NBA/NCAAM/WNBA Data Feed

Basic feed format description and common flags to be used

- **feed time zone is Eastern Timezone.**
- **JSON format - to convert feed into JSON add "?json=1" parameter to the feed URL.**

```
https://www.goalserve.com/getfeed/---------/bsktbl/nba-scores?json=1
https://www.goalserve.com/getfeed/---------/bsktbl/ncaa-scores?json=1
https://www.goalserve.com/getfeed/---------/bsktbl/wnba-scores?json=1
https://www.goalserve.com/getfeed/---------/bsktbl/wncaa-scores?json=1
```

- **all ID values are always static and not change every season**
- **all ID values are unique in single sport scope, not globally**

1) COVERAGE LIST FEED

- feed display available leagues with appropriate IDs

```
https://www.goalserve.com/getfeed/---------/bsktbl/coverage
```

`<league country="USA" name="NBA" id="1046">`		
id	int	tournament id
country	string	country name
name	String	tournament name

`<schedule>`		
current season schedules/results		
`<standings>`		
leagues standings feed. League teams list feed that show all teams in the league		
`<livescore>`		
live game boxscores including detailed player statistics		
`<play_by_play>`		
live play by play feed		

2) TOURNAMENT SCHEDULE FEED

- refresh period once every 2 hours
- for fast results updates and game status changes please use live score endpoints

```
https://www.goalserve.com/getfeed/---------/bsktbl/nba-shedule
https://www.goalserve.com/getfeed/---------/bsktbl/ncaa-shedule
https://www.goalserve.com/getfeed/---------/bsktbl/wnba-shedule
```

<matches date="Oct 06, 2024" timezone="EST" seasonType="Pre Season" formatted_date="06.10.2024">		
date	string	match start date in string
timezone	string	match start timezone. Apply to all "date", "time" and "formatted_date" attributes in the feed. Depending on period can be: **EST** **EDT**
seasonType	string	season stage part. Possible values: **Preseason** **Regular season** **Postseason**
formatted_date	date (d.MM.yyyy)	match start date

<match date="Oct 06, 2024" timezone="EDT" status="Final" time="10:00 AM" timer="" venue_name="Etihad Arena, Abu Dhabi," venue_id="1618" attendance="11527" formatted_date="06.10.2024" datetime_utc="06.10.2024 14:00" id="292278">		
date	string	match start date in string
timezone	string	match start timezone. Apply to all "date", "time" and "formatted_date" attributes in the feed. Depending on period can be: **EST** **EDT**
formatted_date	date (d.MM.yyyy)	match start date in Eastern (EST/EDT) timezone
status	string	match status. Not updating in LIVE. Possible values: **Not Started** **Postponed** **Cancelled** **Final**
vanue_name	string	venue name
venue_id	int	vanue unique ID
attendance	int	match attendances. Updating after game end
datetime_utc	datetime (dd.MM.yyyy HH:mm)	match start datetime in UTC timezone

<hometeam name="Boston Celtics" posession="False" q1="34" q2="33" q3="42" q4="21" ot="" totalscore="130" id="1067" />		
name	string	team name
q1	int	1st quarter score
q2	int	2nd quarter score
q3	int	3rd quarter score
q4	int	4th quarter score
ot_id	int	overtime score. In case of several overtimes in the match display SUM of all overtimes
totalscore	int	total score – SUM of all quarters and overtimes
id	int	unique team ID

3) LEAGUE STANDINGS FEED (LEAGUE TEAMS)

- refresh period every 1 hour
- display current league standings with team points and provide all teams that play in this league

URL format (division standings):

```
https://www.goalserve.com/getfeed/---------/bsktbl/nba-standings
https://www.goalserve.com/getfeed/---------/bsktbl/ncaa-standings
https://www.goalserve.com/getfeed/---------/bsktbl/wnba-standings
```

URL format (conference standings for NBA):

```
https://www.goalserve.com/getfeed/---------/bsktbl/nba-standings-conf
```

Feed elements description

`<league name="Eastern Conference">`		
conference element		
name	string	conference name

`<division name="Atlantic">`		
conference division element		
name	string	division name

`<team position="1" name="Boston Celtics" won="32" lost="15" gb="-" percentage=".681" home_record="15-9" road_record="17-6" average_points_for="117.2" average_points_agains="108.5" difference="+8.7" streak="L1" last_10="5-5" id="1067" />`		
position	int	team ranking position
name	string	team name
won	int	total games won
lost	int	total games lost
gb	float	Games back (a gap between a team and the a leader)
percentage	string	winning percentage
home_record	string	home games team record (win-losses) in all games
road_record	string	away games team record (win-losses) in all games
Average_points_for	Float	Average points scored per game
Average_points_agains	Float	Average points agains per game
Difference	Float	Average points differential per game
Streak	String	Current streak
Last_10	string	Last 10 games. Win-Lost
id	int	team ID

4) TEAM ROSTER FEED

- refresh period every 2 hours
- feed display current active team roster. Suspended players are not included. They are available in separate injuries feed.
- feed is accessible by team ID

URL format

https://www.goalserve.com/getfeed/---------/bsktbl/**1066_rosters**

Feed elements description

`<team name="Los Angeles Lakers" abbreviation="LAL" season="2024/2025" id="1066">`		
name	string	team name
abbreviation	string	team abbreviation
Season	String	Rosters season value
id	int	team ID

`<player number="17" name="Dorian FinneSmith" position="PF" age="31" heigth="6' 7"" weigth="220 lbs" college="Florida" salary="$14,924,168" id="2578185" />`		
number	stirng	player jersey number if available
name	string	player name
position	string	player position. Possible values PF Power forward SF Small forward F Forward C Center SG Shooting guard PG Point Guard G Guard
age	string	player age in years
height	string	player hight in feets
weight	string	player weight in pounds
college	string	College name where player played before NBA
salary	string	player yearly salary info
id	string	player id
`<image>`		
team logo image in .png format encoded in base64 string		

- base64 conversion into image

https://stackoverflow.com/questions/55795998/how-to-fully-decode-a-base64-string-in-php

5) TEAM SEASON PLAYER STATS FEED

- refresh period every 1 hour
- display accumulated players statistics for a given team
- feed is accessible by team ID
- player season statistics are available for NBA and College. Season team statistics are available only for NBA

URL format

https://www.goalserve.com/getfeed/---------/bsktbl/**1066_stats ---- player stats**

Feed elements description

<statistic team="Los Angeles Lakers" season="2024/2025" id="1066">		
team	string	team name
season	string	season value
id	int	team ID

<category name="Game">		
name	string	stats category name. Possible values: **Game** **Shooting**

Game statistics:

<player rank="1" name="Anthony Davis" games_played="42" games_started="42" minutes="34.3" points_per_game="25.7" offensive_rebounds_per_game="2.8" defensive_rebounds_per_game="9.0" rebounds_per_game="11.9" assists_per_game="3.4" steals_per_game="1.3" blocks_per_game="2.1" turnovers_per_game="2.2" fouls_per_game="2.0" efficiency_rating="" id="6583" />		
rank	int	player ranking
name	string	player name
games_played	int	number of matches played in current season **(only regular season)**
games_started	int	number of matches where player started the game in team lineup.
minutes	decimal	average minutes per match
points_per_game	decimal	average points scored per match
offensive_rebounds_ per_game	decimal	average offensive rebounds per match made
defensive_rebounds_ per_game	decimal	average defensive rebounds per match made
rebounds_per_game	decimal	average total rebounds per game including both offensive and defensive
assists_per_game	decimal	average assists per game made
steals_per_game	decimal	average steals per game made
blocks_per_game	decimal	average blocked shots per game made
turnovers_per_game	decimal	average turnovers per game made
fouls_per_game	decimal	average foulds per game made
id	int	player ID

Shooting statistics:

<player rank="2" name="LeBron James" fg_made_per_game="9.4" fg_attempts_per_game="0.182" fg_pct="0.516" three_point_made_per_game="2.2" three_point_attempts_per_game="5.6" three_point_pct="0.391" free_throws_made_per_game="3.5" free_throws_attempts_per_game="4.6" free_throws_pct="0.767" two_point_made_per_game="0.2" two_point_attemps_per_game="0.3" two_point_pct="0.570" points_per_shot="1.342" field_goal_pct_avg="" id="1966" />		
rank	int	player ranking
name	string	player name

fg_made_per_game	decimal	average field goals scored per game **(SUM of 2pt and 3pt shots)**
fg_attempts_per_game	decimal	aferage field goal attempts per game
fg_pct	decimal	field goal scoring percentage per game
three_point_made_ per_game	decimal	average 3pt shots scored per game
three_point_attempts_ per_game	decimal	average 3pt shots attempts per game
three_point_pct	decimal	3pt shots scoring percentage per game
free_throws_made_ per_game	decimal	average free throws scored per game
free_throws_attempts_ per_game	decimal	average free throws attempts per game
free_throws_pct	decimal	free throws scoring percentage per game
two_point_made_ per_game	decimal	average 2pt shots scored per game
two_point_attempts_ per_game	decimal	average 2pt shots attempts made per game
two_point_pct	decimal	2pt shots scoring percentage per game
points_per_shot	decimal	average of points scored per shots made.
id	int	player ID

Scoring statistics:

<player rank="1" name="Aaron Jones" rushing_touchdowns="1" receiving_touchdowns="3" return_touchdowns="0" total_touchdowns="4" field_goals="0" extra_points="0" two_point_conversions="0" total_points="24" total_points_per_game="12.0" id="3042519" />		
rank	int	player ranking
name	string	player name
rushing_touchdowns	int	total rushing touchdowns scored by player
receiving_touchdowns	int	total receiving touchdownds scored by player
return_touchdowns	int	total return touchdowns scored by player
total_touchdownds	int	total touchdowns scored by player. SUM of all touchdownds types.
field_goals	int	total number of field goals scored
extra_point	int	total number of successful extra points scored
two_point_conversion	int	total number of 2pt conversions. A two-point conversion is a play a team attempts instead of kicking a one-point conversion immediately after it scores a touchdown.
total_points	int	total points scored by player. Including touchdownds, field goals and 2pt conversions.
total_points_per_game	decimal	average number of points per game scored by player
id	int	player ID

6) TEAM SEASON STATS FEED

- refresh period every 1 hour
- display accumulated players statistics for a given team
- feed is accessible by team ID
- season team statistics are available only for NBA

URL format

https://www.goalserve.com/getfeed/---------/bsktbl/**1066_team_stats**   ---- **team stats**

Feed elements description

<statistic team="Los Angeles Lakers" season="2024/2025" id="1066">		
team	string	team name
season	string	season value
id	int	team ID

<category name="General">		
name	string	stats category name. Possible values: **General** **Offensive** **Defensive**

Every statistic section is divided into 2 parts. Team statistics gained and the opposite teams statistics allowed by the team.

<team ...>		
team statistics		

<opponents ...>		
opponents statistics in matches with the team		

General statistics:

<team games_played="50" total_rebounds="2091" rebounds_avg="41.8" technical_fouls_total="34" fouls_total="825" fouls_avg="16.5" />		
games_played	int	games played in current season (ONLY regular season)
total_rebounds	int	total rebounds made by team
rebounds_avg	decimal	rebounds per match
technical_fouls_total	int	total number of ONLY technical fouls made
fouls_total	int	total number of all foulds made
fouls_avg	int	average foulds per game

Offensive statistics:

<team points_avg="112.8" fieldgoals_avg="41.2" fieldgoals_attempts_avg="85.2" fieldgoals_pct="48.3" threepoint_avg="12.1" threepoint_attempts_avg="33.8" threepoint_pct="35.8" freethrows_avg="18.3" freethrows_attempts_avg="23.1" freethrows_pct="79.4" assists_avg="26.6" offensive_rebounds_avg="9.1" points_total="5639" />		
points_avg	decimal	average points per game scored
fieldgoals_avg	decimal	average field goals scored per game (2pt + 3pt)
fieldgoals_attempts_avg	decimal	average field goals attempts per game
fieldgoals_pct	decimal	field goals scoring percentage per game
threepoint_avg	decimal	average 3pt scored per game

threepoint_attempts_avg	decimal	average 3pt attempts per game
threepoint_pct	decimal	3pt scoring percentage per game
freethrows_avg	decimal	average free throws scored per game
freethroews_attempts_avg	decimal	average free throes attempts per game
freethrows_pct	decimal	free throws scoring percentage per game
assists_avg	decimal	average assits per game
offensive_rebounds_avg	decimal	average offensive rebounds made per game
points_total	int	total points scored in all games

Defensive statistics:

<opponents defensive_rebounds_total="1599" defensive_rebounds_avg="32.0" steals_total="397" steals_avg="7.9" blocks_total="206" blocks_avg="4.1" />

defensive_rebounds_total	int	total defensive rebounds made in all games
defensive_rebounds_avg	decimal	average defensive rebounds made per game
steals_total	int	total steals made in all games
steals_avg	decimal	average steals per game
blocks_total	int	total blocks made in all games

7) TEAM PLAYER INJURIES REPORTS FEED

- refresh period every 1 hour
- display suspended players list
- feed is accessible by team ID

URL format

```
https://www.goalserve.com/getfeed/---------/bsktbl/1066_injuries   ---- team injuries
```

Feed elements description

<team name="Los Angeles Lakers" id="1066">		
team	string	team name
id	int	team ID

<report date="11.01.2024" player_name="Jalen Hood-Schifino" player_id="" status="Hamstring" description="Game Time Decision"/>		
date	datetime (dd.MM.yyyy)	date when player was sidelined / injuried
player_name	string	player name
player_id	int	player id
status	string	suspension status. Possible values: **Sidelined** - will not play next game. Expected return date available in description Questionable list statuses: **Harmstring** – injury type. **Foot** – injury type **Knee** – injury type **Concussion** **Illness** **Hip** **Calf** **Ankle** **Neck** **Elbow**
description	string	additional injury/suspension description if available

8) LIVE GAME SCORES FEED (LIVE BOX SCORES)

- refresh period every 20 seconds
- live game score, timer, current drive info and detailed individual player statistics
- individual player stats for fantasy applications
- display all games in current game week. To get current date matches only please use "date" attribute in "dd.MM.yyyy" format.s
- old games history and full box scores for past dates are available using "date" attribute since 01.01.2010

URL format

```
https://www.goalserve.com/getfeed/---------/bsktbl/nba-scores   ---- NFL live score
https://www.goalserve.com/getfeed/---------/bsktbl/ncaa-scores  ---- NCAA live score
https://www.goalserve.com/getfeed/---------/bsktbl/wnba-scores  ---- WNBA live score
https://www.goalserve.com/getfeed/---------/bsktbl/wnba-scores  ---- WNCAA College live score
```

Feed elements description:

<match date="16.11.2024" timezone="EST" status="Final" time="3:00 PM" timer="" formatted_date="16.11.2024" datetime_utc="16.11.2024 20:00" venue_name="Spectrum Center, Charlotte, NC" venue_id="1030" attendance="19145" id="292536">

contestID	int	unique match ID
date	datetime date (dd.MM.yyyy)	match start date in Eastern (EST) timezone
status	string	match status.Updating in LIVE. Possible values: **Not Started** – game is not started **Postponed** – game is postponed to another date **Cancelled** – game is canceled **Final** – game is finished after regular time **After Over Time** – game is finished after over time **1st Quarter** – first quarter is in progress **2nd Quarter** – second quarter is in progress **3rd Quarter** – third quarter is in progress **4th Quarter** – fourth quarter is in progress **1st Half** – 1st half in progress for NCAA **2nd Half** – 2nd half in progress for NCAA **Break Time** – break time between quarters **Overtime** – over time is in progress **Delayed** – match start is delayed **Interrupted** – match is interrupted
time	datetime time (H:mm)	match start time in Eastern (EST) timezone
timer	minutes:seconds (mm:ss)	match timer. updating in live. NBA and WNBA Starts from 12:00 to 00:00. NCAA starts from 15:00
datetime_utc	datetime date (dd.MM.yyyy HH:mm)	match start datetime in UTC timezone
venue_name	string	venue name
venue_id	int	venue id
attendance	int	match attendance updating afater game end
id	int	game ID

<hometeam name="Charlotte Hornets" posession="False" q1="33" q2="26" q3="27" q4="29" ot="" totalscore="115" id="1185" />

name	string	team name
possession	bool	True/False flag which indicate if team have possession when game is live.
ball_on	string	current ball yards and position description. Example:
q1	int	team Quarter 1 score. Empty if not available.
q2	int	team Quarter 2 score. Empty if not available.
q3	int	team Quarter 3 score. Empty if not available.
q4	int	team Quarter 4 score. Empty if not available.
ot	int	team Over Time score. Empty if not available.

totalscore	int	team total score (sum of all quarters and overtime).
number	int	rotation number if available
id	int	team ID

Team match statistics:

```xml
<team_stats>
  <hometeam>
    <field_goals_made total="42" attempts="91" pct="46.2" />
    <threepoint_goals_made total="18" attempts="55" pct="32.7" />
    <freethrows_goals_made total="14" attempts="21" pct="66.7" />
    <rebounds total="56" offence="15" defense="41" />
    <assists total="25" />
    <steals total="3" />
    <blocks total="5" />
    <turnovers total="17" />
    <personal_fouls total="12" />
  </hometeam>
  <awayteam>
    <field_goals_made total="42" attempts="96" pct="66.7" />
    <threepoint_goals_made total="9" attempts="39" pct="23.1" />
    <freethrows_goals_made total="10" attempts="12" pct="83.3" />
    <rebounds total="38" offence="9" defense="29" />
    <assists total="30" />
    <steals total="9" />
    <blocks total="2" />
    <turnovers total="8" />
    <personal_fouls total="16" />
  </awayteam>
</team_stats>
```

teams match statistics. Separate for home and away teams

```xml
<hometeam>
  <starters>
    ..........
  </starters>
  <bench>
    .........
  </bench>
</hometeam>
```

for every team players are dividied in starters and bench (player who started game from the bench)

Player passing statistics:

```xml
<player name="J. Tatum" oncourt="False" pos="" minutes="38" field_goals_made="12" field_goals_attempts="25"
threepoint_goals_made="4" threepoint_goals_attempts="14" freethrows_goals_made="4" freethrows_goals_attempts="8"
offence_rebounds="1" defense_rebounds="13" total_rebounds="14" assists="7" steals="0" blocks="1" turnovers="2" personal_fouls="3"
plus_minus="+12" points="32" id="4065648" />
```

name	string	player name
oncourt	bool	True/False. Indicate if player is on the court right now during the live game.
minutes	int	minutes played in the match
field_goals_made	int	field goals scored (2PT + 3PT)
field_goals_attempts	int	field goals attempts
threepoint_goals_ made	int	3PT goals scored
threepoint_goals_ attempts	int	3PT goals attempts
rating	decimal	player passing rating in the match
two_pt	int	Two-point conversions completed by player
id	int	player ID

Player rushing statistics:

<player name="David Montgomery" total_rushes="20" yards="61" average="3.1" rushing_touch_downs="0" longest_rush="11" two_pt="0" kick_return_td="0" exp_return_td="0" id="4035538" />

name	string	player name
total_rushes	int	total rushing attempts by player which counts all the times a player attempted to advance the ball up the field via a rush.
yards	int	total rushing yards by player in all games. Rushing Yards is a statistic in football that measures how many yards a player gained or lost when rushing with the ball, without receiving a pass
average	decimal	average yards per single rush during the season.
rushing_touch_downs	int	number of rushing touchdowns made by player. A scoring play in football requiring a quarterback (or other player on the same team) in possession of the ball) to keep the football, hand off or lateral the football to another offensive player, who then must break the plane of the opponent's end-zone goal line while maintaining possession of the ball
longest_rush	int	longest rush yards that player made in current season.
two_pt	int	Two-point conversions completed by player
kick_return_td	int	number of touchdowns after kick returns
exp_return_td	int	number of touchdowns after returned blocked extra point attempt
id	int	player ID

Player receiving statistics:

<player name="Darnell Mooney" targets="8" total_receptions="6" yards="66" average="11.0" receiving_touch_downs="0" longest_reception="21" two_pt="0" id="4040655" />

name	string	player name
targets	int	total targets in the game. The number of times a player has had a pass thrown his way, regardless of whether a catch was made.
total_receptions	int	total receptions made by player.
yards	int	The number of yards gained by a receiver on a passing play. Included in the calculation of this statistic is the distance the ball was passed and any additional yardage the player gained after the every reception
average	decimal	average of yards received yards per single reception
receiving_touch_downs	int	number of receptions that player made in end-zone.
longest_reception	int	longest yards gained by player on a passing play.
two_pt	int	Two-point conversions completed by player
id	int	player ID

Player fumbles statistics:

<player name="Tashaun Gipson Sr." total="0" lost="0" rec="1" rec_td="0" id="15235" />

name	string	player name
total	int	total of fumbles
lost	int	total of fumbles lost
rec	int	total of fumbples recovered
rec_td	int	fumble recovery for touchdown. This is the act after the ball has been fumbled. Once recovered by the defensive team they take the back and score a touchdown.
id	int	player ID

Player interceptions statistics:

<player name="Roquan Smith" total_interceptions="1" yards="53" intercepted_touch_downs="1" id="3915189" />

name	string	player name
total_interceptions	int	total interceptions made
yards	int	total yards of intercepted passes
intercepted_touch_downs	int	touch downs after interceptions
id	int	player ID

Player defense statistics:

<player name="Roquan Smith" tackles="8" unassisted_tackles="5" sacks="1" tfl="1" passes_defended="1" qb_hts="1" interceptions_for_touch_downs="1" blocked_kicks="0" kick_return_td="0" exp_return_td="0" ff="0" id="3915189" />		
name	string	player name
tackles	int	total tackles made by player. SUM of unassisted_tackles and assisted_tackles
unassisted_tackles	int	total number of unassisted tackles made by player. An unassisted tackle is a tackle by just that one player.
sacks	int	number of sacks made by player
tfl	int	number of tackles made by player that results the lost of yards
qb_hts	int	number of QB hits. A quarterback hit is any play where a defender knocks the quarterback to the ground after a pass attempt.
interception_ for_touch_downs	int	number of touchdowns made by player after interception return
blocked_kicks	int	number of total blocked kicks by player.
kick_return_td	int	number of touchdowns after kick returns
exp_return_td	int	number of touchdowns after returned blocked extra point attempt
ff	int	total number of forced fumbles. A forced fumble in football is when an offensive player loses the ball due to the actions of a defensive player.
int	int	player ID

Player kickoff returning statistics:

<player name="Darnell Mooney" total="1" yards="10" average="10.0" lg="10" td="0" kick_return_td="0" exp_return_td="0" id="4040655" />		
name	string	player name
total	int	number of return attempts after kickoff
yards	int	total number of yards returned after kickoff return attempt
average	decimal	average number of yards per game after kickoff return attempt
longest	int	longest kickoff return attempt yards
kick_return_td	int	number of touchdowns scored after kickoff return attempt
exp_return_td	int	number of touchdowns after returned blocked extra point attempt
id	int	player ID

Player punt returning statistics:

<player name="Darius Phillips" total="1" yards="15" average="15.0" lg="15" td="0" id="3042785" />		
name	string	player name
total	int	number of return attempts after punt
yards	int	total number of yards returned after punt return attempt
average	decimal	average number of yards per game after punt return attempt
lg	int	longest punt return attempt yards
td	int	number of touchdowns scored after punt return attempt
id	int	player ID

Player kicking statistics:

```
<player name="Cairo Santos" field_goals="2/2" pct="100.0" long="28" extra_point="2/2" points="8" field_goals_from_1_19_yards="0"
field_goals_from_20_29_yards="2" field_goals_from_30_39_yards="0" field_goals_from_40_49_yards="0" field_goals_from_50_yards="0"
id="17427">
      <attempt result="GOOD" yards="28" />
      <attempt result="GOOD" yards="22" />
   </player>
```

name	string	player name
field_goals	int	number of successful field goal attempts / total number of field goal attempts
pct	decimal	percentage of successful FG attempts
long	int	longest successful field goal score attempt in yards
extra_point	int	number of successful extra point attempts / total number of extra point attempts.
points	int	points scored in the game
field_goals_from_1_19_yards	string	number of total FG attempts from 1-19 yards – number of successful FG attempts from 1-19 yards
field_goals _from_20_29_yards	string	number of total FG attempts from 20-29 yards – number of successful FG attempts from 20-29 yards
field_goals _from_30_39_yards	string	number of total FG attempts from 30-19 yards – number of successful FG attempts from 30-39 yards
field_goals _from_40_49_yards	string	number of total FG attempts from 40-49 yards – number of successful FG attempts from 40-49 yards
field_goals _from_50_yards	string	number of total FG attempts from 50+ yards – number of successful FG attempts from 50+ yards
id	int	player ID
`<attempt result="GOOD" yards="28" />`		
single FG attempt status element		
result	string	attempt status **(GOOD/MISS)**
yards	int	attempt yards

Player punting statistics:

```
<player name="Pat O'Donnell" total="4" yards="169" average="42.3" touchbacks="1" in20="2" lg="47" id="16863" />
```

name	string	player name
total	int	total number of punts
yards	int	total number of punt kicked yards
average	decimal	gross average yards per punt
gross_punting_avg	decimal	gross average yards per punt
touchbacks	decimal	number of touchbacks made by the opposite team after punt attempt
in20	int	number of punt attemps from inside the own team 20 yards zone
lg	int	longest punt
id	int	player ID

Available feed filtering options

- By date – return matches for a given date. History is available starting from 01.01.2010.

  https://www.goalserve.com/getfeed/--------- /bsktbl/**nfl-scores?date=19.09.2021**

  date – date parameter in dd.MM.yyyy format.

- refresh period every 20 seconds
- live game text commentary, play by play.
- display all games in current game week. To get current date matches only please use "date" attribute in "dd.MM.yyyy" format
- old games history and full box scores for past dates are available using "date" attribute since 01.01.2010

URL format

```
https://www.goalserve.com/getfeed/---------/bsktbl/nfl-playbyplay-scores    ---- NFL live pbp
https://www.goalserve.com/getfeed/---------/bsktbl/fbs-playbyplay-scores    ---- FBS College live
pbp
```

Feed elements description

`<match contestID="96693" date="21.10.2021" timezone="EST" status="Final" time="8:20 PM" timer="" formatted_date="21.10.2021" datetime_utc="22.10.2021 00:20">`		
contestID	int	unique match ID
date	datetime date (dd.MM.yyyy)	match start date in Eastern (EST) timezone
status	string	match status.Updating in LIVE. Possible values: **Not Started** – game is not started **Postponed** – game is postponed to another date **Cancelled** – game is canceled **Final** – game is finished after regular time **After Over Time** – game is finished after over time **1st Quarter** – first quarter is in progress **2nd Quarter** – second quarter is in progress **3rd Quarter** – third quarter is in progress **4th Quarter** – fourth quarter is in progress **Break Time** – break time between quarters **Overtime** – over time is in progress **Delayed** – match start is delayed **Interrupted** – match is interrupted
time	datetime time (H:mm)	match start time in Eastern (EST) timezone
timer	minutes:seconds (mm:ss)	match timer. updating in live. Starts from 15:00.
datetime_utc	datetime date (dd.MM.yyyy HH:mm)	match start datetime in UTC timezone

Drive element:

`<drive team="hometeam" name="Chicago Bears" minute="5:02" totals="9 plays, 75 yards, 5:02" id="9661721">` `</drive>`		
drive information		
team	string (hometeam/awayteam)	team flag
name	string	team name
minute	time (m:ss)	total drive length
totals	string	drive descriptions. Number of players, yards, length.
id	int	drive unique ID

Play event element:

<play minute="11:53 - 3rd" down="2nd & 4 at BAL 40" description="Byron Pringle Pass From Patrick Mahomes for 40 Yrds H.Butker extra point is GOOD, Center-J.Winchester, Holder-T.Townsend." localscore="17" awayscore="27" type="PASS TD" yards="40 Yrds" penalty="False" pl_id1="4036416" pl_id2="3139477" pl_id3="" pl_id4="" id="1156492" />		
minute	string	play minute attribute. **Format "minute (mm:ss) – QUARTER"** **Possible QUARTER values:** **1st – 1st quarter** **2nd – 2nd quarter** **3rd – 3rd quarter** **4th – 4th quarter** **OT – over time**
down	string	down description and ball position
description	string	playe event description
localscore	int	home team score after play event
awayscore	int	away team score after play event
type	string	play event type. Possible values **Drive events:** **PASS** **RUSH** **SACK** **PENALTY** **FUMBLE** **FUMBLE REC** **Scoring events:** **TD - touchdown** **PASS TD – pass reception TD** **RUSH TD – rushing TD** **INT TD – interception return TD** **FUMBLE REC TD – fumble recovery return TD** **KICK REC TD – blocked kick return TD** **FG – successful field goal attempt** **FG BLOCKED – blocked field goal attempt** **2PT – successful 2 point conversion attempt** **EXTRAPOINT – succesful extra point attempt** **Kicking events:** **KICK** **PUNT**
yards	string	play yards if available
penalty	bool (True/False)	is penalty flag
pl_id1	int	play event main player ID
pl_id2	int	additional play event player ID if available
pl_id3	int	additional play event player ID if available
pl_id4	int	additional play event player ID if available
id	int	unique play ID

Available feed filtering options

- By date – return matches for a given date. History is available starting from 01.01.2010.

```
https://www.goalserve.com/getfeed/--------- /bsktbl/nfl-scores?date=19.09.2021_pbp
https://www.goalserve.com/getfeed/--------- /bsktbl/fbs-scores?date=19.09.2021_pbp
```

date – date parameter in dd.MM.yyyy format.

10) PREGAME ODDS COMPARISON FEED

- pregame odds comparison feed between various bookmakers
- feed display only NOT started games. There is no flag that indicate if game was started. You need to use game start time and close betting before kickoff time
- odds are updating average every 30 seconds depending on bookmaker
- removed / suspended odds are removed from the feed output on next request.
- use date1 and date2 attribute to filter odds output with selected date range.
- feed compressed using GZIP - use GZIP compression while you download the feed minimize bandwidth. Without using GZIP compression you may receive timeouts when feed size is big over weekend
- feed does NOT provide results or scores. Only odds

URL format

```
https://www.goalserve.com/getfeed/---------/bsktbl/nfl-shedule?showodds=1
https://www.goalserve.com/getfeed/---------/bsktbl/fbs-shedule?showodds=1
https://www.goalserve.com/getfeed/---------/bsktbl/nfl-shedule?date1=17.11.2021&date2=20.11.2021&showodds=1
```

this is the main feed which return all possible bets/bookmakers. It contain all available bookmakers/markets. Feed can have large file size. Apply GZIP compression in your parser to minimize bandwidth and speed up download.

```
contentEncondings.add( "gzip" );
httpHeaders.put( "Content-Encoding", contentEncondings );
context.put( MessageContext.HTTP_REQUEST_HEADERS, httpHeaders );
```

Feed elements description

<match time="8:20 PM" contestID="96839" formatted_date="18.11.2021" status="Not Started" datetime_utc="19.11.2021 01:20">		
time	string	match start time in feed timezone
contestID	int	unique match ID
formatted_date	date (d.MM.yyyy)	match start date in Eastern (EST) timezone
status	string	match status. Not updating in LIVE. Possible values: **Not Started** **Postponed** **Cancelled** **Final**
datetime_utc	datetime (dd.MM.yyyy HH:mm)	match start datetime in UTC timezone

<odds ts="1637154745703" rotation_home="312" rotation_away="311">		
ts	bigint	last odds updated timestamp in ticks
rotation_home	int	home team rotation number
rotation_away	int	away team rotation number

<type value="Home/Away" id="1">		
betting market node.		
value	string	market name
id	int	market unique id
Available markets list with ID (New markets can appear in the feed any time. To get updated please always read feed for new markets ids and save them if they will appear):		

market ID	market name
1	Home/Away **(Moneyline)**
4	Handicap **(Spread)**
3	Over/Under **(Totals)**

5	1st Half Winner
7	1st Half Goals Over/Under
8	2nd Half Goals Over/Under
9	1st Half Handicap
10	2nd Half Handicap
12	HT/FT Double
55	2nd Half Winner
91	Highest Scoring Half
111	Margin Betting
2211	1st Scoring Play
2216	1st Team Touchdown
2226	Race To 20
2232	Race To 10
2266	Race To 25
2267	1st Quarter Winner
2268	2nd Quarter Winner
2273	3rd Quarter Winner
2274	4thQuarter Winner
2275	1st Quarter Total
2276	2nd Quarter Total
2279	Highest Scoring Quarter
2290	Race To 15
22120	Race To 30
22121	Race To 40
22124	Total - Home
22125	Total - Away
22126	Win Both Halves - Home
22127	Win Both Halves - Away
22161	First Touchdown Scorer
22162	Last Touchdown Scorer
22163	Anytime Touchdown Scorer
22178	Team With Longest Field Goal
22183	Will The Game Go To Overtime
22262	Touchdown - Home
22263	Touchdown - Away
22366	Tri-Bets 7.5
22601	Handicap 1st Qtr
22602	Handicap 2nd Qtr

`<bookmaker name="Pinnacle" extra=" id="82">`		
bookmaker node		
name	string	bookmaker name
extra	string	bookmaker deeplink string/id if available
id	int	bookmaker id
Available bookmaker list with ID (New bookmakers can appear in the feed any time. To get updated please always read feed for new bookmaker ids and save them if they will appear):		
bookmaker ID	**bookmaker ID**	
14	10bet	
20	5 Dimes	
470	Ballybet	
463	Barstool	
3	Bet At Home	
32	Betclic	
21	Betfair Exchange	
453	BetMGM	
206	Betonline	
460	Betrivers	
43	Betsson	
191	BetUS	
158	Betway	
87	Bodog	
454	Borgota	
2	bwin	
453	Caesars	
461	Casumo	
5	Coral	
232	Dafabet	

455	Draftkings
469	Elite
451	Fanduel
464	FOXbet
226	Marathonbet
260	Mybookie
256	Neds
458	Parx
502	Pinnacle
452	PointsBet
179	Sbobet
93	Skybook
229	Sportsbet
457	SugarHouse
468	theScore
459	TwinSpires
82	Unibet
335	WagerBet
15	William Hill
243	Winlinebet
466	WynnBet
133	You Wager

`<total name="3.5" ismain="0">`		
Available only for **Total/Over Under** markets. Additional element that show **OverUnder / Total** value.		
name	string	over/under value
ismain	bool (0/1)	flag indicate if given over/under value is main line at this moment **1** – main line **0** – alternative line

`<handicap name="-1.75" ismain="0" stop="False">`		
Available only for **Handicap/Spread** markets. Additional element that show **Handicap/Spread** value.		

name	string	handicap value. every child odd element have additional handicap attribute for correct handicap mapping. Example
		
		`<handicap name="-5.5" main="1">`
		`<odd name="2"` **`handicap="-5.5"`** `value="1.91" dp3="1.909" us="-110" id="6782546413321742" />`
		`<odd name="1"` **`handicap="+5.5"`** `value="1.91" dp3="1.909" us="-110" id="6782546413311751" />`
		`</handicap>`

ismain	bool (0/1)	flag indicate if given handicap value is main line at this moment **1** – main line **0** – alternative line

`<odd name="Under" value="1.95" dp3="1.952" us="-105" id="6782546795136617" />`		
name	string	odd selection name
value	decimal	odd value in decimal format
dp3	decimal	odd value in declimal format with 3 point rounding
us	int	display odd in US format.

Available feed filtering options

- By date period – return matches for selected period

```
https://www.goalserve.com/getfeed/---------/bsktbl/nfl-
shedule?date1=17.11.2021&date2=20.11.2021&showodds=1
```

date1 – start date period in dd.MM.yyyy
date2 – end date period in dd.MM.yyyy. **Always apply date2 attribute even if searching just for 1 day**

- By bookmaker id (multiple ids separated with comma ",")

```
https://www.goalserve.com/getfeed/---------/bsktbl/nfl-shedule?showodds=1&bm=82,
https://www.goalserve.com/getfeed/---------/bsktbl/ nfl-shedule?showodds=1&bm=93,82
```

bm – bookmaker ID
to filter by single bookmaker add "," after bookmaker id ("showodds=1&bm=82,")

- By market id (multiple ids separated with comma ",")

```
https://www.goalserve.com/getfeed/---------/bsktbl/nfl-shedule?showodds=1&market=2,
https://www.goalserve.com/getfeed/---------/bsktbl/nfl-shedule?showodds=1&market=2,4
```

market – market ID
to filter by single market add "," after market id ("showodds=1&market=2,")

11) PLAYER IMAGES (HEADSHOTS)

- can be requested using player ID
- images are encoded in base64 string

```
NFL player images:

https://www.goalserve.com/getfeed/---------/bsktbl/usa?playerimage=4048736

College player images:

https://www.goalserve.com/getfeed/---------/bsktbl/usa?fbsplayerimage=4048736
```

12) HEAD 2 HEAD COMPARISON FEED (H2H)

- refresh period every 1 hour
- can be accessed using 2 team IDs

```
https://www.goalserve.com/getfeed/---------/bsktbl/h2h_1690-1681
```

1690-1681 – 2 team IDs to compare (1690 and 1681 divided by "-")

top50		
last 50 games between 2 teams		

overall		
total number of team 1 wins, losses and team 2 wins and losses		

leagues		
matches comparison divided by tournaments		

top50		
last 50 games between 2 teams		