

Lacrosse game XML description

Version 1.0.0 (12/10/03)

The following is an overview of the structure for a lacrosse game XML output:

```

<l cgame. . . >
  <venue. . . >
    <officials. . . ><official. . . ></offi ci al></offi ci al s>
    <rules. . . ></rul es>
    <notes. . . ><note. . . ></note></notes>
    <show. . . ></show>
  </venue>
  <stars><star . . . ></star></stars>
  <status. . . ></status>
  <team . . . >
    <linescore. . . ><lineprd. . . ></lineprd></linescore>
    <totals>
      <shots. . . ></shots>
      <goal type. . . ></goal type>
      <penal ty. . . ></penal ty>
      <mi sc. . . ></mi sc>
      <goal i e. . . ></goal i e>
      <powerplay. . . ></powerplay>
      <clear. . . ></cl ear>
    </totals>
    <player. . . >
      <shots. . . ></shots>
      <goal type. . . ></goal type>
      <penal ty
      <mi sc. . . ></mi sc>
      <goal i e. . . ></goal i e>
    </player>
  </team>
  <scores>
    <score. . . ></score>
  </scores>
  <penal ties>
    <pen. . . ></pen>
  </penal ties>
  <goal i echanges>
    <goal i echange. . . ></goal i echange>
  </goal i echanges>
  <shootouts>
    <shootout. . . ></shootout>
  </shootouts>
  <plays. . . >
    <period. . . >
      <play. . . ></pl ay>
      <currentscore. . . ></currentscore>
    </peri od>
  </pl ays>
</l cgame>

```

<lcgame>

The <lcgame> tag defines the start of a lacrosse game output.

```
<lcgame source="TAS For Lacrosse" version="1.0.2" generated="3/20/2002">
```

Attribute	Description
source	identifies the system that built the data output
version	identifies the version of the bbgame specification used to build the data output
generated	the date when the output was generated

Notes:

<venue>

The <venue> tag defines general attributes about the game. Attributes in the <venue> tag are:

```
<venue gameid="0413JHU"
visid="MARYLAND" visname="Maryland"
homeid="JHU" homename="#3 Johns Hopkins"
date="4/13/2002" location="Baltimore, Md. "
start="3:00 pm" end="5:22 pm" duration="2:22" attend="8642" schednote=""
leaguegame="N" neutralgame="N">
```

Attribute	Description
gameid	game id
visid	visiting team id
visname	visiting team name
homeid	home team id
homename	home team name
date	date game was played
location	site where game was played
start	game start time
end	game end time
duration	duration of game
attend	game attendance
leaguegame	"Y" indicates a league/conference game
neutralgame	"Y" indicates a neutral site game
nitegame	"Y" indicates a night game
postseason	"Y" indicates a post-season game
schednote	flag for game results/schedule note

Notes:

<officials>

The <officials> tag contains the names of the referees in the game.

```
<officials>
  <official name="R: Brian Abbott"></official>
  <official name="U: Hans Wittlesberge"></official>
  <official name="FJ: Butch West"></official>
</officials>
```

Attribute	Description
name	official names

Notes:

<notes>

The <notes> tag may contain any number of <note> tags. Attributes of <note> tags are:

```
<notes>
  <note text="Line 1 of game notes"></note>
  <note text="Line 2 of game notes"></note>
</notes>
```

Attribute	Description
text	narrative text of the game note

Notes:

<rules>

The <rules> tag defines rules in effect for this game. Attributes of <rules> tag are:

```
<rules prds="4" minutes="15" minutesot="4" minminor="30" minmajor="60" minmatch="90"
  shootoutshot="0" shootoutteam="0"></rules>
```

prds	number of periods in regulation play
minutes	number of minutes in regulation period
minutesot	number of minutes in overtime period
minminor	number of seconds in a minor penalty
minmajor	number of seconds in a major penalty
minmatch	number of seconds in a match penalty
shootoutshot	indicates if a shootout goal counts as a shot on goal
shootoutteam	indicates if a shootout goal counts as a goal for the team (not the individual player)

Notes:

<status>

The <status> tag defines the current status of the game. Attributes of <status> tag are:

```
<status period="3" clock="01:45"></status>
```

Attribute	Description
period	indicates current period in the game
clock	indicates current clock time in the game (not required for manualbox=Y)

Notes:

<stars>

The <stars> tag begins a block of <star> tags that contain 3-stars for the game. Attributes of <star> tag are:

```
<stars>
  <star vh="H" uni="24" name="Mizerek, Josh"></star>
  <star vh="H" uni="23" name="Deskins, Jason"></star>
  <star vh="V" uni="12" name="Inman, David"></star>
</stars>
```

Attribute	Description
vh	V=visitor, H=home
uni	uniform number of game "star" player
name	name of game "star" player

Notes:

<team>

The <team> defines information about a team. The following <linescore>, <totals> and <player> tags are applied to this team.

```
<team vh="V" id="MARYLAND" name="Maryland" code="392" record="7-3">
```

Attribute	Description
vh	"V" indicates the visiting team, "H" indicates the home team
code	external team code (may be different than the team id)
id	team id
name	team name
record	overall W-L and conference W-L records after this game (for example, "7-5,3-1 ACC")

Notes:

<linescore>

The <linescore> tag contains the line score summary for a team in the game.

```
<linescore periods="5" line="3, 2, 2, 1, 0" score="8" shotline="12, 8, 4, 5, 0" shots="29">
```

Attribute	Description
line	score-by-period for the team (each period separated by a comma)
score	total score for the team
shotline	shots on goal by period for the team
shots	total number of shots on goal for the team

Notes:

<lineprd>

The <lineprd> tag contains a team statistics summary for a period in the game.

```
<lineprd prd="1" score="3" shots="12" sog="7" saves="3" ppg="0" ppatt="1" fowon="1" pen="0" psec="0"
  gb="4" dc="0" fpg="0" fps="0" fpa="0" fouls="0" clockv="0" clearm="7" cleara="7"
turnover="1"></lineprd>
```

Attribute	Description
prd	this period
score	goals scored
shots	shots
sog	shots on goal
saves	saves
ppg	power play goals
ppatt	power play opportunities
fowon	faceoffs won
pen	number of penalties
psec	total penalty time in seconds
gb	groundballs
dc	draw controls
fpg	free position goals
fps	free position shots
fpa	free position attempts
fouls	fouls
clockv	clock violations
clearm	clears made
cleara	clears attempted
turnover	turnovers

Notes:

<totals>

The <totals> tag begins a statistics block for team totals. It contains <shots>, <goaltype>, <penalty>, <misc>, <powerplay>, <clear>, and <goalie> tags that are defined later in this document. This tag has no attributes.

```
<totals>
  <shots g="8" a="3" sh="29" sog="17" freepos="0" shootout="0"></shots>
  <goaltype gw="0" pp="0" sh="0" ua="5" fg="0" ot="0" en="0" gt="0" freepos="0"
shootout="0"></goaltype>
  <penalty count="4" seconds="180" minor="2" major="2" match="0"></penalty>
  <misc facewon="10" facelost="10" gb="26" dc="0" turnover="14" ct="7" minutes="740"
seconds="290"></misc>
  <goalie minutes="62:15" ga="9" saves="12" savebyprd="3,1,1,7,0" sho="0" cbsho="0"
ppg="0" shg="0" eng="0" sog="0"></goalie>
  <powerplay ppg="0" ppop="4"></powerplay>
  <clear clearm="16" cleara="20"></clear>
</totals>
```

<player>

The <player> tag contains information and statistics for a player on the team. Attributes of the <player> tag are:

```
<player uni="1" name="Mike Mollot" checkname="MOLL0T, MIKE" gp="1" code="01">
  <shots g="3" a="1" sh="6" sog="4" freepos="0" shootout="0"></shots>
  <goaltype gw="0" pp="0" sh="0" ua="3" fg="0" ot="0" en="0" gt="0" freepos="0"
shootout="0"></goaltype>
  <penalty count="0" seconds="0" minor="0" major="0" match="0"></penalty>
  <misc gb="2" dc="0" turnover="2" ct="0" minutes="0" seconds="0"></misc>
</player>
```

Attribute	Description
code	player code
uni	uniform number
name	player name
checkname	"normalized" player name in LAST,FIRST format
gp	games played
gs	games started
pos	position

Notes:

<shots>

The <shots> tag contains offensive shot statistics. Attributes are:

```
<shots g="3" a="1" sh="6" sog="4" freepos="0" shootout="0"></shots>
```

Attribute	Description
g	goals
a	assists
sh	shots
sog	shots on goal
freepos	free position shots
shootout	shootout shots

Notes: Used within <totals>and <player> tags.

<goaltype>

The <goaltype> tag contains information about the types of goals scored. Attributes are:

```
<goal type gw="0" pp="0" sh="0" ua="5" fg="0" ot="0" en="0" gt="0" freepos="0"
shootout="0"></goal type>
```

Attribute	Description
gw	game-winning goals
pp	power play goals
sh	short handed goals
ua	unassisted goals
fg	first goals
ot	overtime goals
en	empty-net goals
gt	game-tying goals
freepos	free position goals
shootout	shootout goals

Notes: Used within <totals>and <player> tags.

<penalty>

The <penalty> tag contains penalty statistics. Attributes are:

```
<penal ty count="4" seconds="180" minor="2" major="2" match="0"></penal ty>
```

Attribute	Description
count	total number of penalties
seconds	total penalty time in seconds
minor	number of minor penalties
major	number of major penalties
match	number of match penalties

Notes: Used within <totals>and <player> tags.

<misc>

The <misc> tag contains miscellaneous statistics. Attributes are:

```
<mi sc facewon="10" facelost="10" gb="26" dc="0" turnover="14" ct="7" minutes="740"
seconds="290"></mi sc>
```

Attribute	Description
facewon	faceoffs won
facelost	faceoffs lost
gb	ground balls
dc	draw controls
turnover	turnovers
ct	caused turnovers
minutes	minutes played
seconds	seconds played

Notes: Used within <totals> and <player> tags.

<goalie>

The <goalie> tag contains goalie statistics. Attributes are:

```
<goal i e gp="1" gs="1" minutes="62:15" ga="9" saves="12" savebyprd="3,1,1,7,0" loss="7-3"
sho="0" cbosho="0" ppg="0" shg="0" eng="0" sog="0"></goal i e>
```

Attribute	Description
gp	games played at goalie
gs	games started at goalie
minutes	minutes at goalie
ga	goals allowed
saves	saves
savebyprd	saves by period (comma-delimited)
sho	shutouts
cbosho	combined shutouts
win	if present indicates a win for the goalie
loss	if present indicates a loss for the goalie
tie	if present indicates a tie for the goalie
ppg	power play goals allowed
shg	short handed goals allowed
eng	empty net goals allowed
sog	shootout goals allowed

Notes: Used within <totals> and <player> tags

<powerplay>

The <powerplay> tag contains team power play summary statistics. Attributes are:

```
<powerplay ppg="0" ppop="4"></powerplay>
```

Attribute	Description
ppg	power play goals scored
ppop	power play opportunities

Notes: Used within <totals> tag.

<clear>

The <clear> tag contains team clear summary statistics. Attributes are:

```
<clear clearm="16" cleara="20"></clear>
```

Attribute	Description
clearm	clears made
cleara	clears attempted

Notes: Used within <totals> tag.

<scores>

The <scores> tag indicates the beginning of the goals scores description section. The <score> tags that follow contains details of each goal scored. Attributes of the <score> tag are:

```
<scores>
  <scores>
    <score number="1" vh="H" id="JHU" prd="1" time="08:25" type="EV"
      name="Bobby Benson" seasong="16" assist1="Kevin Boland"></score>
    <score number="2" vh="V" id="MARYLAND" prd="1" time="06:47" type="EV"
      name="Jami e Daue" seasong="2" assist1="Dan LaMoni ca"></score>
    <score number="3" vh="H" id="JHU" prd="1" time="04:13" type="EV"
      name="Bobby Benson" seasong="17"></score>
    <score number="4" vh="V" id="MARYLAND" prd="1" time="01:50" type="EV"
      name="Mi ke Mollot" seasong="16"></score>
  </scores>
```

Attribute	Description
vh	V=visiting team, H=home team
id	team id of scoring team
number	sequential goal number within game
prd	period when goal was scored
time	time when goal was scored
name	name of player who scored goal
seasong	cumulative season goal number for player who scored goal (if known)
assist1	name of player credited with assist
assist2	name of second player credited with assist

Notes:

<penalties>

The <penalties> tag indicates the beginning of the penalty description section. The <pen> tags that follow contains details of each penalty charged during the game. Attributes of the <pen> tag are:

```
<penalties>
  <pen number="1"  vh="H"  id="JHU"  prd="1"  time="05:25"  pp="Y"  type="MINOR"  seconds="30"
    name="Michael Peyser" abbrev="HOLD" desc="HOLDING"></pen>
  <pen number="2"  vh="H"  id="JHU"  prd="2"  time="09:57"  pp="Y"  type="MAJOR"  seconds="60"
    name="Michael Peyser" abbrev="SL"  desc="SLASHING"></pen>
  <pen number="3"  vh="H"  id="JHU"  prd="2"  time="02:32"  pp="Y"  type="MINOR"  seconds="30"
    name="Corey Harned"  abbrev="PUSH" desc="PUSHING"></pen>
</penalties>
```

Attribute	Description
number	sequential penalty number within game
vh	V=visiting team, H=home team
id	team id of scoring team
prd	period when penalty was assessed
time	time of penalty
type	type of penalty (MINOR,MAJOR,MATCH)
seconds	penalty time in seconds
name	name of player charged with penalty
abbrev	penalty abbreviation
desc	penalty description

Notes:

<goaliechanges>

The <goaliechanges> tag indicates the beginning of the goalie sequence section. The <goaliechange> tags that follow contains details of each goalie change made during the game. Attributes of the <goaliechange> tag are:

```
<goaliechanges>
  <goaliechange vh="V" id="MARYLAND" prd="1" time="15:00" uni="3" name="Danny
McCormick"></goaliechange>
  <goaliechange vh="H" id="JHU" prd="1" time="15:00" uni="19" name="Nick Murtha"></goaliechange>
</goaliechanges>
```

Attribute	Description
vh	V=visiting team, H=home team
id	team id
prd	period when goalie change occurred
time	time of goalie change
uni	uniform number of new goalie
name	name of new goalie

Notes: For empty net situations, the goalie uni="TM" and the goalie name="EMPTY NET".

<shootouts>

The <shootouts> tag indicates the beginning of the shootout sequence section. The <shootout> tags that follow contains shootout attempt. Attributes of the <shootout> tag are:

```
<shootouts>
  <shootout vh="V" id="UND" uni="11" name="Henning, Brett" result="MADE"></shootout>
  <shootout vh="H" id="MIAMI" uni="12" name="Bautch, Jeremy" result="MISSED"></shootout>
  <shootout vh="V" id="UND" uni="22" name="Hagkull, Craig" result="MADE"></shootout>
  <shootout vh="H" id="MIAMI" uni="22" name="Leahy, Pat" result="MADE"></shootout>
</shootouts>
```

Attribute	Description
vh	V=visiting team, H=home team
id	team id
uni	uniform number of shooter
name	name of shooter
result	MADE or MISSED

Notes:

<plays>

The <plays> tag indicates the beginning of the play-by-play section. The <play> tags that follow are grouped within <period> tags. Attributes of the <plays> tag are:

```
<plays format="summary">
```

Attribute	Description
format	indicates the format of the play data that follows; currently only the "summary" format is supported

Notes:

<period>

The <period> tag defines the start of an period. Each period can contain any number of <play> or <currentscore> tags.

```
<plays format="summary">
  <period number="1">
    <play number="0" vh="V" team="MARYLAND" clock="15:00" action="GOALIE"
      text="Danny McCormick at goalie for MARYLAND."></play>
    <play number="1" vh="H" team="JHU" clock="15:00" action="GOALIE"
      text="Nick Murtha at goalie for JHU."></play>
    <play number="2" vh="V" team="MARYLAND" clock="15:00" action="FACE"
      text="Faceoff Brian Carroll vs Kyle Harrison won by MARYLAND."></play>
    <play number="3" vh="V" team="MARYLAND" clock="14:57" action="GB"
      text="Ground ball pickup by MARYLAND Brian Carroll."></play>
    <play number="4" vh="V" team="MARYLAND" clock="14:31" action="CLEAR"
      text="Clear attempt by MARYLAND good."></play>
    <play number="18" vh="V" team="MARYLAND" clock="10:19" action="SHOT"
      text="Shot by MARYLAND Matt Brock WIDE RIGHT."></play>
    <play number="25" vh="H" team="JHU" clock="08:25" action="GOAL" vscore="0" hscore="1"
      text="GOAL by JHU Bobby Benson, Assist by Kevin Boland, goal number 16 for
season."></play>
    <currentscore vscore="0" hscore="1"></currentscore>
  </period>
</plays>
```

Attribute	Description
number	period number

Notes: The <special> tags in a <period> contain specialty stats in the same format described above for team <totals>.

<play>

The <play> tag defines the game context for a play. Attributes of the <play> tag are:

```
<play number="25" vh="H" team="JHU" clock="08:25" action="GOAL" vscore="0" hscore="1"
      text="GOAL by JHU Bobby Benson, Assist by Kevin Boland, goal number 16 for season."></play>
```

Attribute	Description
number	sequential play number within the game
vh	V=Visitor, H=Home
team	team ID for this play
clock	clock time
action	action code (SHOT, GOAL, GB, DC, FACE, CLEAR, GOALIE, TURN, PEN, TOUT)
vscore	visitor score (if goal scored on this play)
hscore	home score (if goal scored on this play)
text	narrative text of the play

Notes:

<currentscore>

The <currentscore> tag indicates the current score in the game. Attributes of the <currentscore> tag are:

```
<play number="123" text="[13:31] GOAL by MIAMI Boyle, Dan, Assist by Whitecotton, Dustin."></play>
<currentscore vscore="1" hscore="3"></currentscore>
```

Attribute	Description
vscore	current visitor score
hscore	current home score

Notes:

Change history:

Version 1.0

Initial baseline