wins": 17  
        }  
    },  
    "rank": null,  
    "accolades": null  
},  
"blueTeam": {  
    "fighter1": {  
        "reach": 66.0,  
        "dob": "2001-12-27",  
        "fightsOutOf": "Wenzhou, Zhejiang, CHN",  
        "height": 67,  
        "age": 22,  
        "weighInWeight": 115.00,  
        "lastName": "Xiaocan",  
        "fightsOutOfCountyCode": "CHN",  
        "country": "CHN",  
        "stance": "SOUTHPAW",  
        "id": 4237,  
        "firstName": "Feng",  
        "nickName": null,  
        "born": "Zhejiang, CHN",  
        "record": {  
            "draws": 0,  
            "losses": 3,  
            "noContests": 0,  
            "wins": 10  
        }  
    }  
}
```

```
        },
        "rank": null,
        "accolades": null
    },
    "status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "09:30Z"
    },
    "weightClass": {
        "weight": "116-125",
        "description": "Flyweight",
        "id": 19,
        "obsolete": false,
        "abbreviation": "FLW"
    },
    "fightOrder": 10,
    "date": "2024-11-23",
    "cardSegment": "prelims1",
    "fightId": 9038,
    "fightType": {
        "description": "3 Rnd (5-5-5)",
        "possibleRounds": 3
    },
    "bookingStatus": {
        "status": "AutoBooked"
    },
    "referee": {
        "firstName": "Marc",
        "id": 22,
        "lastName": "Goddard"
    },
    "startTimeText": "Follows Previous",
    "fightcardId": 906,
    "accolades": null,
    "fightSeq": 4,
    "redTeam": {
        "fighter1": {
            "reach": 71.0,
            "dob": "1998-03-22",
            "fightsOutOf": "Bayanbulag, Bayankhongor, MGL",
            "height": 67,
            "age": 26,
            "weighInWeight": 125.50,
            "lastName": "Tumendemberel",
            "fightsOutOfCountyCode": "MGL",
            "team": "Red"
        }
    }
}
```

```
        "country": "MGL",
        "stance": "ORTHODOX",
        "id": 4022,
        "firstName": "Nyamjargal",
        "nickName": "Art of Knockout",
        "born": "Bayanbulag, Bayankhongor, MGL",
        "record": {
            "draws": 0,
            "losses": 1,
            "noContests": 0,
            "wins": 8
        }
    },
    "rank": null,
    "accolades": null
},
"blueTeam": {
    "fighter1": {
        "reach": 67.0,
        "dob": "1993-10-25",
        "fightsOutOf": "Chicago, Illinois, USA",
        "height": 68,
        "age": 31,
        "weighInWeight": 125.50,
        "lastName": "Hernandez",
        "fightsOutOfCountyCode": "USA",
        "country": "USA",
        "stance": "ORTHODOX",
        "id": 3666,
        "firstName": "Carlos",
        "nickName": null,
        "born": "Chicago, Illinois, USA",
        "record": {
            "draws": 0,
            "losses": 4,
            "noContests": 0,
            "wins": 10
        }
    },
    "rank": null,
    "accolades": null
},
"status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "09:00Z"
    }
}
```

```
{  
    "weightClass": {  
        "weight": "116-125",  
        "description": "Flyweight",  
        "id": 19,  
        "obsolete": false,  
        "abbreviation": "FLW"  
    },  
    "fightOrder": 11,  
    "date": "2024-11-23",  
    "cardSegment": "prelims1",  
    "fightId": 9037,  
    "fightType": {  
        "description": "3 Rnd (5-5-5)",  
        "possibleRounds": 3  
    },  
    "bookingStatus": {  
        "status": "AutoBooked"  
    },  
    "referee": {  
        "firstName": "Mark",  
        "id": 149,  
        "lastName": "Craig"  
    },  
    "startTimeText": "Follows Previous",  
    "fightcardId": 906,  
    "accolades": null,  
    "fightSeq": 3,  
    "redTeam": {  
        "fighter1": {  
            "reach": 67.0,  
            "dob": "1999-06-09",  
            "fightsOutOf": "London, England, GBR",  
            "height": 64,  
            "age": 25,  
            "weighInWeight": 126.00,  
            "lastName": "Kavanagh",  
            "fightsOutOfCountyCode": "GBR",  
            "country": "GBR",  
            "stance": "ORTHODOX",  
            "id": 4266,  
            "firstName": "Lone'er",  
            "nickName": null,  
            "born": "London, England, GBR",  
            "record": {  
                "draws": 0,  
                "losses": 0,  
                "noContests": 0,  
                "wins": 0  
            }  
        }  
    }  
}
```

```
    "wins": 0
  }
},
"rank": null,
"accolades": null
},
"blueTeam": {
  "fighter1": {
    "reach": 67.0,
    "dob": "2000-12-31",
    "fightsOutOf": "Moyobamba, Moyobamba, PER",
    "height": 67,
    "age": 23,
    "weightInWeight": 125.00,
    "lastName": "Ochoa",
    "fightsOutOfCountyCode": "PER",
    "country": "PER",
    "stance": "SOUTHPAW",
    "id": 4295,
    "firstName": "Jose",
    "nickName": "Kalzifer",
    "born": "Moyobamba, Moyobamba, PER",
    "record": {
      "draws": 0,
      "losses": 1,
      "noContests": 1,
      "wins": 7
    }
  },
  "rank": null,
  "accolades": null
},
"status": "Finished"
},
{
  "startTime": {
    "status": "StartsAt",
    "time": "08:33Z"
  },
  "weightClass": {
    "weight": "126-135",
    "description": "Bantamweight",
    "id": 10,
    "obsolete": false,
    "abbreviation": "BW"
  },
  "fightOrder": 12,
  "date": "2024-11-23",
  "cardSegment": "prelims1"
```

```
    "cardSegment": "PICTURES",
    "fightId": 9054,
    "fightType": {
        "description": "3 Rnd (5-5-5)",
        "possibleRounds": 3
    },
    "bookingStatus": {
        "status": "AutoBooked"
    },
    "referee": {
        "firstName": "Mike",
        "id": 56,
        "lastName": "Beltran"
    },
    "startTimeText": "Follows Previous",
    "fightcardId": 906,
    "accolades": null,
    "fightSeq": 2,
    "redTeam": {
        "fighter1": {
            "reach": 70.0,
            "dob": "1998-04-13",
            "fightsOutOf": "Hunan, CHN",
            "height": 68,
            "age": 26,
            "weightInWeight": 135.00,
            "lastName": "Long",
            "fightsOutOfCountyCode": "CHN",
            "country": "CHN",
            "stance": "ORTHODOX",
            "id": 3718,
            "firstName": "Xiao",
            "nickName": null,
            "born": "Hunan, CHN",
            "record": {
                "draws": 0,
                "losses": 9,
                "noContests": 0,
                "wins": 27
            }
        },
        "rank": null,
        "accolades": null
    },
    "blueTeam": {
        "fighter1": {
            "reach": 70.0,
            "dob": "1991-10-18",
            "fightsOutOf": "Bien Hoa. Dong Nai. VIE".
```

```
        "height": 66,
        "age": 33,
        "weighInWeight": 136.00,
        "lastName": "Le",
        "fightsOutOfCountyCode": "VIE",
        "country": "VIE",
        "stance": "ORTHODOX",
        "id": 4252,
        "firstName": "Quang",
        "nickName": "Bang",
        "born": "Bien Hoa, Dong Nai, VIE",
        "record": {
            "draws": 0,
            "losses": 2,
            "noContests": 0,
            "wins": 8
        }
    },
    "rank": null,
    "accolades": null
},
{
    "status": "Finished"
},
{
    "startTime": {
        "status": "StartsAt",
        "time": "08:06Z"
    },
    "weightClass": {
        "weight": "146-155",
        "description": "Lightweight",
        "id": 14,
        "obsolete": false,
        "abbreviation": "LW"
    },
    "fightOrder": 13,
    "date": "2024-11-23",
    "cardSegment": "prelims1",
    "fightId": 9086,
    "fightType": {
        "description": "3 Rnd (5-5-5)",
        "possibleRounds": 3
    },
    "bookingStatus": {
        "status": "AutoBooked"
    },
    "referee": {
        "firstName": "Kevin",
        "lastName": "Hoang"
    }
}
```

```
        "id": 113,
        "lastName": "Sataki"
    },
    "startTimeText": "Follows Previous",
    "fightcardId": 906,
    "accolades": null,
    "fightSeq": 1,
    "redTeam": {
        "fighter1": {
            "reach": 71.5,
            "dob": "1999-12-01",
            "fightsOutOf": "Sichuan, CHN",
            "height": 72,
            "age": 24,
            "weighInWeight": 155.50,
            "lastName": "Maheshate",
            "fightsOutOfCountyCode": "CHN",
            "country": "CHN",
            "stance": "ORTHODOX",
            "id": 3721,
            "firstName": "",
            "nickName": null,
            "born": "Yili, Xinjiang, CHN",
            "record": {
                "draws": 0,
                "losses": 4,
                "noContests": 0,
                "wins": 10
            }
        },
        "rank": null,
        "accolades": null
    },
    "blueTeam": {
        "fighter1": {
            "reach": 70.5,
            "dob": "1993-02-08",
            "fightsOutOf": "Governador Valadares, Minas Gerais, BRA",
            "height": 69,
            "age": 31,
            "weighInWeight": 155.00,
            "lastName": "Motta",
            "fightsOutOfCountyCode": "BRA",
            "country": "BRA",
            "stance": "ORTHODOX",
            "id": 3592,
            "firstName": "Nikolas",
            "nickName": "Iron",
        }
    }
}
```

```

        "born": "Governador Valadares, Minas Gerais, BRA",
        "record": {
            "draws": 0,
            "losses": 5,
            "noContests": 1,
            "wins": 15
        },
        "rank": null,
        "accolades": null
    },
    "status": "Finished"
}
]
```

```

## Live Events Endpoint

This endpoint returns information on a fight when it is live

## Endpoint URLs

<https://dde-api.data.imgurarena.com/mma/fightcards/liveevents>

This endpoint returns live fights with the status InProgress, no other statuses allow the fight to be present in the endpoint.

## Required Headers

| Key           | Value   |
|---------------|---|
| Accept        | application/vnd.imgurarena.dde.api+json;version=1 |
| Content-Type  | application/json                                  |
| Authorization | Bearer eyvhaoudfgpdfgo*                           |

# Request Parameters

This endpoint takes no parameters

## Response Model:

### Fightcard Schedule Object

| Field Name    | Type    | Description  |
|---------------|---------|--|
| date          | date    | the date of the fight  |
| startTime     | object  | an object containing "status" – the status of the start time, e.g. EstimatedStart, and "time", the estimated start time, in local + UTC offset format  |
| startTimeText | string  | text description of the start time. Note that the start time object contains detailed information about the start and is likely to be more useful than this field.<br>Main values; Starts At, Follows Previous |
| fightOrder    | integer | The fight's order on the card. Fight number 1 is the main event, 2 is the co-main event and so on, so that the first fight of the night has the highest number. The main event is always                       |
| fightSeq      | integer | The fight sequence on the overall fightcard. 1 if first, 2 if second, etc  |

|             |         |   |
|-------------|---------|---|
| fightcardId | integer | the ID of the fightcard in which the fight is in                                      |
| fightId     | integer | the ID of the fight   |
| fightType   | object  | contains information on the type of fight, how many possible rounds there could be    |
| cardSegment | string  | the segment of the card that this fight belongs to. Options; main, prelims1, prelims2 |

## Red/Blue Team Object

| Field Name    | Type    | Description  |
|---------------|---------|--|
| weighInWeight | integer | the weigh in weight, in lb, of the fighter. Will be null if unknown.                                   |
| reach         | decimal | the reach, in inches, of the fighter. Will be null if unknown.   |
| height        | integer | the height, in inches, of the fighter. Will be null if unknown.  |
| stance        | string  | the stance of the fighter. Possible values; Orthodox, Southpaw, Switch, Open. Will be null if unknown. |
| country       | string  | country code of the fighter  |
| lastName      | string  | the last name of the fighter   |
| firstName     | string  | the first name of the fighter  |
| nickName      | string  | the nickname of the fighter  |
| age           | integer | the age of the fighter   |

|             |         |   |
|-------------|---------|---|
| dob         | date    | the date of birth of the fighter  |
| born        | string  | the city, state, country, country code of where the fighter was born                        |
| fightsOutOf | string  | the city, state, country, country code of where the fighter currently fights out of         |
| rank        | integer | the current rank of the fighter within his weightclass                                      |
| record      | object  | win/loss/draw/no contest record of the fighter  |
| accolades   | string  | will be null unless a title holder. If not null, will explain what title the fighter holds. |

## Sample Response

```
[  
 {  
   "startTime": {  
     "status": "NotKnown"  
   },  
   "startTimeText": "Follows Previous",  
   "fightOrder": 11,  
   "fightcardId": 1996,  
   "date": "2024-11-09",  
   "blueTeam": {  
     "fighter1": {  
       "reach": null,  
       "dob": "1998-12-30",  
       "fightsOutOf": "Poznan, Greater Poland, POL",  
       "height": null,  
       "age": 25,  
       "weighInWeight": null,  
       "lastName": "Sygula",  
       "fightsOutOfCountyCode": "POL",  
       "country": "POL",  
       "stance": "ORTHODOX",  
       "id": 5653,  
       "firstName": "Klaudia",  
       "nickName": null,  
       "born": "Poddebice, Lodz, POL",  
       "record": {  
         "draws": 0,  
         "losses": 1,  
         "noContests": 0,  
         "wins": 6  
       }  
     },  
     "rank": null,  
     "accolades": null  
   },  
   "cardSegment": "prelims1",  
   "fightId": 11144,  
   "fightType": {  
     "description": "3 Rnd (5-5-5)",  
     "possibleRounds": 3  
   },  
   "fightSeq": 3,  
   "redTeam": {  
     "fighter1": {  
       "reach": 68,  
       "dob": "1991-07-23",  
       "fightsOutOf": "Coventry, England, GBR",  
       "height": 67.  
     }  
   }  
 }
```

```
        "age": 33,
        "weighInWeight": null,
        "lastName": "Dixon",
        "fightsOutOfCountyCode": "GBR",
        "country": "GBR",
        "stance": "ORTHODOX",
        "id": 4598,
        "firstName": "Melissa",
        "nickName": "No Mess",
        "born": "Oxford, England, GBR",
        "record": {
            "draws": 0,
            "losses": 0,
            "noContests": 0,
            "wins": 6
        },
        "rank": null,
        "accolades": null
    }
]
```

## Results Endpoint

This endpoint returns resulting information on all MMA fights. This is the **only** endpoint that should be used to settle markets and to announce the official winner of any MMA fight.

The frequency at which this endpoint is updated is configurable at launch and is polled every **10 seconds**.

## Endpoint URLs

<https://dde-api.imggaming.com/mma/results>

## Required Headers

| Key           | Value   |
|---------------|---|
| Accept        | application/vnd.imgurating.dde.api+json;version=1 |
| Content-Type  | application/json                                  |
| Authorization | Bearer eyvhaoudfgpdfgo*                           |

## Request Parameters

| Parameter               | Description   |
|-------------------------|---|
| fight={fightId}         | Condensed results for one specific fight              |
| fightcard={fightcardId} | Condensed results for every fight within a fight card |

This endpoint takes one parameter at a time.

If no parameter is provided, then this returns results for all fights from the 5 most recent fight cards.

## Response Model:

### Results Object

| Field Name      | Type    | Description   |
|-----------------|---------|---|
| result          | object  | Detailed information on the result of the fight                           |
| scoringComplete | boolean | Provides confirmation on whether scoring for the fight has been completed |

|             |         |   |
|-------------|---------|---|
| fightcardId | integer | The ID of the Fightcard on which the fight took place |
| redTeam     | object  | Basic information on the fighters in the fight        |
| date        | string  | The date of the fight                                 |
| blueTeam    | object  | Basic information on the fighters in the fight        |
| fightId     | integer | The ID of the Fight                                   |

## Result Object

| Field Name    | Type   | Description  |
|---------------|--------|--|
| winner        | string | The corner that won the fight (if applicable)  |
| method        | string | The method of the result. Possible values; unanimousdecision, splitdecision, majoritydecision, disqualification, ko, doctorstoppedtko, overturned, couldnotcontinue, submission. |
| methodDetails | object | Depending on the method returned, further method information will be returned within this object   |

## Method Details Object

| Field Name          | Type   | Description   |
|---------------------|--------|---|
| endingTargetDetails | string | If method is KO/TKO, info returned in this field. Null if not. Possible values; Head, Body, Leg   |
| endingPosition      | string | If method is KO/TKO or Submission, info returned in this field. Null if not. Possible values; At Distance, In Clinch, On Ground, From Guard, From Half Guard, From Side Control, From Mount, From Back Control, From Bottom Guard, From Bottom Half Guard, From Bottom Side Control, From Bottom Mount, From Bottom Back Control, From North South, From Front Headlock, From Whizzer, After Drop to Guard, After Drop to Half Guard, After Drop to Ground, From Inoki-Ali Position, From Bottom, From Crucifix, Flying Armbar, From Scissor Takedown, Flying Triangle, Standing, Standing Back Control |
| endingTime          | string | The time in the ending round in which the fight was stopped   |
| fightScores         | object | If method contains "decision", this object will contain the scores of the judges for both teams.  |
|                     |        | If Method is submission, info returned in this field. Null if not. Possible values; Armbar, Kimura, Keylock, Kneebar, Ankle Lock, Heel  |

|                     |         |   |
|---------------------|---------|---|
| submissionDetails   | string  | Hook, Toe Hold, Omoplata, Neck Crank, Other – Lock, Rear Naked Choke, Triangle Choke, Guillotine Choke, Arm Triangle, Anaconda Choke, Peruvian Necktie, D'Arce Choke, Gi Choke, Gogo Plata, Other – Choke, Strikes, Injury, Other, North-South Choke, Hammerlock, Forearm Choke |
| endingRound         | integer | The round in which the fight ended  |
| endingStrikeDetails | string  | If Method is KO/TKO or Submission (from strikes), info returned in this field. Null if not. Possible values; Punch, Punches, Elbow, Elbows, Knee, Knees, Kick, Kicks, Stomp, Stomps, Headbutt, Headbutts, Spinning Back Fist, Spinning Back Kick, Flying Knee, Slam             |

## Fight Score Object

| Field Name   | Type  | Description  |
|--------------|-------|--|
| winnerScores | array | detailed information provided on the fight score of the winner |
| loserScores  | array | detailed information provided on the fight score of the loser  |

## Red Team / Blue Team Object

| Field Name | Type   | Description   |
|------------|--------|---|
| fighter1   | object | Information on fighter 1 within this team (In all UFC fights this is 1:1) |

## Fighter1 Object

| Field Name | Type    | Description                   |
|------------|---------|-------------------------------|
| lastName   | string  | The last name of the fighter  |
| firstName  | string  | The first name of the fighter |
| id         | integer | The ID of the fighter         |

## Sample Responses

1 – TKO

```
{  
  "result": {  
    "winner": "red",  
    "method": "doctorstoppedtko",  
    "methodDetails": {  
      "endingTargetDetails": null,  
      "endingPosition": null,  
      "submissionDetails": null,  
      "endingTime": "05:00",  
      "fightScores": {  
        "winnerScores": [],  
        "loserScores": []  
      },  
      "endingRound": 2,  
      "endingStrikeDetails": null  
    }  
  },  
  "scoringComplete": true,  
  "fightcardId": 893,  
  "redTeam": {  
    "fighter1": {  
      "firstName": "Renato",  
      "lastName": "Moicano",  
      "id": 2260  
    }  
  },  
  "date": "2024-09-28",  
  "blueTeam": {  
    "fighter1": {  
      "firstName": "Benoit",  
      "lastName": "Saint Denis",  
      "id": 3760  
    }  
  },  
  "fightId": 8926  
}
```

## 2 – Decision

```
{  
  "result": {  
    "winner": "red",  
    "method": "unanimousdecision",  
    "methodDetails": {  
      "endingTargetDetails": null,  
      "endingPosition": null,  
      "submissionDetails": null,  
      "endingTime": "05:00",  
      "fightScores": {  
        "winnerScores": [  
          {  
            "judgeFirstName": "Tony",  
            "judgeLastName": "Weeks",  
            "score": 29  
          },  
          {  
            "judgeFirstName": "Sal",  
            "judgeLastName": "D'amato",  
            "score": 29  
          },  
          {  
            "judgeFirstName": "Jacob",  
            "judgeLastName": "Montalvo",  
            "score": 29  
          }  
        ],  
        "loserScores": [  
          {  
            "judgeFirstName": "Tony",  
            "judgeLastName": "Weeks",  
            "score": 28  
          },  
          {  
            "judgeFirstName": "Sal",  
            "judgeLastName": "D'amato",  
            "score": 28  
          },  
          {  
            "judgeFirstName": "Jacob",  
            "judgeLastName": "Montalvo",  
            "score": 28  
          }  
        ]  
      },  
      "endingRound": 3,  
      "endingStrikeDetails": null  
    }  
}
```

```
    },
    "scoringComplete": true,
    "fightcardId": 899,
    "redTeam": {
        "fighter1": {
            "firstName": "Magomed",
            "lastName": "Ankalaev",
            "id": 404
        }
    },
    "date": "2024-10-26",
    "blueTeam": {
        "fighter1": {
            "firstName": "Aleksandar",
            "lastName": "Rakic",
            "id": 2525
        }
    },
    "fightId": 8906
}
```

### 3 - Submission

```
{  
  "result": {  
    "winner": "red",  
    "method": "submission",  
    "methodDetails": {  
      "endingTargetDetails": null,  
      "endingPosition": "from back control",  
      "submissionDetails": "rear naked choke",  
      "endingTime": "04:33",  
      "fightScores": {  
        "winnerScores": [],  
        "loserScores": []  
      },  
      "endingRound": 3,  
      "endingStrikeDetails": null  
    }  
  },  
  "scoringComplete": true,  
  "fightcardId": 903,  
  "redTeam": {  
    "fighter1": {  
      "firstName": "Joselyne",  
      "lastName": "Edwards",  
      "id": 3606  
    }  
  },  
  "date": "2024-10-19",  
  "blueTeam": {  
    "fighter1": {  
      "firstName": "Tamires",  
      "lastName": "Vidal",  
      "id": 3937  
    }  
  },  
  "fightId": 8991  
}
```

# Detailed Results Endpoint

This endpoint returns past fight's per-round advanced statistics and post fight, these statistics can and should settle bets as they are verified official fight statistics.

This endpoint is updated every 10 seconds. The information is made available after every round and when the fight is finished.

## Endpoint URLs

`https://dde-api.data.imgurarena.com/mma/detailedresults`

## Required Headers

| Key           | Value   |
|---------------|---|
| Accept        | application/vnd.imgurarena.dde.api+json;version=1 |
| Content-Type  | application/json                                  |
| Authorization | Bearer eyvhaoudfgpdfgo*                           |

## Request Parameters

| Parameter                            | Description                             |
|--------------------------------------|---|
| <code>fightcard={fightcardId}</code> | Detailed results for a given fight card |
| <code>fight={fightId}</code>         | Detailed results for a given fight      |
| <code>fighter={fighterId}</code>     | Detailed results for a specific fighter |

The end point only takes into account one of these parameters at a time.

If no parameter is provided, then this returns statistics for all fights from the 5 most recent fight cards.

## Response Model:

| Field Name      | Type    | Description  |
|-----------------|---------|--|
| statistics      | object  | detailed information on the accumulative actions for the red and blue team     |
| result          | object  | detailed information on the result of the fight                                |
| scoringComplete | boolean | provides confirmation on whether the fight has been completed                  |
| roundStatistics | object  | provides detailed information on the actions which have occurred in each round |
| fightcardId     | integer | the ID of a fight card   |
| redteam         | object  | basic information on the fighters in a fight                                   |
| date            | string  | the date of the start of the fight   |
| blueteam        | object  | basic information on the fighters in a fight                                   |
| fightId         | integer | the ID of a fight  |

## statistics object model

| Field Name | Type   | Description                                      |
|------------|--------|--|
| redTeam    | object | contains total actions for the red team fighter  |
| blueTeam   | object | contains total actions for the blue team fighter |

## Red Team Object:

| Field Name                  | Type    | Description  |
|-----------------------------|---------|--|
| totalStrikesLanded          | integer | the total number of strikes landed throughout the entire fight               |
| submissionsAttempted        | integer | the total number of submissions attempted in an entire fight                 |
| totalStrikesAttempted       | integer | the total number of strikes attempted throughout the entire fight            |
| sigBodyStrikesAttempted     | integer | the total number of significant body strikes attempted in a entire fight     |
| Knockdowns                  | integer | the total number of knockouts in a fight                                     |
| sigClinchStrikesAttempted   | integer | the total number of significant clinches attempted in a entire fight         |
| sigDistanceStrikesAttempted | integer | the total number of significant distance strikes attempted in a entire fight |
| sigDistanceStrikesLanded    | integer | the total number of significant distance strikes landed in a entire fight    |
| sigLegStrikesAttempted      | integer | the total number of significant leg strikes                                  |

|                           |         |  |
|---------------------------|---------|--|
|                           |         | attempted in a entire fight  |
| sigHeadStrikesLanded      | integer | the total number of significant head strikes landed in a entire fight      |
| sigStrikeAccuracy         | Float   | Significant strike accuracy  |
| takedownsAttempted        | integer | the total number of takedowns attempted                                    |
| Passes                    | integer | the total number of passes attempted in a entire fight                     |
| sigBodyStrikesLanded      | integer | the total number of significant body strikes landed in a entire fight      |
| sigLegStrikesLanded       | integer | the total number of significant leg strikes landed in a entire fight       |
| sigStrikesAttempted       | integer | the total number of significant strikes attempted in a entire fight        |
| sigStrikesLanded          | integer | the total number of significant strikes landed in a entire fight           |
| sigHeadStrikesAttempted   | integer | the total number of significant head strikes attempted in a entire fight   |
| sigGroundStrikesAttempted | integer | the total number of significant ground strikes attempted in a entire fight |
| takedownsLanded           | integer | the total number of takedowns landed in a entire fight                     |
| sigGroundStrikesLanded    | integer | the total number of significant ground strikes landed in a entire fight    |
| reversals                 | integer | The total number of reversals in a fight                                   |

|                        |         |   |
|------------------------|---------|---|
| takedownAccuracy       | float   | takedown accuracy throughout a fight                                    |
| sigClinchStrikeslanded | integer | the total number of significant clinch strikes landed in a entire fight |
| guardControlTime       | integer | the total time spent having guard control in seconds                    |
| miscGroundControlTime  | integer | the total time spent having Misc guard control in seconds               |
| groundTime             | integer | the total time spent having on ground in seconds                        |
| clinchKnockdowns       | integer |   |
| neutralTime            | integer | the total time spent having in neutral in seconds                       |
| standingTime           | integer | the total time spent standing in seconds                                |
| halfGuardControlTime   | integer | the total time spent having half guard control in seconds               |
| distanceTime           | integer | the total distance time   |
| backControlTime        | integer | the total time spent having back control in seconds                     |
| clinchTime             | integer | the total time spent in clinch in seconds                               |
| mountControlTime       | integer | the total time spent having mount control in seconds                    |
| controlTime            | integer | the total control time n seconds  |
| totalKnockDowns        | integer | the total number of takedowns   |

## Blue Team Object:

| Field Name                  | Type    | Description  |
|-----------------------------|---------|--|
| totalStrikesLanded          | integer | the total number of strikes landed throughout the entire fight               |
| submissionsAttempted        | integer | the total number of submissions attempted in an entire fight                 |
| totalStrikesAttempted       | integer | the total number of strikes attempted throughout the entire fight            |
| sigBodyStrikesAttempted     | integer | the total number of significant body strikes attempted in a entire fight     |
| Knockdowns                  | integer | the total number of knockouts in a fight                                     |
| sigCinchStrikesAttempted    | integer | the total number of significant clinches attempted in a entire fight         |
| sigDistanceStrikesAttempted | integer | the total number of significant distance strikes attempted in a entire fight |
| sigDistanceStrikesLanded    | integer | the total number of significant distance strikes landed in a entire fight    |
| sigLegStrikesAttempted      | integer | the total number of significant leg strikes attempted in a entire fight      |
| sigHeadStrikesLanded        | integer | the total number of significant head strikes landed in a entire fight        |
| sigStrikeAccuracy           | Float   | Significant strike accuracy  |

|                           |         |  |
|---------------------------|---------|--|
| takedownsAttempted        | integer | the total number of takedowns attempted                                    |
| Passes                    | integer | the total number of passes attempted in a entire fight                     |
| sigBodyStrikesLanded      | integer | the total number of significant body strikes landed in a entire fight      |
| sigLegStrikesLanded       | integer | the total number of significant leg strikes landed in a entire fight       |
| sigStrikesAttempted       | integer | the total number of significant strikes attempted in a entire fight        |
| sigStrikesLanded          | integer | the total number of significant strikes landed in a entire fight           |
| sigHeadStrikesAttempted   | integer | the total number of significant head strikes attempted in a entire fight   |
| sigGroundStrikesAttempted | integer | the total number of significant ground strikes attempted in a entire fight |
| takedownsLanded           | integer | the total number of takedowns landed in a entire fight                     |
| sigGroundStrikesLanded    | integer | the total number of significant ground strikes landed in a entire fight    |
| reversals                 | integer | The total number of reversals in a fight                                   |
| takedownAccuracy          | float   | takedown accuracy throughout a fight                                       |
| sigClinchStrikeslanded    | integer | the total number of significant clinch strikes landed in a entire fight    |

|                       |         |   |
|-----------------------|---------|---|
| guardControlTime      | integer | the total time spent having guard control in seconds      |
| miscGroundControlTime | integer | the total time spent having Misc guard control in seconds |
| groundTime            | integer | the total time spent having on ground in seconds          |
| clinchKnockdowns      | integer |   |
| neutralTime           | integer | the total time spent having in neutral in seconds         |
| standingTime          | integer | the total time spent standing in seconds                  |
| halfGuardControlTime  | integer | the total time spent having half guard control in seconds |
| distanceTime          | integer | the total distance time                                   |
| backControlTime       | integer | the total time spent having back control in seconds       |
| clinchTime            | integer | the total time spent in clinch in seconds                 |
| mountControlTime      | integer | the total time spent having mount control in seconds      |
| controlTime           | integer | the total control time n seconds                          |
| totalKnockDowns       | integer | the total number of takedowns                             |
| groundControlTime     | integer | the total time spent having ground control in seconds     |

## Result Object

| Field Name | Type | Description |
|------------|------|-------------|
|            |      |             |

|               |        |   |
|---------------|--------|---|
| winner        | string | The corner that won the fight (if applicable)   |
| method        | string | The method of the result. Possible values; KO/TKO, Submission, Decision – Unanimous, Decision – Split, Decision – Majority, TKO – Doctor's Stoppage, DQ, Overturned, Could Not Continue |
| methodDetails | object | Depending on the method returned, further method information will be returned <i>within this object</i>   |

## Method Details Object

| Field Name          | Type   | Description   |
|---------------------|--------|---|
| endingTargetDetails | string | If method is KO/TKO, info returned in this field. Null if not. Possible values; Head, Body, Leg   |
| endingPosition      | string | If method is KO/TKO or Submission, info returned in this field. Null if not. Possible values; At Distance, In Clinch, On Ground, From Guard, From Half Guard, From Side Control, From Mount, From Back Control, From Bottom Guard, From Bottom Half Guard, From Bottom Side Control, From Bottom Mount, From Bottom Back Control, From North South, From Front Headlock, From Whizzer, After Drop to Guard, After Drop to Half Guard, After Drop to |

|                     |         |  |
|---------------------|---------|--|
|                     |         | Ground, From Inoki-Ali Position, From Bottom, From Crucifix, Flying Armbar, From Scissor Takedown, Flying Triangle, Standing, Standing Back Control  |
| endingTime          | string  | The time in the ending round in which the fight was stopped. * note that this may not always be the same date as the fight starts on   |
| fightScores         | object  | If method contains "decision", this object will contain the scores of the judges for both teams.   |
| submissionDetails   | string  | If Method is submission, info returned in this field. Null if not. Possible values; Armbar, Kimura, Keylock, Kneebar, Ankle Lock, Heel Hook, Toe Hold, Omoplata, Neck Crank, Other – Lock, Rear Naked Choke, Triangle Choke, Guillotine Choke, Arm Triangle, Anaconda Choke, Peruvian Necktie, D'Arce Choke, Gi Choke, Gogo Plata, Other – Choke, Strikes, Injury, Other, North-South Choke, Hammerlock, Forearm Choke |
| endingRound         | integer | the round in which the fight ended on  |
| endingStrikeDetails | string  | If Method is KO/TKO or Submission (from strikes), info returned in this field. Null if not. Possible values; Punch, Punches, Elbow, Elbows, Knee, Knees, Kick, Kicks, Stomp, Stomps, Headbutt, Headbutts,  |

Spinning Back Fist,  
Spinning Back Kick, Flying  
Knee, Slam

## Fightscore Object

| Field Name   | Type  | Description  |
|--------------|-------|--|
| winnerScores | array | detailed information provided on the fight score of the winner |
| loserscores  | array | detailed information provided on the fight score of the loser  |

## RoundStatistics Objects:

| Field Name | Type   | Description                          |
|------------|--------|--------------------------------------|
| 4          | object | object containing details on round 4 |
| 5          | object | object containing details on round 5 |
| 1          | object | object containing details on round 1 |
| 2          | object | object containing details on round 2 |
| 3          | object | object containing details on round 3 |

## Round 4,5,1,2 or 3 Objects:

| Field Name | Type | Description |
|------------|------|-------------|
|            |      |             |

|         |        |                                      |
|---------|--------|--------------------------------------|
| redTeam | object | object containing details on round 4 |
|         |        | object containing details on         |

## RoundStatistics - redTeam Object

| Field Name                  | Type    | Description  |
|-----------------------------|---------|--|
| totalStrikesLanded          | integer | the total number of strikes landed throughout the entire fight               |
| submissionsAttempted        | integer | the total number of submissions attempted in an entire fight                 |
| totalStrikesAttempted       | integer | the total number of strikes attempted throughout the entire fight            |
| sigBodyStrikesAttempted     | integer | the total number of significant body strikes attempted in a entire fight     |
| Knockdowns                  | integer | the total number of knockouts in a fight                                     |
| sigClinchStrikesAttempted   | integer | the total number of significant clinches attempted in a entire fight         |
| sigDistanceStrikesAttempted | integer | the total number of significant distance strikes attempted in a entire fight |
| sigDistanceStrikesLanded    | integer | the total number of significant distance strikes landed in a entire fight    |
| sigLegStrikesAttempted      | integer | the total number of significant leg strikes attempted in a entire fight      |

|                           |         |  |
|---------------------------|---------|--|
| sigHeadStrikesLanded      | integer | the total number of significant head strikes landed in a entire fight      |
| sigStrikeAccuracy         | Float   | Significant strike accuracy  |
| takedownsAttempted        | integer | the total number of takedowns attempted                                    |
| Passes                    | integer | the total number of passes attempted in a entire fight                     |
| sigBodyStrikesLanded      | integer | the total number of significant body strikes landed in a entire fight      |
| sigLegStrikesLanded       | integer | the total number of significant leg strikes landed in a entire fight       |
| sigStrikesAttempted       | integer | the total number of significant strikes attempted in a entire fight        |
| sigStrikesLanded          | integer | the total number of significant strikes landed in a entire fight           |
| sigHeadStrikesAttempted   | integer | the total number of significant head strikes attempted in a entire fight   |
| sigGroundStrikesAttempted | integer | the total number of significant ground strikes attempted in a entire fight |
| takedownsLanded           | integer | the total number of takedowns landed in a entire fight                     |
| sigGroundStrikesLanded    | integer | the total number of significant ground strikes landed in a entire fight    |
| reversals                 | integer | The total number of reversals in a fight                                   |

|                        |         |   |
|------------------------|---------|---|
| takedownAccuracy       | float   | takedown accuracy throughout a fight                                    |
| sigClinchStrikeslanded | integer | the total number of significant clinch strikes landed in a entire fight |
| guardControlTime       | integer | the total time spent having guard control in seconds                    |
| miscGroundControlTime  | integer | the total time spent having Misc guard control in seconds               |
| groundTime             | integer | the total time spent having on ground in seconds                        |
| clinchKnockdowns       | integer |   |
| neutralTime            | integer | the total time spent having in neutral in seconds                       |
| standingTime           | integer | the total time spent standing in seconds                                |
| halfGuardControlTime   | integer | the total time spent having half guard control in seconds               |
| distanceTime           | integer | the total distance time   |
| backControlTime        | integer | the total time spent having back control in seconds                     |
| clinchTime             | integer | the total time spent in clinch in seconds                               |
| mountControlTime       | integer | the total time spent having mount control in seconds                    |
| controlTime            | integer | the total control time n seconds  |
| totalKnockDowns        | integer | the total number of takedowns   |

## RoundStatistics - blueTeam Object

| Field Name                  | Type    | Description  |
|-----------------------------|---------|--|
| totalStrikesLanded          | integer | the total number of strikes landed throughout the entire fight               |
| submissionsAttempted        | integer | the total number of submissions attempted in an entire fight                 |
| totalStrikesAttempted       | integer | the total number of strikes attempted throughout the entire fight            |
| sigBodyStrikesAttempted     | integer | the total number of significant body strikes attempted in a entire fight     |
| Knockdowns                  | integer | the total number of knockouts in a fight                                     |
| sigCinchStrikesAttempted    | integer | the total number of significant clinches attempted in a entire fight         |
| sigDistanceStrikesAttempted | integer | the total number of significant distance strikes attempted in a entire fight |
| sigDistanceStrikesLanded    | integer | the total number of significant distance strikes landed in a entire fight    |
| sigLegStrikesAttempted      | integer | the total number of significant leg strikes attempted in a entire fight      |
| sigHeadStrikesLanded        | integer | the total number of significant head strikes landed in a entire fight        |
| sigStrikeAccuracy           | Float   | Significant strike accuracy  |

|                           |         |  |
|---------------------------|---------|--|
| takedownsAttempted        | integer | the total number of takedowns attempted                                    |
| Passes                    | integer | the total number of passes attempted in a entire fight                     |
| sigBodyStrikesLanded      | integer | the total number of significant body strikes landed in a entire fight      |
| sigLegStrikesLanded       | integer | the total number of significant leg strikes landed in a entire fight       |
| sigStrikesAttempted       | integer | the total number of significant strikes attempted in a entire fight        |
| sigStrikesLanded          | integer | the total number of significant strikes landed in a entire fight           |
| sigHeadStrikesAttempted   | integer | the total number of significant head strikes attempted in a entire fight   |
| sigGroundStrikesAttempted | integer | the total number of significant ground strikes attempted in a entire fight |
| takedownsLanded           | integer | the total number of takedowns landed in a entire fight                     |
| sigGroundStrikesLanded    | integer | the total number of significant ground strikes landed in a entire fight    |
| reversals                 | integer | The total number of reversals in a fight                                   |
| takedownAccuracy          | float   | takedown accuracy throughout a fight                                       |
| sigClinchStrikeslanded    | integer | the total number of significant clinch strikes landed in a entire fight    |

|                       |         |   |
|-----------------------|---------|---|
| guardControlTime      | integer | the total time spent having guard control in seconds      |
| miscGroundControlTime | integer | the total time spent having Misc guard control in seconds |
| groundTime            | integer | the total time spent having on ground in seconds          |
| clinchKnockdowns      | integer |   |
| neutralTime           | integer | the total time spent having in neutral in seconds         |
| standingTime          | integer | the total time spent standing in seconds                  |
| halfGuardControlTime  | integer | the total time spent having half guard control in seconds |
| distanceTime          | integer | the total distance time                                   |
| backControlTime       | integer | the total time spent having back control in seconds       |
| clinchTime            | integer | the total time spent in clinch in seconds                 |
| mountControlTime      | integer | the total time spent having mount control in seconds      |
| controlTime           | integer | the total control time n seconds                          |
| totalKnockDowns       | integer | the total number of takedowns                             |

## Red Team

| Field Name | Type | Description |
|------------|------|-------------|
|            |      |             |

fighter1

object

information on the fighter 1  
within the team (In all ufc

## Blue Team

| Field Name | Type   | Description  |
|------------|--------|--|
| fighter1   | object | information on the fighter 1<br>within the team (In all ufc<br>fights this is 1:1) |

## Fighter 1 Object

| Field Name | Type    | Description                   |
|------------|---------|-------------------------------|
| firstName  | string  | the first name of the fighter |
| lastName   | string  | the last name of the fighter  |
| id         | integer | the ID of the fighter         |

## Sample Response

```
[  
  {  
    "statistics": {  
      "blueTeam": {  
        "guardControlTime": 0,  
        "miscGroundControlTime": 0,  
        "groundTime": 40,  
        "sigDistanceStrikesLanded": 79,  
        "clinchKnockdowns": 0,  
        "sigStrikesLanded": 79,  
        "neutralTime": 649,  
        "sigHeadStrikesAttempted": 151,  
        "standingTime": 654,  
        "halfGuardControlTime": 0,  
        "sigGroundStrikesLanded": 0,  
        "reversals": 0,  
        "totalStrikesLanded": 84,  
        "distanceTime": 649,  
        "submissionsAttempted": 0,  
        "backControlTime": 0,  
        "totalStrikesAttempted": 209,  
        "clinchTime": 5,  
        "sigBodyStrikesAttempted": 30,  
        "knockDowns": 0,  
        "mountControlTime": 0,  
        "sigCinchStrikesAttempted": 0,  
        "sigDistanceStrikesAttempted": 204,  
        "sigLegStrikesAttempted": 23,  
        "sideControlTime": 0,  
        "sigHeadStrikesLanded": 47,  
        "controlTime": 0,  
        "sigStrikeAccuracy": 38.73,  
        "takedownsAttempted": 0,  
        "sigBodyStrikesLanded": 13,  
        "sigLegStrikesLanded": 19,  
        "sigStrikesAttempted": 204,  
        "sigGroundStrikesAttempted": 0,  
        "totalKnockDowns": 0,  
        "takedownsLanded": 0,  
        "groundControlTime": 0,  
        "takedownAccuracy": 0,  
        "sigCinchStrikesLanded": 0  
      },  
      "redTeam": {  
        "guardControlTime": 0,  
        "miscGroundControlTime": 40,  
        "groundTime": 40,  
        "sigDistanceStrikesLanded": 71.  
      }  
    }  
  }]
```

```
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 75,
        "neutralTime": 649,
        "sigHeadStrikesAttempted": 114,
        "standingTime": 654,
        "halfGuardControlTime": 0,
        "sigGroundStrikesLanded": 4,
        "reversals": 0,
        "totalStrikesLanded": 78,
        "distanceTime": 649,
        "submissionsAttempted": 0,
        "backControlTime": 0,
        "totalStrikesAttempted": 147,
        "clinchTime": 5,
        "sigBodyStrikesAttempted": 14,
        "knockDowns": 1,
        "mountControlTime": 0,
        "sigCinchStrikesAttempted": 0,
        "sigDistanceStrikesAttempted": 140,
        "sigLegStrikesAttempted": 16,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 49,
        "controlTime": 45,
        "sigStrikeAccuracy": 52.08,
        "takedownsAttempted": 2,
        "sigBodyStrikesLanded": 11,
        "sigLegStrikesLanded": 15,
        "sigStrikesAttempted": 144,
        "sigGroundStrikesAttempted": 4,
        "totalKnockDowns": 1,
        "takedownsLanded": 2,
        "groundControlTime": 40,
        "takedownAccuracy": 100,
        "sigCinchStrikesLanded": 0
    },
},
"result": {
    "winner": "red",
    "method": "ko",
    "methodDetails": {
        "endingTargetDetails": "head",
        "endingPosition": "at distance",
        "submissionDetails": null,
        "endingTime": "01:34",
        "fightScores": {
            "winnerScores": [],
            "loserScores": []
        }
    }
},
```

```
        "endingRound": 3,
        "endingStrikeDetails": "punch"
    },
},
"scoringComplete": true,
"roundStatistics": {
    "1": {
        "redTeam": {
            "guardControlTime": 0,
            "miscGroundControlTime": 36,
            "groundTime": 36,
            "sigDistanceStrikesLanded": 22,
            "clinchKnockdowns": 0,
            "sigStrikesLanded": 22,
            "neutralTime": 259,
            "sigHeadStrikesAttempted": 38,
            "standingTime": 264,
            "halfGuardControlTime": 0,
            "sigGroundStrikesLanded": 0,
            "reversals": 0,
            "totalStrikesLanded": 24,
            "distanceTime": 259,
            "submissionsAttempted": 0,
            "backControlTime": 0,
            "totalStrikesAttempted": 49,
            "clinchTime": 5,
            "sigBodyStrikesAttempted": 3,
            "knockDowns": 0,
            "mountControlTime": 0,
            "sigCinchStrikesAttempted": 0,
            "sigDistanceStrikesAttempted": 47,
            "sigLegStrikesAttempted": 6,
            "sideControlTime": 0,
            "sigHeadStrikesLanded": 13,
            "controlTime": 41,
            "sigStrikeAccuracy": 46.81,
            "takedownsAttempted": 2,
            "sigBodyStrikesLanded": 3,
            "sigLegStrikesLanded": 6,
            "sigStrikesAttempted": 47,
            "sigGroundStrikesAttempted": 0,
            "totalKnockDowns": 0,
            "takedownsLanded": 2,
            "groundControlTime": 36,
            "takedownAccuracy": 100,
            "sigCinchStrikesLanded": 0
        },
        "blueTeam": {
    }
}
```

```
        "guardControlTime": 0,
        "miscGroundControlTime": 0,
        "groundTime": 36,
        "sigDistanceStrikesLanded": 30,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 30,
        "neutralTime": 259,
        "sigHeadStrikesAttempted": 56,
        "standingTime": 264,
        "halfGuardControlTime": 0,
        "sigGroundStrikesLanded": 0,
        "reversals": 0,
        "totalStrikesLanded": 35,
        "distanceTime": 259,
        "submissionsAttempted": 0,
        "backControlTime": 0,
        "totalStrikesAttempted": 80,
        "clinchTime": 5,
        "sigBodyStrikesAttempted": 12,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigCinchStrikesAttempted": 0,
        "sigDistanceStrikesAttempted": 75,
        "sigLegStrikesAttempted": 7,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 17,
        "controlTime": 0,
        "sigStrikeAccuracy": 40,
        "takedownsAttempted": 0,
        "sigBodyStrikesLanded": 7,
        "sigLegStrikesLanded": 6,
        "sigStrikesAttempted": 75,
        "sigGroundStrikesAttempted": 0,
        "totalKnockDowns": 0,
        "takedownsLanded": 0,
        "groundControlTime": 0,
        "takedownAccuracy": 0,
        "sigCinchStrikesLanded": 0
    },
},
"2": {
    "redTeam": {
        "guardControlTime": 0,
        "miscGroundControlTime": 0,
        "groundTime": 0,
        "sigDistanceStrikesLanded": 32,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 32,
```

```
"neutralTime": 300,  
"sigHeadStrikesAttempted": 47,  
"standingTime": 300,  
"halfGuardControlTime": 0,  
"sigGroundStrikesLanded": 0,  
"reversals": 0,  
"totalStrikesLanded": 32,  
"distanceTime": 300,  
"submissionsAttempted": 0,  
"backControlTime": 0,  
"totalStrikesAttempted": 62,  
"clinchTime": 0,  
"sigBodyStrikesAttempted": 7,  
"knockDowns": 0,  
"mountControlTime": 0,  
"sigClinchStrikesAttempted": 0,  
"sigDistanceStrikesAttempted": 62,  
"sigLegStrikesAttempted": 8,  
"sideControlTime": 0,  
"sigHeadStrikesLanded": 20,  
"controlTime": 0,  
"sigStrikeAccuracy": 51.61,  
"takedownsAttempted": 0,  
"sigBodyStrikesLanded": 5,  
"sigLegStrikesLanded": 7,  
"sigStrikesAttempted": 62,  
"sigGroundStrikesAttempted": 0,  
"totalKnockDowns": 0,  
"takedownsLanded": 0,  
"groundControlTime": 0,  
"takedownAccuracy": 0,  
"sigClinchStrikesLanded": 0  
},  
"blueTeam": {  
    "guardControlTime": 0,  
    "miscGroundControlTime": 0,  
    "groundTime": 0,  
    "sigDistanceStrikesLanded": 35,  
    "clinchKnockdowns": 0,  
    "sigStrikesLanded": 35,  
    "neutralTime": 300,  
    "sigHeadStrikesAttempted": 79,  
    "standingTime": 300,  
    "halfGuardControlTime": 0,  
    "sigGroundStrikesLanded": 0,  
    "reversals": 0,  
    "totalStrikesLanded": 35,  
    "distanceTime": 300,  
    "submissionsAttempted": 0,  
    "backControlTime": 0,  
    "totalStrikesAttempted": 35,  
    "clinchTime": 0,  
    "sigBodyStrikesAttempted": 0,  
    "knockDowns": 0,  
    "mountControlTime": 0,  
    "sigClinchStrikesAttempted": 0,  
    "sigDistanceStrikesAttempted": 0,  
    "sigLegStrikesAttempted": 0,  
    "sideControlTime": 0,  
    "sigHeadStrikesLanded": 0,  
    "controlTime": 0,  
    "sigStrikeAccuracy": 0,  
    "takedownsAttempted": 0,  
    "sigBodyStrikesLanded": 0,  
    "sigLegStrikesLanded": 0,  
    "sigStrikesAttempted": 0,  
    "sigGroundStrikesAttempted": 0,  
    "totalKnockDowns": 0,  
    "takedownsLanded": 0,  
    "groundControlTime": 0,  
    "takedownAccuracy": 0,  
    "sigClinchStrikesLanded": 0  
}
```

```
        "submissionsAttempted": 0,
        "backControlTime": 0,
        "totalStrikesAttempted": 102,
        "clinchTime": 0,
        "sigBodyStrikesAttempted": 13,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigCinchStrikesAttempted": 0,
        "sigDistanceStrikesAttempted": 102,
        "sigLegStrikesAttempted": 10,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 23,
        "controlTime": 0,
        "sigStrikeAccuracy": 34.31,
        "takedownsAttempted": 0,
        "sigBodyStrikesLanded": 3,
        "sigLegStrikesLanded": 9,
        "sigStrikesAttempted": 102,
        "sigGroundStrikesAttempted": 0,
        "totalKnockDowns": 0,
        "takedownsLanded": 0,
        "groundControlTime": 0,
        "takedownAccuracy": 0,
        "sigCinchStrikesLanded": 0
    },
},
"3": {
    "redTeam": {
        "guardControlTime": 0,
        "miscGroundControlTime": 4,
        "groundTime": 4,
        "sigDistanceStrikesLanded": 17,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 21,
        "neutralTime": 90,
        "sigHeadStrikesAttempted": 29,
        "standingTime": 90,
        "halfGuardControlTime": 0,
        "sigGroundStrikesLanded": 4,
        "reversals": 0,
        "totalStrikesLanded": 22,
        "distanceTime": 90,
        "submissionsAttempted": 0,
        "backControlTime": 0,
        "totalStrikesAttempted": 36,
        "clinchTime": 0,
        "sigBodyStrikesAttempted": 4,
        "knockDowns": 1,
        "mountControlTime": 0
    }
}
```

```
    "mountControlTime": 0,
    "sigClinchStrikesAttempted": 0,
    "sigDistanceStrikesAttempted": 31,
    "sigLegStrikesAttempted": 2,
    "sideControlTime": 0,
    "sigHeadStrikesLanded": 16,
    "controlTime": 4,
    "sigStrikeAccuracy": 60,
    "takedownsAttempted": 0,
    "sigBodyStrikesLanded": 3,
    "sigLegStrikesLanded": 2,
    "sigStrikesAttempted": 35,
    "sigGroundStrikesAttempted": 4,
    "totalKnockDowns": 1,
    "takedownsLanded": 0,
    "groundControlTime": 4,
    "takedownAccuracy": 0,
    "sigClinchStrikesLanded": 0
},
"blueTeam": {
    "guardControlTime": 0,
    "miscGroundControlTime": 0,
    "groundTime": 4,
    "sigDistanceStrikesLanded": 14,
    "clinchKnockdowns": 0,
    "sigStrikesLanded": 14,
    "neutralTime": 90,
    "sigHeadStrikesAttempted": 16,
    "standingTime": 90,
    "halfGuardControlTime": 0,
    "sigGroundStrikesLanded": 0,
    "reversals": 0,
    "totalStrikesLanded": 14,
    "distanceTime": 90,
    "submissionsAttempted": 0,
    "backControlTime": 0,
    "totalStrikesAttempted": 27,
    "clinchTime": 0,
    "sigBodyStrikesAttempted": 5,
    "knockDowns": 0,
    "mountControlTime": 0,
    "sigClinchStrikesAttempted": 0,
    "sigDistanceStrikesAttempted": 27,
    "sigLegStrikesAttempted": 6,
    "sideControlTime": 0,
    "sigHeadStrikesLanded": 7,
    "controlTime": 0,
    "sigStrikeAccuracy": 51.85,
    "takedownsAttempted": 0
}
```

```
    "takedownsAttempted": 0,
    "sigBodyStrikesLanded": 3,
    "sigLegStrikesLanded": 4,
    "sigStrikesAttempted": 27,
    "sigGroundStrikesAttempted": 0,
    "totalKnockDowns": 0,
    "takedownsLanded": 0,
    "groundControlTime": 0,
    "takedownAccuracy": 0,
    "sigClinchStrikesLanded": 0
  }
}
},
"fightcardId": 899,
"redTeam": {
  "fighter1": {
    "firstName": "Ilia",
    "lastName": "Topuria",
    "id": 3581
  }
},
"date": "2024-10-26",
"blueTeam": {
  "fighter1": {
    "firstName": "Max",
    "lastName": "Holloway",
    "id": 1046
  }
},
"fightId": 8903
},
{
  "statistics": {
    "redTeam": {
      "guardControlTime": 0,
      "miscGroundControlTime": 0,
      "groundTime": 185,
      "sigDistanceStrikesLanded": 2,
      "clinchKnockdowns": 0,
      "sigStrikesLanded": 2,
      "neutralTime": 14,
      "sigHeadStrikesAttempted": 0,
      "standingTime": 29,
      "halfGuardControlTime": 0,
      "sigGroundStrikesLanded": 0,
      "reversals": 0,
      "totalStrikesLanded": 2,
      "distanceTime": 14,
      "submissionsAttempted": 0,
```

```
        "backControlTime": 0,
        "totalStrikesAttempted": 2,
        "clinchTime": 15,
        "sigBodyStrikesAttempted": 0,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigCinchStrikesAttempted": 0,
        "sigDistanceStrikesAttempted": 2,
        "sigLegStrikesAttempted": 2,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 0,
        "controlTime": 0,
        "sigStrikeAccuracy": 100,
        "takedownsAttempted": 0,
        "sigBodyStrikesLanded": 0,
        "sigLegStrikesLanded": 2,
        "sigStrikesAttempted": 2,
        "sigGroundStrikesAttempted": 0,
        "totalKnockDowns": 0,
        "takedownsLanded": 0,
        "groundControlTime": 0,
        "takedownAccuracy": 0,
        "sigCinchStrikesLanded": 0
    },
    "blueTeam": {
        "guardControlTime": 0,
        "miscGroundControlTime": 120,
        "groundTime": 185,
        "sigDistanceStrikesLanded": 0,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 3,
        "neutralTime": 14,
        "sigHeadStrikesAttempted": 3,
        "standingTime": 29,
        "halfGuardControlTime": 0,
        "sigGroundStrikesLanded": 3,
        "reversals": 0,
        "totalStrikesLanded": 25,
        "distanceTime": 14,
        "submissionsAttempted": 1,
        "backControlTime": 65,
        "totalStrikesAttempted": 31,
        "clinchTime": 15,
        "sigBodyStrikesAttempted": 1,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigCinchStrikesAttempted": 0,
        "sigDistanceStrikesAttempted": 1,
```

```
        "sigLegStrikesAttempted": 0,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 2,
        "controlTime": 200,
        "sigStrikeAccuracy": 75,
        "takedownsAttempted": 4,
        "sigBodyStrikesLanded": 1,
        "sigLegStrikesLanded": 0,
        "sigStrikesAttempted": 4,
        "sigGroundStrikesAttempted": 3,
        "totalKnockDowns": 0,
        "takedownsLanded": 2,
        "groundControlTime": 185,
        "takedownAccuracy": 50,
        "sigClinchStrikesLanded": 0
    },
},
"result": {
    "winner": "blue",
    "method": "submission",
    "methodDetails": {
        "endingTargetDetails": null,
        "endingPosition": "from back control",
        "submissionDetails": "rear naked choke",
        "endTime": "03:34",
        "fightScores": {
            "winnerScores": [],
            "loserScores": []
        },
        "endingRound": 1,
        "endingStrikeDetails": null
    }
},
"scoringComplete": true,
"roundStatistics": {
    "1": {
        "redTeam": {
            "guardControlTime": 0,
            "miscGroundControlTime": 0,
            "groundTime": 185,
            "sigDistanceStrikesLanded": 2,
            "clinchKnockdowns": 0,
            "sigStrikesLanded": 2,
            "neutralTime": 14,
            "sigHeadStrikesAttempted": 0,
            "standingTime": 29,
            "halfGuardControlTime": 0,
            "sigGroundStrikesLanded": 0,
            "sigLegStrikesAttempted": 0,
            "sideControlTime": 0,
            "sigHeadStrikesLanded": 2,
            "controlTime": 200,
            "sigStrikeAccuracy": 75,
            "takedownsAttempted": 4,
            "sigBodyStrikesLanded": 1,
            "sigLegStrikesLanded": 0,
            "sigStrikesAttempted": 4,
            "sigGroundStrikesAttempted": 3,
            "totalKnockDowns": 0,
            "takedownsLanded": 2,
            "groundControlTime": 185,
            "takedownAccuracy": 50,
            "sigClinchStrikesLanded": 0
        }
    }
}
```

```
    "reversals": 0,
    "totalStrikesLanded": 2,
    "distanceTime": 14,
    "submissionsAttempted": 0,
    "backControlTime": 0,
    "totalStrikesAttempted": 2,
    "clinchTime": 15,
    "sigBodyStrikesAttempted": 0,
    "knockDowns": 0,
    "mountControlTime": 0,
    "sigCinchStrikesAttempted": 0,
    "sigDistanceStrikesAttempted": 2,
    "sigLegStrikesAttempted": 2,
    "sideControlTime": 0,
    "sigHeadStrikesLanded": 0,
    "controlTime": 0,
    "sigStrikeAccuracy": 100,
    "takedownsAttempted": 0,
    "sigBodyStrikesLanded": 0,
    "sigLegStrikesLanded": 2,
    "sigStrikesAttempted": 2,
    "sigGroundStrikesAttempted": 0,
    "totalKnockDowns": 0,
    "takedownsLanded": 0,
    "groundControlTime": 0,
    "takedownAccuracy": 0,
    "sigCinchStrikesLanded": 0
},
"blueTeam": {
    "guardControlTime": 0,
    "miscGroundControlTime": 120,
    "groundTime": 185,
    "sigDistanceStrikesLanded": 0,
    "clinchKnockdowns": 0,
    "sigStrikesLanded": 3,
    "neutralTime": 14,
    "sigHeadStrikesAttempted": 3,
    "standingTime": 29,
    "halfGuardControlTime": 0,
    "sigGroundStrikesLanded": 3,
    "reversals": 0,
    "totalStrikesLanded": 25,
    "distanceTime": 14,
    "submissionsAttempted": 1,
    "backControlTime": 65,
    "totalStrikesAttempted": 31,
    "clinchTime": 15,
    "sigBodyStrikesAttempted": 1,
```

```
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigClinchStrikesAttempted": 0,
        "sigDistanceStrikesAttempted": 1,
        "sigLegStrikesAttempted": 0,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 2,
        "controlTime": 200,
        "sigStrikeAccuracy": 75,
        "takedownsAttempted": 4,
        "sigBodyStrikesLanded": 1,
        "sigLegStrikesLanded": 0,
        "sigStrikesAttempted": 4,
        "sigGroundStrikesAttempted": 3,
        "totalKnockDowns": 0,
        "takedownsLanded": 2,
        "groundControlTime": 185,
        "takedownAccuracy": 50,
        "sigClinchStrikesLanded": 0
    },
},
},
"fightcardId": 899,
"redTeam": {
    "fighter1": {
        "firstName": "Robert",
        "lastName": "Whittaker",
        "id": 2156
    }
},
{
    "date": "2024-10-26",
    "blueTeam": {
        "fighter1": {
            "firstName": "Khamzat",
            "lastName": "Chimaev",
            "id": 3457
        }
    }
},
"fightId": 8905
},
{
    "statistics": {
        "redTeam": {
            "guardControlTime": 0,
            "miscGroundControlTime": 0,
            "groundTime": 0,
            "sigDistanceStrikesLanded": 50,
            "clinchKnockdowns": 0,
            "sigHeadStrikesLanded": 0
        }
    }
}
```

```
"sigStrikesLanded": 55,
"neutralTime": 749,
"sigHeadStrikesAttempted": 72,
"standingTime": 900,
"halfGuardControlTime": 0,
"sigGroundStrikesLanded": 0,
"reversals": 0,
"totalStrikesLanded": 75,
"distanceTime": 733,
"submissionsAttempted": 0,
"backControlTime": 0,
"totalStrikesAttempted": 142,
"clinchTime": 167,
"sigBodyStrikesAttempted": 29,
"knockDowns": 0,
"mountControlTime": 0,
"sigCinchStrikesAttempted": 9,
"sigDistanceStrikesAttempted": 105,
"sigLegStrikesAttempted": 13,
"sideControlTime": 0,
"sigHeadStrikesLanded": 20,
"controlTime": 91,
"sigStrikeAccuracy": 48.25,
"takedownsAttempted": 0,
"sigBodyStrikesLanded": 22,
"sigLegStrikesLanded": 13,
"sigStrikesAttempted": 114,
"sigGroundStrikesAttempted": 0,
"totalKnockDowns": 0,
"takedownsLanded": 0,
"groundControlTime": 0,
"takedownAccuracy": 0,
"sigCinchStrikesLanded": 5
},
"blueTeam": {
"guardControlTime": 0,
"miscGroundControlTime": 0,
"groundTime": 0,
"sigDistanceStrikesLanded": 50,
"clinchKnockdowns": 0,
"sigStrikesLanded": 53,
"neutralTime": 749,
"sigHeadStrikesAttempted": 65,
"standingTime": 900,
"halfGuardControlTime": 0,
"sigGroundStrikesLanded": 0,
"reversals": 0,
"totalStrikesLanded": 59,
"distanceTime": 733
```

```
    "distanceTime": 755,
    "submissionsAttempted": 0,
    "backControlTime": 0,
    "totalStrikesAttempted": 123,
    "clinchTime": 167,
    "sigBodyStrikesAttempted": 12,
    "knockDowns": 0,
    "mountControlTime": 0,
    "sigCinchStrikesAttempted": 6,
    "sigDistanceStrikesAttempted": 111,
    "sigLegStrikesAttempted": 40,
    "sideControlTime": 0,
    "sigHeadStrikesLanded": 10,
    "controlTime": 60,
    "sigStrikeAccuracy": 45.3,
    "takedownsAttempted": 1,
    "sigBodyStrikesLanded": 9,
    "sigLegStrikesLanded": 34,
    "sigStrikesAttempted": 117,
    "sigGroundStrikesAttempted": 0,
    "totalKnockDowns": 0,
    "takedownsLanded": 0,
    "groundControlTime": 0,
    "takedownAccuracy": 0,
    "sigCinchStrikesLanded": 3
  },
},
"result": {
  "winner": "red",
  "method": "unanimousdecision",
  "methodDetails": {
    "endingTargetDetails": null,
    "endingPosition": null,
    "submissionDetails": null,
    "endTime": "05:00",
    "fightScores": {
      "winnerScores": [
        {
          "judgeFirstName": "Tony",
          "judgeLastName": "Weeks",
          "score": 29
        },
        {
          "judgeFirstName": "Sal",
          "judgeLastName": "D'amato",
          "score": 29
        },
        {
          "judgeFirstName": "Jacob"
        }
      ]
    }
  }
}
```

```
        "judgeFirstName": "Montalvo",
        "score": 29
    },
],
"loserScores": [
{
    "judgeFirstName": "Tony",
    "judgeLastName": "Weeks",
    "score": 28
},
{
    "judgeFirstName": "Sal",
    "judgeLastName": "D'amato",
    "score": 28
},
{
    "judgeFirstName": "Jacob",
    "judgeLastName": "Montalvo",
    "score": 28
}
]
},
"endingRound": 3,
"endingStrikeDetails": null
},
},
"scoringComplete": true,
"roundStatistics": {
    "1": {
        "redTeam": {
            "guardControlTime": 0,
            "miscGroundControlTime": 0,
            "groundTime": 0,
            "sigDistanceStrikesLanded": 19,
            "clinchKnockdowns": 0,
            "sigStrikesLanded": 19,
            "neutralTime": 300,
            "sigHeadStrikesAttempted": 19,
            "standingTime": 300,
            "halfGuardControlTime": 0,
            "sigGroundStrikesLanded": 0,
            "reversals": 0,
            "totalStrikesLanded": 19,
            "distanceTime": 300,
            "submissionsAttempted": 0,
            "backControlTime": 0,
            "totalStrikesAttempted": 34,
            "clinchTime": 0,
        }
    }
}
```

```
        "sigBodyStrikesAttempted": 11,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigClinchStrikesAttempted": 0,
        "sigDistanceStrikesAttempted": 34,
        "sigLegStrikesAttempted": 4,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 7,
        "controlTime": 0,
        "sigStrikeAccuracy": 55.88,
        "takedownsAttempted": 0,
        "sigBodyStrikesLanded": 8,
        "sigLegStrikesLanded": 4,
        "sigStrikesAttempted": 34,
        "sigGroundStrikesAttempted": 0,
        "totalKnockDowns": 0,
        "takedownsLanded": 0,
        "groundControlTime": 0,
        "takedownAccuracy": 0,
        "sigClinchStrikesLanded": 0
    },
    "blueTeam": {
        "guardControlTime": 0,
        "miscGroundControlTime": 0,
        "groundTime": 0,
        "sigDistanceStrikesLanded": 22,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 22,
        "neutralTime": 300,
        "sigHeadStrikesAttempted": 24,
        "standingTime": 300,
        "halfGuardControlTime": 0,
        "sigGroundStrikesLanded": 0,
        "reversals": 0,
        "totalStrikesLanded": 22,
        "distanceTime": 300,
        "submissionsAttempted": 0,
        "backControlTime": 0,
        "totalStrikesAttempted": 45,
        "clinchTime": 0,
        "sigBodyStrikesAttempted": 4,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigClinchStrikesAttempted": 0,
        "sigDistanceStrikesAttempted": 45,
        "sigLegStrikesAttempted": 17,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 4,
```

```
        "controlTime": 0,
        "sigStrikeAccuracy": 48.89,
        "takedownsAttempted": 0,
        "sigBodyStrikesLanded": 3,
        "sigLegStrikesLanded": 15,
        "sigStrikesAttempted": 45,
        "sigGroundStrikesAttempted": 0,
        "totalKnockDowns": 0,
        "takedownsLanded": 0,
        "groundControlTime": 0,
        "takedownAccuracy": 0,
        "sigClinchStrikesLanded": 0
    },
},
"2": {
    "redTeam": {
        "guardControlTime": 0,
        "miscGroundControlTime": 0,
        "groundTime": 0,
        "sigDistanceStrikesLanded": 23,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 23,
        "neutralTime": 281,
        "sigHeadStrikesAttempted": 33,
        "standingTime": 300,
        "halfGuardControlTime": 0,
        "sigGroundStrikesLanded": 0,
        "reversals": 0,
        "totalStrikesLanded": 24,
        "distanceTime": 273,
        "submissionsAttempted": 0,
        "backControlTime": 0,
        "totalStrikesAttempted": 52,
        "clinchTime": 27,
        "sigBodyStrikesAttempted": 9,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigClinchStrikesAttempted": 1,
        "sigDistanceStrikesAttempted": 49,
        "sigLegStrikesAttempted": 8,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 8,
        "controlTime": 13,
        "sigStrikeAccuracy": 46,
        "takedownsAttempted": 0,
        "sigBodyStrikesLanded": 7,
        "sigLegStrikesLanded": 8,
        "sigStrikesAttempted": 50,
```

```
        "sigGroundStrikesAttempted": 0,
        "totalKnockDowns": 0,
        "takedownsLanded": 0,
        "groundControlTime": 0,
        "takedownAccuracy": 0,
        "sigClinchStrikesLanded": 0
    },
    "blueTeam": {
        "guardControlTime": 0,
        "miscGroundControlTime": 0,
        "groundTime": 0,
        "sigDistanceStrikesLanded": 18,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 19,
        "neutralTime": 281,
        "sigHeadStrikesAttempted": 24,
        "standingTime": 300,
        "halfGuardControlTime": 0,
        "sigGroundStrikesLanded": 0,
        "reversals": 0,
        "totalStrikesLanded": 20,
        "distanceTime": 273,
        "submissionsAttempted": 0,
        "backControlTime": 0,
        "totalStrikesAttempted": 44,
        "clinchTime": 27,
        "sigBodyStrikesAttempted": 5,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigClinchStrikesAttempted": 2,
        "sigDistanceStrikesAttempted": 41,
        "sigLegStrikesAttempted": 14,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 3,
        "controlTime": 6,
        "sigStrikeAccuracy": 44.19,
        "takedownsAttempted": 0,
        "sigBodyStrikesLanded": 3,
        "sigLegStrikesLanded": 13,
        "sigStrikesAttempted": 43,
        "sigGroundStrikesAttempted": 0,
        "totalKnockDowns": 0,
        "takedownsLanded": 0,
        "groundControlTime": 0,
        "takedownAccuracy": 0,
        "sigClinchStrikesLanded": 1
    }
},
```
```

```
"3": {
    "redTeam": {
        "guardControlTime": 0,
        "miscGroundControlTime": 0,
        "groundTime": 0,
        "sigDistanceStrikesLanded": 8,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 13,
        "neutralTime": 168,
        "sigHeadStrikesAttempted": 20,
        "standingTime": 300,
        "halfGuardControlTime": 0,
        "sigGroundStrikesLanded": 0,
        "reversals": 0,
        "totalStrikesLanded": 32,
        "distanceTime": 160,
        "submissionsAttempted": 0,
        "backControlTime": 0,
        "totalStrikesAttempted": 56,
        "clinchTime": 140,
        "sigBodyStrikesAttempted": 9,
        "knockDowns": 0,
        "mountControlTime": 0,
        "sigCinchStrikesAttempted": 8,
        "sigDistanceStrikesAttempted": 22,
        "sigLegStrikesAttempted": 1,
        "sideControlTime": 0,
        "sigHeadStrikesLanded": 5,
        "controlTime": 78,
        "sigStrikeAccuracy": 43.33,
        "takedownsAttempted": 0,
        "sigBodyStrikesLanded": 7,
        "sigLegStrikesLanded": 1,
        "sigStrikesAttempted": 30,
        "sigGroundStrikesAttempted": 0,
        "totalKnockDowns": 0,
        "takedownsLanded": 0,
        "groundControlTime": 0,
        "takedownAccuracy": 0,
        "sigCinchStrikesLanded": 5
    },
    "blueTeam": {
        "guardControlTime": 0,
        "miscGroundControlTime": 0,
        "groundTime": 0,
        "sigDistanceStrikesLanded": 10,
        "clinchKnockdowns": 0,
        "sigStrikesLanded": 12,
        "neutralTime": 160
    }
}
```

```
    "neutralTime": 100,
    "sigHeadStrikesAttempted": 17,
    "standingTime": 300,
    "halfGuardControlTime": 0,
    "sigGroundStrikesLanded": 0,
    "reversals": 0,
    "totalStrikesLanded": 17,
    "distanceTime": 160,
    "submissionsAttempted": 0,
    "backControlTime": 0,
    "totalStrikesAttempted": 34,
    "clinchTime": 140,
    "sigBodyStrikesAttempted": 3,
    "knockDowns": 0,
    "mountControlTime": 0,
    "sigCinchStrikesAttempted": 4,
    "sigDistanceStrikesAttempted": 25,
    "sigLegStrikesAttempted": 9,
    "sideControlTime": 0,
    "sigHeadStrikesLanded": 3,
    "controlTime": 54,
    "sigStrikeAccuracy": 41.38,
    "takedownsAttempted": 1,
    "sigBodyStrikesLanded": 3,
    "sigLegStrikesLanded": 6,
    "sigStrikesAttempted": 29,
    "sigGroundStrikesAttempted": 0,
    "totalKnockDowns": 0,
    "takedownsLanded": 0,
    "groundControlTime": 0,
    "takedownAccuracy": 0,
    "sigCinchStrikesLanded": 2
  },
}
},
"fightcardId": 899,
"redTeam": {
  "fighter1": {
    "firstName": "Magomed",
    "lastName": "Ankalaev",
    "id": 404
  }
},
"date": "2024-10-26",
"blueTeam": {
  "fighter1": {
    "firstName": "Aleksandar",
    "lastName": "Rakic",
    "id": 2525
  }
}
```

```

    }
},
"fightId": 8906
}
]
```

## Fighters Endpoint

This endpoint returns basic information on all fighters. This information is kept up to date every 5 minutes.

## Endpoint URLs

**For all fighters:**

<https://dde-api.data.imgarena.com/mma/fighters>

## Required Headers

Key	Value
Accept	application/vnd.imggaming.dde.api+json;version=1
Content-Type	application/json
Authorization	Bearer eyvhaoudfgpdfgo*

## Request Parameters

Parameter	Description
weightclass={weightclassId}	Return fighters only from a specific weight class. Weight class IDs can be retrieved from the WeightClasses endpoint

# Response Model:

## Fighters Object

Field Name	Type	Description
weight	integer	the weigh in weight, in lb, of the fighter. Will be null if unknown.
reach	float	the reach, in inches, of the fighter. Will be null if unknown.
dob	date	the date of birth of the fighter
weightclass	object	an object containing information on the fighters weight class
fightsOutOf	string	the city, state, country code of where the fighter currently fights out of
rank	integer	The rank of the fighter. Null if no player ranking
height	integer	the height, in inches, of the fighter. Will be null if unknown.
country	string	country of the fighter
age	integer	the age of the fighter
accolades	array	an array containing information on the belt
lastName	string	the last name of the fighter
stance	string	the stance of the fighter. Possible values; Orthodox,

firstName	string	Southpaw, Switch, Open. Will be null if unknown. the first name of the fighter
nickName	string	the nickname of the fighter
id	int	the id of the fighter.
born	string	the city, state, country code of where the fighter was born
record	object	an object showing the win/loss/draw/ information of the fighter

## Weightclass Object

Field Name	Type	Description
weight	string	the weight range, in lb, of the weightclass of the fighter
description	string	description of the weightclass of the fighter, e.g. welterweight
id	integer	ID of the weightclass of the fighter
obsolete	boolean	true if this weightclass is obsolete
abbreviation	string	abbreviated description of the weightclass of the fighter

## Accolade Object

Field Name	Type	Description

name	string	the name of the accolade the fighter has won
belt	string	the belt the fighter has won
won	date	when the accolade was won

## Record Object

Field Name	Type	Description
wins	integer	The number of wins in the UFC for that fighter
losses	integer	The number of losses in the UFC for that fighter
draws	integer	The number of draws in the UFC for that fighter
noContests	integer	The number of no contests in the UFC for that fighter

## Sample Response

```
[  
  {  
    "dob": "1979-03-24",  
    "rank": null,  
    "height": 72,  
    "country": "CAN",  
    "age": 45,  
    "accolades": [],  
    "lastName": "Gill",  
    "weight": 154,  
    "reach": null,  
    "weightClass": null,  
    "fightsOutOf": null,  
    "stance": "orthodox",  
    "id": 1,  
    "firstName": "Kultar",  
    "nickName": "Black Mamba",  
    "born": "Port Moody, British Columbia, CAN",  
    "record": {  
      "draws": 0,  
      "losses": 8,  
      "noContests": 0,  
      "wins": 12  
    }  
  },  
  {  
    "dob": "1966-11-10",  
    "rank": null,  
    "height": 71,  
    "country": "GBR",  
    "age": 57,  
    "accolades": [],  
    "lastName": "Freeman",  
    "weight": 225,  
    "reach": null,  
    "weightClass": {  
      "weight": "206-265",  
      "description": "Heavyweight",  
      "id": 11,  
      "obsolete": false,  
      "abbreviation": "HW"  
    },  
    "fightsOutOf": null,  
    "stance": "orthodox",  
    "id": 2,  
    "firstName": "Ian",  
    "nickName": "The Machine",  
    "born": "Sunderland. England. GBR".  
  }
```

```
"record": {
    "draws": 1,
    "losses": 7,
    "noContests": 0,
    "wins": 20
}
},
{
    "dob": "1984-12-17",
    "rank": null,
    "height": null,
    "country": "USA",
    "age": 39,
    "accolades": [],
    "lastName": "Ray",
    "weight": 170,
    "reach": null,
    "weightClass": null,
    "fightsOutOf": null,
    "stance": null,
    "id": 3,
    "firstName": "Joe",
    "nickName": null,
    "born": "Miramar, Florida, USA",
    "record": {
        "draws": 0,
        "losses": 0,
        "noContests": 0,
        "wins": 13
    }
},
{
    "dob": null,
    "rank": null,
    "height": 68,
    "country": "USA",
    "age": null,
    "accolades": [],
    "lastName": "Canterbury",
    "weight": 155,
    "reach": null,
    "weightClass": null,
    "fightsOutOf": null,
    "stance": null,
    "id": 4,
    "firstName": "Cody",
    "nickName": null,
    "born": "USA",
```

```
"record": {  
    "draws": 0,  
    "losses": 10,  
    "noContests": 0,  
    "wins": 1  
}  
,  
{  
    "dob": "1976-08-17",  
    "rank": null,  
    "height": 75,  
    "country": "NED",  
    "age": 48,  
    "accolades": [],  
    "lastName": "Overeem",  
    "weight": 230,  
    "reach": null,  
    "weightClass": null,  
    "fightsOutOf": null,  
    "stance": "orthodox",  
    "id": 5,  
    "firstName": "Valentijn",  
    "nickName": null,  
    "born": "NED",  
    "record": {  
        "draws": 0,  
        "losses": 32,  
        "noContests": 0,  
        "wins": 30  
    }  
}  
]
```

## Fighter Endpoint

This endpoint returns detailed information for a given fighter, including basic result info on all of their UFC fights. This information is kept up to date every 5 minutes.

## Endpoint URL

<https://dde-api.data.imgurarena.com/mma/fighters/{id}>

# Required Headers

Key	Value
Accept	application/vnd.imgurapi.vnd.imgurapi+json;version=1
Content-Type	application/json
Authorization	Bearer eyvhaoudfgpdfgo*

## Response Model:

### Fighters Object

Field Name	Type	Description
leftstancelimage	string	a link to an image of the fighter in their left stance
weight	float	the weight in weight, in lb, of the fighter. Will be null if unknown.
reach	float	the reach, in inches, of the fighter. Will be null if unknown.
fights	array	the number of fights that the fighter has participated in
currentWinStreak	integer	the number of consecutive fights been won
headshotImage	string	a link to the headshot image of the fighter

rightStanceImage	string	a link to an image of the fighter in their right stance
dob	date	the date of birth of the fighter
weightClass	object	an object containing information on the fighters weight class
fightsOutOf	string	the city, state, country code of where the fighter currently fights out of
height	integer	the height, in inches, of the fighter. Will be null if unknown.
winByMethod	object	an object containing a detailed breakdown of the fighters win
country	string	country of the fighter
age	integer	the age of the fighter
accolades	array	detailed information on the belt
lastName	string	the last name of the fighter
stance	string	the stance of the fighter. Possible values; Orthodox, Southpaw, Switch, Open. Will be null if unknown.
firstName	string	the first name of the fighter
nickName	string	the nickname of the fighter
ufcLink	string	link of the ufc fighter for e.g. -" <a href="https://www.ufc.com/fighter/khabib-nurmagomedov">https://www.ufc.com/fighter/khabib-nurmagomedov</a> "
rankings	array	detailed information about the rank of the fighter (will

		be empty if the fighter isn't ranked) the avg duration of the fights the fighter has participated in
averageFightTime	integer	
born	string	the city, state, country code of where the fighter was born
record	object	detailed information of the fighters record
sigStrikesAccuracy	Float	Percentage: Career Significant Strikes Landed / Career Significant Strikes Attempted
ufcBonus	Array	Object containing UFC performance awards given at the discretion of the UFC. All elements always appear with a minimum value of 0.
sigStrikesPerMin	Float	Significant strikes landed per minute
careerOffensiveBreakdown	Array	Object containing the fighters career offensive breakdown. Note this is percentage breakdown of a fighters Strikes landed, takedown landed and submission attempted equaling 100%
takedownsDefense	Float	Percentage: One minus Takedowns landed by opponents divided by takedowns attempted by opponents.
takedownAccuracy	Float	takedown accuracy averaged per 15 minutes of fight time.

takedownAvg	Float	Takedowns landed averaged per 15 minutes of fight time.
sigStrikesAbsorbed	Float	Significant Strikes Absorbed per Minute.
sigStrikesDefense	Float	Percentage: Opponent Career Significant Strikes landed / Opponent Career

## Fight Array (for historical results)

Field Name	Type	Description
weight	decimal	The fighter's weight for that fight
eventName	string	The name of the event where the fight took place
titleFight	boolean	True if the fight was for a title
result	string	"redwon", "bluewon", "draw", "nocontest"
dateTime	string	Date/Time of the fight
finishMethod	object	detailed information on the finish method of the fight
fightcardId	int	Id of the fightcard where the fight took place
opponent	object	Fighter ID, name & their record info at the time of the fight
title	string	What title the fight was for (if applicable)

## Finish Method Object:

Field Name	Type	Description
type	string	the finish method type
submission	string	the specific type of submission used

## Opponent Object

Field Name	Type	Description
fighterId	int	The ID of the fighter
lastName	string	The last name of the fighter
firstName	string	The first name of the fighter
nickName	string	the nickname of the fighter
record	object	The fighter's record at the time of the fight

## Record Object

Field Name	Type	Description
wins	integer	Their number of wins in the UFC
losses	integer	Their number of losses in the UFC
draws	integer	Their number of draws in the UFC
noContests	integer	Their number of no contests in the UFC

## Weightclass Object

Field Name	Type	Description
weight	string	the weight range, in lb, of the weightclass of the fighter
description	string	description of the weightclass of the fighter
id	integer	ID of the weightclass of the fighter
obsolete	boolean	new field required further clarification
abbreviation	string	abbreviated description of the weightclass of the fighter

## WinByMethod Object

Field Name	Type	Description
kotkoWins	integer	number of wins by ko/tno
submissionWins	integer	number of wins by submission
decisionWins	integer	number of wins by decision
otherWins	integer	number of wins by other means i.e. disqualification

## Ranking Array

Field Name	Type	Description
weightClass	object	id/name of the weightclass
previousRank	integer	The fighter's previous rank within that weightclass

interimChampion	boolean	True if the fighter is the interim champion of that weightclass
rank	integer	The fighter's rank within

## Weightclass Object

Field Name	Type	Description
id	integer	the id of the specified weight class
name	string	the name of the weightclass

## Record Object

Field Name	Type	Description
wins	integer	The number of wins for that fighter
losses	integer	The number of losses for that fighter
draws	integer	The number of draws for that fighter
noContests	integer	The number of no contests for that fighter

## UFC Bonus Object

Field Name	Type	Description

fightOfTheNight	integer	Number of times fighter has received "fight of the night" award.
koOfTheNight	integer	Number of times fighter has received "KO of the night" award.
performanceOfTheNight	integer	Number of times fighter has received "performance of the night" award.
submissionOfTheNight	integer	Number of times fighter has received "submission of the night" award.

## Career Offensive Breakdown Object

Field Name	Type	Description
strikesLanded	Float	Career percentage of strikes landed
submissionsAttempted	Float	Career percentage of submissions attempted
takedownsLanded	Float	Career percentage of takedown landed

## Sample Response

```
{  
    "leftStanceImage": "https://ufclivepubstorage.blob.core.windows.net/pub  
    "fights": [  
        {  
            "titleFight": false,  
            "result": null,  
            "fightcardId": 900,  
            "opponent": {  
                "fighterId": 3455,  
                "lastName": "Albazi",  
                "record": {  
                    "draws": 0,  
                    "losses": 1,  
                    "noContests": 0,  
                    "wins": 17  
                },  
                "firstName": "Amir",  
                "nickName": "The Prince"  
            },  
            "title": null,  
            "weight": null,  
            "eventName": "UFC Fight Night: Moreno vs. Albazi",  
            "dateTime": "2024-11-02T21:00:00",  
            "finishMethod": null  
        },  
        {  
            "titleFight": false,  
            "result": "LOST",  
            "fightcardId": 873,  
            "opponent": {  
                "fighterId": 3436,  
                "lastName": "Royval",  
                "record": {  
                    "draws": 0,  
                    "losses": 7,  
                    "noContests": 0,  
                    "wins": 17  
                },  
                "firstName": "Brandon",  
                "nickName": "Raw Dawg"  
            },  
            "title": null,  
            "weight": 126,  
            "eventName": "UFC Fight Night: Moreno vs. Royval 2",  
            "dateTime": "2024-02-25T00:00:00",  
            "finishMethod": "splitdecision"  
        }  
    ]  
}
```

```
        "titleFight": false,
        "result": null,
        "fightcardId": 873,
        "opponent": {
            "fighterId": 3455,
            "lastName": "Albazi",
            "record": {
                "draws": 0,
                "losses": 1,
                "noContests": 0,
                "wins": 17
            },
            "firstName": "Amir",
            "nickName": "The Prince"
        },
        "title": null,
        "weight": null,
        "eventName": "UFC Fight Night: Moreno vs. Royval 2",
        "dateTime": "2024-02-25T00:00:00",
        "finishMethod": null
    },
    {
        "titleFight": true,
        "result": "LOST",
        "fightcardId": 802,
        "opponent": {
            "fighterId": 1165,
            "lastName": "Pantoja",
            "record": {
                "draws": 0,
                "losses": 5,
                "noContests": 0,
                "wins": 28
            },
            "firstName": "Alexandre",
            "nickName": "The Cannibal"
        },
        "title": "UFC Flyweight Title",
        "weight": 125,
        "eventName": "UFC 290: Volkanovski vs. Rodriguez",
        "dateTime": "2023-07-08T22:00:00",
        "finishMethod": "splitdecision"
    },
    {
        "titleFight": true,
        "result": "WON",
        "fightcardId": 768,
        "opponent": {
```

```
"fighterId": 2198,
"lastName": "Figueiredo",
"record": {
    "draws": 1,
    "losses": 3,
    "noContests": 0,
    "wins": 24
},
"firstName": "Deiveson",
"nickName": "Deus da Guerra"
},
"title": "UFC Flyweight Title",
"weight": 125,
"eventName": "UFC 283: Teixeira vs. Hill",
"dateTime": "2023-01-21T22:30:00",
"finishMethod": "doctorstoppedtko"
},
{
    "titleFight": true,
    "result": "WON",
    "fightcardId": 750,
    "opponent": {
        "fighterId": 1858,
        "lastName": "Kara-France",
        "record": {
            "draws": 0,
            "losses": 11,
            "noContests": 1,
            "wins": 25
        },
        "firstName": "Kai",
        "nickName": "Don't Blink"
    },
    "title": "UFC Interim Flyweight Title",
    "weight": 124.5,
    "eventName": "UFC 277: Pena vs. Nunes 2",
    "dateTime": "2022-07-30T22:00:00",
    "finishMethod": "ko"
},
{
    "titleFight": true,
    "result": "LOST",
    "fightcardId": 700,
    "opponent": {
        "fighterId": 2198,
        "lastName": "Figueiredo",
        "record": {
            "draws": 1,
```

```
        "losses": 3,
        "noContests": 0,
        "wins": 24
    },
    "firstName": "Deiveson",
    "nickName": "Deus da Guerra"
},
"title": "UFC Flyweight Title",
"weight": 124,
"eventName": "UFC 270: Ngannou vs. Gane",
"dateTime": "2022-01-23T00:00:00",
"finishMethod": "unanimousdecision"
},
{
    "titleFight": true,
    "result": null,
    "fightcardId": 697,
    "opponent": {
        "fighterId": 2198,
        "lastName": "Figueiredo",
        "record": {
            "draws": 1,
            "losses": 3,
            "noContests": 0,
            "wins": 24
        },
        "firstName": "Deiveson",
        "nickName": "Deus da Guerra"
},
    "title": "UFC Flyweight Title",
    "weight": null,
    "eventName": "UFC 269: Oliveira vs. Poirier",
    "dateTime": "2021-12-11T23:00:00",
    "finishMethod": null
},
{
    "titleFight": true,
    "result": "WON",
    "fightcardId": 676,
    "opponent": {
        "fighterId": 2198,
        "lastName": "Figueiredo",
        "record": {
            "draws": 1,
            "losses": 3,
            "noContests": 0,
            "wins": 24
        },
        "firstName": "Deiveson",
        "nickName": "Deus da Guerra"
},
```

```
        "firstName": "Deiveson",
        "nickName": "Deus da Guerra"
    },
    "title": "UFC Flyweight Title",
    "weight": 125,
    "eventName": "UFC 263: Adesanya vs. Vettori 2",
    "dateTime": "2021-06-12T22:00:00",
    "finishMethod": {
        "type": "submission",
        "submission": "rearnakedchoke"
    }
},
{
    "titleFight": true,
    "result": "DRAW",
    "fightcardId": 633,
    "opponent": {
        "fighterId": 2198,
        "lastName": "Figueiredo",
        "record": {
            "draws": 1,
            "losses": 3,
            "noContests": 0,
            "wins": 24
        },
        "firstName": "Deiveson",
        "nickName": "Deus da Guerra"
    },
    "title": "UFC Flyweight Title",
    "weight": 124.5,
    "eventName": "UFC 256: Figueiredo vs. Moreno",
    "dateTime": "2020-12-13T00:30:00",
    "finishMethod": "majoritydecision"
},
{
    "titleFight": false,
    "result": "WON",
    "fightcardId": 631,
    "opponent": {
        "fighterId": 3436,
        "lastName": "Royval",
        "record": {
            "draws": 0,
            "losses": 7,
            "noContests": 0,
            "wins": 17
        },
        "firstName": "Brandon",
        "lastName": "Royval"
    }
}
```

```
        "nickName": "Raw Dawg"
    },
    "title": null,
    "weight": 125,
    "eventName": "UFC 255: Figueiredo vs. Perez",
    "dateTime": "2020-11-21T23:30:00",
    "finishMethod": "ko"
},
{
    "titleFight": false,
    "result": "WON",
    "fightcardId": 565,
    "opponent": {
        "fighterId": 783,
        "lastName": "Formiga",
        "record": {
            "draws": 0,
            "losses": 8,
            "noContests": 0,
            "wins": 23
        },
        "firstName": "Jussier",
        "nickName": null
    },
    "title": null,
    "weight": 126,
    "eventName": "UFC Fight Night: Lee vs. Oliveira",
    "dateTime": "2020-03-14T19:00:00",
    "finishMethod": "unanimousdecision"
},
{
    "titleFight": false,
    "result": "WON",
    "fightcardId": 552,
    "opponent": {
        "fighterId": 1858,
        "lastName": "Kara-France",
        "record": {
            "draws": 0,
            "losses": 11,
            "noContests": 1,
            "wins": 25
        },
        "firstName": "Kai",
        "nickName": "Don't Blink"
    },
    "title": null,
    "weight": 125.5,
    "eventName": "UFC 245: Usman vs. Covington"
```

```
    "eventName": "UFC 240: Usman vs. Covington",
    "dateTime": "2019-12-14T23:15:00",
    "finishMethod": "unanimousdecision"
},
{
    "titleFight": false,
    "result": "DRAW",
    "fightcardId": 543,
    "opponent": {
        "fighterId": 3341,
        "lastName": "Askarov",
        "record": {
            "draws": 1,
            "losses": 1,
            "noContests": 0,
            "wins": 14
        },
        "firstName": "Askar",
        "nickName": "Bullet"
    },
    "title": null,
    "weight": 124,
    "eventName": "UFC Fight Night: Rodriguez vs. Stephens",
    "dateTime": "2019-09-21T21:00:00",
    "finishMethod": "splitdecision"
},
{
    "titleFight": false,
    "result": "LOST",
    "fightcardId": 213,
    "opponent": {
        "fighterId": 1165,
        "lastName": "Pantoja",
        "record": {
            "draws": 0,
            "losses": 5,
            "noContests": 0,
            "wins": 28
        },
        "firstName": "Alexandre",
        "nickName": "The Cannibal"
    },
    "title": null,
    "weight": 125,
    "eventName": "UFC Fight Night: Maia vs. Usman",
    "dateTime": "2018-05-19T22:30:00",
    "finishMethod": "unanimousdecision"
},
{

```

```
        "titleFight": false,
        "result": "LOST",
        "fightcardId": 452,
        "opponent": {
            "fighterId": 837,
            "lastName": "Pettis",
            "record": {
                "draws": 0,
                "losses": 5,
                "noContests": 0,
                "wins": 18
            },
            "firstName": "Sergio",
            "nickName": null
        },
        "title": null,
        "weight": 126,
        "eventName": "UFC Fight Night: Pettis vs. Moreno",
        "dateTime": "2017-08-05T23:00:00",
        "finishMethod": "unanimousdecision"
    },
    {
        "titleFight": false,
        "result": "WON",
        "fightcardId": 197,
        "opponent": {
            "fighterId": 2455,
            "lastName": "Ortiz",
            "record": {
                "draws": 0,
                "losses": 8,
                "noContests": 0,
                "wins": 19
            },
            "firstName": "Dustin",
            "nickName": null
        },
        "title": null,
        "weight": 125,
        "eventName": "UFC Fight Night: Swanson vs. Lobov",
        "dateTime": "2017-04-22T22:30:00",
        "finishMethod": {
            "type": "submission",
            "submission": "rearnakedchoke"
        }
    },
    {
        "titleFight": false,
```

```
        "result": "WON",
        "fightcardId": 169,
        "opponent": {
            "fighterId": 1656,
            "lastName": "Benoit",
            "record": {
                "draws": 0,
                "losses": 8,
                "noContests": 0,
                "wins": 10
            },
            "firstName": "Ryan",
            "nickName": "Baby Face"
        },
        "title": null,
        "weight": 126,
        "eventName": "The Ultimate Fighter: Tournament of Champions Finale",
        "dateTime": "2016-12-04T00:00:00",
        "finishMethod": "splitdecision"
    },
    {
        "titleFight": false,
        "result": "WON",
        "fightcardId": 437,
        "opponent": {
            "fighterId": 1722,
            "lastName": "Smolka",
            "record": {
                "draws": 0,
                "losses": 9,
                "noContests": 0,
                "wins": 17
            },
            "firstName": "Louis",
            "nickName": "Da Last Samurai"
        },
        "title": null,
        "weight": 126,
        "eventName": "UFC Fight Night: Lineker vs. Dodson",
        "dateTime": "2016-10-01T23:15:00",
        "finishMethod": {
            "type": "submission",
            "submission": "guillotinechoke"
        }
    }
],
"currentWinStreak": 0,
"headshotImage": "https://ufclivepubstorage.blob.core.windows.net/publi
```

```
"sigStrikesAccuracy": 44.05,
"country": "MEX",
"age": 30,
"takedownAvg": 1.74,
"lastName": "Moreno",
"rankings": [
  {
    "interimChampion": false,
    "previousRank": 2,
    "rank": 2,
    "weightClass": {
      "id": 19,
      "name": "Flyweight"
    }
  }
],
"ufcBonus": {
  "fightOfTheNight": 4,
  "koOfTheNight": 0,
  "performanceOfTheNight": 3,
  "submissionOfTheNight": 0,
  "total": 7
},
"sigStrikesPerMin": 3.87,
"averageFightTime": 969,
"careerOffensiveBreakdown": {
  "strikesLanded": 38.69,
  "submissionsAttempted": 23.9,
  "takedownsLanded": 37.4
},
"takedownAccuracy": 46.88,
"sigStrikesAbsorbed": 3.63,
"weight": 125,
"reach": 70,
"rightStanceImage": "https://ufclivepubstorage.blob.core.windows.net/pu
"dob": "1993-12-07",
"weightClass": {
  "weight": "116-125",
  "description": "Flyweight",
  "id": 19,
  "obsolete": false,
  "abbreviation": "FLW"
},
"fightsOutOf": "Tijuana, Baja California, MEX",
"height": 67,
"winsByMethod": {
  "decisionWins": 3,
  "kotkoWins": 3,
```

```
        "otherWins": 0,
        "submissionWins": 3
    },
    "accolades": [
        {
            "name": "UFC Interim Flyweight Title",
            "belt": "weightbelt",
            "won": "2022-07-31",
            "lost": "2023-07-09"
        },
        {
            "name": "UFC Flyweight Title",
            "belt": "weightbelt",
            "won": "2021-06-13",
            "lost": "2024-10-28"
        }
    ],
    "sigStrikesDefense": 59.69,
    "stance": "orthodox",
    "ufcLink": "http://www.ufc.com/athlete/Brandon-Moreno",
    "firstName": "Brandon",
    "nickName": "The Assassin Baby",
    "born": "Tijuana, Baja California, MEX",
    "submissionsAverage": 0.46,
    "record": {
        "draws": 2,
        "losses": 8,
        "noContests": 0,
        "wins": 21
    },
    "takedownsDefense": 63.64
}
```

## WeightClasses Endpoint

This endpoint returns information on all weight classes. This information does not update very often, as weight classes change infrequently.

## Endpoint URLs

**For all weight classes :**

<https://dde-api.data.imgarena.com/mma/weightclasses>

## Required Headers

Key	Value
Accept	application/vnd.imggaming.dde.api+json;version=1
Content-Type	application/json
Authorization	Bearer eyvhaoudfgpdfgo*

## Request Parameters

This endpoint takes no parameters

## Response Model:

### Weightclasses Object

Field Name	Type	Description
weight	string	The weight range of the weightclass, in LB
description	string	A description of the weightclass
id	int	The ID of the weightclass
obsolete	boolean	Boolean, true if no longer used in UFC

# Sample Response

```
[  
 {  
   "weight": "170 and under",  
   "description": "Lightweight",  
   "id": 1,  
   "obsolete": false,  
   "abbreviation": "LW"  
 },  
 {  
   "weight": null,  
   "description": "Catch Weight",  
   "id": 2,  
   "obsolete": false,  
   "abbreviation": "CW"  
 },  
 {  
   "weight": "116-125",  
   "description": "Women's Flyweight",  
   "id": 3,  
   "obsolete": false,  
   "abbreviation": "WFLW"  
 },  
 {  
   "weight": "186-205",  
   "description": "Light Heavyweight",  
   "id": 4,  
   "obsolete": false,  
   "abbreviation": "LHW"  
 },  
 {  
   "weight": "136-145",  
   "description": "Women's Featherweight",  
   "id": 5,  
   "obsolete": false,  
   "abbreviation": "WFTW"  
 },  
 {  
   "weight": "96-105",  
   "description": "Women's Atomweight",  
   "id": 6,  
   "obsolete": false,  
   "abbreviation": "WAW"  
 },  
 {  
   "weight": null,  
   "description": "Open Weight",  
   "id": 7,  
   "obsolete": false.
```

```
        "abbreviation": "OW"
    },
    {
        "weight": "Over 265",
        "description": "Super Heavyweight",
        "id": 8,
        "obsolete": false,
        "abbreviation": "SHW"
    },
    {
        "weight": "199 and under",
        "description": "Lightweight",
        "id": 9,
        "obsolete": false,
        "abbreviation": "LW"
    },
    {
        "weight": "126-135",
        "description": "Bantamweight",
        "id": 10,
        "obsolete": false,
        "abbreviation": "BW"
    },
    {
        "weight": "206-265",
        "description": "Heavyweight",
        "id": 11,
        "obsolete": false,
        "abbreviation": "HW"
    },
    {
        "weight": "126-135",
        "description": "Women's Bantamweight",
        "id": 12,
        "obsolete": false,
        "abbreviation": "WBW"
    },
    {
        "weight": "136-145",
        "description": "Featherweight",
        "id": 13,
        "obsolete": false,
        "abbreviation": "FTW"
    },
    {
        "weight": "146-155",
        "description": "Lightweight",
        "id": 14,
```

```
    "obsolete": false,
    "abbreviation": "LW"
},
{
  "weight": "171-185",
  "description": "Middleweight",
  "id": 15,
  "obsolete": false,
  "abbreviation": "MW"
},
{
  "weight": "156-170",
  "description": "Welterweight",
  "id": 16,
  "obsolete": false,
  "abbreviation": "WW"
},
{
  "weight": "106-115",
  "description": "Women's Strawweight",
  "id": 17,
  "obsolete": false,
  "abbreviation": "WSW"
},
{
  "weight": "200 and over",
  "description": "Heavyweight",
  "id": 18,
  "obsolete": false,
  "abbreviation": "HW"
},
{
  "weight": "116-125",
  "description": "Flyweight",
  "id": 19,
  "obsolete": false,
  "abbreviation": "FLW"
},
{
  "weight": "171-199",
  "description": "Middleweight",
  "id": 20,
  "obsolete": false,
  "abbreviation": "MW"
},
{
  "weight": null,
  "description": "Catch Weight",
```

```
    "id": 21,  
    "obsolete": false,  
    "abbreviation": "WCW"  
}  
]
```

## Rankings Endpoint

This endpoint returns information on all rankings, split into rankings per weightclass. This information is kept up to date every hour.

### Endpoint URLs:

<https://dde-api.data.imgarena.com/mma/rankings>

### Required Headers

Key	Value
Accept	application/vnd.imggaming.dde.api+json;version=1
Content-Type	application/json
Authorization	Bearer eyvhaoudfgpdfgo*

### Request Parameters

This endpoint can be requested just by requesting the rankings for a certain weightclass. e.g. &weightclass={weightclassId}.

Parameter	Description

# Response Model:

## PoundForPound Object

Field Name	Type	Description
poundForPound	array	contains the pound for pound ranking for all fighters. information is only returned back when a weight class isn't specified
weightClasses	object	contains details of the given weight class
fighterRankings	array	contains details about the rankings for a given weight class

## poundForPound Array

Field Name	Type	Description
rank	integer	the rank of the current fighter
lastName	string	the last name of the fighter
firstName	string	the first name of the fighter
nickName	string	the nickname of the fighter
Id	integer	the ID of the fighter
interimChampion	boolean	true if the fighter is interim champion
previousRank	integer	the previous rank of the fighter

the fighters ufc W/L/D/NC

## Record Object

Field Name	Type	Description
wins	integer	The number of wins in the UFC for that fighter
losses	integer	The number of losses in the UFC for that fighter
draws	integer	The number of draws in the UFC for that fighter
noContests	integer	The number of no contests in the UFC for that fighter

## Weightclasses Object

Field Name	Type	Description
weight	string	The weight range of the weightclass, in LB
description	string	A description of the weightclass
id	int	The ID of the weightclass
obsolete	bool	Boolean, true if no longer used in UFC
abbreviation	string	Abbreviation of the weightclass

## Fighter Info Object:

Field Name	Type	Description

rank	string	The current rank of the fighter
lastName	string	the last name of the fighter
firstName	string	the first name of the fighter
nickName	string	the nickname of the fighter
id	int	the id of the fighter.
previousRank	integer	The previous rank of the fighter
interimChampion	boolean	True if fighter is the interim champion
record	object	The fighter's UFC W/L/D/NC record in the UFC

## Record Object

Field Name	Type	Description
wins	integer	The number of wins in the UFC for that fighter
losses	integer	The number of losses in the UFC for that fighter
draws	integer	The number of draws in the UFC for that fighter
noContests	integer	The number of no contests in the UFC for that fighter

## Sample Response

```
{  
  "poundForPound": [],  
  "weightClasses": [  
    {  
      "fighterRankings": [  
        {  
          "rank": "champion",  
          "lastName": "Pantoja",  
          "interimChampion": false,  
          "previousRank": "champion",  
          "record": {  
            "draws": 0,  
            "losses": 5,  
            "noContests": 0,  
            "wins": 28  
          },  
          "id": 1165,  
          "firstName": "Alexandre",  
          "nickName": "The Cannibal"  
        },  
        {  
          "rank": 1,  
          "lastName": "Royval",  
          "interimChampion": false,  
          "previousRank": 1,  
          "record": {  
            "draws": 0,  
            "losses": 7,  
            "noContests": 0,  
            "wins": 17  
          },  
          "id": 3436,  
          "firstName": "Brandon",  
          "nickName": "Raw Dawg"  
        },  
        {  
          "rank": 2,  
          "lastName": "Moreno",  
          "interimChampion": false,  
          "previousRank": 2,  
          "record": {  
            "draws": 2,  
            "losses": 8,  
            "noContests": 0,  
            "wins": 22  
          },  
          "id": 361,  
          "firstName": "Brandon".  
        }  
      ]  
    }  
  ]  
}
```

```
        "nickName": "The Assassin Baby"
    },
    {
        "rank": 3,
        "lastName": "Albazi",
        "interimChampion": false,
        "previousRank": 3,
        "record": {
            "draws": 0,
            "losses": 2,
            "noContests": 0,
            "wins": 17
        },
        "id": 3455,
        "firstName": "Amir",
        "nickName": "The Prince"
    },
    {
        "rank": 4,
        "lastName": "Kara-France",
        "interimChampion": false,
        "previousRank": 4,
        "record": {
            "draws": 0,
            "losses": 11,
            "noContests": 1,
            "wins": 25
        },
        "id": 1858,
        "firstName": "Kai",
        "nickName": "Don't Blink"
    },
    {
        "rank": 5,
        "lastName": "Taira",
        "interimChampion": false,
        "previousRank": 5,
        "record": {
            "draws": 0,
            "losses": 1,
            "noContests": 0,
            "wins": 16
        },
        "id": 3794,
        "firstName": "Tatsuro",
        "nickName": null
    },
    {
```

```
"rank": 6,
"lastName": "Perez",
"interimChampion": false,
"previousRank": 6,
"record": {
    "draws": 0,
    "losses": 9,
    "noContests": 0,
    "wins": 25
},
"id": 926,
"firstName": "Alex",
"nickName": null
},
{
"rank": 7,
"lastName": "Almabayev",
"interimChampion": false,
"previousRank": 7,
"record": {
    "draws": 0,
    "losses": 2,
    "noContests": 0,
    "wins": 21
},
"id": 4024,
"firstName": "Asu",
"nickName": "Zulfikar"
},
{
"rank": 8,
"lastName": "Kape",
"interimChampion": false,
"previousRank": 8,
"record": {
    "draws": 0,
    "losses": 7,
    "noContests": 0,
    "wins": 19
},
"id": 3432,
"firstName": "Manel",
"nickName": "StarBoy"
},
{
"rank": 9,
"lastName": "Erceg",
"interimChampion": false,
```

```
"previousRank": 9,
"record": {
    "draws": 0,
    "losses": 3,
    "noContests": 0,
    "wins": 12
},
"id": 3882,
"firstName": "Steve",
"nickName": "Astroboy"
},
{
"rank": 10,
"lastName": "Nicolau",
"interimChampion": false,
"previousRank": 10,
"record": {
    "draws": 1,
    "losses": 6,
    "noContests": 0,
    "wins": 19
},
"id": 1972,
"firstName": "Matheus",
"nickName": null
},
{
"rank": 11,
"lastName": "Elliott",
"interimChampion": false,
"previousRank": 11,
"record": {
    "draws": 1,
    "losses": 13,
    "noContests": 0,
    "wins": 21
},
"id": 1122,
"firstName": "Tim",
"nickName": null
},
{
"rank": 12,
"lastName": "Ulanbekov",
"interimChampion": false,
"previousRank": 12,
"record": {
    "draws": 0,
```

```
        "losses": 2,
        "noContests": 0,
        "wins": 15
    },
    "id": 3437,
    "firstName": "Tagir",
    "nickName": null
},
{
    "rank": 13,
    "lastName": "Silva",
    "interimChampion": false,
    "previousRank": 13,
    "record": {
        "draws": 2,
        "losses": 5,
        "noContests": 1,
        "wins": 14
    },
    "id": 3246,
    "firstName": "Bruno",
    "nickName": "Bulldog"
},
{
    "rank": 14,
    "lastName": "Durden",
    "interimChampion": false,
    "previousRank": 14,
    "record": {
        "draws": 1,
        "losses": 6,
        "noContests": 0,
        "wins": 17
    },
    "id": 3506,
    "firstName": "Cody",
    "nickName": "Custom Made"
},
{
    "rank": 15,
    "lastName": "Johnson",
    "interimChampion": false,
    "previousRank": 15,
    "record": {
        "draws": 0,
        "losses": 6,
        "noContests": 0,
        "wins": 17
    }
}
```

```
        },
        "id": 3801,
        "firstName": "Charles",
        "nickName": "InnerG"
    },
],
"weightClass": {
    "weight": "116-125",
    "description": "Flyweight",
    "id": 19,
    "obsolete": false,
    "abbreviation": "FLW"
},
},
{
"fighterRankings": [
{
    "rank": "champion",
    "lastName": "Pereira",
    "interimChampion": false,
    "previousRank": "champion",
    "record": {
        "draws": 0,
        "losses": 2,
        "noContests": 0,
        "wins": 12
    },
    "id": 3524,
    "firstName": "Alex",
    "nickName": "Poatan"
},
{
    "rank": 1,
    "lastName": "Ankalaev",
    "interimChampion": false,
    "previousRank": 1,
    "record": {
        "draws": 1,
        "losses": 1,
        "noContests": 1,
        "wins": 20
    },
    "id": 404,
    "firstName": "Magomed",
    "nickName": null
},
{
    "rank": 2,
    "lastName": "Dzochbaeva"
}
```

```
    "lastName": "Hill",
    "interimChampion": false,
    "previousRank": 1,
    "record": {
        "draws": 1,
        "losses": 5,
        "noContests": 0,
        "wins": 30
    },
    "id": 3406,
    "firstName": "Jiri",
    "nickName": null
},
{
    "rank": 3,
    "lastName": "Hill",
    "interimChampion": false,
    "previousRank": 3,
    "record": {
        "draws": 0,
        "losses": 2,
        "noContests": 1,
        "wins": 12
    },
    "id": 3316,
    "firstName": "Jamahal",
    "nickName": "Sweet Dreams"
},
{
    "rank": 4,
    "lastName": "Blachowicz",
    "interimChampion": false,
    "previousRank": 4,
    "record": {
        "draws": 1,
        "losses": 10,
        "noContests": 0,
        "wins": 29
    },
    "id": 1079,
    "firstName": "Jan",
    "nickName": null
},
{
    "rank": 5,
    "lastName": "Rakic",
    "interimChampion": false,
    "previousRank": 5,
    "record": {
```

```
        "draws": 0,
        "losses": 5,
        "noContests": 0,
        "wins": 14
    },
    "id": 2525,
    "firstName": "Aleksandar",
    "nickName": "Rocket"
},
{
    "rank": 6,
    "lastName": "Rountree Jr.",
    "interimChampion": false,
    "previousRank": 7,
    "record": {
        "draws": 0,
        "losses": 6,
        "noContests": 1,
        "wins": 14
    },
    "id": 821,
    "firstName": "Khalil",
    "nickName": null
},
{
    "rank": 6,
    "lastName": "Krylov",
    "interimChampion": false,
    "previousRank": 6,
    "record": {
        "draws": 0,
        "losses": 9,
        "noContests": 0,
        "wins": 30
    },
    "id": 1448,
    "firstName": "Nikita",
    "nickName": "The Miner"
},
{
    "rank": 8,
    "lastName": "Oezdemir",
    "interimChampion": false,
    "previousRank": 8,
    "record": {
        "draws": 0,
        "losses": 7,
        "noContests": 0,
```

```
        "wins": 20
    },
    "id": 2235,
    "firstName": "Volkan",
    "nickName": "No Time"
},
{
    "rank": 9,
    "lastName": "Walker",
    "interimChampion": false,
    "previousRank": 9,
    "record": {
        "draws": 0,
        "losses": 9,
        "noContests": 1,
        "wins": 21
    },
    "id": 1415,
    "firstName": "Johnny",
    "nickName": null
},
{
    "rank": 10,
    "lastName": "Ulberg",
    "interimChampion": false,
    "previousRank": 10,
    "record": {
        "draws": 0,
        "losses": 1,
        "noContests": 0,
        "wins": 11
    },
    "id": 3580,
    "firstName": "Carlos",
    "nickName": "Black Jag"
},
{
    "rank": 11,
    "lastName": "Murzakanov",
    "interimChampion": false,
    "previousRank": 11,
    "record": {
        "draws": 0,
        "losses": 0,
        "noContests": 0,
        "wins": 14
    },
    "id": 1307,
```

```
        "firstName": "Azamat",
        "nickName": "The Professional"
    },
    {
        "rank": 12,
        "lastName": "Smith",
        "interimChampion": false,
        "previousRank": 12,
        "record": {
            "draws": 0,
            "losses": 20,
            "noContests": 0,
            "wins": 38
        },
        "id": 681,
        "firstName": "Anthony",
        "nickName": "Lionheart"
    },
    {
        "rank": 12,
        "lastName": "Reyes",
        "interimChampion": false,
        "previousRank": 13,
        "record": {
            "draws": 0,
            "losses": 4,
            "noContests": 0,
            "wins": 13
        },
        "id": 2627,
        "firstName": "Dominick",
        "nickName": "The Devastator"
    },
    {
        "rank": 14,
        "lastName": "Guskov",
        "interimChampion": false,
        "previousRank": 14,
        "record": {
            "draws": 0,
            "losses": 3,
            "noContests": 0,
            "wins": 16
        },
        "id": 4154,
        "firstName": "Bogdan",
        "nickName": "Czarevitch"
    },
    {
        "rank": 14,
        "lastName": "Khabib",
        "interimChampion": false,
        "previousRank": 14,
        "record": {
            "draws": 0,
            "losses": 3,
            "noContests": 0,
            "wins": 16
        },
        "id": 4155,
        "firstName": "Nurmagomedov",
        "nickName": "The Eagle"
    }
],
```

```
{
  "rank": 15,
  "lastName": "Menifeild",
  "interimChampion": false,
  "previousRank": 15,
  "record": {
    "draws": 1,
    "losses": 5,
    "noContests": 0,
    "wins": 15
  },
  "id": 226,
  "firstName": "Alonzo",
  "nickName": "Atomic"
}
],
"weightClass": {
  "weight": "186-205",
  "description": "Light Heavyweight",
  "id": 4,
  "obsolete": false,
  "abbreviation": "LHW"
}
}
]
}
```

## Stream Endpoints (WebSocket)

1. **Fight Details** This feed is less than 1 second latency as data is collected "octagon side" and this endpoint is in conjunction with the Live Events REST endpoint, and returns simple event-by-event data per fight such as:-

- Fight Open/Close
- Fight Round Start (with timestamped Clock)
- Takedown Attempt
- Takedown Landed
- Submission Attempt
- Reversal
- Knockdown

2. **Fight Stats** (in play)

This feed of stats is collated live with a 5 second latency and should be

integrated in conjunction with the Live Events REST endpoint, and returns detailed Fight Statistics. Please Note: these statistics should not settle bets and should only be used as "Entertainment" for users. Statistics that you can settle on are provided [here](#) (which updates accurately no later than 90 seconds after the round is complete).

### 3. **Fight Actions** (in play)

This feed of detailed actions is updated live (with 5 second latency) and should be integrated in conjunction with the **Live Events REST endpoint**, and returns quick details about the latest actions within the Fight. For example:-

- 02:18 Khalid Taha, Strike (Successful)
  - Strength = Significant
  - Type = Arm
  - Target = Head
- 02:58 POSITION: DISTANCE
- 03:17 POSITION: CLINCH (Bruno Silva)
- 04:13 Bruno Silva, Strike (Unsuccessful)
  - Strength = Other
  - Type = Arm
  - Target = Head
- 04:40 POSITION: GUARD (Bruno Silva)

Security protocol for WebSockets:

Please note that we currently do not support SSL. We only support the use of TLS Version 1.2+.

# Fight Actions

This web socket endpoint returns the detailed action data per fight. You will need to make a connection for each fight once. This endpoint is in conjunction with the Live Events REST endpoint – when a fight starts it will be included in the response to the /liveevents endpoint, and at that point you should commence connecting to the web socket for that fight's action feed

## Endpoint URL

wss://dde-streams.data.imgarena.com/media/mma/fight-actions/feed/{id}

## Process for connecting to the web socket endpoints

- Connect to the SSL websocket address
- Send JSON packet containing API token
- Receive response indicating that connection is authorised (or a response indicating why the connection cannot be made)
- Receive heartbeat packets every 10 seconds to verify the connection is live
- Receive data packets

Once you have sent the API token, any further data that you send over the connection will be ignored.

## Request Parameters

This endpoint currently takes no request parameters.

# Response Model

Each action packet sent over the websocket has the following format:

Field Name	Type	Description
fighters	object	Name and fighter ID for the red and blue fighters respectively
timestamp	string	ISO 8601 timestamp representing when this action occurred
roundTime	string	Time left on the clock when this action occurred
result	string	Optional. Indicates whether or not the attempted action was successful. Possible values are <b>successful</b> or <b>unsuccessful</b>
eventElementType	string	The type of event we're reporting, such as a strike, takedown attempt, or submission attempt. See the <b>eventElementType</b> table for the possible event types.
id	integer	A unique ID associated with the action
seqNum	integer	The sequence number of the packet in the feed
fighters	string	Optional. Which fighter performed the action, if relevant. Possible values are <b>Red</b> and <b>Blue</b> .
		Optional. Provides detailed information about the

details	object	nature of the action. See the <b>details</b> table.
position	string	This conveys the position the fighters were in when this action occurred. Possible values include <b>backControl</b> , <b>clinch</b> , <b>distance</b> , <b>guard</b> , <b>halfGuard</b> , <b>miscGround</b> , <b>mount</b> , <b>sideControl</b> .
round	number	Which round this action occurred in

## Fighter Object

Field Name	Type	Description
red	object	colour for fighter (new field, unsure about description)
blue	object	colour for fighter (new field, unsure about description)

## Red Object

Field Name	Type	Description
name	string	name of fighter
fighterId	integer	ID of fighter

## Blue Object

Field Name	Type	Description

name	string	name of fighter
fighterId	integer	ID of fighter

## Details format:

Field Name	Type	Description
target	string	The body part at which the strike was aimed, such as <b>head</b> , <b>body</b> , <b>leg</b> etc. In the case of submissions or takedowns, this is usually provided as <b>submission</b> or <b>takedown</b> respectively.
strength	string	The strength behind the action; possible values are <b>Sig</b> , representing a significant blow, and <b>Other</b> , representing a less significant jab, a feint, or something else.
strikeType	string	Whether this action involved the arms or legs; possible values are <b>arm</b> and <b>leg</b> . This may mean a punch or a kick, but may also refer to an elbow/knee strike, a strangle, or something else depending on the action type.

## eventElementType values:

Value	Meaning
	Simply indicates the position the fighters are in; a round will open with this event. The

position	<b>details</b> , <b>results</b> and <b>fighter</b> fields will not be provided.
strike	Indicates that the specified fighter attempted to strike their opponent. The <b>details</b> and <b>results</b> fields will indicate where the blow was aimed, whether it landed, how much force was behind it, and whether it was a punch / elbow strike or a kick / knee strike. See the <b>details</b> table.
takedown	Indicates that the specified fighter attempted to take down their opponent.
submission	Indicates that the specified fighter attempted to force a submission from their opponent.
knockdown	Indicates that the specified fighter attempted to knock down their opponent.
standup	Indicates that a fighter attempted to stand up.
reversal	Indicates that a fighter attempted to execute a reversal.
stop	Indicates that the round ended. The <b>details</b> , <b>results</b> and <b>fighter</b> fields will not be provided.
pause	Indicates that the round was paused. The <b>details</b> , <b>results</b> and <b>fighter</b> fields will not be provided.

## Sample Response:

Here's a sample of the output we have for fight 9088, Jhonata Diniz vs. Marcin Tybura; this packet represents a successful, significant strike to the body, where Marcin Tybura is the attacker. It also indicates that the fighters were standing apart from one another when the blow was dealt.

```
{  
  "details": {  
    "strength": "Sig",  
    "target": "body"  
  },  
  "eventElementType": "strike",  
  "fighter": "Red",  
  "fighters": {  
    "blue": {  
      "fighterID": 4039,  
      "name": "Jhonata Diniz"  
    },  
    "red": {  
      "fighterID": 2753,  
      "name": "Marcin Tybura"  
    }  
  "id": 895561,  
  "position": "distance",  
  "result": "successful",  
  "round": 1,  
  "roundTime": "04:51",  
  "seqNum": 1,  
  "timestamp": "2024-11-17T01:12:26Z"  
}
```

# Fight Details

This web socket endpoint returns the event-by-event data per fight. Once a fight commences the live information will visible and you'll be able to view the live fight details.

## Endpoint URL

wss://dde-streams.data.imgurarena.com/media/mma/fight-details/feed/{id}

### Process for connecting to the web socket endpoints

- Connect to SSL websocket address
- Send JSON packet containing API token
- Receive response indicating that connection is authorised (or a response indicating why the connection cannot be made)
- Receive heartbeat packets every 10 seconds to verify the connection is live
- Receive data packets

Once you have the API token, any further data that you send over the connection will be ignored.

## Request Parameters

This endpoint currently takes no request parameters.

## Response Model

There are a number of different types of packets that can be sent through this endpoint. They are detailed in the [Fight Details Scenarios](#) section of this documentation.

Field Name	Type	Description
stats	object	information of the fight
roundNum	object	number of rounds
timestamp	string	Date and time
roundTime	string	Time of each round
eventElementType	string	Status update of the fight
seqNum	integer	The sequence number of the packet in the feed
fightStatus	string	status of the round/fight

## Stats Object

Field Name	Type	Description
Fight	object	information about the fight
Round	object	information about the round

## Fight object

Field Name	Type	Description
red/blue	integer	fighter colour/class
takedownAttempt	integer	number of takedown attempts
submissionAttempt	integer	number of submission attempts
takedownLanded	integer	number of landed takedowns
knockdown	integer	number of knockdown

reversal	integer	number of reversals
----------	---------	---------------------

## Round object

stats broken down per round

Field Name	Type	Description
red/blue	integer	fighter colour/class
takedownAttempt	integer	number of takedown attempts
submissionAttempt	integer	number of submission attempts
takedownLanded	integer	number of landed takedowns
knockdown	integer	number of knockdown
reversal	integer	number of reversals

## Sample Websocket

You can connect to a sample WS for fight details here:

<wss://dde-streams.data.imgarena.com/media/mma/fights/999991/details>

# Fight Stats

This web socket endpoint returns the live stats data per fight. Once a fight commences the live information will be visible and you'll be able to view the live stats

## Endpoint URL

wss://dde-streams.data.imgarena.com/media/mma/fight-livestats/feed/{id}

### Process for connecting to the web socket endpoints

- Connect to the SSL websocket address
- Send JSON packet containing API token
- Receive response indicating that connection is authorised (or a response indicating why the connection cannot be made)
- Receive heartbeat packets every 10 seconds to verify the connection is live
- Receive data packets

Once you have sent the API token, any further data that you send over the connection will be ignored.

## Request Parameters

This endpoint currently takes no request parameters.

## Response Model

Each stats packet sent over the websocket has the following format:

Field Name	Type	Description

seqNum	integer	The sequence number of the packet
timestamp	string	ISO8601 datetime string representing the time the packet was generated
fighters	object	Name and fighter ID for the red and blue fighters
roundStats	string	A breakdown of the full stat summary for each fighter in each round
fightStats	object	A full stat summary for each fighter for the overall fight
fightCardId	integer	The ID of the fight card
currentRound	integer	Which round is currently in progress
fightId	integer	The ID of the fight in our database
maxRounds	integer	The maximum number of rounds in this fight; normally either 3 or 5
accolade	string	The accolade of the fight. Optional.
referee	string	The full name of this fight's referee
weightclass	string	The fight's weight class name
status	string	
currentRoundTime	string	The current round time, counting down from 5 minutes at the start

# Fighter object

Object broken down into blue and red team

Field Name	Type	Description
name	string	fighter name
fighterId	integer	The ID of the fighter to which these stats refer

# fightStats objects

Object broken down into blue and red team

Field Name	Type	Description
TIP	object	Time in Position stats
grappling	object	Breakdown of stats in grappling positions
strikes	object	Breakdown of stats in strikes positions
fighterId	integer	The ID of the fighter to which these stats refer

# TIPS (Time In Positions) object

Field Name	Type	Description
backControlTime	string	Time spend in backControlTime positions

controlTime	string	Time spend in controlTime positions
distanceTime	string	Time spend in distanceTime positions
groundControlTime	string	Time spend in groundControlTime positions
groundTime	string	Time spend in groundTime positions
guardControlTime	string	Time spend in guardControlTime positions
halfGuardControlTime	string	Time spend in halfGuardControlTime positions
miscGroundControlTime	string	Time spend in miscGroundControlTime positions
mountControlTime	string	Time spend in mountControlTime positions
neutralTime	string	Time spend in neutralTime positions
sideControlTime	string	Time spend in sideControlTime positions

## grappling object

Field Name	Type	Description
reversals	object	Object contains the number of attempts reversals and landed reversals

standups	object	Object contains the number of attempts standups and landed standups
submissions	object	Object contains the number of attempts submissions and landed submissions

## roundStats object

Stats are also available at round level

Field Name	Type	Description
Round number	object	Each round is broken down by red and blue corner. Contains TIP, grappling and strikes per round. Please view the relevant object tables for more information.

## Sample Response:

Here's a sample of the output we have for fight 9088, Jhonata Diniz vs. MMarcin Tybura; this is one packet from near the end of the fight. Each packet contains a full new set of stats for the fight so far, replacing the calculated stats of the last packet. We only send a new packet (with a new sequence number) when the stats have changed.

```
{  
    "currentRound": 2,  
    "currentRoundTime": "00:00",  
    "fightCardId": 905,  
    "fightId": 9088,  
    "fightStats": {  
        "blue": {  
            "TIP": {  
                "backControlTime": "00:00",  
                "clinchTime": "00:10",  
                "controlTime": "00:36",  
                "distanceTime": "02:01",  
                "groundControlTime": "00:36",  
                "groundTime": "07:49",  
                "guardControlTime": "00:00",  
                "halfGuardControlTime": "00:31",  
                "miscGroundControlTime": "00:05",  
                "mountControlTime": "00:00",  
                "neutralTime": "02:10",  
                "sideControlTime": "00:00",  
                "standingTime": "02:11"  
            },  
            "fighterId": 4072,  
            "grappling": {  
                "reversals": {  
                    "attempts": 0,  
                    "landed": 0  
                },  
                "standups": {  
                    "attempts": 0,  
                    "landed": 0  
                },  
                "submissions": {  
                    "attempts": 0,  
                    "landed": 0  
                },  
                "takedowns": {  
                    "attempts": 0,  
                    "landed": 0  
                }  
            },  
            "strikes": {  
                "bodySignificantStrikes": {  
                    "attempts": 1,  
                    "landed": 1  
                },  
                "bodyTotalStrikes": {  
                    "attempts": 1.  
                }  
            }  
        }  
    }  
}
```

```
        "landed": 1
    },
    "clinchBodyStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchHeadStrikes": {
        "attempts": 2,
        "landed": 2
    },
    "clinchLegStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchSignificantKicks": {
        "attempts": 0,
        "landed": 0
    },
    "clinchSignificantStrikes": {
        "attempts": 2,
        "landed": 2
    },
    "clinchTotalStrikes": {
        "attempts": 2,
        "landed": 2
    },
    "distanceBodyKicks": {
        "attempts": 1,
        "landed": 1
    },
    "distanceBodyStrikes": {
        "attempts": 1,
        "landed": 1
    },
    "distanceHeadStrikes": {
        "attempts": 20,
        "landed": 4
    },
    "distanceLegKicks": {
        "attempts": 1,
        "landed": 0
    },
    "distanceLegStrikes": {
        "attempts": 1,
        "landed": 0
    },
    "distanceStrikes": {
        "attempts": 22,
```

```
        "landed": 5
    },
    "groundBodyStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "groundHeadStrikes": {
        "attempts": 7,
        "landed": 5
    },
    "groundLegStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "groundSignificantStrikes": {
        "attempts": 7,
        "landed": 5
    },
    "groundTotalStrikes": {
        "attempts": 20,
        "landed": 14
    },
    "headSignificantStrikes": {
        "attempts": 29,
        "landed": 11
    },
    "headTotalStrikes": {
        "attempts": 42,
        "landed": 20
    },
    "knockDown": {
        "attempts": 0,
        "landed": 0
    },
    "legsSignificantStrikes": {
        "attempts": 1,
        "landed": 0
    },
    "legsTotalStrikes": {
        "attempts": 1,
        "landed": 0
    },
    "significantStrikes": {
        "attempts": 31,
        "landed": 12
    },
    "totalStrikes": {
        "attempts": 44,
```

```
        "landed": 21
    }
}
},
"red": {
    "TIP": {
        "backControlTime": "00:00",
        "clinchTime": "00:10",
        "controlTime": "07:14",
        "distanceTime": "02:01",
        "groundControlTime": "07:05",
        "groundTime": "07:49",
        "guardControlTime": "00:28",
        "halfGuardControlTime": "03:09",
        "miscGroundControlTime": "00:03",
        "mountControlTime": "03:25",
        "neutralTime": "02:10",
        "sideControlTime": "00:00",
        "standingTime": "02:11"
    },
    "fighterId": 1707,
    "grappling": {
        "reversals": {
            "attempts": 0,
            "landed": 1
        },
        "standups": {
            "attempts": 0,
            "landed": 0
        },
        "submissions": {
            "attempts": 0,
            "landed": 0
        },
        "takedowns": {
            "attempts": 3,
            "landed": 1
        }
    },
    "strikes": {
        "bodySignificantStrikes": {
            "attempts": 5,
            "landed": 2
        },
        "bodyTotalStrikes": {
            "attempts": 24,
            "landed": 21
        }
    }
},
```

```
"clinchBodyStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"clinchHeadStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"clinchLegStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"clinchSignificantKicks": {  
    "attempts": 0,  
    "landed": 0  
},  
"clinchSignificantStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"clinchTotalStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"distanceBodyKicks": {  
    "attempts": 4,  
    "landed": 2  
},  
"distanceBodyStrikes": {  
    "attempts": 4,  
    "landed": 2  
},  
"distanceHeadStrikes": {  
    "attempts": 14,  
    "landed": 3  
},  
"distanceLegKicks": {  
    "attempts": 0,  
    "landed": 0  
},  
"distanceLegStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"distanceStrikes": {  
    "attempts": 18,  
    "landed": 5  
},  
"distanceTotalStrikes": {  
    "attempts": 22,  
    "landed": 7  
},  
"downTime": 0,  
"endurance": 100,  
"explosiveness": 100,  
"grappling": 100,  
"handSpeed": 100,  
"headAccuracy": 100,  
"legAccuracy": 100,  
"reaching": 100,  
"striking": 100,  
"strikeAccuracy": 100,  
"strikePower": 100,  
"strikeType": "Distance",  
"totalStrikes": 22,  
"totalTime": 0,  
"totalWeight": 0,  
"totalWork": 0,  
"workRate": 0
```

```
"groundBodyStrikes": {  
    "attempts": 1,  
    "landed": 0  
},  
"groundHeadStrikes": {  
    "attempts": 29,  
    "landed": 21  
},  
"groundLegStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"groundSignificantStrikes": {  
    "attempts": 30,  
    "landed": 21  
},  
"groundTotalStrikes": {  
    "attempts": 148,  
    "landed": 133  
},  
"headSignificantStrikes": {  
    "attempts": 43,  
    "landed": 24  
},  
"headTotalStrikes": {  
    "attempts": 142,  
    "landed": 117  
},  
"knockDown": {  
    "attempts": 0,  
    "landed": 0  
},  
"legsSignificantStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"legsTotalStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"significantStrikes": {  
    "attempts": 48,  
    "landed": 26  
},  
"totalStrikes": {  
    "attempts": 166,  
    "landed": 138  
}  
,
```

```
        },
    },
},
"fighters": {
    "blue": {
        "fighterId": 4072,
        "name": "Jhonata Diniz"
    },
    "red": {
        "fighterId": 1707,
        "name": "Marcin Tybura"
    }
},
"maxRounds": 3,
"referee": "Herb Dean",
"roundStats": {
    "1": {
        "blue": {
            "TIP": {
                "backControlTime": "00:00",
                "clinchTime": "00:01",
                "controlTime": "00:36",
                "distanceTime": "00:19",
                "groundControlTime": "00:36",
                "groundTime": "04:40",
                "guardControlTime": "00:00",
                "halfGuardControlTime": "00:31",
                "miscGroundControlTime": "00:05",
                "mountControlTime": "00:00",
                "neutralTime": "00:27",
                "sideControlTime": "00:00",
                "standingTime": "00:20"
            },
            "fighterId": 4072,
            "grappling": {
                "reversals": {
                    "attempts": 0,
                    "landed": 0
                },
                "standups": {
                    "attempts": 0,
                    "landed": 0
                },
                "submissions": {
                    "attempts": 0,
                    "landed": 0
                },
                "takedowns": {
                    "attempts": 0
                }
            }
        }
    }
}
```

```
        "distanceLegStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "distanceTotalStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "headSignificantStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "headTotalStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "legSignificantStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "legTotalStrikes": {
            "attempts": 0,
            "landed": 0
        }
    },
    "strikes": {
        "bodySignificantStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "bodyTotalStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "clinchBodyStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "clinchHeadStrikes": {
            "attempts": 2,
            "landed": 2
        },
        "clinchLegStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "clinchSignificantKicks": {
            "attempts": 0,
            "landed": 0
        },
        "clinchSignificantStrikes": {
            "attempts": 2,
            "landed": 2
        },
        "clinchTotalStrikes": {
            "attempts": 2,
            "landed": 2
        },
        "distanceBodyKicks": {
            "attempts": 0,
            "landed": 0
        },
        "distanceBodyStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "distanceHeadStrikes": {
            "attempts": 6,
            "landed": 2
        }
    }
},
```

```
    "distanceLegKicks": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "distanceLegStrikes": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "distanceStrikes": {  
        "attempts": 6,  
        "landed": 2  
    },  
    "groundBodyStrikes": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "groundHeadStrikes": {  
        "attempts": 6,  
        "landed": 5  
    },  
    "groundLegStrikes": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "groundSignificantStrikes": {  
        "attempts": 6,  
        "landed": 5  
    },  
    "groundTotalStrikes": {  
        "attempts": 19,  
        "landed": 14  
    },  
    "headSignificantStrikes": {  
        "attempts": 14,  
        "landed": 9  
    },  
    "headTotalStrikes": {  
        "attempts": 27,  
        "landed": 18  
    },  
    "knockDown": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "legsSignificantStrikes": {  
        "attempts": 0,  
        "landed": 0  
    },  
},
```

```
"legsTotalStrikes": {  
    "attempts": 0,  
    "landed": 0  
},  
"significantStrikes": {  
    "attempts": 14,  
    "landed": 9  
},  
"totalStrikes": {  
    "attempts": 27,  
    "landed": 18  
}  
}  
},  
"red": {  
    "TIP": {  
        "backControlTime": "00:00",  
        "clinchTime": "00:01",  
        "controlTime": "03:57",  
        "distanceTime": "00:19",  
        "groundControlTime": "03:56",  
        "groundTime": "04:40",  
        "guardControlTime": "00:28",  
        "halfGuardControlTime": "01:55",  
        "miscGroundControlTime": "00:00",  
        "mountControlTime": "01:33",  
        "neutralTime": "00:27",  
        "sideControlTime": "00:00",  
        "standingTime": "00:20"  
    },  
    "fighterId": 1707,  
    "grappling": {  
        "reversals": {  
            "attempts": 0,  
            "landed": 1  
        },  
        "standups": {  
            "attempts": 0,  
            "landed": 0  
        },  
        "submissions": {  
            "attempts": 0,  
            "landed": 0  
        },  
        "takedowns": {  
            "attempts": 1,  
            "landed": 0  
        }  
    }  
}
```

```
},
"strikes": {
    "bodySignificantStrikes": {
        "attempts": 2,
        "landed": 1
    },
    "bodyTotalStrikes": {
        "attempts": 19,
        "landed": 18
    },
    "clinchBodyStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchHeadStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchLegStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchSignificantKicks": {
        "attempts": 0,
        "landed": 0
    },
    "clinchSignificantStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchTotalStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "distanceBodyKicks": {
        "attempts": 1,
        "landed": 1
    },
    "distanceBodyStrikes": {
        "attempts": 1,
        "landed": 1
    },
    "distanceHeadStrikes": {
        "attempts": 2,
        "landed": 0
    },
    "distanceLegKicks": {
        "attempts": 0,
```

```
        "landed": 0
    },
    "distanceLegStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "distanceStrikes": {
        "attempts": 3,
        "landed": 1
    },
    "groundBodyStrikes": {
        "attempts": 1,
        "landed": 0
    },
    "groundHeadStrikes": {
        "attempts": 4,
        "landed": 3
    },
    "groundLegStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "groundSignificantStrikes": {
        "attempts": 5,
        "landed": 3
    },
    "groundTotalStrikes": {
        "attempts": 68,
        "landed": 66
    },
    "headSignificantStrikes": {
        "attempts": 6,
        "landed": 3
    },
    "headTotalStrikes": {
        "attempts": 52,
        "landed": 49
    },
    "knockDown": {
        "attempts": 0,
        "landed": 0
    },
    "legsSignificantStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "legsTotalStrikes": {
        "attempts": 0,
        "landed": 0
    }
}
```

```
    "landed": 0
},
"significantStrikes": {
    "attempts": 8,
    "landed": 4
},
"totalStrikes": {
    "attempts": 71,
    "landed": 67
}
}
}
},
"2": {
    "blue": {
        "TIP": {
            "backControlTime": "00:00",
            "clinchTime": "00:09",
            "controlTime": "00:00",
            "distanceTime": "01:42",
            "groundControlTime": "00:00",
            "groundTime": "03:09",
            "guardControlTime": "00:00",
            "halfGuardControlTime": "00:00",
            "miscGroundControlTime": "00:00",
            "mountControlTime": "00:00",
            "neutralTime": "01:43",
            "sideControlTime": "00:00",
            "standingTime": "01:51"
        },
        "fighterId": 4072,
        "grappling": {
            "reversals": {
                "attempts": 0,
                "landed": 0
            },
            "standups": {
                "attempts": 0,
                "landed": 0
            },
            "submissions": {
                "attempts": 0,
                "landed": 0
            },
            "takedowns": {
                "attempts": 0,
                "landed": 0
            }
        }
    }
}
```

```
,  
  "strikes": {  
    "bodySignificantStrikes": {  
      "attempts": 1,  
      "landed": 1  
    },  
    "bodyTotalStrikes": {  
      "attempts": 1,  
      "landed": 1  
    },  
    "clinchBodyStrikes": {  
      "attempts": 0,  
      "landed": 0  
    },  
    "clinchHeadStrikes": {  
      "attempts": 0,  
      "landed": 0  
    },  
    "clinchLegStrikes": {  
      "attempts": 0,  
      "landed": 0  
    },  
    "clinchSignificantKicks": {  
      "attempts": 0,  
      "landed": 0  
    },  
    "clinchSignificantStrikes": {  
      "attempts": 0,  
      "landed": 0  
    },  
    "clinchTotalStrikes": {  
      "attempts": 0,  
      "landed": 0  
    },  
    "distanceBodyKicks": {  
      "attempts": 1,  
      "landed": 1  
    },  
    "distanceBodyStrikes": {  
      "attempts": 1,  
      "landed": 1  
    },  
    "distanceHeadStrikes": {  
      "attempts": 14,  
      "landed": 2  
    },  
    "distanceLegKicks": {  
      "attempts": 1,  
      "landed": 0  
    }
```

```
        },
        "distanceLegStrikes": {
            "attempts": 1,
            "landed": 0
        },
        "distanceStrikes": {
            "attempts": 16,
            "landed": 3
        },
        "groundBodyStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "groundHeadStrikes": {
            "attempts": 1,
            "landed": 0
        },
        "groundLegStrikes": {
            "attempts": 0,
            "landed": 0
        },
        "groundSignificantStrikes": {
            "attempts": 1,
            "landed": 0
        },
        "groundTotalStrikes": {
            "attempts": 1,
            "landed": 0
        },
        "headSignificantStrikes": {
            "attempts": 15,
            "landed": 2
        },
        "headTotalStrikes": {
            "attempts": 15,
            "landed": 2
        },
        "knockDown": {
            "attempts": 0,
            "landed": 0
        },
        "legsSignificantStrikes": {
            "attempts": 1,
            "landed": 0
        },
        "legsTotalStrikes": {
            "attempts": 1,
            "landed": 0
        }
```

```
        },
        "significantStrikes": {
            "attempts": 17,
            "landed": 3
        },
        "totalStrikes": {
            "attempts": 17,
            "landed": 3
        }
    },
    "red": {
        "TIP": {
            "backControlTime": "00:00",
            "clinchTime": "00:09",
            "controlTime": "03:17",
            "distanceTime": "01:42",
            "groundControlTime": "03:09",
            "groundTime": "03:09",
            "guardControlTime": "00:00",
            "halfGuardControlTime": "01:14",
            "miscGroundControlTime": "00:03",
            "mountControlTime": "01:52",
            "neutralTime": "01:43",
            "sideControlTime": "00:00",
            "standingTime": "01:51"
        },
        "fighterId": 1707,
        "grappling": {
            "reversals": {
                "attempts": 0,
                "landed": 0
            },
            "standups": {
                "attempts": 0,
                "landed": 0
            },
            "submissions": {
                "attempts": 0,
                "landed": 0
            },
            "takedowns": {
                "attempts": 2,
                "landed": 1
            }
        },
        "strikes": {
            "bodySignificantStrikes": {
```

```
        "attempts": 3,
        "landed": 1
    },
    "bodyTotalStrikes": {
        "attempts": 5,
        "landed": 3
    },
    "clinchBodyStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchHeadStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchLegStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchSignificantKicks": {
        "attempts": 0,
        "landed": 0
    },
    "clinchSignificantStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "clinchTotalStrikes": {
        "attempts": 0,
        "landed": 0
    },
    "distanceBodyKicks": {
        "attempts": 3,
        "landed": 1
    },
    "distanceBodyStrikes": {
        "attempts": 3,
        "landed": 1
    },
    "distanceHeadStrikes": {
        "attempts": 12,
        "landed": 3
    },
    "distanceLegKicks": {
        "attempts": 0,
        "landed": 0
    },
    "distanceLegStrikes": {
```

```
        "attempts": 0,  
        "landed": 0  
    },  
    "distanceStrikes": {  
        "attempts": 15,  
        "landed": 4  
    },  
    "groundBodyStrikes": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "groundHeadStrikes": {  
        "attempts": 25,  
        "landed": 18  
    },  
    "groundLegStrikes": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "groundSignificantStrikes": {  
        "attempts": 25,  
        "landed": 18  
    },  
    "groundTotalStrikes": {  
        "attempts": 80,  
        "landed": 67  
    },  
    "headSignificantStrikes": {  
        "attempts": 37,  
        "landed": 21  
    },  
    "headTotalStrikes": {  
        "attempts": 90,  
        "landed": 68  
    },  
    "knockDown": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "legsSignificantStrikes": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "legsTotalStrikes": {  
        "attempts": 0,  
        "landed": 0  
    },  
    "significantStrikes": {  
        "attempts": 0,  
        "landed": 0  
    }
```

```
        "attempts": 40,  
        "landed": 22  
    },  
    "totalStrikes": {  
        "attempts": 95,  
        "landed": 71  
    }  
}  
}  
}  
},  
"seqNum": 300,  
"status": "",  
"timestamp": "2024-11-17T01:28:58.924780Z",  
"weightclass": "Heavyweight"  
}
```

## Fight Details Scenarios

### Contents

Fight Open / Closed >

Clock Actions >

Fighter Actions >

End of Fight >

Connection Statuses >

Undos/Insertions >

# Fight Open / Closed

## Fight Open

### Fight Open Object

Field Name	Type	Description
timestamp	time	the time at which the fight started
eventElementType	string	The event, in this case, always "Fight Open"
fightSequence	integer	the sequence of the fight
fightWeightClass	string	the weightclass of the fight
referee	object	the referee of the fight; split up into first and last name fields
fightRounds	integer	the number of rounds in the fight
seqnum	integer	The sequence number of the event
fighters	object	information on each fighter in the fight, split up by corner they are fighting out of
stats	object	breakdown of fight stats

### Fight Open Object (split up by red/blue corner)

Field Name	Type	Description

nickName	string	The nickname of the fighter
country	string	The country of the fighter
lastName	string	The last name of the fighter
firstName	string	The first name of the fighter
fighterId	integer	The ID of the fighter

## Stats Object

This will show stats for the overall fight, and broken down per round per corner. Will always be 0 in the Fight Open packet.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
    "-eventElementType": "FightOpen",  
    "fightRounds": 3,  
    "-fightSequence": 9,  
    "-fightWeightclass": "Heavyweight",  
    "fighters": {  
        "blue": {  
            "country": "BRA",  
            "fighterId": 4072,  
            "firstName": "Jhonata",  
            "lastName": "Diniz",  
            "nickName": null,  
            "record": "8-0-0"  
        },  
        "red": {  
            "country": "POL",  
            "fighterId": 1707,  
            "firstName": "Marcin",  
            "lastName": "Tybura",  
            "nickName": "Tybur",  
            "record": "25-9-0"  
        }  
    },  
    "referee": {  
        "firstName": "Herb",  
        "id": 23,  
        "lastName": "Dean"  
    },  
    "seqNum": 1,  
    "stats": {  
        "fight": {  
            "blue": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 0,  
                "takedownLanded": 0  
            },  
            "red": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 0,  
                "takedownLanded": 0  
            }  
        },  
        "round": {}  
    }.  
}
```

```
  "-timestamp": "2024-11-17T01:06:03.135801Z"  
}
```

## Fight Closed

This indicates that the fight is closed, and that no more data will be sent through for this fight and that you should close the WS connection to this fight.

## Fight Closed Object

Field Name	Type	Description
timestamp	time	the time at which the fight started
eventElementType	string	The event, in this case, always "Fight Closed"
seqNum	integer	the sequence number of the event

## Sample Response

```
{  
  "eventElementType": "FightClosed",  
  "seqNum": 17,  
  "timestamp": "2024-11-17T01:28:58.413582Z"  
}
```

# Clock Actions

## Round Started

### Round Started Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "FightStatusUpdate"
fightStatus	string	The fight status, in this case, Round Started
roundNum	integer	The round number of the round that started
roundTime	string	The time in which the round finished. "5:00" is the start and "0:00" the end of the round
seqNum	integer	The sequence number of the event

### Stats Object

This will show stats for the overall fight, and broken down per round per corner. The round stats will only appear when that particular round starts.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter

takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter

## Sample Response

```
{  
    "eventElementType": "FightStatusUpdate",  
    "fightStatus": "RoundStarted",  
    "roundNum": 2,  
    "roundTime": "5:00",  
    "seqNum": 10,  
    "stats": {  
        "fight": {  
            "blue": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 0,  
                "takedownLanded": 0  
            },  
            "red": {  
                "knockdown": 0,  
                "reversal": 1,  
                "submissionAttempt": 0,  
                "takedownAttempt": 1,  
                "takedownLanded": 0  
            }  
        },  
        "round": {  
            "1": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                },  
                "red": {  
                    "knockdown": 0,  
                    "reversal": 1,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 1,  
                    "takedownLanded": 0  
                }  
            },  
            "2": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                }  
            }  
        }  
    }  
}.
```

```

    "red": {
      "knockdown": 0,
      "reversal": 0,
      "submissionAttempt": 0,
      "takedownAttempt": 0,
      "takedownLanded": 0
    }
  }
},
"timestamp": "2024-11-17T01:18:29.508357Z"
}

```

## Round Finished

### Round Finished Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "FightStatusUpdate"
fightStatus	string	The fight status, in this case, Round Finished
roundNum	integer	The round that has finished
roundTime	string	The time in which the round finished. "5:00" is the start and "0:00" the end of the round
seqNum	integer	The sequence number of the event

### Stats Object

This will show stats for the overall fight, and broken down per round per corner. The round stats will only appear when that particular round starts.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
    "eventElementType": "FightStatusUpdate",  
    "fightStatus": "RoundFinished",  
    "roundNum": 2,  
    "roundTime": "0:00",  
    "seqNum": 14,  
    "stats": {  
        "fight": {  
            "blue": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 0,  
                "takedownLanded": 0  
            },  
            "red": {  
                "knockdown": 0,  
                "reversal": 1,  
                "submissionAttempt": 0,  
                "takedownAttempt": 3,  
                "takedownLanded": 1  
            }  
        },  
        "round": {  
            "1": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                },  
                "red": {  
                    "knockdown": 0,  
                    "reversal": 1,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 1,  
                    "takedownLanded": 0  
                }  
            },  
            "2": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                }  
            }  
        }  
    }  
}.
```

```

        "red": {
            "knockdown": 0,
            "reversal": 0,
            "submissionAttempt": 0,
            "takedownAttempt": 2,
            "takedownLanded": 1
        }
    }
},
"timestamp": "2024-11-17T01:23:31.683070Z"
}

```

## Round Paused

### Round Paused Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "FightStatusUpdate"
fightStatus	string	The fight status, in this case, Round Paused
roundNum	integer	the round number of the round that was paused
roundTime	string	The time in which the round finished. "5:00" is the start and "0:00" the end of the round
seqNum	integer	The sequence number of the event

### Sample Response

```
{
  "timestamp": "2024-11-17T07:51:44.642Z",
  "eventElementType": "FightStatusUpdate",
  "seqNum": 2,
  "roundNum": 1,
  "roundTime": "1:23",
  "fightStatus": "RoundPaused"
}
```

[Copy](#)

# Round Unpaused

## Round Unpaused Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "FightStatusUpdate"
fightStatus	string	The fight status, in this case, Round Unpaused
roundNum	integer	The round number of the round that is unpause
roundTime	string	The time in which the round finished. "5:00" is the start and "0:00" the end of the round
seqNum	integer	The sequence number of the event

## Sample Response

```
{
  "timestamp": "2024-11-17T07:51:44.642Z",
  "eventElementType": "FightStatusUpdate",
  "seqNum": 2,
  "roundNum": 1,
  "roundTime": "2:20",
  "fightStatus": "RoundUnpaused"
}
```

[Copy](#)

# Pause Reason

## Pause Reason Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "FightStatusUpdate"
fightStatus	string	The fight status, in this case, Pause Reason
pauseReason	string	The reason for the round pause, possible values; LowBlow, EyePoke, Doctor, Generic
fighter	string	blue/red – the fighter who caused the round to be paused
seqNum	integer	The sequence number of the event
roundNum	integer	The round number in which the pause happened
roundTime	string	The time in which the round finished. "5:00" is the start and "0:00" the end of the round

## Sample Response

```
{  
  "timestamp": "2024-11-17T07:51:44.642Z",  
  "eventElementType": "FightStatusUpdate",  
  "seqNum": 2,  
    "roundNum": 1,  
    "roundTime": "3:23",  
  "fightStatus": "PauseReason",  
  "pauseReason": "LowBlow",  
  "fighter": "blue"  
}
```

# Fighter Actions

## Takedown Attempt

### Takedown Attempt Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "TakedownAttempt"
fighter	string	blue/red, indicates the fighter who attempted the takedown
roundNum	integer	The round in which the event took place
roundTime	string	The time in the round in which the event took place
seqNum	integer	The sequence number of the event

### Stats Object

This will show stats for the overall fight, and broken down per round per corner. When a particular event happens, this will also update the stat for that particular event within this packet.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter

takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter

## Sample Response

```
{  
    "eventElementType": "TakedownAttempt",  
    "fighter": "Red",  
    "roundNum": 2,  
    "roundTime": "3:09",  
    "seqNum": 12,  
    "stats": {  
        "fight": {  
            "blue": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 0,  
                "takedownLanded": 0  
            },  
            "red": {  
                "knockdown": 0,  
                "reversal": 1,  
                "submissionAttempt": 0,  
                "takedownAttempt": 3,  
                "takedownLanded": 0  
            }  
        },  
        "round": {  
            "1": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                },  
                "red": {  
                    "knockdown": 0,  
                    "reversal": 1,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 1,  
                    "takedownLanded": 0  
                }  
            },  
            "2": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                }  
            }  
        }  
    }  
}.
```

```

        "red": {
            "knockdown": 0,
            "reversal": 0,
            "submissionAttempt": 0,
            "takedownAttempt": 2,
            "takedownLanded": 0
        }
    },
    "timestamp": "2024-11-17T01:20:20.306905Z"
}

```

## Takedown Landed

### Takedown Landed Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "TakedownLanded"
fighter	string	blue/red, indicates the fighter that landed the takedown
roundNum	integer	The round in which the event took place
roundTime	string	The time in the round in which the event took place
seqNum	integer	The sequence number of the event

## Stats Object

This will show stats for the overall fight, and broken down per round per corner. When a particular event happens, this will also update the stat for that particular

event within this packet.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
    "eventElementType": "TakedownLanded",  
    "fighter": "Red",  
    "roundNum": 2,  
    "roundTime": "3:07",  
    "seqNum": 13,  
    "stats": {  
        "fight": {  
            "blue": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 0,  
                "takedownLanded": 0  
            },  
            "red": {  
                "knockdown": 0,  
                "reversal": 1,  
                "submissionAttempt": 0,  
                "takedownAttempt": 3,  
                "takedownLanded": 1  
            }  
        },  
        "round": {  
            "1": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                },  
                "red": {  
                    "knockdown": 0,  
                    "reversal": 1,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 1,  
                    "takedownLanded": 0  
                }  
            },  
            "2": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                }  
            }  
        }  
    }  
}.
```

```

        "red": {
            "knockdown": 0,
            "reversal": 0,
            "submissionAttempt": 0,
            "takedownAttempt": 2,
            "takedownLanded": 1
        }
    }
},
"timestamp": "2024-11-17T01:20:22.338461Z"
}

```

# Submission Attempt

## Submission Attempt Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "TakedownAttempt"
fighter	string	blue/red, indicates the fighter who attempted the takedown
roundNum	integer	The round in which the event took place
roundTime	string	The time in the round in which the event took place
seqNum	integer	The sequence number of the event

## Stats Object

This will show stats for the overall fight, and broken down per round per corner. When a particular event happens, this will also update the stat for that particular

event within this packet.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
    "eventElementType": "SubmissionAttempt",  
    "fighter": "Red",  
    "roundNum": 3,  
    "roundTime": "0:31",  
    "seqNum": 20,  
    "stats": {  
        "fight": {  
            "blue": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 0,  
                "takedownLanded": 0  
            },  
            "red": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 1,  
                "takedownAttempt": 6,  
                "takedownLanded": 3  
            }  
        },  
        "round": {  
            "1": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                },  
                "red": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 2,  
                    "takedownLanded": 1  
                }  
            },  
            "2": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                }  
            }  
        }  
    }  
}.
```

```

        "red": {
            "knockdown": 0,
            "reversal": 0,
            "submissionAttempt": 0,
            "takedownAttempt": 1,
            "takedownLanded": 1
        }
    },
    "3": {
        "blue": {
            "knockdown": 0,
            "reversal": 0,
            "submissionAttempt": 0,
            "takedownAttempt": 0,
            "takedownLanded": 0
        },
        "red": {
            "knockdown": 0,
            "reversal": 0,
            "submissionAttempt": 1,
            "takedownAttempt": 3,
            "takedownLanded": 1
        }
    }
},
{
    "timestamp": "2024-11-17T05:24:30.688374Z"
}

```

## Reversal

### Reversal Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "Reversal"
fighter	string	blue/red, indicates the fighter who made the reversal

roundNum	integer	The round in which the event took place
roundTime	string	The time in the round in which the event took place
seqNum	integer	The sequence number of the event

## Stats Object

This will show stats for the overall fight, and broken down per round per corner. When a particular event happens, this will also update the stat for that particular event within this packet.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
    "eventElementType": "Reversal",  
    "fighter": "Red",  
    "roundNum": 3,  
    "roundTime": "1:00",  
    "seqNum": 38,  
    "stats": {  
        "fight": {  
            "blue": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 17,  
                "takedownLanded": 5  
            },  
            "red": {  
                "knockdown": 0,  
                "reversal": 1,  
                "submissionAttempt": 0,  
                "takedownAttempt": 0,  
                "takedownLanded": 0  
            }  
        },  
        "round": {  
            "1": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 8,  
                    "takedownLanded": 3  
                },  
                "red": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 0,  
                    "takedownLanded": 0  
                }  
            },  
            "2": {  
                "blue": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 6,  
                    "takedownLanded": 1  
                }  
            }  
        }  
    }  
}.
```

```

    "red": {
      "knockdown": 0,
      "reversal": 0,
      "submissionAttempt": 0,
      "takedownAttempt": 0,
      "takedownLanded": 0
    },
  },
  "3": {
    "blue": {
      "knockdown": 0,
      "reversal": 0,
      "submissionAttempt": 0,
      "takedownAttempt": 3,
      "takedownLanded": 1
    },
    "red": {
      "knockdown": 0,
      "reversal": 1,
      "submissionAttempt": 0,
      "takedownAttempt": 0,
      "takedownLanded": 0
    }
  }
},
"timestamp": "2024-11-10T00:49:14.138537Z"
}

```

## Knockdown

### Knockdown Object

Field Name	Type	Description
timestamp	date	The timestamp of the event
eventElementType	string	The event, in this case "TakedownAttempt"
fighter	string	blue/red, indicates the fighter who attempted the takedown

roundNum	integer	The round in which the event took place
roundTime	string	The time in the round in which the event took place
seqNum	integer	The sequence number of the event

## Stats Object

This will show stats for the overall fight, and broken down per round per corner. When a particular event happens, this will also update the stat for that particular event within this packet.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
    "eventElementType": "Knockdown",  
    "fighter": "Blue",  
    "roundNum": 1,  
    "roundTime": "0:10",  
    "seqNum": 17,  
    "stats": {  
        "fight": {  
            "blue": {  
                "knockdown": 2,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 1,  
                "takedownLanded": 1  
            },  
            "red": {  
                "knockdown": 0,  
                "reversal": 0,  
                "submissionAttempt": 0,  
                "takedownAttempt": 7,  
                "takedownLanded": 0  
            }  
        },  
        "round": {  
            "1": {  
                "blue": {  
                    "knockdown": 2,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 1,  
                    "takedownLanded": 1  
                },  
                "red": {  
                    "knockdown": 0,  
                    "reversal": 0,  
                    "submissionAttempt": 0,  
                    "takedownAttempt": 7,  
                    "takedownLanded": 0  
                }  
            }  
        }  
    },  
    "timestamp": "2024-11-10T02:21:33.944Z"  
}
```

# End of Fight

## Fight Over Object

Field Name	Type	Description
timestamp	time	the time at which the fight started
eventElementType	string	The event, in this case, always "FightOver"
seqNum	integer	the sequence number of the event

## Stats Object

This will show stats for the overall fight, and broken down per round per corner per fighter.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
  "eventElementType": "FightOver",  
  "seqNum": 19,  
  "stats": {  
    "fight": {  
      "blue": {  
        "knockdown": 2,  
        "reversal": 0,  
        "submissionAttempt": 0,  
        "takedownAttempt": 1,  
        "takedownLanded": 1  
      },  
      "red": {  
        "knockdown": 0,  
        "reversal": 0,  
        "submissionAttempt": 0,  
        "takedownAttempt": 7,  
        "takedownLanded": 0  
      }  
    },  
    "round": {  
      "1": {  
        "blue": {  
          "knockdown": 2,  
          "reversal": 0,  
          "submissionAttempt": 0,  
          "takedownAttempt": 1,  
          "takedownLanded": 1  
        },  
        "red": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 0,  
          "takedownAttempt": 7,  
          "takedownLanded": 0  
        }  
      },  
      "2": {  
        "blue": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 0,  
          "takedownAttempt": 0,  
          "takedownLanded": 0  
        },  
        "red": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 0,  
          "takedownAttempt": 0,  
          "takedownLanded": 0  
        }  
      }  
    },  
    "timestamp": "2024-11-10T02:21:36.148170Z"  
  }  
}
```

## Provisional Result

## Result Object

Field Name	Type	Description
timestamp	time	the time at which the fight started
eventElementType	string	The event, in this case, always "ProvisionalResult"
seqNum	integer	the sequence number of the event
result	object	Winner and result type, if applicable.

## Sample Response

```
{  
  "timestamp": "2024-11-10T07:51:44.642Z",  
  "eventElementType": "ProvisionalResult",  
  "result": {  
    "winner": "blue",  
    "type": "Decision"  
  },  
  "seqNum": 126  
}
```

# Connection Statuses

## Types

There are four connection statuses for MMA Fight Details:

**Connected:** Connection is healthy, our onsite team have no issues and are delivering data at the lowest latency (~2/3s from real time)

**Disconnected:** We are disconnected to our onsite team however there is an issue with the data being sent to us in real time – data will not be coming through until connection is re-established.

**Delayed:** Connection is healthy to our onsite team, but there is a known issue with latency; expect data to come through with around a ~7/8 second latency from real time.

**Unstable:** There are known issues with our connectivity to our onsite team; we're not fully disconnected but we cannot ensure the latency of the data coming through is anywhere close to real time.

## 1. Disconnected

This packet will be sent to indicate that we are totally disconnected to our onsite team. You will only receive this packet once – Assume that the state of the round is disconnected until you receive another "ConnectionStateChanged" packet.

## Response Model

### Disconnected Object

Field Name	Type	Description
------------	------	-------------

timestamp	date	The timestamp of the event, in UTC
eventElementType	string	The type of event, in this case always "ConnectionStateChanged"
state	string	The type of state, in this case "Disconnected"

## Sample Event Packet

```
{
  "timestamp": "2024-11-10T17:00:49.087Z",
  "eventElementType": "ConnectionStateChanged",
  "state": "Disconnected"
}
```

[Copy](#)

## 2. Connected

This packet will be sent to indicate that we are connected to our onsite team. You will only receive this packet once – Assume that the state of the round is connected until you receive another “ConnectionStateChanged” packet.

## Response Model

### Connected Object

Field Name	Type	Description
timestamp	date	The timestamp of the event, in UTC
eventElementType	string	The type of event, in this case always "ConnectionStateChanged"

state

string

The type of state, in this

## Sample Event Packet

```
{
  "timestamp": "2024-11-10T17:00:49.087Z",
  "eventElementType": "ConnectionStateChanged",
  "state": "Connected"
}
```

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## 3. Delayed

This packet will be sent to indicate that we are now in a delayed state and data from our onsite team is coming through with a known delay. You will only receive this packet once – Assume that the state of the round is delayed until you receive another “ConnectionStateChanged” packet.

## Response Model

### Connected Object

Field Name	Type	Description
timestamp	date	The timestamp of the event, in UTC
eventElementType	string	The type of event, in this case always “ConnectionStateChanged”
state	string	The type of state, in this case “Delayed”

## Sample Event Packet

```
{  
  "timestamp": "2024-11-10T17:00:49.087Z",  
  "eventElementType": "ConnectionStateChanged",  
  "state": "Delayed"  
}
```

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## 4. Unstable

This packet will be sent to indicate that we are in an unstable state with our onsite team. You will only receive this packet once – Assume that the state of the round is unstable until you receive another “ConnectionStateChanged” packet.

## Response Model

### Connected Object

Field Name	Type	Description
timestamp	date	The timestamp of the event, in UTC
eventElementType	string	The type of event, in this case always “ConnectionStateChanged”
state	string	The type of state, in this case “Unstable”

## Sample Event Packet

```
{  
  "timestamp": "2024-11-10T17:00:49.087Z",  
  "eventElementType": "ConnectionStateChanged",  
  "state": "Unstable"  
}
```

# Undos/Insertions

## Undos

Undos are events that undo previous events that have happened in the fight. They can undo events that have just happened (i.e. in-sequence) or undo events that have happened previously (i.e out of sequence). RoundTime field is added to Undo packets that undo "RoundPaused" / "RoundUnpaused" / "RoundFinished". Note, that Undo of all other actions will not have "RoundTime" field.

## Undo Object

Field Name	Type	Description
timestamp	time	the time at which the fight started
roundTime	time	The time in the round in which the Undo is being inserted
eventElementType	string	The event, in this case, always "Undo"
seqNum	integer	the sequence number of the event
eventUndoneIdentifier	object	contains the seqNum of the event that was undone, so you can identify what to undo

## Stats Object

This will show stats for the overall fight, and broken down per round per corner per fighter. If the undo affects a fighter action, the stats will change to reflect this.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
  "eventElementType": "Undo",  
  "eventUndoneIdentifier": {  
    "seqNum": 8  
  },  
  "seqNum": 13,  
  "stats": {  
    "fight": {  
      "blue": {  
        "knockdown": 0,  
        "reversal": 0,  
        "submissionAttempt": 0,  
        "takedownAttempt": 0,  
        "takedownLanded": 0  
      },  
      "red": {  
        "knockdown": 0,  
        "reversal": 0,  
        "submissionAttempt": 2,  
        "takedownAttempt": 1,  
        "takedownLanded": 0  
      }  
    },  
    "round": {  
      "1": {  
        "blue": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 0,  
          "takedownAttempt": 0,  
          "takedownLanded": 0  
        },  
        "red": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 2,  
          "takedownAttempt": 1,  
          "takedownLanded": 0  
        }  
      },  
      "2": {  
        "blue": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 0,  
          "takedownAttempt": 0,  
          "takedownLanded": 0  
        },  
        "red": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 0,  
          "takedownAttempt": 0,  
          "takedownLanded": 0  
        }  
      }  
    },  
    "timestamp": "2024-11-09T22:08:53.702290Z"  
  }  
}
```

# Event Inserted

An insertion is when an action is retrospectively added to the fight, out of sequence. An example could be that the scorer missed a takedown in the third round, so they insert it in the fourth round, but with details of the time it happened in the third round.

## Event Inserted Object

Field Name	Type	Description
timestamp	time	the time at which the fight started
eventElementType	string	The event, in this case, always "Insertion"
seqNum	integer	the sequence number of the event
eventInserted	object	Details of the action that has been inserted

## eventInserted Object

Field Name	Type	Description
eventElementType	string	The event, in this case, always "Insertion"
seqNum	integer	the sequence number of the event
roundNum	integer	The number of the round in which the event is being inserted
roundTime	string	The time in the round in which the event is being

		inserted
fighter	string	The fighter assigned to the action that is being inserted

## Stats Object

This will show stats for the overall fight, and broken down per round per corner per fighter. If the insertion affects a fighter action, the stats will change to reflect this.

Field Name	Type	Description
takedownAttempt	integer	The number of takedown attempts for that fighter
takedownLanded	integer	The number of takedowns landed by that fighter
submissionAttempt	integer	The number of submission attempts for that fighter
reversal	integer	The number of reversals by that fighter
knockdown	integer	The number of knockdowns by that fighter

## Sample Response

```
{  
  "eventElementType": "Insertion",  
  "eventInserted": {  
    "eventElementType": "SubmissionAttempt",  
    "fighter": "Blue",  
    "roundNum": 1,  
    "roundTime": "1:50"  
  },  
  "seqNum": 14,  
  "stats": {  
    "fight": {  
      "blue": {  
        "knockdown": 0,  
        "reversal": 0,  
        "submissionAttempt": 1,  
        "takedownAttempt": 0,  
        "takedownLanded": 0  
      },  
      "red": {  
        "knockdown": 0,  
        "reversal": 0,  
        "submissionAttempt": 2,  
        "takedownAttempt": 1,  
        "takedownLanded": 0  
      }  
    },  
    "round": {  
      "1": {  
        "blue": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 1,  
          "takedownAttempt": 0,  
          "takedownLanded": 0  
        },  
        "red": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 2,  
          "takedownAttempt": 1,  
          "takedownLanded": 0  
        }  
      },  
      "2": {  
        "blue": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 1,  
          "takedownAttempt": 0,  
          "takedownLanded": 0  
        },  
        "red": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 2,  
          "takedownAttempt": 1,  
          "takedownLanded": 0  
        }  
      },  
      "3": {  
        "blue": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 1,  
          "takedownAttempt": 0,  
          "takedownLanded": 0  
        },  
        "red": {  
          "knockdown": 0,  
          "reversal": 0,  
          "submissionAttempt": 2,  
          "takedownAttempt": 1,  
          "takedownLanded": 0  
        }  
      }  
    },  
    "timestamp": "2024-11-09T22:08:54.132442Z"  
  }  
}
```