**SportVU moments**

**1. Quarter (int):** The first element indicates the quarter of the game (e.g., 1 for the first quarter).

**2. Timestamp (int):** The second element is a Unix timestamp in milliseconds representing the exact moment the data was captured.

**3. Game Clock (float):** The third element shows the amount of time in seconds remaining on the game clock at the moment the data was captured.

**4. Shot Clock (float):** The fourth element represents the time remaining on the shot clock at that moment. This can be `None` if the shot clock is not active.

**5. Unknown (None):** The fifth element is consistently `None` in the examples provided, and its purpose is not clear from the data alone.

**6. Player and Ball Positions (list of lists):** The sixth element is a nested list where each sub-list provides details about either the ball or a player on the court at that moment. Each sub-list contains the following:

**- Team ID (int):** The ID of the team. For the ball, this is typically `-1`.

**- Player ID (int):** The ID of the player, or `-1` for the ball.

**- x-coordinate (float):** The x-coordinate on the court where the player or ball is located.

**- y-coordinate (float):** The y-coordinate on the court where the player or ball is located.

**- Radius (float):** For the ball, this represents the height of the ball off the court in feet. For players, this is typically `0.0` indicating they are on the court surface.

1—Field Goal Made

2—Field Goal Missed

3—Free Throw Attempt

4—Rebound

5—Turnover

6—Foul

7—Violation

8—Substitution

9—Timeout

10—Jump Ball

11—Ejection

12—Start of Period

13—End of Period

18—Weird and unknown. Names that do show are those of retired players. Maybe just bugs?