GUMBO DOCUMENTATION

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

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

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GUMBO Overview

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

Benefits to consumers:

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

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

- For the current game state: [https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live]
- For a specific point within the game: https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live?timecode=yyyymmdd_######

...where the time_code value is from the list of timestamps for updates during the selected game: https://statsapi.mlb.com/api/v1.1/game/{game_pk}/feed/live/timestamps

GUMBO is available via the authenticated ActiveMQ feed. The message topic name will be:

mlbam.feed.2.0.game.state.lite.{venueId}

JSON DOCUMENT

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

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

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

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metaData

An object containing current timesstamp and event information.

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

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gameData

An object containing eleven top level nodes describing game details.

1. game

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

2. datetime

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

3. status

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

4. teams

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

Name	Type	Description
link	char	Path to expanded venue information.
teamCode	char	Away team team code display.
fileCode	char	Away team file code display.
abbreviation	char	Away team abbreviation.
teamName	char	Away team name display brief.
locationName	char	Away team city location name.
firstYearOfPlay	year	First year of play for team.
league {	OBJECT	
id	number	Away team MLBAM leagueid
name	char	Away league text display.
link	char	Path to expanded league information.
division {	OBJECT	
id	number	Away team MLBAM divisionid.
name	char	Away division name.
link	char	Path to expanded division information.
sport {	OBJECT	
id	number	Away team sport id.
link	char	Path to expanded sport information.
name	char	Away team sport name.
shortName	char	Away team short name display. (City Name)
record {	OBJECT	
gamesPlayed	number	Number of team games played.
wildCardGamesBack	number	Number of games back in wild card standings, where applicable.
leagueGamesBack	number	Number of games back in league standings.
springLeagueGamesBack	number	Number of games back in spring standings, where applicable.
sportGamesBack	number	Number of games back for sport id.
divisionGamesBack	number	Number of games back for division, where applicable.
conferenceGamesBack	number	Number of games back for conference, where applicable.
leagueRecord {	OBJECT	
wins	number	Number of current wins on season.
losses	number	Number of current losses on season.
pct	number	Current winning percentage.
records {}	OBJECT	*NOT IN USE*
divisionLeader	boolean	True/False if Division leader.
wins	number	Away team wins on the season.
losses	number	Away team losses on the season.
winningPercentage	number	Away team season winning percentage.

Name	Type	Description
springLeague {	OBJECT	Populates on MLB games only.
id	number	Spring league id.
name	char	Spring league Name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
parentOrgName	char	Populates on MiLB games only. Team parent name.
parentOrgId	number	Populates on MiLB games only. Team parent Org id.
allStarStatus	boolean	Y/N if all star team.
active	boolean	True/False if active team.
home {	OBJECT	
id	number	Home team MLBAM teamid.
name	char	Home team name.
link	char	Path to expanded team information.
season	year	Season year value.
venue {	OBJECT	
id	number	Venue id of home team.
name	char	Venue name.
link	char	Path to expanded venue information.
teamCode	char	Home team team code display.
fileCode	char	Home team file code display.
abbreviation	char	Home team abbreviation.
teamName	char	Home team name display brief.
locationName	char	Home team city location name.
firstYearofPlay	year	First year of play for team.
league {	OBJECT	
id	number	Home team MLBAM leagueid
name	char	Home league text display.
link	char	Path to expanded league information.
division {	OBJECT	
id	number	Home team MLBAM divisionid.
name	char	Home division name.
link	char	Path to expanded division information.
sport {	OBJECT	
id	number	Home team sport id.
link	char	Path to expanded sport information.
name	char	Home team sport name.
shortName	char	Home team short name display. (City name)

Name	Type	Description
record {	OBJECT	
gamesPlayed	number	Number of team games played.
wildCardGamesBack	number	Number of games back in wild card standings, where applicable.
leagueGamesBack	number	Number of games back in league standings.
springLeagueGamesBack	number	Number of games back in spring standings, where applicable.
sportGamesBack	number	Number of games back for sport id.
divisionGamesBack	number	Number of games back for division, where applicable.
conferenceGamesBack	number	Number of games back for conference, where applicable.
leagueRecord {	OBJECT	
wins	number	Number of current wins on season.
losses	number	Number of current losses on season.
pct	number	Current winning percentage.
records {}	OBJECT	*NOT IN USE*
divisionLeader	boolean	True/False if Division leader.
wins	number	Home team wins on the season.
losses	number	Home team losses on the season.
springLeague {	OBJECT	Populates on MLB games only.
id	number	Spring league id.
name	char	Spring league Name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
parentOrgName	char	Populates on MiLB games only. Team parent name.
parentOrgId	number	Populates on MiLB games only. Team parent Org id.
allStarStatus	boolean	Y/N if all star team.
active	boolean	True/False if team is active.

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

Name	Type	Description
ID+PlayerID (ie ID429664) {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to individual player info object.
firstName	char	Player first name.
lastName	char	Player last name.
primaryNumber	number	Uniform number.
birthDate	date	Date of birth – "YYYY-MM-DD"
currentAge	number	Players age as of date of game.

Name	Type	Description
birthCity	char	Birth city of player.
birthStateProvince	char	Birth state/province of player.
birthCountry	char	Birth country of player.
height	char	Player height Feet ' inches.
weight	number	Player weight.
active	boolean	True/False if player is active.
primaryPosition {	OBJECT	
code	number	Number position code. https://statsapi.mlb.com/api/v1/positions
name	char	Text position display. https://statsapi.mlb.com/api/v1/positions
type	char	https://statsapi.mlb.com/api/v1/positions
abbreviation	char	https://statsapi.mlb.com/api/v1/positions
useName	char	Players name used for display.
middleName	char	Players middle name.
boxscoreName	char	Boxscore name display.
nickName	char	Player nickname.
draftYear	number	Year drafted, populates when applicable.
mlbDebutDate	number	Date of first MLB game played, where applicable.
batSide {	OBJECT	
code	char	Player batside: "L","R","S".
description	char	Batside descriptive text
pitchHand {	OBJECT	
code	char	Player throw hand: "L","R","S".
description	char	Pitch hand descriptive text.
nameFirstLast	char	First Last name display.
nameSlug	char	First-Last-Player id slug.
firstLastName	char	First name space Last name display.
lastFirstName	char	Last name comma first name display.
lastInitName	char	Last name comma first name initial display.
initLastName	char	First name initial space last name display.
fullFMLName	char	First name space Middle name space Last name display.
fullLFMName	char	Last name comma first name space middle name display.
strikeZoneTop	number	Players designated Top strikezone value.
strikeZoneBottom	number	Players designated Bottom strikezone value.

6. venue

Name	Type	Description
id	number	https://statsapi.mlb.com/api/v1/venues?season=2018

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

7. weather (conditions at game start)

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

8. review

Name	Type	Description
hasChallenges	boolean	True/False if game has manager challenges remaining.
reason	char	Descriptive text describing replay event.
away {	OBJECT	
used	number	Away team challenges used in game.
remaining	number	Away team challenges remaining in game.
home {	OBJECT	
used	number	Home team challenges used in game.
remaining	number	Away team challenges remaining in game.

9. flags

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

10. alerts

Name	Type	Description
alerts [{	Array of Objects	*Populates where applicable during current AB only.
type	char	Type of alert notification
category	char	Category of alert. IE home_run, cycle.
description	char	Description of alert.
shortDescription	char	Abbreviated description of alert.
team {	OBJECT	
id	number	MLBAM Team id.
name	char	Name of team
link	char	Path to expanded team information.

11. probablePitchers

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

liveData

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

1. plays (contains four nodes: allPlays, currentPlay, scoringPlays, playsByInning).

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

Name	Type	Description
result {	OBJECT	
type	char	Type of result, value is atBat.
event	char	Event result of the atBat.
eventType	char	Event type result of the atBat. https://statsapi.mlb.com/api/v1/eventTypes
description	char	Play-by-play description of AB.
rbi	number	Number of RBIs occurred during AB.
awayScore	number	Away score at end of event.
homeScore	number	Home score at end of event.
about {	OBJECT	

Name	Type	Description
atBatIndex	number	Index of at-bats. First ab starts at Zero.
halfInning	char	"top" or "bottom" inning indicator.
inning	number	Inning AB occurred.
startTime	timestamp	Start time of AB.
endTime	timestamp	End time of AB.
isComplete	boolean	True/False if AB is complete.
isScoringPlay	boolean	True/False if AB is a scoring play.
hasReview	boolean	True/False if Review occurs on event.
hasOut	boolean	True/False if out occurred on event
captivatingIndex	number	Number between 0 – 100 that describes how interesting or relevant a play was. Used to identify highlights internally.
count {	OBJECT	
balls	number	Current/Final balls of AB.
strikes	number	Current/Final strikes of AB.
outs	number	Current/Final outs of AB.
matchup {	OBJECT	
batter {	OBJECT	
id	number	MLBAM player_id of batter.
fullName	char	Full name display.
link	char	Path to expanded player information.
batSide {	OBJECT	
code	char	Player batside: "L","R","S".
description	char	Batside descriptive text
pitcher {	OBJECT	
id	number	MLBAM player_id of pitcher.
fullName	char	Full name display.
link	char	Path to expanded player information.
pitchHand {	OBJECT	
code	char	Player throw hand: "L","R","S".
description	char	Pitch hand descriptive text.
batterHotColdZoneStats{	OBJECT	Batters Hot/Cold zones by stat. (Populates in currentAB only) View Plate Zone breakdown here
stats [{	ARRAY	
type {	OBJECT	
displayName	char	Display name of stat type (hotColdZones).
group {	OBJECT	
displayName	char	Group of which stats belongs (hitting, pitching).

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

Name	Type	Description
zone	number	Zone location number.
color	char	rba color display of zone.
temp	char	Zone temp value, (hot, cold, cool, warm, lukewarm).
value	number	
splits { @	OBJECT	Populates in current ab.
batter	char	batter split label vs pitcher
pitcher	char	batter split label vs hitter
menOnBase	char	Split used if runner on base – ie (RISP, Empty)
pitchIndex [ ]	ARRAY	Array listing the playEvents index value where an pitch occurs.
actionIndex [ ]	ARRAY	Array listing the playEvents index value where an action occurs (ie. Coaching visit, sub)
runnerIndex [	ARRAY	Array listing an occupied base starting at the beginning of event: 0 = batter, 1 = 1st base, 2 = 2nd base, 3 = 3rd base.
runners [{	ARRAY of objects	
movement {	OBJECT	
start	char	Starting base of runner or batter at start of event. Batter start base will be null. Bases are (1B,2B,3B,"score" for Home)
end	char	Ending base of runner or batter at end of event.
outBase	boolean	Base where out occurred.
isOut	boolean	True/False if runner is out on play.
outNumber	number	Out number of the inning.
details {	OBJECT	
event	char	The event reason of the runners movement.
eventType	char	Event Type reason of the runners movement https://statsapi.mlb.com/api/v1/eventTypes
movementReason	char	coded value of runner movement reason.
runner {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
responsiblePitcher {	OBJECT	Pitcher responsible for run scored. *Populates when run scores, null value if none.
id	number	Player id of pitcher responsible for run.
link	char	Path to expanded player information.
isScoringEvent	boolean	True/False if run scored on event.
rbi	boolean	True/False if RBI was credited for scoring player.
earned	boolean	True/False if run was earned to pitcher.
teamUnearned	boolean	True/False if run was unearned earned to the team.

Name	Type	Description
playIndex	number	playIndex number where runner movement takes place which corresponds to playEvents->index.
credits {	ARRAY of objects	Contains fielding credits associated with the play.
player {	OBJECT	
id	number	MLBAM player_id of batter.
link	char	Path to expanded player information.
position {	OBJECT	
code	char	Position number value of the fielding credit.
name	char	Name of the position.
type	char	Position type value i.e (infielder, outfielder)
abbreviation	char	Position text abbreviation.
credit	char	Fielding credit value.
playEvents [	ARRAY of objects	
details {	OBJECT	
call {	OBJECT	Do not use
code	char @	Do not use
description	char @	Do not use
description	char @	Text description of event.
code	char @	Description code – when not an event.
event	char	Events that may occur during an at-bat:substitutions, stolen base, wild pitch, game advisory, etc.
ballColor	char	RGBA color value for gameday display.
trailColor	char	RGBA color value for gameday display.
isInPlay	boolean	True/False if ball was hit into play.
isStrike	boolean	True/False if pitch was a strike.
isBall	boolean	True/False if pitch was ball.
type {	OBJECT	
code	char	Pitch type classification code. Values: https://statsapi.mlb.com/api/v1/pitchTypes
description	char	Text description of pitch type.
hasReview	boolean	True/False if instant replay initiated on play.
count {	OBJECT	
balls	number	Balls after the pitch event.
strikes	number	Strikes after the pitch event.
pitchData {	OBJECT	
startSpeed	number / mph	Speed in MPH of the ball at 50 feet in front of homeplate.

Name	Type	Description
endSpeed	number / mph	Speed in MPH of the ball as it crosses the front edge of home plate (0,0 in the x axis)
nastyFactor	number @	
strikeZoneTop	number / feet	Distance from ground to top of batter strike zone.
strikeZoneBottom	number / feet	Distance from ground to bottom of batter strike zone.
coordinates {	OBJECT	
aY	number	Ball acceleration on the y axis.
aZ	number	Ball acceleration on the z axis.
pfxX	number	Horizontal movement of the ball in inches.
pfxZ	number	Vertical movement of the ball in inches.
pX	number	Horizontal position in feet of the ball as it crosses the front axis of home plate.
pZ	number	Vertical position in feet above home plate of the ball as it crosses the front axis of home plate.
vX0	number	Velocity of the ball from the x axis
vY0	number	Velocity of the ball from the y axis; this is negative because 0,0,0 is behind the batter and the ball travels from pitcher mound towards 0,0,0.
vZ0	number	Velocity of the ball from the z axis.
x	number	X coordinate where pitch crossed front of home plate.
y	number	Y coordinate where pitch crossed from of home plate.
x0	number	Coordinate location of the ball at the point it was released from the pitchers hand on the x axis (time = 0).
y0	number	Coordinate location of the ball at the point it was released from the pitchers hand on the y axis (time = 0).
z0	number	Coordinate location of the ball at the point it was released from the pitchers hand on the z axis (time = 0).
aX	number	Ball acceleration on the x axis.
breaks {	OBJECT	
breakAngle	number	Degrees clockwise (batter's view) that the plane ofthe pitch deviates from the vertical.
breakLength	number / inches	Max distance that the pitch separates from the straight line between pitch start and pitch end
breakY	number / feet	Distance from home plate where the break is greatest.
spinRate	number	@
spinDirection	number	@
zone	number	Strike zone location. See appendices.
typeConfidence	number	@
hitData {	OBJECT	*when applicable.
launchSpeed	number / mph	Measured speed of the hit ball.

Name	Type	Description
launchAngle	number / degree	Vertical angle relative to the horizon at which the hit was launched.
totalDistance	number / feet	Total distance ball traveled.
trajectory	char	Trajectory description of hit ball.
hardness	char	soft, medium, hard description
location	char	@
coordinates	OBJECT	Coordinates entered by operator in pressbox of where the ball is fielded.
coordX	number	@
coordY	number	@
index	number	Index number of the at-bat. Starts at zero
pfxId	char	Pitch-f/x identifier.
playId	guid	Statcast play guid.
pitchNumber	number	Pitch number seq. number of AB.
startTime	dated time stamp	Start time of pitch event.
endTime	dated time stamp	End time of pitch/play result.
isPitch	boolean	True/False is object is a pitch.
type	char	Pitch, Pickoff, Action
defense {	OBJECT	appears with alignment hydrate
pitcher	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
catcher	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
first	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
second	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
third	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
shortstop	OBJECT	
id	number	player id of position player

Name	Type	Description
link	char	path to expanded player information.
left	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
center	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
right	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
offense {	OBJECT	Appears with alignment hydrate, object of batter and populates runners on base when applicable.
batter	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
first	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
second	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
third	OBJECT	
id	number	player id of position player
link	char	path to expanded player information.
flags [{	Array object	
credit	char	Additional event indicator of batted balls. i.e. b_sac_fly, b_foul_out, b_sac_bunt
atBatIndex	At-Bat index number, begins with 0	
playEndTime	The ending timestamp of the play.	

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

c. scoringPlays: An array listing the atBatIndex number of all scoring plays from a. allPlays

d. playsByInning: An array of objects corresponding to the innings:

Name	Type	Description
startIndex	number	Starting atBatIndex number found in a. allPlays of full inning.

Name	Type	Description
endIndex	number	Ending atBatIndex number found in a. allPlays of full inning.
top [ ]	ARRAY	An array of atBatIndex # from a. allPlays that occurred in the top of the inning.
bottom [ ]	ARRAY	An array of atBatIndex #'s from a. allPlays that occurred in the bottom of the inning
hits {	OBJECT	*Any hit ball in the inning
away [{	ARRAY of objects	
team {	OBJECT	
id	number	Away MLBAM team id.
name	char	Away team name display.
link	char	path to expanded player information.
springLeague	OBJECT	*MLB games only.
id	number	Spring league id.
name	char	Spring league name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
allStarStatus	boolean	Yes/No if all-star team.
inning	number	Inning of the away hit object.
pitcher {	OBJECT	
id	number	Home pitcher MLBAM player_id.
fullName	char	Home pitcher full name.
link	char	Path to expanded player information.
batter {		
id	number	Away MLBAM player_id.
fullName	char	Away players full name.
link	char	Path to expanded player information.
coordinates {		
x	number	X coordinate of where ball was fielded
y	number	Y coordinate of where ball was fielded
type	char	H (Hit) – O (Out)
description	char	Description of type.
home [{	ARRAY of objects	
team {		
id	number	Home MLBAM team id.
name	char	Home team name display.
link	char	Path to expanded team information.
springLeague	OBJECT	MLB games only.

Name	Type	Description
id	number	Spring league id.
name	char	Spring league name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
allStarStatus	boolean	Yes/No if all-star team.
inning	number	Inning of the home hit object.
pitcher {		
id	number	Away pitcher MLBAM player_id.
fullName	char	Away pitcher full name.
link	char	Path to expanded player information.
batter {		
id	number	Home MLBAM player_id.
fullName	char	Home players full name.
link	char	Path to expanded player information.
coordinates {		
x	number	X coordinate of where ball was fielded.
y	number	Y coordinate of where ball was fielded.
type	char	H (Hit) – O (Out)
description	char	Description of type

2. linescore (an object containing game linescore information)

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

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

name	type	Description
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
left {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
center {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
right {	OBJECT	
id	number	MLBAM player_id of position object.
name	char	Full name display.
link	char	Path to expanded player information.
team {	OBJECT	
id	number	MLBAM team id of defensive object.
name	char	Full team name display.
link	char	Path to expanded player information.
offense {	OBJECT	
batter {	OBJECT	*Current batter information
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
onDeck {	OBJECT	*Current on deck batter.
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
inHole {	OBJECT	*Current in the hole batter.
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
first {	OBJECT	*Populates If runner on 1st
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
second	OBJECT	*Populates If runner on 2nd

name	type	Description
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
third	OBJECT	*Populates If runner on 3rd.
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
pitcher {	OBJECT	*Current offensive pitcher information
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
team {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
balls	char	Current ball count.
strikes	char	Current strike count.
outs	number	Current Outs.

3. boxscore (an object containing game boxscore information)

name	type	description
teams {	OBJECT	*away/home team and team game stats.
away {	OBJECT	*Home object will follow the away object.
team {	OBJECT	
id	number	MLBAM team id.
name	char	Team name display.
link	char	Path to expanded team information.
springLeague {	OBJECT	*MLB games only.
id	number	Spring league id.
name	char	Spring league name.
link	char	Path to expanded league information.
abbreviation	char	Spring league abbreviation.
allStartStatus	boolean	Y/N if all star team.
teamStats {	OBJECT	
batting {	OBJECT	
flyouts	number	Total current away flyouts.
groundOuts	number	Total current away groudOuts.

name	type	description
runs	number	Total current away game runs.
doubles	number	Total current away game doubles.
triples	number	Total current away game triples.
homeRuns	number	Total current away game home runs.
strikeOuts	number	Total current away game strike outs.
baseOnBalls	number	Total current away game walks.
hits	number	Total current away game hits.
hitByPitch	number	Total current away hit batters.
avg	number	Current away game avg.
atBats	number	Total current away game atBats.
obp	number	Current game away obp.
slg	number	Current game away slg.
ops	number	Current game away ops.
caughtStealing	number	Total current game away caught stealing.
stolenBases	number	Total current game away stolen bases.
groundIntoDoublePlay	number	Total current game away double plays grounded into.
groundIntoTripePlay	number	Total current game away triple plays grounded into.
totalBases	number	Total current game away total bases.
rbi	number	Total current number of away RBI's credited.
leftOnBase	number	Total current number of away men left on base.
sacBunts	number	Total current number of away sac bunts.
sacFlies	number	Total current number of away sac flies.
catchersInterference	number	Total current number of away catchers interference.
pickoffs	number	Total current number of away pickoffs.
pitching {	OBJECT	
groundOuts	number	Total current ground outs induced by away pitchers.
runs	number	Total current runs allowed by away pitchers.
doubles	number	Total current doubles allowed by away pitchers.
triples	number	Total current triples allowed by away pitchers.
homeRuns	number	Total current home runs allowed by away pitchers.
strikeOuts	number	Total current strike outs by away pitchers.
baseOnBalls	number	Total current walks by away pitchers.
intentionalWalks	number	Total current intentional walks allowed by away pitchers.
hits	number	Total current hits allowed by away pitchers.
atBats	number	Total current at bats against by away pitchers.
caughtStealing	number	Total current runners caught stealing by away pitchers.
stolenBases	number	Total current stolen bases allowed by away pitchers.

name	type	description
era	number	Total current game away ERA.
inningsPitched	number	Total current game innings pitched by away pitchers
saveOpportunites	number	Total current save opportunities for away pitchers.
earnedRuns	number	Total current earned runs allowed by away pitchers.
whip	number	Current whip
battersFaced	number	Total current batters faced by away pitchers.
outs	number	Total current away pitchers outs.
completeGames	number	Complete game for away pitcher.
shutouts	number	Shutout for away pitchers.
hitBatsmen	number	Total current away pitchers hit batsmen
wildPitches	number	Total current wild pitches allowed by away pitchers.
pickoffs	number	Total current number of pickoffs by away pitchers.
airOuts	number	Total current air outs by away pitchers.
rbi	number	Total current runs batted in allowed by away pitchers.
inheritedRunners	number	Total current number of inherited runners for away pitchers.
inheritedRunnersScored	number	Total current number of inherited runners scored by away pitchers.
catchersInterference	number	Total current catchers interference by away battery.
sacBunts	number	Total current sac bunts allowed by away pitchers.
sacFlies	number	Total current sac flies allowed by away pitchers.
fielding {	OBJECT	
assists	number	Current game total fielding assists for away team.
putOuts	number	Current game total putouts for away team.
errors	number	Current game total errors for away team.
chances	number	Current game total chances for away team.
caughtStealing	number	Current game caught stealing total for away team.
passedBall	number	Current game total passed balls for away team.
stolenBases	number	Current game total stolen bases allowed for away team.
stolenBasePercentage	number	Current game Stolen Base Percentage for away team.
pickoffs	number	Current game total of pickoffs against for away team.
players {	OBJECT	Contains boxscore data for each player.
ID+ mlbam player_ID ie (ID594807) {	OBJECT	For all players on active game roster.
person {	OBJECT	
id	number	MLBAM player_id.
fullName	char	Players full name.
link	char	Path to expanded player information.
jerseyNumber	number	Players uniform number.

name	type	description
position {	OBJECT	Populates if player appeared in game.
code	number	Standard fielding number code.
name	char	Position description.
type	char	"Infielder", "Outfielder", "Pitcher", "Catcher", "Hitter".
abbreviation	char	Position abbreviation.
stats {	OBJECT	Object containing game stats where applicable.
batting {	OBJECT	*Empty if did not appear in game.
note	char	Boxscore note abbrev (if applicable from note attribute)
gamesPlayed	number	Game played.
flyOuts	number	Game total fly outs.
groundOuts	number	Game total ground outs.
runs	number	Game total runs scored.
doubles	number	Game total doubles.
triples	number	Game total triples.
homeRuns	number	Game total home runs.
strikeOuts	number	Game total strike outs.
baseOnBalls	number	Game total walks.
intentionalWalks	number	Game total intentional walks.
hits	number	Game total hits.
hitByPitch	number	Game total hit by pitches
atBats	number	Game total at-bats.
caughtStealing	number	Game total caught stealing.
stolenBases	number	Game total stolen bases.
groundIntoDoublePlay	number	Game total double plays grounded into.
groundIntoTriplePlay	number	Game total triple plays grounded into.
totalBases	number	Game total bases.
rbi	number	Game total runs batted in.
leftOnBase	number	Game total left on base.
sacBunts	number	Game total sacrifice bunts.
sacFlies	number	Game total sacrifice flies.
catchersInterference	number	Game total catchers interference reached on.
pickoffs	number	Game total number of times picked off base.
pitching {	OBJECT	*Empty if player did not pitch in game.
note	char	Win, loss, hold, blown save abbrevs with seasontotal.
gamesPlayed	number	Game played number indicator.
gamesStarted	number	Game started number indicator.
flyOuts	number	Game total fly outs allowed.

name	type	description
groundOuts	number	Game total ground outs.
runs	number	Game total runs allowed.
doubles	number	Game total doubles allowed.
triples	number	Game total triples allowed.
homeRuns	number	Game total home runs allowed.
strikeOuts	number	Game total strike outs.
baseOnBalls	number	Game total walks.
intentionalWalks	number	Game total intentional walks issued.
hits	number	Game total hits allowed.
atBats	number	Game total at bats against
caughtStealing	number	Game total of caught stealing.
stolenBases	number	Game total stolen bases.
numberOfPitches	number	Game total number of pitches thrown
inningsPitched	number	Game total innings pitched.
wins	number	1 if credited with Win.
loses	number	1 if credited with loss
saves	number	1 if credited with save.
saveOpportunites	number	1 if credited with save opportunity.
holds	number	1 if credited with hold.
blownSaves	number	1 if credited with blown save.
earnedRuns	number	Game total earned runs allowed.
battersFaced	number	Game total batters faced.
outs	number	Game total outs.
gamesPitched	number	1 if credited with game pitched.
completeGames	number	1 if credited with complete game.
shutouts	number	1 if credited with shut out.
pitchesThrown	number	Game total number of pitches thrown.
balls	number	Game total number of balls thrown.
strikes	number	Game total number of strikes thrown.
hitBatsmen	number	Game total number of hit batters.
wildPitches	number	Game total number of wild pitches thrown
pickoffs	number	Game total of pickoffs.
airOuts	number	Game total of air outs (flyouts + popouts).
rbi	number	Game total numer of RBI's against.
gamesFinished	number	1 if credited with game finished.
inheritedRunners	number	Game total of inherited runners assumed.
inheritedRunnersScored	number	Game total of inherited runners scored.

name	type	description
catchersInterference	number	Game total of catchers interference occured by battery.
sacBunts	number	Game total sac bunts allowed.
sacFlies	number	Total current runs allowed by away pitchers.
fielding {	OBJECT	*Populates where applicable.
assists	number	Game total number of assists.
putouts	number	Game total number of putouts.
errors	number	Game total number of errors.
chances	number	Game total fielding chances.
fielding	number	Game fielding percentage.
caughtStealing	number	Game total caught stealing credited.
passedBall	number	Game total passed balls.
stolenBases	number	Game total stolen bases allowed.
stolenBasePercentage	number	Game stolen base percentage.
pickoffs	number	Game total of pickoffs.
status	OBJECT	
code	char	Roster status abbreviation.
description	char	Descriptive roster status.
parentTeamId	number	Teams organizational parent id.
battingOrder	number	Format: "###", where the first digit indicates the batting order spot, and the second two digits indicate the sequence in which that player occupied that batting order spot. Examples: "300", which indicates the starter in the third spot in the batting order; "903," which indicates the fourth player (after 900, 901 and 902) occupy the ninth spot in the batting order.Only populates if appeared in game.
seasonStats {		
batting {	OBJECT	*Empty if no season batting stats accrued.
gamesPlayed	number	Season to date games played.
flyouts	number	Season to date fly outs.
groundOuts	number	Season to date ground outs.
runs	number	Season to date runs scored.
doubles	number	Season to date doubles.
triples	number	Season to date triples.
homeRuns	number	Season to date home runs.
strikeOuts	number	Season to date strike outs.
baseOnBalls	number	Season to date walks.
intentionalWalks	number	Season to date intentional walks.
hits	number	Season to date hits.
hitByPitch	number	Season to date hits.
avg	number	Season to date average.

name	type	description
atBats	number	Season to date at-bats.
obp	number	Season to date on-base percentage.
slg	number	Season to date slugging percentage
ops	number	Season to date OPS (OBP+SLG)
caughtStealing	number	Season to date of caught stealing.
stolenBases	number	Season to date of stolen bases.
stolenBasePercentage	number	Season to date stolen base percentage.
groundIntoDoublePlay	number	Season to date double plays grounded into.
groundIntoTriplePlay	number	Season to date triple plays grounded into.
totalBases	number	Season to date of total bases.
rbi	number	Season to date of RBI total.
leftOnBase	number	Season to date of men left on base.
sacBunts	number	Season to date of sac bunts.
sacFlies	number	Season to date of sac flies.
catchersInterference	number	Season to date of catchers interference reached on.
pickoffs	number	Season to date of number of times picked off base.
pitching {	OBJECT	
gamesPlayed	number	Season to date of games played.
gamesStarted	number	Season to date of games started.
groundOuts	number	Season to date of ground outs induced.
runs	number	Season to date of runs allowed.
doubles	number	Season to date of doubles allowed.
triples	number	Season to date of triples allowed.
homeRuns	number	Season to date of Home runs allowed.
strikeOuts	number	Season to date of strike outs.
baseOnBalls	number	Season to date of walks allowed.
intentionalWalks	number	Season to date of intentional walks issued.
hits	number	Season to date of hits allowed.
atBats	number	Season to date of at bats against.
caughtStealing	number	Season to date of caught stealing.
stolenBases	number	Season to date of stolen bases allowed.
stolenBasePercentage	number	Season to date stolen base percentage.
era	number	Season to date earned run average.
inningsPitched	number	Season to date of innings pitched.
wins	number	Season to date of wins.
losses	number	Season to date of losses.
saves	number	Season to date of saves.

name	type	description
saveOpportunites	number	Season to date of save opportunities.
holds	number	Season to date of holds for relievers.
blownSaves	number	Season to date of blown saves for relievers.
earnedRuns	number	Season to date of earned runs allowed.
whip	number	Season to date of WHIP.
outs	number	Season to date of outs accrued.
gamesPitched	number	Season to date of games pitched.
completeGames	number	Season to date of complete games.
shutouts	number	Season to date of shut outs.
hitBatsmen	number	Season to date of hit batters against.
wildPitches	number	Season to date of wild pitches thrown.
pickoffs	number	Season to date of pickoffs credited.
airOuts	number	Season to date of air outs (flyouts + popouts).
rbi	number	Season to date number of RBI against.
winPercentage	number	Season to date Win Percentage.
strikeoutWalkRatio	number	Season to date K/BB ratio
strikeoutsPer9Inn	number	Season to date K per 9 ratio.
walksPer9Inn	number	Season to date BB per 9 ratio.
hitsPer9Inn	number	Season to date Hits per 9 ratio.
inheritedRunners	number	Season to date of inherited runners assumed.
inheritedRunnersScored	number	Season to date of inherited runners scored.
catchersInterference	number	Season to date of catchers interference.
sacBunts	number	Season to date of sac bunts allowed.
sacFlies	number	Season to date of sac flies allowed.
fielding {	OBJECT	
assists	number	Season to date fielding assists.
putOuts	number	Season to date Put outs.
errors	number	Season to date errors.
chances	number	Season to date total chances.
fielding	number	Season to date fielding percentage.
caughtStealing	number	Season to date caught stealings credited.
passedBall	number	Season to date passed balls.
stolenBases	number	Season to date stolen bases allowed.
stolenBasePercentage	number	Season to date stolen base percentage.
pickoffs	number	Season to date of pickoffs.
gameStatus {	OBJECT	
isCurrentBatter	boolean	True/False if player is current batter.

name	type	description
isCurrentPitcher	boolean	True/False if player is current pitcher.
isOnBench	boolean	True/False if player is on the bench.
isSubstitute	boolean	True/False if player is an in game substitute.
allPositions [	ARRAY	Array containing all positions played during game.
code	number	1 through 12 positional breakdown.
name	char	Name of position.
type	char	Hitter, Pitcher, Outfielder, Infielder, Catcher.
abbreviation	char	Position abbreviation.
batters [ ]	ARRAY	Array of Batters player id's who appeared in the game.
pitchers [ ]	ARRAY	Array of Pitchers player id's who appeared in the game.
bench [ ]	ARRAY	Array of current bench player id's.
bullpen [ ]	ARRAY	Array of current bullpen player id's.
battingOrder [ ]	ARRAY	Array of current batting order player id's.
info [{	ARRAY of objects	Team information for boxscore display
title	char	BATTING, BASERUNNING or FIELDING
fieldList [{	ARRAY of objects	Array containing an object for each label.
label	|See appendices for possible values.	
value	|String value of label referenced in object.	
note [{	ARRAY of objects	Team pinch-hitting description note.
label	|See appendices for possible values.	
value	|String value of label referenced in object.	
home { }	OBJECT	Home team object with same attributes as away
officials [	ARRAY of objects	Umpire identification.
official	object	

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

4. decisions

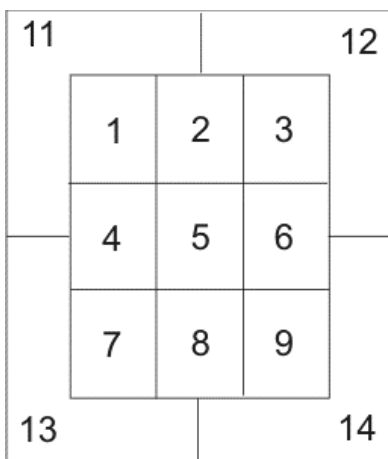| Name	Type	Description
winner {	OBJECT	
id	number	MLBAM player_id of winning pitcher.
fullName	char	Full name display of winning pitcher.
link	char	Path to expanded player information.
loser {	OBJECT	
id	number	MLBAM player_id of losing pitcher.
fullName	char	Full name display of losing pitcher.
link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

5. leaders

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

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

APPENDICES

- PlateZones

Zones are assigned from the pitcher's perspective; that is, zone 1 is "high and away" to a right-handed batter

- Labels

Game Labels

- Game Scores
- WP
- Balk
- IBB
- HBP
- Pitches-strikes
- Groundouts-flyouts
- Batters faced
- Inherited runners-scored
- Umpires
- Weather
- Wind
- First pitch
- T
- Att

- Venue
- GameDate display (ie "October 30, 2018",)

Team Labels

BATTING

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

BASERUNNING

- SB
- CS
- PO

FIELDING

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

GameDay Type:

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