Game Detail

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Game Detail

This feed contains the full boxscore for an archived game. The archived game response will restart every 3 hours, starting at 12:00AM CDT, and will conclude in a post game state at the end of the 3 hour session. To force a particular game state response, simply provide a query parameter to your request with a valid `state` value, as illustrated below in the Query Parameters.

If no valid state parameter is provided, the response will contain the archived game response for that time, relative to the 3 hour window. For example, a request without a query parameter present, sent to the endpoint below at 1:15PM CDT will respond with a live game state in the 2nd quarter.

URL : `https://htxrockets.com/api/archived-game/0022101142`

Method : `GET`

Auth required : `NO`

Query Parameters

Parameter	Type	Required?	Default Value	Accepted Values	Notes
`state`	`string`	False	none	*pregame*, *live*, *halftime*, *postgame*	Force a specific game state response

Success Response

Code : `200 OK`

Example Content

```
{
    "g": {
        "mid": 1646340841581,
```

```
        "gid": 0022101142,
        "gdte": "2022-03-30",
        //...
    }
}
```

Game Object Detail

Game Response Schema

Key	Value Type	Notes
mid	number	Message ID
gid	string	Game ID
gdte	string	Game Date Eastern
htm	string	Game Time for Home Team
vtm	string	Game Time for Away Team
etm	string	Game Time Eastern
gdtutc	string	Game Time UTC
utctm	string	Game Time UTC in "hh:mm" 24 hour format
ac	string	Arena City
as	string	Arena State
gcode	string	Game Code
next	string	Next file requested
ar	number	0 or 1, "is video archive available". Not used.
p	number	Period
st	number	Game Status (1=pregame, 2=in progress, 3=complete)
stt	string	Game Status Text
cl	string	Clock

Key	Value Type	Notes
lpla	object	Last event/play that occurred. (lpla object detail)
vls	object	Visitor Line Score Object (team line score object detail)
hls	object	Home Line Score Object (team line score object detail)
offs	object	Officials Object (offs object detail)
an	string	Arena Name
at	number	Attendance
gsts	object	Game Stats Object (gsts object detail)
dur	string	Game Duration

Last Play (lpla) Object Detail

Response Schema

Key	Value Type	Notes
evt	number	Event
cl	string	Clock
de	string	Description
locX	number	Court location X
locY	number	Court location Y
opt1	number	Option – Event Type 1
opt2	number	Option – Event Type 2
mtype	number	Message Type
etype	number	Event Type
opid	string	Opposing player ID (e.g. for fouls)

Key	Value Type	Notes
tid	number	Player ID
pid	number	Team ID (of player id)
hs	number	Home Team Score
vs	number	Visitor Team Score
epid	string	Extra Person ID
oftid	number	The offensive team's id

Team Line Score (vls or hls) Object Detail

This object represents either the Visitor Line Score (visiting team), or the Home Line Score (home team).
Response Schema

Key	Value Type	Notes
s	number	Score
ftout	number	Full timeouts remaining
stout	number	Short timeouts remaining
ta	string	Team Abbreviation (ex. HOU)
tstsg	object	Team Stats (game) Object (tstsg object detail)
pstsg	array	Array of Player Stats (game) Object (pstsg object detail)
tn	string	Team Name
tc	string	Team City
tid	number	Team ID
q1	number	Quarter 1 Points (if game of two halves, this is First Half Points)
q2	number	Quarter 2 Points (if game of two halves, this is Second Half Points)
q3	number	Quarter 3 Points (if game of two halves, this is always zero)

Key	Value Type	Notes
q4	number	Quarter 4 Points (if game of two halves, this is always zero)
ot1	number	Overtime 1 Points
ot2	number	Overtime 2 Points
ot3	number	Overtime 3 Points
ot4	number	Overtime 4 Points
ot5	number	Overtime 5 Points
ot6	number	Overtime 6 Points
ot7	number	Overtime 7 Points
ot8	number	Overtime 8 Points
ot9	number	Overtime 9 Points
ot10	number	Overtime 10 Points

Team Stats Game (tstsg) Object Detail

Response Schema

Key	Value Type	Notes
fga	number	Field Goals Attempted
fgm	number	Field Goals Made
tpa	number	Three Pointers Attempted
tpm	number	Three Pointers Made
fta	number	Free Throws Attempted
ftm	number	Free Throws Made
oreb	number	Offensive Rebounds

Key	Value Type	Notes
dreb	number	Defensive Rebounds
reb	number	Rebounds
ast	number	Assists
stl	number	Steals
blk	number	Blocks
pf	number	Fouls
tov	number	Turnovers
fbpts	number	Fastbreak Points
fbptsa	number	Fastbreak Points Attempted
fbptsm	number	Fastbreak Points Made
pip	number	Points In the Paint
pipa	number	Points in the Paint Attempted
pipm	number	Points in the Paint Made
ble	number	Biggest Lead
bpts	number	Bench points
tf	number	Team Technical Fouls
scp	number	Team Second Chance Points
tmreb	number	Team rebounds (not cumulative)
tmtov	number	Team turnovers (not cumulative)
potov	number	Points off turnovers

Player Stats Game (pstsg) Object Detail

Response Schema

Key	Value Type	Notes
fn	string	First Name
ln	string	Last Name
num	string	Jersey Number
pos	string	Position
min	number	Minutes Played
sec	number	Seconds Played (beyond Minutes Played)
totsec	number	Total Seconds Played (Minutes Played * 60 + Seconds Played)
fga	number	Field Goal Attempted
fgm	number	Field Goals Made
tpa	number	Three Pointers Attempted
tpm	number	Three Pointers Made
fta	number	Free Throws Attempted
ftm	number	Free Throws Made
oreb	number	Offensive Rebounds
dreb	number	Defensive Rebounds
reb	number	Rebounds
ast	number	Assists
stl	number	Steals
blk	number	Blocks
pf	number	Fouls
pts	number	Points
tov	number	Turnovers

Key	Value Type	Notes
fbpts	number	Fastbreak Points
fbptsa	number	Fastbreak Points Attempted
fbptsm	number	Fastbreak Points Made
pip	number	Points In Paint
pipa	number	Points in the Paint Attempted
pipm	number	Points in the Paint Made
court	number	1 or 0, on or off court
pid	number	Player ID
pm	number	Plus/Minus
blka	number	Blocks Against
tf	number	Technical Fouls
status	string	Player Status for game: A/I (A is active and eligible to play. I is inactive)
memo	string	Additional notes

Officials (offs) Object Detail

Response Schema

Key	Value Type	Notes
fn	string	First Name
ln	string	Last Name
num	string	Jersey Number

Game Stats (gsts) Object Detail

Response Schema

Key	Value Type	Notes
lc	number	Times Tied
tt	number	Lead Changes

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