<https://github.com/swar/nba_api/blob/master/docs/examples/PlayByPlay.ipynb>

*#For quick refernce, here's an Enum for `EVENTMSGTYPE`*

*#This list may be incomplete as a thourogh play by play scan is necessary*

**from** **enum** **import** Enum

**class** **EventMsgType**(Enum):

FIELD\_GOAL\_MADE = 1

FIELD\_GOAL\_MISSED = 2

FREE\_THROWfree\_throw\_attempt = 3

REBOUND = 4

TURNOVER = 5

FOUL = 6

VIOLATION = 7

SUBSTITUTION = 8

TIMEOUT = 9

JUMP\_BALL = 10

EJECTION = 11

PERIOD\_BEGIN = 12

PERIOD\_END = 13

**EVENTMSGACTIONTYPE**

3PT\_JUMP\_SHOT = 1

3PT\_PULLUP\_JUMP\_SHOT = 79

3PT\_STEP\_BACK\_JUMP\_SHOT = 80

ALLEY\_OOP\_DUNK = 52

CUTTING\_DUNK\_SHOT = 108

CUTTING\_FINGER\_ROLL\_LAYUP\_SHOT = 99

CUTTING\_LAYUP\_SHOT = 98

DRIVING\_FINGER\_ROLL\_LAYUP = 75

DRIVING\_LAYUP = 6

DRIVING\_REVERSE\_LAYUP = 73

DUNK = 7

FINGER\_ROLL\_LAYUP = 71

FLOATING\_JUMP\_SHOT = 78

HOOK\_SHOT = 3

JUMP\_BANK\_SHOT = 66

JUMP\_SHOT = 1

LAYUP = 5

PULLUP\_JUMP\_SHOT = 79

PUTBACK\_LAYUP = 72

REVERSE\_LAYUP = 44

RUNNING\_DUNK = 50

RUNNING\_FINGER\_ROLL\_LAYUP = 76

RUNNING\_LAYUP = 41

STEP\_BACK\_JUMP\_SHOT = 80

TIP\_LAYUP\_SHOT = 97

TURNAROUND\_FADEAWAY = 86

TURNAROUND\_HOOK\_SHOT = 58

TURNAROUND\_JUMP\_SHOT = 47