

# Namespace Sportradar.OddsFeed.SDK.Api

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Defines a contract implemented by classes capable of dispatching only specific entities

### [IUofSdk](#)

Represent a root object of the unified odds sdk

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Represent a root object of the unified odds sdk when using Replay Server

### [IUofSession](#)

Represents a session to the odds feed

### [IUofSessionBuilder](#)

Represents a first step when building a [IUofSession](#) instance

# Class EntityDispatcherBase

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A base class for classes used to dispatch messages

```
public class EntityDispatcherBase
```

## Inheritance

[object](#) ← EntityDispatcherBase

## Derived

[UofSdk](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### EntityDispatcherBase()

Initializes a new instance of the [EntityDispatcherBase](#)

```
protected EntityDispatcherBase()
```

## Methods

### Dispatch<T>(EventHandler<T>, T, FeedMessage)

Dispatches the `feed` message

```
protected void Dispatch<T>(EventHandler<T> handler, T eventArgs,  
FeedMessage message)
```

## Parameters

`handler` [EventHandler<T>](#)

Event delegate

`eventArgs` `T`

Event arguments

`message` [FeedMessage](#)

A message to dispatch

## Type Parameters

`T`

The type of the event arguments

## Dispatch<T>(EventHandler<T>, T, string, int)

Raises the specified sdk event (ProducerUp, ProducerDown, ...)

```
protected void Dispatch<T>(EventHandler<T> handler, T eventArgs, string
eventHandlerName, int producerId)
```

## Parameters

`handler` [EventHandler<T>](#)

A [EventHandler<TEventArgs>](#) representing the event

`eventArgs` `T`

Event arguments

`eventHandlerName` [string](#)

The name of the event

`producerId` [int](#)

The producer id

## Type Parameters

T

The type of the event arguments

# Interface IEntityDispatcher<T>

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Specifies a contract defining events used for user notification

```
public interface IEntityDispatcher<T> where T : ISportEvent
```

## Type Parameters

T

A [ISportEvent](#) derived type specifying the type of sport associated with [IEntityDispatcher<T>](#)

## Events

### OnBetCancel

Raised when a bet cancel message is received from the feed

```
event EventHandler<BetCancelEventArgs<T>> OnBetCancel
```

### Event Type

[EventHandler](#)<[BetCancelEventArgs](#)<T>>

### OnBetSettlement

Raised when a bet settlement message is received from the feed

```
event EventHandler<BetSettlementEventArgs<T>> OnBetSettlement
```

### Event Type

[EventHandler](#)<[BetSettlementEventArgs](#)<T>>

## OnBetStop

Raised when a bet stop message is received from the feed

**event** EventHandler<BetStopEventArgs<T>> OnBetStop

## Event Type

[EventHandler](#)<[BetStopEventArgs](#)<T>>

## OnFixtureChange

Raised when a fixture change message is received from the feed

**event** EventHandler<FixtureChangeEventArgs<T>> OnFixtureChange

## Event Type

[EventHandler](#)<[FixtureChangeEventArgs](#)<T>>

## OnOddsChange

Raised when a odds change message is received from the feed

**event** EventHandler<OddsChangeEventArgs<T>> OnOddsChange

## Event Type

[EventHandler](#)<[OddsChangeEventArgs](#)<T>>

## OnRollbackBetCancel

Raised when a rollback bet cancel message is received from the feed

```
event EventHandler<RollbackBetCancelEventArgs<T>> OnRollbackBetCancel
```

## Event Type

[EventHandler](#)<[RollbackBetCancelEventArgs](#)<T>>

## OnRollbackBetSettlement

Raised when a rollback bet settlement is received from the feed

```
event EventHandler<RollbackBetSettlementEventArgs<T>> OnRollbackBetSettlement
```

## Event Type

[EventHandler](#)<[RollbackBetSettlementEventArgs](#)<T>>

# Interface IProducer

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for producer which use the feed to dispatch messages

```
public interface IProducer
```

## Extension Methods

[ProducerExtensions.MaxAfterAge\(IProducer\)](#)

## Properties

### Description

Gets the description of the producer

```
string Description { get; }
```

### Property Value

[string](#)

The description

### Id

Gets the id of the producer

```
int Id { get; }
```

### Property Value

[int](#)

The id

## IsAvailable

Gets a value indicating whether the producer is available on feed

```
bool IsAvailable { get; }
```

### Property Value

[bool](#)

`true` if this instance is active; otherwise, `false`

## IsDisabled

Gets a value indicating whether the producer is disabled

```
bool IsDisabled { get; }
```

### Property Value

[bool](#)

`true` if this instance is disabled; otherwise, `false`

## IsProducerDown

Gets a value indicating whether the producer is marked as down

```
bool IsProducerDown { get; }
```

### Property Value

[bool](#)

`true` if this instance is down; otherwise, `false`

## LastTimestampBeforeDisconnect

Gets the last timestamp before disconnect for this producer

```
DateTime LastTimestampBeforeDisconnect { get; }
```

## Property Value

[DateTime](#)

The last timestamp before disconnect

## MaxInactivitySeconds

Gets the maximum inactivity seconds

```
int MaxInactivitySeconds { get; }
```

## Property Value

[int](#)

The maximum inactivity seconds

## MaxRecoveryTime

Gets the maximum recovery time (in seconds)

```
int MaxRecoveryTime { get; }
```

## Property Value

[int](#)

The maximum recovery time (in seconds)

## Name

Gets the name of the producer

```
string Name { get; }
```

## Property Value

[string](#)

The name

## RecoveryInfo

Gets the recovery info about last recovery attempt

```
IRecoveryInfo RecoveryInfo { get; }
```

## Property Value

[IRecoveryInfo](#)

The recovery info about last recovery attempt

## Scope

Gets the scope of the producer

```
IReadOnlyCollection<string> Scope { get; }
```

## Property Value

[IReadOnlyCollection](#)<string>

The scope

## StatefulRecoveryWindow

Gets the stateful recovery window in minutes.

```
int StatefulRecoveryWindow { get; }
```

## Property Value

[int](#)

The stateful recovery window in minutes.

# Interface IRecoveryInfo

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for recovery info which contains data about last recovery attempt

```
public interface IRecoveryInfo
```

## Properties

### After

Gets the after timestamp of the recovery or 0 if full recovery was done

```
long After { get; }
```

### Property Value

[long](#)

The after

### NodeId

Gets the node identifier

```
int NodeId { get; }
```

### Property Value

[int](#)

The node identifier

## RequestId

Gets the request identifier

```
long RequestId { get; }
```

### Property Value

[long](#)

The request identifier

## ResponseCode

Gets the response code of the recovery request

```
int ResponseCode { get; }
```

### Property Value

[int](#)

The response code of the recovery request

## ResponseMessage

Gets the response message of the recovery request

```
string ResponseMessage { get; }
```

### Property Value

[string](#)

the response message of the recovery request

## Timestamp

Gets the timestamp specifying when the recovery was initiated

```
long Timestamp { get; }
```

## Property Value

[long ↗](#)

The timestamp

# Interface ISessionBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a second step when building a [IUofSession](#) instance

```
public interface ISessionBuilder
```

## Methods

### Build()

Builds and returns a [IUofSession](#) instance

```
IUofSession Build()
```

## Returns

[IUofSession](#)

the built [IUofSession](#) instance

# Interface ISpecificEntityDispatcher<T>

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes capable of dispatching only specific entities

```
public interface ISpecificEntityDispatcher<T> : IOpenable, IEntityDispatcher<T>
    where T : ISportEvent
```

## Type Parameters

T

Specifies the type of the entities that can be dispatched

## Inherited Members

[IOpenable.IsOpened](#) , [IOpenable.Open\(\)](#) , [IOpenable.Close\(\)](#) ,  
[IEntityDispatcher<T>.OnOddsChange](#) , [IEntityDispatcher<T>.OnBetStop](#) ,  
[IEntityDispatcher<T>.OnBetSettlement](#) , [IEntityDispatcher<T>.OnRollbackBetSettlement](#) ,  
[IEntityDispatcher<T>.OnBetCancel](#) , [IEntityDispatcher<T>.OnRollbackBetCancel](#) ,  
[IEntityDispatcher<T>.OnFixtureChange](#)

## See Also

[IOpenable](#)

[IEntityDispatcher<T>](#)

# Interface IUofSdk

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent a root object of the unified odds sdk

```
public interface IUofSdk : IDisposable
```

## Inherited Members

[IDisposable.Dispose\(\)](#)

## Properties

### BookingManager

Gets a [IBookingManager](#) instance used to perform various booking calendar operations

```
IBookingManager BookingManager { get; }
```

### Property Value

[IBookingManager](#)

### BookmakerDetails

Gets a [IBookmakerDetails](#) instance used to get info about bookmaker and token used

```
IBookmakerDetails BookmakerDetails { get; }
```

### Property Value

[IBookmakerDetails](#)

### CashOutProbabilitiesProvider

Gets the [ICashOutProbabilitiesProvider](#) instance used to retrieve cash out probabilities for betting markets

```
ICashOutProbabilitiesProvider CashOutProbabilitiesProvider { get; }
```

## Property Value

[ICashOutProbabilitiesProvider](#)

## CustomBetManager

Gets a [ICustomBetManager](#) instance used to perform various custom bet operations

```
ICustomBetManager CustomBetManager { get; }
```

## Property Value

[ICustomBetManager](#)

## EventChangeManager

Gets a [IEventChangeManager](#) instance used to automatically receive fixture and result changes

```
IEventChangeManager EventChangeManager { get; }
```

## Property Value

[IEventChangeManager](#)

## EventRecoveryRequestIssuer

Gets a [IEventRecoveryRequestIssuer](#) instance used to issue recovery requests to the feed

```
IEventRecoveryRequestIssuer EventRecoveryRequestIssuer { get; }
```

## Property Value

[IEventRecoveryRequestIssuer](#)

## MarketDescriptionManager

Gets a [IMarketDescriptionManager](#) instance used to get info about available markets, and to get translations for markets and outcomes including outrights

```
IMarketDescriptionManager MarketDescriptionManager { get; }
```

## Property Value

[IMarketDescriptionManager](#)

## ProducerManager

Gets a [IProducerManager](#) instance used to retrieve producer related data

```
IProducerManager ProducerManager { get; }
```

## Property Value

[IProducerManager](#)

## SportDataProvider

Gets a [ISportDataProvider](#) instance used to retrieve sport related data from the feed

```
ISportDataProvider SportDataProvider { get; }
```

## Property Value

[ISportDataProvider](#)

# Methods

## Close()

Closes the current feed by closing all created sessions and disposing of all resources associated with the current instance

```
void Close()
```

## GetSessionBuilder()

Constructs and returns a new instance of [IUofSessionBuilder](#)

```
IUofSessionBuilder GetSessionBuilder()
```

## Returns

[IUofSessionBuilder](#)

Constructed instance of the [IUofSessionBuilder](#)

## IsOpen()

Returns an indicator if the feed instance is opened or not

```
bool IsOpen()
```

## Returns

[bool](#) ↗

Returns true if the sdk is opened, otherwise false

## Open()

Opens the current feed by opening all created sessions

```
void Open()
```

## Events

### Closed

Occurs when feed is closed

```
event EventHandler<FeedCloseEventArgs> Closed
```

### Event Type

[EventHandler](#)<[FeedCloseEventArgs](#)>

## ConnectionException

Occurs when an exception occurs in the connection loop

```
event EventHandler<ConnectionExceptionEventArgs> ConnectionException
```

### Event Type

[EventHandler](#)<[ConnectionExceptionEventArgs](#)>

## Disconnected

Raised when the current instance of [IUofSdk](#) loses connection to the feed

```
event EventHandler<EventArgs> Disconnected
```

### Event Type

[EventHandler](#)<[EventArgs](#)>

## EventRecoveryCompleted

Occurs when a requested event recovery completes

```
event EventHandler<EventRecoveryCompletedEventArgs> EventRecoveryCompleted
```

### Event Type

[EventHandler](#)<[EventRecoveryCompletedEventArgs](#)>

## ProducerDown

Raised when the current [IUofSdk](#) instance determines that the [IProducer](#) associated with the odds feed went down

```
event EventHandler<ProducerStatusChangeEventArgs> ProducerDown
```

### Event Type

[EventHandler](#)<[ProducerStatusChangeEventArgs](#)>

## ProducerUp

Raised when the current [IUofSdk](#) instance determines that the [IProducer](#) associated with the odds feed went up (back online)

```
event EventHandler<ProducerStatusChangeEventArgs> ProducerUp
```

### Event Type

[EventHandler](#)<[ProducerStatusChangeEventArgs](#)>

## RecoveryInitiated

Occurs when a recovery initiation completes

```
event EventHandler<RecoveryInitiatedEventArgs> RecoveryInitiated
```

## Event Type

[EventHandler](#)<[RecoveryInitiatedEventArgs](#)>

# Interface IUofSdkForReplay

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent a root object of the unified odds sdk when using Replay Server

```
public interface IUofSdkForReplay : IUofSdk, IDisposable
```

## Inherited Members

[IUofSdk.Disconnected](#) , [IUofSdk.Closed](#) , [IUofSdk.ProducerDown](#) , [IUofSdk.ProducerUp](#) ,  
[IUofSdk.RecoveryInitiated](#) , [IUofSdk.EventRecoveryCompleted](#) ,  
[IUofSdk.ConnectionException](#) , [IUofSdk.EventRecoveryRequestIssuer](#) ,  
[IUofSdk.CashOutProbabilitiesProvider](#) , [IUofSdk.SportDataProvider](#) ,  
[IUofSdk.ProducerManager](#) , [IUofSdk.BookingManager](#) , [IUofSdk.BookmakerDetails](#) ,  
[IUofSdk.MarketDescriptionManager](#) , [IUofSdk.CustomBetManager](#) ,  
[IUofSdk.EventChangeManager](#) , [IUofSdk.GetSessionBuilder\(\)](#) , [IUofSdk.Open\(\)](#) ,  
[IUofSdk.IsOpen\(\)](#) , [IUofSdk.Close\(\)](#) , [IDisposable.Dispose\(\)](#) ↴

## Properties

### ReplayManager

The replay manager for interaction with Replay Server

```
IReplayManager ReplayManager { get; }
```

### Property Value

[IReplayManager](#)

# Interface IUofSession

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a session to the odds feed

```
public interface IUofSession : IEntityDispatcher<ISportEvent>
```

## Inherited Members

[IEntityDispatcher<ISportEvent>.OnOddsChange](#) ,  
[IEntityDispatcher<ISportEvent>.OnBetStop](#) ,  
[IEntityDispatcher<ISportEvent>.OnBetSettlement](#) ,  
[IEntityDispatcher<ISportEvent>.OnRollbackBetSettlement](#) ,  
[IEntityDispatcher<ISportEvent>.OnBetCancel](#) ,  
[IEntityDispatcher<ISportEvent>.OnRollbackBetCancel](#) ,  
[IEntityDispatcher<ISportEvent>.OnFixtureChange](#)

## Properties

### Name

Gets the name of the session

```
string Name { get; }
```

### Property Value

[string](#) ↗

## Methods

### CreateSportSpecificMessageDispatcher<T>()

Constructs and returns a sport-specific [ISpecificEntityDispatcher<T>](#) instance allowing processing of messages containing entity specific information

```
ISpecificEntityDispatcher<T> CreateSportSpecificMessageDispatcher<T>() where T : ISportEvent
```

## Returns

[ISpecificEntityDispatcher<T>](#)

The constructed [ISpecificEntityDispatcher<T>](#)

## Type Parameters

T

A [ICompetition](#) derived type specifying the entities associated with the created [IEntityDispatcher<T>](#) instance

## Events

### OnUnparsableMessageReceived

Raised when a message which cannot be parsed is received

**event** EventHandler<UnparsableMessageEventArgs> OnUnparsableMessageReceived

## Event Type

[EventHandler](#)<[UnparsableMessageEventArgs](#)>

# Interface IUofSessionBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a first step when building a [IUofSession](#) instance

```
public interface IUofSessionBuilder
```

## Methods

### SetMessageInterest(MessageInterest)

Sets a [MessageInterest](#) specifying which type of messages should be received from the feed

```
ISessionBuilder SetMessageInterest(MessageInterest msgInterest)
```

## Parameters

msgInterest [MessageInterest](#)

a [MessageInterest](#) specifying which type of messages should be received from the feed

## Returns

[ISessionBuilder](#)

A [ISessionBuilder](#) representing the second step when building a [IUofSession](#) instance

# Class UofSdk

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A [IUofSdk](#) implementation acting as an entry point to the odds feed SDK

```
public class UofSdk : EntityDispatcherBase, IUofSdk, IDisposable
```

## Inheritance

[object](#) ← [EntityDispatcherBase](#) ← UofSdk

## Implements

[IUofSdk](#), [IDisposable](#)

## Derived

[UofSdkExtended](#), [UofSdkForReplay](#)

## Inherited Members

[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, FeedMessage\)](#) ,  
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, string, int\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### UofSdk(IServiceProvider)

Constructs a new instance of the [UofSdk](#) class

```
public UofSdk(IServiceProvider serviceProvider)
```

## Parameters

serviceProvider [IServiceProvider](#)

A [IServiceProvider](#) instance including UofSdk configuration

# UofSdk(IServiceProvider, bool)

Initializes a new instance of the [UofSdk](#) class

```
protected UofSdk(IServiceProvider serviceProvider, bool isReplay)
```

## Parameters

serviceProvider [IServiceProvider](#)

A [IServiceProvider](#) instance including UofSdk configuration

isReplay [bool](#)

Value indicating whether the constructed instance will be used to connect to replay server

## Fields

### ServiceProvider

A service provider where all the UofSdk services are registered

```
protected readonly IServiceProvider ServiceProvider
```

## Field Value

[IServiceProvider](#)

## Properties

### BookingManager

Gets a [IBookingManager](#) instance used to perform various booking calendar operations

```
public IBookingManager BookingManager { get; }
```

## Property Value

## [IBookingManager](#)

The booking manager

## BookmakerDetails

Gets a [IBookmakerDetails](#) instance used to get info about bookmaker and token used

```
public IBookmakerDetails BookmakerDetails { get; }
```

## Property Value

[IBookmakerDetails](#)

## CashOutProbabilitiesProvider

Gets the [ICashOutProbabilitiesProvider](#) instance used to retrieve cash out probabilities for betting markets

```
public ICashOutProbabilitiesProvider CashOutProbabilitiesProvider { get; }
```

## Property Value

[ICashOutProbabilitiesProvider](#)

## CustomBetManager

Gets a [ICustomBetManager](#) instance used to perform various custom bet operations

```
public ICustomBetManager CustomBetManager { get; }
```

## Property Value

[ICustomBetManager](#)

The custom bet manager

## EventChangeManager

Gets a [IEventChangeManager](#) instance used to automatically receive fixture and result changes

```
public IEventChangeManager EventChangeManager { get; }
```

### Property Value

[IEventChangeManager](#)

## EventRecoveryRequestIssuer

Gets a [IEventRecoveryRequestIssuer](#) instance used to issue recovery requests to the feed

```
public IEventRecoveryRequestIssuer EventRecoveryRequestIssuer { get; }
```

### Property Value

[IEventRecoveryRequestIssuer](#)

## MarketDescriptionManager

Gets a [IMarketDescriptionManager](#) instance used to get info about available markets, and to get translations for markets and outcomes including outrights

```
public IMarketDescriptionManager MarketDescriptionManager { get; }
```

### Property Value

[IMarketDescriptionManager](#)

## ProducerManager

Gets a [IProducerManager](#) instance used to retrieve producer related data

```
public IProducerManager ProducerManager { get; }
```

## Property Value

### [IProducerManager](#)

The producer manager

## SportDataProvider

Gets a [ISportDataProvider](#) instance used to retrieve sport related data from the feed

```
public ISportDataProvider SportDataProvider { get; }
```

## Property Value

### [ISportDataProvider](#)

The sport data provider

## Methods

### AvailableLanguages()

Get all available languages that can be used within SDK and are supported on feed messages

```
public static IEnumerable<CultureInfo> AvailableLanguages()
```

## Returns

### [IEnumerable](#)<[CultureInfo](#)>

List<CultureInfo>

### Close()

Closes the current [UofSdk](#) instance and disposes resources used by it

```
public void Close()
```

## DispatchConnectionException(CallbackExceptionEventArgs)

Dispatches the information that the exception was thrown in connection loop

```
public void DispatchConnectionException(CallbackExceptionEventArgs  
callbackExceptionEventArgs)
```

### Parameters

`callbackExceptionEventArgs` `CallbackExceptionEventArgs`

The information about the exception

## Dispose()

Disposes the current instance and resources associated with it

```
public void Dispose()
```

## Dispose(bool)

Disposes the current instance and resources associated with it

```
protected virtual void Dispose(bool disposing)
```

### Parameters

`disposing` `bool`

Value indicating whether the managed resources should also be disposed

## GetConfigurationBuilder()

Constructs a [IUofConfiguration](#) instance from provided information

```
public static ITokenSetter GetConfigurationBuilder()
```

### Returns

[ITokenSetter](#)

A [IUofConfiguration](#) instance created from provided information

## GetSessionBuilder()

Constructs and returns a new instance of [IUofSessionBuilder](#)

```
public IUofSessionBuilder GetSessionBuilder()
```

### Returns

[IUofSessionBuilder](#)

Constructed instance of the [IUofSessionBuilder](#)

## IsOpen()

Returns an indicator if the feed instance is opened or not

```
public bool IsOpen()
```

### Returns

[bool](#)

Returns true if the sdk is opened, otherwise false

## Open()

Opens the current feed by opening all created sessions

```
public void Open()
```

## Exceptions

[ObjectDisposedException](#)

[InvalidOperationException](#)

The feed is already opened or The configuration is not valid

[CommunicationException](#)

Connection to the REST-ful API failed, Probable Reason={Invalid or expired token} or  
Connection to the message broker failed, Probable Reason={Invalid or expired token} or

## Events

### Closed

Occurs when feed is closed

```
public event EventHandler<FeedCloseEventArgs> Closed
```

### Event Type

[EventHandler](#)<[FeedCloseEventArgs](#)>

## ConnectionException

Occurs when an exception occurs in the connection loop

```
public event EventHandler<ConnectionExceptionEventArgs> ConnectionException
```

### Event Type

[EventHandler](#)<[ConnectionExceptionEventArgs](#)>

## Disconnected

Raised when the current instance of [IUofSdk](#) loses connection to the feed

```
public event EventHandler<EventArgs> Disconnected
```

## Event Type

[EventHandler](#)<[EventArgs](#)>

## EventRecoveryCompleted

Occurs when a requested event recovery completes

```
public event EventHandler<EventRecoveryCompletedEventArgs> EventRecoveryCompleted
```

## Event Type

[EventHandler](#)<[EventRecoveryCompletedEventArgs](#)>

## ProducerDown

Raised when the current [IUofSdk](#) instance determines that the [IProducer](#) associated with the odds feed went down

```
public event EventHandler<ProducerStatusChangeEventArgs> ProducerDown
```

## Event Type

[EventHandler](#)<[ProducerStatusChangeEventArgs](#)>

## ProducerUp

Raised when the current [IUofSdk](#) instance determines that the [IProducer](#) associated with the odds feed went up (back online)

```
public event EventHandler<ProducerStatusChangeEventArgs> ProducerUp
```

## Event Type

[EventHandler](#)<[ProducerStatusChangeEventArgs](#)>

## RecoveryInitiated

Occurs when a recovery initiation completes

```
public event EventHandler<RecoveryInitiatedEventArgs> RecoveryInitiated
```

## Event Type

[EventHandler](#)<[RecoveryInitiatedEventArgs](#)>

# Class UofSdkForReplay

Namespace: [Sportradar.OddsFeed.SDK.Api](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A [IUofSdk](#) implementation acting as an entry point to the odds feed Replay Service for doing integration tests against played matches that are older than 48 hours

```
public class UofSdkForReplay : UofSdk, IUofSdkForReplay, IUofSdk, IDisposable
```

## Inheritance

[object](#) ← [EntityDispatcherBase](#) ← [UofSdk](#) ← [UofSdkForReplay](#)

## Implements

[IUofSdkForReplay](#), [IUofSdk](#), [IDisposable](#)

## Inherited Members

[UofSdk.ServiceProvider](#), [UofSdk.Disconnected](#), [UofSdk.Closed](#),  
[UofSdk.EventRecoveryCompleted](#), [UofSdk.RecoveryInitiated](#), [UofSdk.ProducerDown](#),  
[UofSdk.ProducerUp](#), [UofSdk.ConnectionException](#), [UofSdk.EventRecoveryRequestIssuer](#),  
[UofSdk.SportDataProvider](#), [UofSdk.ProducerManager](#), [UofSdk.BookingManager](#),  
[UofSdk.CashOutProbabilitiesProvider](#), [UofSdk.BookmakerDetails](#),  
[UofSdk.MarketDescriptionManager](#), [UofSdk.CustomBetManager](#),  
[UofSdk.EventChangeManager](#), [UofSdk.Dispose\(\)](#),  
[UofSdk.DispatchConnectionException\(CallbackEventArgs\)](#),  
[UofSdk.GetConfigurationBuilder\(\)](#), [UofSdk.GetSessionBuilder\(\)](#),  
[UofSdk.AvailableLanguages\(\)](#), [UofSdk.Open\(\)](#), [UofSdk.IsOpen\(\)](#), [UofSdk.Close\(\)](#),  
[UofSdk.Dispose\(bool\)](#),  
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, FeedMessage\)](#),  
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, string, int\)](#),  
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),  
[object.ToString\(\)](#)

## Constructors

### UofSdkForReplay(IServiceProvider)

Initializes a new instance of the [UofSdkForReplay](#) class

```
public UofSdkForReplay(IServiceProvider serviceProvider)
```

## Parameters

serviceProvider [IServiceProvider](#)

A [IServiceProvider](#) instance including UofSdk configuration

## Properties

### ReplayManager

The replay manager for interaction with xReplay Server

```
public IReplayManager ReplayManager { get; }
```

## Property Value

[IReplayManager](#)

# Namespace Sportradar.OddsFeed.SDK.Api.Config

## Classes

### [MessageInterest](#)

Defines which messages will be provided by feed

## Interfaces

### [IConfigurationBuilder](#)

Defines a contract implemented by classes used to set general configuration properties

### [IConfigurationBuilderBase<T>](#)

A base contract custom and general configuration builders

### [ICustomConfigurationBuilder](#)

Defines a contract implemented by classes used to set general and custom configuration properties

### [IEnvironmentSelector](#)

Defines a contract implemented by classes taking care of the 2nd step when building configuration - selecting the environment.

### [IRecoveryConfigurationBuilder<T>](#)

Defines a contract implemented by classes used to set recovery related configuration properties

### [ITokenSetter](#)

Defines a contract implemented by classes taking care of the 1st step when building configuration - setting the token

### [IUofAdditionalConfiguration](#)

Defines a contract implemented by classes representing additional uof sdk configuration / settings

### [IUofApiConfiguration](#)

Defines a contract implemented by classes representing api connection configuration / settings

### [IUofCacheConfiguration](#)

Defines a contract implemented by classes representing sdk internal caches configuration / settings

## [IUofConfiguration](#)

Defines a contract implemented by classes representing uof sdk configuration / settings

## [IUofProducerConfiguration](#)

Defines a contract implemented by classes representing api connection configuration / settings

## [IUofRabbitConfiguration](#)

Defines a contract implemented by classes representing rabbit connection configuration / settings

# Interface IConfigurationBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to set general configuration properties

```
public interface IConfigurationBuilder :  
IRecoveryConfigurationBuilder<IConfigurationBuilder>,  
IConfigurationBuilderBase<IConfigurationBuilder>
```

## Inherited Members

[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetInactivitySeconds\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetInactivitySecondsPrematch\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetMaxRecoveryTime\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetMinIntervalBetweenRecoveryRequests\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetAdjustAfterAge\(bool\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetHttpClientTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetHttpClientRecoveryTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetHttpClientFastFailingTimeout\(int\)](#) ,  
  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetMaxConnectionsPerServer\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetSportEventCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetSportEventStatusCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetProfileCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetVariantMarketDescriptionCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetIgnoreBetPalTimelineSportEventStatusCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetIgnoreBetPalTimelineSportEventStatus\(bool\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetRabbitConnectionTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetRabbitHeartbeat\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.SetStatisticsInterval\(int\)](#) ,  
[IRecoveryConfigurationBuilder<IConfigurationBuilder>.OmitMarketMappings\(bool\)](#) ,  
[IConfigurationBuilderBase<IConfigurationBuilder>.LoadFromConfigFile\(\)](#) ,

[IConfigurationBuilderBase< IConfigurationBuilder >.SetDesiredLanguages\(IEnumerable< CultureInfo >\)](#) ,  
[IConfigurationBuilderBase< IConfigurationBuilder >.SetDefaultLanguage\(CultureInfo\)](#) ,  
[IConfigurationBuilderBase< IConfigurationBuilder >.SetExceptionHandlingStrategy\(ExceptionHandlingStrategy\)](#) ,  
[IConfigurationBuilderBase< IConfigurationBuilder >.SetNodeId\(int\)](#) ,  
[IConfigurationBuilderBase< IConfigurationBuilder >.SetDisabledProducers\(IEnumerable< int >\)](#) ,  
[IConfigurationBuilderBase< IConfigurationBuilder >.Build\(\)](#).

## Remarks

Types associated with [IConfigurationBuilder](#) represent a re-factored approach to building SDK configuration and therefore make [IConfigurationBuilder](#) related instances obsolete. The [IConfigurationBuilder](#) and related instances cannot be removed in order not to introduce braking changes.

# Interface IConfigurationBuilderBase<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A base contract custom and general configuration builders

```
public interface IConfigurationBuilderBase<out T>
```

## Type Parameters

T

The type of the builder extending the interface

## Methods

### Build()

Builds and returns a [IUofConfiguration](#) instance

```
IUofConfiguration Build()
```

### Returns

[IUofConfiguration](#)

The constructed [IUofConfiguration](#) instance

### LoadFromFile()

Sets the general configuration properties to values read from configuration file. Only value which can be set through [IConfigurationBuilderBase<T>](#) methods are set. Any values already set by methods on the current instance are overridden

```
T LoadFromFile()
```

## Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

## SetDefaultLanguage(CultureInfo)

Sets the default language in which translatable data is available

T `SetDefaultLanguage(CultureInfo culture)`

## Parameters

`culture` [CultureInfo](#)

A default language in which translatable data should be available

## Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

## SetDesiredLanguages(IEnumerable<CultureInfo>)

Sets the languages in which translatable data is available

T `SetDesiredLanguages(IEnumerable<CultureInfo> cultures)`

## Parameters

`cultures` [IEnumerable](#)<[CultureInfo](#)>

A [IEnumerable<T>](#) specifying languages in which translatable data should be available

## Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

## SetDisabledProducers(IEnumerable<int>)

Specifies the producers which should be disabled (i.e. no recovery, ...)

T `SetDisabledProducers(IEnumerable<int> producerIds)`

### Parameters

`producerIds IEnumerable<int>`

The list of producer ids specifying the producers which should be disabled

### Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetExceptionHandlingStrategy(ExceptionHandlingStrategy)

Sets the value specifying how exceptions thrown in the SDK are handled.

T `SetExceptionHandlingStrategy(ExceptionHandlingStrategy strategy)`

### Parameters

`strategy ExceptionHandlingStrategy`

A [ExceptionHandlingStrategy](#) enum specifying how exceptions thrown in the SDK are handled

### Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

## SetNodeId(int)

Sets the node id used to separate between SDK instances associated with the same account

T `SetNodeId(int nodeId)`

### Parameters

`nodeId` [int](#)

The node id to be set

### Returns

T

A [IConfigurationBuilderBase<T>](#) derived instance used to set general configuration properties

### Remarks

MTS customer must set this value! Use only positive numbers; negative are reserved for internal use. Each sdk instance should use unique id.

# Interface ICustomConfigurationBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to set general and custom configuration properties

```
public interface ICustomConfigurationBuilder :  
IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>,  
IConfigurationBuilderBase<ICustomConfigurationBuilder>
```

## Inherited Members

[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetInactivitySeconds\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetInactivitySecondsPrematch\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetMaxRecoveryTime\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetMinIntervalBetweenRecoveryRequests\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetAdjustAfterAge\(bool\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetHttpClientTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetHttpClientRecoveryTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetHttpClientFastFailingTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetMaxConnectionsPerServer\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetSportEventCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetSportEventStatusCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetProfileCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetVariantMarketDescriptionCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetIgnoreBetPalTimelineSportEventStatusCacheTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetIgnoreBetPalTimelineSportEventStatus\(bool\)](#) ,

[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetRabbitConnectionTimeout\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetRabbitHeartbeat\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.SetStatisticsInterval\(int\)](#) ,  
[IRecoveryConfigurationBuilder<ICustomConfigurationBuilder>.OmitMarketMappings\(bool\)](#) ,  
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.LoadFromConfigFile\(\)](#) ,  
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetDesiredLanguages\(IEnumerable<CultureInfo>\)](#) ,  
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetDefaultLanguage\(CultureInfo\)](#) ,  
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetExceptionHandlingStrategy\(ExceptionHandlingStrategy\)](#) ,  
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetNodeId\(int\)](#) ,  
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.SetDisabledProducers\(IEnumerable<int>\)](#) ,  
[IConfigurationBuilderBase<ICustomConfigurationBuilder>.Build\(\)](#).

## Methods

### SetApiHost(string)

Set the host name of the Sports API server

ICustomConfigurationBuilder **SetApiHost**(string apiHost)

### Parameters

apiHost [string](#)

The host name of the Sports API server

### Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

### SetMessagingHost(string)

Sets the host name of the AMQP server

```
ICustomConfigurationBuilder SetMessagingHost(string host)
```

## Parameters

host [string](#)

The host name of the AMQP server

## Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

## SetMessagingPassword(string)

Sets the password used to authenticate with the messaging server

```
ICustomConfigurationBuilder SetMessagingPassword(string password)
```

## Parameters

password [string](#)

The password used to authenticate with the messaging server

## Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

## SetMessagingPort(int)

Sets the port used to connect to the AMQP server

```
ICustomConfigurationBuilder SetMessagingPort(int port)
```

## Parameters

port [int](#)

The port used to connect to the AMQP server

## Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

## SetMessagingUsername(string)

Sets the username used to authenticate with the messaging server

```
ICustomConfigurationBuilder SetMessagingUsername(string username)
```

## Parameters

username [string](#)

The username used to authenticate with the messaging server

## Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

## SetVirtualHost(string)

Sets the virtual host name of the AMQP server

```
ICustomConfigurationBuilder SetVirtualHost(string virtualHost)
```

## Parameters

`virtualHost` [string](#)

The virtual host name of the AMQP server

## Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

## UseApiSsl(bool)

Sets the value specifying whether SSL should be used to communicate with Sports API

`ICustomConfigurationBuilder UseApiSsl(bool useApiSsl)`

## Parameters

`useApiSsl` [bool](#)

The value specifying whether SSL should be used to communicate with Sports API

## Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

## UseMessagingSsl(bool)

Sets the value specifying whether SSL should be used to communicate with the messaging server

`ICustomConfigurationBuilder UseMessagingSsl(bool useMessagingSsl)`

## Parameters

`useMessagingSsl` `bool`

The value specifying whether SSL should be used to communicate with the messaging server

## Returns

[ICustomConfigurationBuilder](#)

The [ICustomConfigurationBuilder](#) instance used to set custom config values

# Interface IEnvironmentSelector

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes taking care of the 2nd step when building configuration - selecting the environment.

```
public interface IEnvironmentSelector
```

## Methods

### SelectCustom()

Returns a [ICustomConfigurationBuilder](#) allowing the properties to be set to custom values (useful for testing with non-standard AMQP)

```
ICustomConfigurationBuilder SelectCustom()
```

## Returns

[ICustomConfigurationBuilder](#)

A [ICustomConfigurationBuilder](#) with properties set to values needed to access replay server

### SelectEnvironment(SdkEnvironment)

Returns a [IConfigurationBuilder](#) with properties set to values needed to access specified environment

```
IConfigurationBuilder SelectEnvironment(SdkEnvironment ufEnvironment)
```

## Parameters

ufEnvironment [SdkEnvironment](#)

A [SdkEnvironment](#) specifying to which environment to connect

## Returns

[IConfigurationBuilder](#)

A [IConfigurationBuilder](#) with properties set to values needed to access production environment

## Remarks

For accessing replay or custom server use SelectReplay or SelectCustom

## SelectEnvironmentFromConfigFile()

Returns a [IConfigurationBuilder](#) with properties set to values needed to access specified environment

`IConfigurationBuilder SelectEnvironmentFromConfigFile()`

## Returns

[IConfigurationBuilder](#)

A [IConfigurationBuilder](#) with properties set to values needed to access predefined environment

## Remarks

For accessing replay or custom server use SelectReplay or SelectCustom

## SelectReplay()

Returns a [IConfigurationBuilder](#) with properties set to values needed to access replay server

`IConfigurationBuilder SelectReplay()`

## Returns

## [IConfigurationBuilder](#)

A [IConfigurationBuilder](#) with properties set to values needed to access replay server

# Interface IRecoveryConfigurationBuilder<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to set recovery related configuration properties

```
public interface IRecoveryConfigurationBuilder<out T> : IConfigurationBuilderBase<T>
```

## Type Parameters

T

### Inherited Members

[IConfigurationBuilderBase<T>.LoadFromFile\(\)](#) ,  
[IConfigurationBuilderBase<T>.SetDesiredLanguages\(IEnumerable<CultureInfo>\)](#) ,  
[IConfigurationBuilderBase<T>.SetDefaultLanguage\(CultureInfo\)](#) ,  
[IConfigurationBuilderBase<T>.SetExceptionHandlingStrategy\(ExceptionHandlingStrategy\)](#) ,  
[IConfigurationBuilderBase<T>.SetNodeId\(int\)](#) ,  
[IConfigurationBuilderBase<T>.SetDisabledProducers\(IEnumerable<int>\)](#) ,  
[IConfigurationBuilderBase<T>.Build\(\)](#)

## Methods

### OmitMarketMappings(bool)

Sets the value indicating whether to ignore market mappings when fetching market descriptions from API

```
T OmitMarketMappings(bool omit)
```

## Parameters

omit [bool](#)

if set to `true` omit, otherwise include market mapping data

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetAdjustAfterAge(bool)

Sets the value indicating whether the after age should be adjusted before executing recovery request

T `SetAdjustAfterAge(bool adjustAfterAge)`

## Parameters

`adjustAfterAge` [bool](#)

True if age should be adjusted; False otherwise

## Returns

T

The [IRecoveryConfigurationBuilder<T>](#) instance used to set additional values

## SetHttpClientFastFailingTimeout(int)

Sets a timeout for HttpClient for fast api request (in seconds).

T `SetHttpClientFastFailingTimeout(int httpClientFastFailingTimeout)`

## Parameters

`httpClientFastFailingTimeout` [int](#)

The timeout to be set (in seconds)

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## Remarks

Between 1 and 30 (default 5s) - set before connection is made.

## SetHttpClientRecoveryTimeout(int)

Sets the timeout for recovery HTTP requests for this instance of the sdk

T `SetHttpClientRecoveryTimeout(int httpClientRecoveryTimeout)`

## Parameters

`httpClientRecoveryTimeout int`

The timeout for recovery HTTP requests

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetHttpClientTimeout(int)

Sets the timeout for HTTP requests for this instance of the sdk

T `SetHttpClientTimeout(int httpClientTimeout)`

## Parameters

`httpClientTimeout int`

The timeout for recovery HTTP requests

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetIgnoreBetPalTimelineSportEventStatus(bool)

Sets the value indicating whether to ignore sport event status from timeline endpoint for sport events on BetPal producer

T `SetIgnoreBetPalTimelineSportEventStatus(bool ignore)`

## Parameters

`ignore bool`

if set to `true` ignore

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetIgnoreBetPalTimelineSportEventStatusCacheTimeout(int)

Sets the ignore BetPal timeline sport event status cache timeout. How long should the event id from BetPal be cached. SportEventStatus from timeline endpoint for these events are ignored.

T `SetIgnoreBetPalTimelineSportEventStatusCacheTimeout(int timeoutInHours)`

## Parameters

`timeoutInHours` [int](#)

The timeout.

## Returns

`T`

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetInactivitySeconds(int)

Sets the max time window between two consecutive alive messages before the associated producer is marked as down

`T SetInactivitySeconds(int inactivitySeconds)`

## Parameters

`inactivitySeconds` [int](#)

the max time window between two consecutive alive messages

## Returns

`T`

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetInactivitySecondsPrematch(int)

Sets the max time window between two consecutive alive messages before the associated producer is marked as down (for prematch producer)

`T SetInactivitySecondsPrematch(int inactivitySecondsPrematch)`

## Parameters

`inactivitySecondsPrematch int`

the max time window between two consecutive alive messages

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetMaxConnectionsPerServer(int)

Sets the maximum number of concurrent connections (per server endpoint) allowed by an HttpClient object. (default: int.MaxValue)

T `SetMaxConnectionsPerServer(int maxConnectionsPerServer)`

## Parameters

`maxConnectionsPerServer int`

The new maximum number of concurrent connections (per server endpoint) allowed by an HttpClient object.

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetMaxRecoveryTime(int)

Sets the maximum time in seconds in which recovery must be completed (minimum 600 seconds)

```
T SetMaxRecoveryTime(int maxRecoveryTimeInSeconds)
```

## Parameters

maxRecoveryTimeInSeconds [int](#)

Maximum recovery time in seconds

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) instance used to set general configuration properties

## SetMinIntervalBetweenRecoveryRequests(int)

Sets the minimal interval between recovery requests initiated by alive messages (between 20 and 180 seconds)

```
T SetMinIntervalBetweenRecoveryRequests(int minIntervalBetweenRecoveryRequests)
```

## Parameters

minIntervalBetweenRecoveryRequests [int](#)

The minimal interval between recovery requests initiated by alive messages (seconds)

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) instance used to set general configuration properties

## SetProfileCacheTimeout(int)

Sets the profile cache timeout.

```
T SetProfileCacheTimeout(int timeoutInHours)
```

## Parameters

timeoutInHours [int](#)

The timeout.

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetRabbitConnectionTimeout(int)

Sets the rabbit timeout setting for connection attempts (in seconds)

```
T SetRabbitConnectionTimeout(int rabbitConnectionTimeout)
```

## Parameters

rabbitConnectionTimeout [int](#)

The rabbit timeout setting for connection attempts (in seconds)

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## Remarks

Between 10 and 120 (default 30s) - set before connection is made

## SetRabbitHeartbeat(int)

Sets a heartbeat timeout to use when negotiating with the rabbit server (in seconds)

T `SetRabbitHeartbeat(int heartbeatInSeconds)`

## Parameters

`heartbeatInSeconds int`

The heartbeat timeout to use when negotiating with the rabbit server (in seconds)

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## Remarks

Between 10 and 180 (default 60s) - set before connection is made

## SetSportEventCacheTimeout(int)

Sets the timeout for cache items in SportEventCache (in hours)

T `SetSportEventCacheTimeout(int timeoutInHours)`

## Parameters

`timeoutInHours int`

The timeout.

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## Remarks

Can be between 1 hour and 48 hours - default 12 hours (sliding expiration)

## SetSportEventStatusCacheTimeout(int)

Sets the timeout for cache items in SportEventCacheStatus (in minutes)

T `SetSportEventStatusCacheTimeout(int timeoutInMinutes)`

## Parameters

`timeoutInMinutes int`

The timeout.

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

## SetStatisticsInterval(int)

Sets the interval for automatically collecting statistics (in minutes)

T `SetStatisticsInterval(int intervalInMinutes)`

## Parameters

`intervalInMinutes int`

The timeout for automatically collecting statistics (in minutes)

## Returns

T

The [IRecoveryConfigurationBuilder<T>](#) instance used to set additional values

## Remarks

Setting to 0 indicates it is disabled

## SetVariantMarketDescriptionCacheTimeout(int)

Sets the timeout for cache items in variant market description cache (in hours)

T `SetVariantMarketDescriptionCacheTimeout(int timeoutInHours)`

## Parameters

`timeoutInHours` [int](#)

The timeout.

## Returns

T

A [IRecoveryConfigurationBuilder<T>](#) derived instance used to set general configuration properties

# Interface ITokenSetter

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes taking care of the 1st step when building configuration - setting the token

```
public interface ITokenSetter
```

## Methods

### BuildFromConfigFile()

Gets the configuration properties from configuration file. Any values already set by methods on the current instance are overridden. Builds and returns a [IUofConfiguration](#) instance.

```
IUofConfiguration BuildFromConfigFile()
```

## Returns

[IUofConfiguration](#)

The constructed [IUofConfiguration](#) instance

### SetAccessToken(string)

Sets the access token used to access feed resources (AMQP broker, Sports API, ...)

```
IEnvironmentSelector SetAccessToken(string accessToken)
```

## Parameters

accessToken [string](#)

The access token used to access feed resources

## Returns

[IEnvironmentSelector](#)

The [IEnvironmentSelector](#) instance allowing the selection of target environment

## SetAccessTokenFromConfigFile()

Sets the access token used to access feed resources (AMQP broker, Sports API, ...) to value read from configuration file

IEnvironmentSelector `SetAccessTokenFromConfigFile()`

## Returns

[IEnvironmentSelector](#)

The [IEnvironmentSelector](#) instance allowing the selection of target environment

# Interface IUofAdditionalConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing additional uof sdk configuration / settings

```
public interface IUofAdditionalConfiguration
```

## Properties

### OmitMarketMappings

Indicates if the market mapping should be included when requesting market descriptions from API

```
bool OmitMarketMappings { get; }
```

## Property Value

[bool](#)

## Remarks

False - market mappings are included (default)

## StatisticsInterval

Gets the timeout for automatically collecting statistics

```
TimeSpan StatisticsInterval { get; }
```

## Property Value

[TimeSpan](#)

# Interface IUofApiConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing api connection configuration / settings

```
public interface IUofApiConfiguration
```

## Properties

### BaseUrl

Gets the representation of Sports API URI

```
string BaseUrl { get; }
```

### Property Value

[string](#)

### Host

Gets a host name of the Sports API

```
string Host { get; }
```

### Property Value

[string](#)

### HttpClientFastFailingTimeout

Gets a value specifying timeout set for fast failing HTTP requests

```
TimeSpan HttpClientFastFailingTimeout { get; }
```

## Property Value

[TimeSpan](#)

## Remarks

Applies for API calls to endpoints: summary, competitor and player profile, draw summary, single variant markets

## HttpClientRecoveryTimeout

Gets a value specifying timeout set for HTTP request for recovery endpoints

```
TimeSpan HttpClientRecoveryTimeout { get; }
```

## Property Value

[TimeSpan](#)

## HttpClientTimeout

Gets a value specifying timeout set for HTTP requests

```
TimeSpan HttpClientTimeout { get; }
```

## Property Value

[TimeSpan](#)

## MaxConnectionsPerServer

Gets the maximum number of concurrent connections (per server endpoint) allowed by an `HttpClientHandler` object. (default: `int.MaxValue`)

```
int MaxConnectionsPerServer { get; }
```

## Property Value

[int](#)

## ReplayBaseUrl

Gets a representation of Replay Server API base url

```
string ReplayBaseUrl { get; }
```

## Property Value

[string](#)

## ReplayHost

Gets the URL of the feed's Replay Server REST interface

```
string ReplayHost { get; }
```

## Property Value

[string](#)

## UseSsl

Gets a value indicating whether the connection to Sports API should use SSL

```
bool UseSsl { get; }
```

## Property Value

[bool](#)

# Interface IUofCacheConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sdk internal caches configuration / settings

```
public interface IUofCacheConfiguration
```

## Properties

### IgnoreBetPalTimelineSportEventStatus

Gets a value indicating whether to ignore sport event status from timeline endpoint for sport events on BetPal producer

```
bool IgnoreBetPalTimelineSportEventStatus { get; }
```

#### Property Value

[bool](#)

`true` if sport event status from timeline endpoint should be ignored, otherwise `false`.

#### Remarks

Default `false`

### IgnoreBetPalTimelineSportEventStatusCacheTimeout

Gets the ignore BetPal timeline sport event status cache timeout - how long cache item is cached. How long should the event id from BetPal producer be cached. SportEventStatus from timeline endpoint for these events are ignored.

```
TimeSpan IgnoreBetPalTimelineSportEventStatusCacheTimeout { get; }
```

## Property Value

### [TimeSpan](#)

The ignore BetPal timeline sport event status timeout.

## Remarks

Can be between 1 hour and 24 hours - default 3 hours (sliding expiration)

## ProfileCacheTimeout

Gets the competitor/player cache timeout - how long cache item is cached

```
TimeSpan ProfileCacheTimeout { get; }
```

## Property Value

### [TimeSpan](#)

The competitor/player cache timeout.

## Remarks

Can be between 1 hour and 48 hours - default 24 hours (sliding expiration)

## SportEventCacheTimeout

Gets the sport event cache timeout - how long cache item is cached

```
TimeSpan SportEventCacheTimeout { get; }
```

## Property Value

### [TimeSpan](#)

The event cache timeout.

## Remarks

Can be between 1 hour and 48 hours - default 12 hours (sliding expiration)

## SportEventStatusCacheTimeout

Gets the sport event status cache timeout - how long status is cached

```
TimeSpan SportEventStatusCacheTimeout { get; }
```

### Property Value

[TimeSpan](#)

The sport event status cache timeout.

### Remarks

Can be between 1 min and 60 min - default 5 min (absolute expiration)

## VariantMarketDescriptionCacheTimeout

Gets the variant market description cache timeout - how long cache item is cached

```
TimeSpan VariantMarketDescriptionCacheTimeout { get; }
```

### Property Value

[TimeSpan](#)

The variant market description cache timeout.

### Remarks

Can be between 1 hour and 24 hours - default 3 hours (sliding expiration)

# Interface IUofConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing uof sdk configuration / settings

```
public interface IUofConfiguration
```

## Properties

### AccessToken

Gets the access token used when accessing feed's REST interface

```
string AccessToken { get; }
```

### Property Value

[string](#)

### Additional

Gets the additional settings

```
IUofAdditionalConfiguration Additional { get; }
```

### Property Value

[IUofAdditionalConfiguration](#)

### Api

Gets the settings used for Sports API connection

```
IUofApiConfiguration Api { get; }
```

## Property Value

[IUofApiConfiguration](#)

## BookmakerDetails

Gets the bookmaker details

```
IBookmakerDetails BookmakerDetails { get; }
```

## Property Value

[IBookmakerDetails](#)

The bookmaker details

## Cache

Gets the settings used for sdk caches

```
IUofCacheConfiguration Cache { get; }
```

## Property Value

[IUofCacheConfiguration](#)

## DefaultLanguage

Gets a [CultureInfo](#) specifying default languages to which translatable values will be translated

```
CultureInfo DefaultLanguage { get; }
```

## Property Value

[CultureInfo](#)

## Environment

Gets the [SdkEnvironment](#) value specifying the environment to which to connect.

```
SdkEnvironment Environment { get; }
```

## Property Value

[SdkEnvironment](#)

## ExceptionHandlingStrategy

Gets the exception handling strategy

```
ExceptionHandlingStrategy ExceptionHandlingStrategy { get; }
```

## Property Value

[ExceptionHandlingStrategy](#)

## Languages

Gets a [IEnumerable<T>](#) specifying languages to which translatable values will be translated

```
List<CultureInfo> Languages { get; }
```

## Property Value

[List](#)<[CultureInfo](#)>

## NodeId

Gets the node identifier

```
int NodeId { get; }
```

## Property Value

[int](#)

## Remarks

MTS customer must set this value! Use only positive numbers; negative are reserved for internal use.

## Producer

Gets the settings used for producer handling

```
IUofProducerConfiguration Producer { get; }
```

## Property Value

[IUofProducerConfiguration](#)

## Rabbit

Gets the settings used for rabbit connection

```
IUofRabbitConfiguration Rabbit { get; }
```

## Property Value

[IUofRabbitConfiguration](#)

# Interface IUofProducerConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing api connection configuration / settings

```
public interface IUofProducerConfiguration
```

## Properties

### AdjustAfterAge

Gets a value indicating whether the after age should be adjusted before executing recovery request

```
bool AdjustAfterAge { get; }
```

## Property Value

[bool](#)

`true` if [adjust after age]; otherwise, `false`

### DisabledProducers

Gets the comma delimited list of ids of disabled producers (default: none)

```
List<int> DisabledProducers { get; }
```

## Property Value

[List](#)<[int](#)>

The list of ids of disabled producers

## InactivitySeconds

Gets the maximum allowed timeout, between consecutive AMQP messages associated with the same producer. If this value is exceeded, the producer is considered to be down (seconds)

```
TimeSpan InactivitySeconds { get; }
```

### Property Value

[TimeSpan](#) ↗

## InactivitySecondsPrematch

Gets the maximum allowed timeout, between consecutive AMQP messages associated for the prematch producer. If this value is exceeded, the producer is considered to be down (seconds)

```
TimeSpan InactivitySecondsPrematch { get; }
```

### Property Value

[TimeSpan](#) ↗

## MaxRecoveryTime

Gets the maximum recovery time (seconds)

```
TimeSpan MaxRecoveryTime { get; }
```

### Property Value

[TimeSpan](#) ↗

The maximum recovery time

## MinIntervalBetweenRecoveryRequests

Gets the minimal interval between recovery requests initiated by alive messages (seconds)

```
TimeSpan MinIntervalBetweenRecoveryRequests { get; }
```

### Property Value

[TimeSpan](#)

## Producers

The collection of available producers (for provided access token)

```
IReadOnlyCollection<IProducer> Producers { get; }
```

### Property Value

[IReadOnlyCollection](#) <[IProducer](#)>

# Interface IUofRabbitConfiguration

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing rabbit connection configuration / settings

```
public interface IUofRabbitConfiguration
```

## Properties

### ConnectionTimeout

Gets a rabbit timeout setting for connection attempts (in seconds)

```
TimeSpan ConnectionTimeout { get; }
```

#### Property Value

[TimeSpan](#)

A rabbit timeout setting for connection attempts (in seconds)

### Remarks

Between 10 and 120 (default 30s)

### Heartbeat

Gets a heartbeat timeout to use when negotiating with the server (in seconds)

```
TimeSpan Heartbeat { get; }
```

#### Property Value

[TimeSpan](#)

A heartbeat timeout to use when negotiating with the server (in seconds)

## Remarks

Between 10 and 180 (default 60s)

## Host

Gets a value specifying the host name of the AQMP broker

```
string Host { get; }
```

## Property Value

[string](#)

## Password

Gets the password for connecting to the AQMP broker

```
string Password { get; }
```

## Property Value

[string](#)

## Port

Gets the port used for connecting to the AQMP broker

```
int Port { get; }
```

## Property Value

[int](#)

## UseSsl

Gets a value specifying whether the connection to AMQP broker should use SSL encryption

```
bool UseSsl { get; }
```

## Property Value

[bool](#)

## Username

Gets the user name for connecting to the AQMP broker

```
string Username { get; }
```

## Property Value

[string](#)

## VirtualHost

Gets a value specifying the virtual host of the AQMP broker

```
string VirtualHost { get; }
```

## Property Value

[string](#)

# Class MessageInterest

Namespace: [Sportradar.OddsFeed.SDK.Api.Config](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines which messages will be provided by feed

```
public class MessageInterest
```

## Inheritance

[object](#) ← MessageInterest

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### AllMessages

Constructs a [MessageInterest](#) indicating an interest in all messages

```
public static readonly MessageInterest AllMessages
```

### Field Value

#### [MessageInterest](#)

A [MessageInterest](#) indicating an interest in all messages

### DefinedInterests

Gets all available [MessageInterest](#) instances

```
public static readonly IEnumerable<MessageInterest> DefinedInterests
```

## Field Value

[IEnumerable](#)<[MessageInterest](#)>

## HighPriorityMessages

Constructs a [MessageInterest](#) indicating an interest in hi priority messages

```
public static readonly MessageInterest HighPriorityMessages
```

## Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in high priority messages

## LiveMessagesOnly

Constructs a [MessageInterest](#) indicating an interest in live messages

```
public static readonly MessageInterest LiveMessagesOnly
```

## Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in live messages

## LowPriorityMessages

Constructs a [MessageInterest](#) indicating an interest in low priority messages

```
public static readonly MessageInterest LowPriorityMessages
```

## Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in low priority messages

## MessageScopes

List of [MessageInterest](#) representing defined messages scopes

```
public static readonly MessageInterest[] MessageScopes
```

### Field Value

[MessageInterest\[\]](#)

## PrematchMessagesOnly

Constructs a [MessageInterest](#) indicating an interest in pre-match messages

```
public static readonly MessageInterest PrematchMessagesOnly
```

### Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in pre-match messages

## VirtualSportMessages

Constructs a [MessageInterest](#) indicating an interest in messages for virtual sports

```
public static readonly MessageInterest VirtualSportMessages
```

### Field Value

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in messages for virtual sports

# Properties

## IsScopeInterest

Gets the value indicating whether the current interest is a scope interest (live, prematch or virt)

```
public bool IsScopeInterest { get; }
```

## Property Value

[bool](#)

## Name

Gets the name of the message interest

```
public string Name { get; }
```

## Property Value

[string](#)

## ProducerId

Gets the routing key used to select appropriate AMQP exchange

```
public int ProducerId { get; }
```

## Property Value

[int](#)

# Methods

## FromScope(string)

Gets a [MessageInterest](#) representing a scope specified by it's name.

```
public static MessageInterest FromScope(string scopeName)
```

## Parameters

scopeName [string](#)

The name of the scope

## Returns

[MessageInterest](#)

The [MessageInterest](#) representing a scope specified by it's name.

## IsCombinationValid(IEnumerable<MessageInterest>)

Determines whether the provided list of [MessageInterest](#) is a valid combination of sessions

```
public static bool IsCombinationValid(IEnumerable<MessageInterest> interests)
```

## Parameters

interests [IEnumerable](#)<[MessageInterest](#)>

## Returns

[bool](#)

True if the provided combination is valid. Otherwise false

## SpecificEventsOnly(IEnumerable<Urn>)

Constructs a [MessageInterest](#) indicating an interest in messages associated with specific events

```
public static MessageInterest SpecificEventsOnly(IEnumerable<Urn> eventIds)
```

## Parameters

eventIds [IEnumerable<Urn>](#)

A [IEnumerable<T>](#) specifying the target events

## Returns

[MessageInterest](#)

A [MessageInterest](#) indicating an interest in messages associated with specific events

## ToString()

Constructs a [string](#) representation of the current instance

```
public override string ToString()
```

## Returns

[string](#)

Returns current instance represented as string

# Namespace Sportradar.OddsFeed.SDK.Api.EventArgs

## Classes

### [BetCancelEventArgs<T>](#)

Event arguments for the [OnBetCancel](#) event

### [BetSettlementEventArgs<T>](#)

Event arguments for [OnBetSettlement](#) event

### [BetStopEventArgs<T>](#)

Event arguments for [OnBetStop](#) event

### [ConnectionExceptionEventArgs](#)

Event arguments for the ConnectionException events

### [EventChangeEventArgs](#)

Event arguments for [FixtureChange](#) and [ResultChange](#) event

### [EventRecoveryCompletedEventArgs](#)

Event arguments for the EventRecoveryCompleted events

### [FeedCloseEventArgs](#)

Event arguments for the FeedClose events

### [FixtureChangeEventArgs<T>](#)

Event arguments for the [OnFixtureChange](#) event

### [OddsChangeEventArgs<T>](#)

Event arguments for [OnOddsChange](#) event

### [ProducerStatusChangeEventArgs](#)

Event arguments for the [ProducerDown](#) events

### [RawApiDataEventArgs](#)

Event arguments for the RawApiDataReceived events

### [RawFeedMessageEventArgs](#)

Event arguments for the RawFeedMessageReceived events

### [RecoveryInitiatedEventArgs](#)

Event arguments for the RecoveryInitiated events

## [RollbackBetCancelEventArgs<T>](#)

Event arguments for the [OnRollbackBetCancel](#) event

## [RollbackBetSettlementEventArgs<T>](#)

Event arguments for [OnRollbackBetSettlement](#) class

## [SnapshotCompleteEventArgs](#)

Event arguments for the snapshot complete message received via session message manager

## [UnparsableMessageEventArgs](#)

Event arguments of [OnUnparsableMessageReceived](#) event

# Class BetCancelEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the [OnBetCancel](#) event

```
public class BetCancelEventArgs<T> : EventArgs where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IBetCancel<T>](#)

## Inheritance

[object](#) ↗ ← [EventArgs](#) ↗ ← BetCancelEventArgs<T>

## Inherited Members

[EventArgs.Empty](#) ↗ , [object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ ,  
[object.GetHashCode\(\)](#) ↗ , [object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ ,  
[object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

## Methods

### GetBetCancel(CultureInfo)

Gets the [IBetCancel<T>](#) implementation representing the received bet cancel message translated to the specified languages

```
public IBetCancel<T> GetBetCancel(CultureInfo culture = null)
```

## Parameters

culture [CultureInfo](#) ↗

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

## Returns

[IBetCancel<T>](#)

Returns the [IBetCancel<T>](#) implementation representing the received bet cancel message translated to the specified languages

# Class BetSettlementEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [OnBetSettlement](#) event

```
public class BetSettlementEventArgs<T> : EventArgs where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IBetSettlement<T>](#)

## Inheritance

[object](#) ↗ ← [EventArgs](#) ↗ ← BetSettlementEventArgs<T>

## Inherited Members

[EventArgs.Empty](#) ↗ , [object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ ,  
[object.GetHashCode\(\)](#) ↗ , [object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ ,  
[object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

## Methods

### GetBetSettlement(CultureInfo)

Gets the [IBetSettlement<T>](#) implementation representing the received bet settlement message translated to the specified languages

```
public IBetSettlement<T> GetBetSettlement(CultureInfo culture = null)
```

## Parameters

culture [CultureInfo](#) ↗

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

## Returns

[IBetSettlement<T>](#)

Returns the [IBetSettlement<T>](#) implementation representing the received bet settlement message translated to the specified languages

# Class BetStopEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [OnBetStop](#) event

```
public class BetStopEventArgs<T> : EventArgs where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IBetStop<T>](#)

## Inheritance

[object](#) ← [EventArgs](#) ← BetStopEventArgs<T>

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetBetStop(CultureInfo)

Gets the [IBetStop<T>](#) implementation representing the received bet stop message translated to the specified languages

```
public IBetStop<T> GetBetStop(CultureInfo culture = null)
```

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

## Returns

### [IBetStop<T>](#)

Returns the [IBetStop<T>](#) implementation representing the received bet stop message translated to the specified languages

# Class ConnectionEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the ConnectionException events

```
public class ConnectionEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← ConnectionEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### ConnectionEventArgs(Exception, IDictionary<string, object>)

Initializes a new instance of the [ConnectionEventArgs](#) class

```
public ConnectionEventArgs(Exception exception, IDictionary<string, object> detail)
```

## Parameters

`exception` [Exception](#)

The exception that caused an error

`detail` [IDictionary](#)<[string](#), [object](#)>

Details about the error

# Properties

## Detail

Details about the error

```
public IDictionary<string, object> Detail { get; }
```

## Property Value

[IDictionary](#)<[string](#), [object](#)>

## Exception

The exception that caused an error

```
public Exception Exception { get; }
```

## Property Value

[Exception](#)

# Class EventChangeEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [FixtureChange](#) and [ResultChange](#) event

```
public class EventChangeEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← EventChangeEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### EventChangeEventArgs(Urn, DateTime, ISportEvent)

Initializes a new instance of the [EventChangeEventArgs](#) class

```
public EventChangeEventArgs(Urn sportEventId, DateTime updateTime,  
ISportEvent sportEvent)
```

## Parameters

### sportEventId [Urn](#)

The sport event id

### updateTime [DateTime](#)

The update time

### sportEvent [ISportEvent](#)

The sport event object

# Properties

## SportEvent

Gets the [ISportEvent](#)

```
public ISportEvent SportEvent { get; }
```

### Property Value

[ISportEvent](#)

## SportEventId

Gets the [Urn](#) specifying the sport event

```
public Urn SportEventId { get; }
```

### Property Value

[Urn](#)

## UpdateTime

Gets the [DateTime](#) specifying the last update time

```
public DateTime UpdateTime { get; }
```

### Property Value

[DateTime](#)

# Class EventRecoveryCompletedEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the EventRecoveryCompleted events

```
public class EventRecoveryCompletedEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← EventRecoveryCompletedEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetEventId()

Gets the associated event identifier

```
public Urn GetEventId()
```

## Returns

[Urn](#)

Returns the associated event identifier

### GetRequestId()

Gets the identifier of the recovery request

```
public long GetRequestId()
```

## Returns

[long](#) ↗

Returns the identifier of the recovery request

# Class FeedCloseEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the FeedClose events

```
public class FeedCloseEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← FeedCloseEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetReason()

Gets a [IProducerStatusChange](#) implementation containing information about the producer status change

```
public string GetReason()
```

## Returns

[string](#)

Returns a [IProducerStatusChange](#) implementation containing information about the producer status change

# Class FixtureChangeEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the [OnFixtureChange](#) event

```
public class FixtureChangeEventArgs<T> : EventArgs where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IFixtureChange<T>](#)

## Inheritance

[object](#) ← [EventArgs](#) ← FixtureChangeEventArgs<T>

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetFixtureChange(CultureInfo)

Gets the [IFixtureChange<T>](#) implementation representing the received fixture change message translated to the specified languages

```
public IFixtureChange<T> GetFixtureChange(CultureInfo culture = null)
```

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

## Returns

[IFixtureChange<T>](#)

Returns the [IFixtureChange<T>](#) implementation representing the received fixture change message translated to the specified languages

# Class OddsChangeEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [OnOddsChange](#) event

```
public class OddsChangeEventArgs<T> : EventArgs where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IOddsChange<T>](#)

## Inheritance

[object](#) ← [EventArgs](#) ← OddsChangeEventArgs<T>

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetOddsChange(CultureInfo)

Gets the [IOddsChange<T>](#) implementation representing the received odds change message translated to the specified languages

```
public IOddsChange<T> GetOddsChange(CultureInfo culture = null)
```

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

## Returns

[IOddsChange<T>](#)

Returns the [IOddsChange<T>](#) implementation representing the received odds change message translated to the specified languages

# Class ProducerStatusChangeEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the [ProducerDown](#) events

```
public class ProducerStatusChangeEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← ProducerStatusChangeEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetProducerStatusChange()

Gets a [IProducerStatusChange](#) implementation containing information about the producer status change

```
public IProducerStatusChange GetProducerStatusChange()
```

## Returns

### [IProducerStatusChange](#)

Returns a [IProducerStatusChange](#) implementation containing information about the producer status change

# Class RawApiEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the RawApiDataReceived events

```
public class RawApiEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← RawApiEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### RawApiEventArgs(Uri, RestMessage, string, Time Span, string)

Initializes a new instance of the [RawApiEventArgs](#) class

```
public RawApiEventArgs(Uri uri, RestMessage restMessage, string requestParams,  
TimeSpan requestTime, string language)
```

## Parameters

**uri** [Uri](#)

The [Uri](#) used to get the api data

**restMessage** [RestMessage](#)

The rest message

**requestParams** [string](#)

The parameters associated with the request

### requestTime [TimeSpan](#)

The time needed to execute request

### language [string](#)

The language associated with the request

## Properties

### Language

The language associated with the request

```
public string Language { get; }
```

### Property Value

[string](#)

### RequestParams

The parameters associated with the request (if present)

```
public string RequestParams { get; }
```

### Property Value

[string](#)

### RequestTime

The time it took for the request to execute

```
public TimeSpan RequestTime { get; }
```

## Property Value

[TimeSpan](#) ↗

## RestMessage

The rest message

```
public RestMessage RestMessage { get; }
```

## Property Value

[RestMessage](#)

## Uri

The associated event identifier

```
public Uri Uri { get; }
```

## Property Value

[Uri](#) ↗

# Class RawFeedMessageEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the RawFeedMessageReceived events

```
public class RawFeedMessageEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← RawFeedMessageEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### RawFeedMessageEventArgs(string, FeedMessage, string)

Initializes a new instance of the [RawFeedMessageEventArgs](#) class

```
public RawFeedMessageEventArgs(string routingKey, FeedMessage feedMessage,  
string messageInterest)
```

## Parameters

**routingKey** [string](#)

The routing key associated with the feed message

**feedMessage** [FeedMessage](#)

The feed message

**messageInterest** [string](#)

The associated message interest

## Properties

### FeedMessage

The feed message

```
public FeedMessage FeedMessage { get; }
```

### Property Value

[FeedMessage](#)

### MessageInterest

Gets the associated message interest

```
public string MessageInterest { get; }
```

### Property Value

[string](#)

The associated message interest

### RoutingKey

The routing key associated with the feed message

```
public string RoutingKey { get; }
```

### Property Value

[string](#)

# Class RecoveryInitiatedEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the RecoveryInitiated events

```
public class RecoveryInitiatedEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← RecoveryInitiatedEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetAfterTimestamp()

Gets the after timestamp if applied

```
public long GetAfterTimestamp()
```

## Returns

[long](#)

Returns the after timestamp if applied

### GetEventId()

Gets the associated event identifier

```
public Urn GetEventId()
```

## Returns

### [Urn](#)

Returns the associated event identifier

## GetMessage()

Gets the message associated with the recovery request

```
public string GetMessage()
```

## Returns

### [string](#)

Returns the message associated with the recovery request

## GetProducerId()

Gets the associated producer identifier

```
public int GetProducerId()
```

## Returns

### [int](#)

Returns the associated producer identifier

## GetRequestId()

Gets the identifier of the recovery request

```
public long GetRequestId()
```

## Returns

[long](#) ↗

Returns the identifier of the recovery request

# Class RollbackBetCancelEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the [OnRollbackBetCancel](#) event

```
public class RollbackBetCancelEventArgs<T> : EventArgs where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IRollbackBetCancel<T>](#)

## Inheritance

[object](#) ← [EventArgs](#) ← RollbackBetCancelEventArgs<T>

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetBetCancelRollback(CultureInfo)

Gets the [IRollbackBetCancel<T>](#) implementation representing the received bet cancel rollback message translated to the specified languages

```
public IRollbackBetCancel<T> GetBetCancelRollback(CultureInfo culture = null)
```

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

## Returns

[IRollbackBetCancel<T>](#)

Returns the [IRollbackBetCancel<T>](#) implementation representing the received bet cancel rollback message translated to the specified languages

# Class RollbackBetSettlementEventArgs<T>

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for [OnRollbackBetSettlement](#) class

```
public class RollbackBetSettlementEventArgs<T> : EventArgs where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived instance specifying the type of sport event associated with contained [IRollbackBetSettlement<T>](#)

## Inheritance

[object](#) ← [EventArgs](#) ← RollbackBetSettlementEventArgs<T>

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetBetSettlementRollback(CultureInfo)

Gets the [IRollbackBetSettlement<T>](#) implementation representing the received bet settlement rollback message translated to the specified languages

```
public IRollbackBetSettlement<T> GetBetSettlementRollback(CultureInfo culture  
= null)
```

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of which to translate the message or a null reference to translate the message to languages specified in the configuration

## Returns

### [IRollbackBetSettlement<T>](#)

Returns the [IRollbackBetSettlement<T>](#) implementation representing the received bet settlement rollback message translated to the specified languages

# Class SnapshotCompleteEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments for the snapshot complete message received via session message manager

```
public class SnapshotCompleteEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← SnapshotCompleteEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetSnapshotCompleted()

Gets the [ISnapshotCompleted](#) implementation representing the received [snapshot\\_complete](#) message

```
public ISnapshotCompleted GetSnapshotCompleted()
```

## Returns

[ISnapshotCompleted](#)

A [ISnapshotCompleted](#) representing the received [snapshot\\_complete](#) message

# Class UnparsableMessageEventArgs

Namespace: [Sportradar.OddsFeed.SDK.Api.EventArgs](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Event arguments of [OnUnparsableMessageReceived](#) event

```
public class UnparsableMessageEventArgs : EventArgs
```

## Inheritance

[object](#) ← [EventArgs](#) ← UnparsableMessageEventArgs

## Inherited Members

[EventArgs.Empty](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### UnparsableMessageEventArgs(MessageType, string, string, byte[])

Initializes a new instance of the [UnparsableMessageEventArgs](#) class

```
public UnparsableMessageEventArgs(MessageType messageType, string producer, string  
eventId, byte[] rawMessage)
```

## Parameters

**messageType** [MessageType](#)

The [MessageType](#) member specifying the type of the unparsable message.

**producer** [string](#)

The [string](#) representation of the producer associated with the unparsable message.

**eventId** [string](#)

The [string](#) representation of the sport event id associated with the unparsable message.

## rawMessage [byte](#)[]

A raw message received from the feed

# Properties

## EventId

Gets the [string](#) representation of the sport event id associated with the unparsable message

```
public string EventId { get; }
```

## Property Value

[string](#)

## MessageType

Gets the [MessageType](#) member specifying the type of the unparsable message

```
public MessageType MessageType { get; }
```

## Property Value

[MessageType](#)

## Producer

Gets the [string](#) representation of the producer associated with the unparsable message

```
public string Producer { get; }
```

## Property Value

[string](#)

## Methods

### GetRawMessage()

Gets the raw XML message received from the feed

```
public string GetRawMessage()
```

## Returns

[string](#)

Returns the raw XML message received from the feed

# Namespace Sportradar.OddsFeed.SDK.Api. Extended

## Classes

### [UofSdkExtended](#)

A [IUofSdk](#) implementation acting as an entry point to the odds feed service with possibility to get raw feed and api data

## Interfaces

### [IUofSdkExtended](#)

Represent an extended unified odds sdk

# Interface IUofSdkExtended

Namespace: [Sportradar.OddsFeed.SDK.Api.Extended](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent an extended unified odds sdk

```
public interface IUofSdkExtended : IUofSdk, IDisposable
```

## Inherited Members

[IUofSdk.Disconnected](#) , [IUofSdk.Closed](#) , [IUofSdk.ProducerDown](#) , [IUofSdk.ProducerUp](#) ,  
[IUofSdk.RecoveryInitiated](#) , [IUofSdk.EventRecoveryCompleted](#) ,  
[IUofSdk.ConnectionException](#) , [IUofSdk.EventRecoveryRequestIssuer](#) ,  
[IUofSdk.CashOutProbabilitiesProvider](#) , [IUofSdk.SportDataProvider](#) ,  
[IUofSdk.ProducerManager](#) , [IUofSdk.BookingManager](#) , [IUofSdk.BookmakerDetails](#) ,  
[IUofSdk.MarketDescriptionManager](#) , [IUofSdk.CustomBetManager](#) ,  
[IUofSdk.EventChangeManager](#) , [IUofSdk.GetSessionBuilder\(\)](#) , [IUofSdk.Open\(\)](#) ,  
[IUofSdk.IsOpen\(\)](#) , [IUofSdk.Close\(\)](#) , [IDisposable.Dispose\(\)](#) ↴

## Events

### RawApiDataReceived

Occurs when data from Sports API arrives

```
event EventHandler<RawApiEventArgs> RawApiDataReceived
```

#### Event Type

[EventHandler](#) ↴ <[RawApiEventArgs](#)>

### RawFeedMessageReceived

Occurs when any feed message arrives

```
event EventHandler<RawFeedMessageEventArgs> RawFeedMessageReceived
```

## Event Type

[EventHandler](#) <[RawFeedMessageEventArgs](#)>

# Class UofSdkExtended

Namespace: [Sportradar.OddsFeed.SDK.Api.Extended](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A [IUofSdk](#) implementation acting as an entry point to the odds feed service with possibility to get raw feed and api data

```
public class UofSdkExtended : UofSdk, IUofSdkExtended, IUofSdk, IDisposable
```

## Inheritance

[object](#) ← [EntityDispatcherBase](#) ← [UofSdk](#) ← [UofSdkExtended](#)

## Implements

[IUofSdkExtended](#), [IUofSdk](#), [IDisposable](#)

## Inherited Members

[UofSdk.ServiceProvider](#), [UofSdk.Disconnected](#), [UofSdk.Closed](#),  
[UofSdk.EventRecoveryCompleted](#), [UofSdk.RecoveryInitiated](#), [UofSdk.ProducerDown](#),  
[UofSdk.ProducerUp](#), [UofSdk.ConnectionException](#), [UofSdk.EventRecoveryRequestIssuer](#),  
[UofSdk.SportDataProvider](#), [UofSdk.ProducerManager](#), [UofSdk.BookingManager](#),  
[UofSdk.CashOutProbabilitiesProvider](#), [UofSdk.BookmakerDetails](#),  
[UofSdk.MarketDescriptionManager](#), [UofSdk.CustomBetManager](#),  
[UofSdk.EventChangeManager](#), [UofSdk.Dispose\(\)](#),  
[UofSdk.DispatchConnectionException\(CallbackEventArgs\)](#),  
[UofSdk.GetConfigurationBuilder\(\)](#), [UofSdk.GetSessionBuilder\(\)](#),  
[UofSdk.AvailableLanguages\(\)](#), [UofSdk.IsOpen\(\)](#), [UofSdk.Dispose\(bool\)](#),  
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, FeedMessage\)](#),  
[EntityDispatcherBase.Dispatch<T>\(EventHandler<T>, T, string, int\)](#),  
[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),  
[object.ToString\(\)](#)

## Constructors

### UofSdkExtended(IServiceProvider)

Constructs a new instance of the [IUofSdkExtended](#) class

```
public UofSdkExtended(IServiceProvider serviceProvider)
```

## Parameters

serviceProvider [IServiceProvider](#)

A [IServiceProvider](#) instance including UofSdk configuration

## Methods

### Close()

Closes the current [IUofSdkExtended](#) instance and disposes resources used by it

```
public void Close()
```

### Open()

Opens the current feed by opening all created sessions

```
public void Open()
```

## Exceptions

[ObjectDisposedException](#)

[InvalidOperationException](#)

The feed is already opened or The configuration is not valid

[CommunicationException](#)

Connection to the REST-ful API failed, Probable Reason={Invalid or expired token} or

Connection to the message broker failed, Probable Reason={Invalid or expired token} or

## Events

## RawApiDataReceived

Occurs when data from Sports API arrives

```
public event EventHandler<RawApiEventArgs> RawApiDataReceived
```

### Event Type

[EventHandler](#)<[RawApiEventArgs](#)>

## RawFeedMessageReceived

Occurs when any feed message arrives

```
public event EventHandler<RawFeedMessageEventArgs> RawFeedMessageReceived
```

### Event Type

[EventHandler](#)<[RawFeedMessageEventArgs](#)>

# Namespace Sportradar.OddsFeed.SDK.Api.Managers Interfaces

## [IBookingManager](#)

Defines a contract for classes implementing booking manager to perform various booking calendar operations

## [ICashOutProbabilitiesProvider](#)

Defines a type used to retrieve market probabilities used for cash out

## [ICustomBetManager](#)

Defines methods used to perform various custom bet operations

## [ICustomBetSelectionBuilder](#)

Defines methods used to build selections

## [IEventChangeManager](#)

Defines a contract implemented by classes capable of getting list of [IFixtureChange](#) and/or [JResultChange](#)

## [IEventRecoveryRequestIssuer](#)

Defines a contract implemented by classes used to issue event message recovery requests to the feed

## [IMarketDescriptionManager](#)

Used to obtain information about available markets and get translations for markets and outcomes including outright

## [IProducerManager](#)

Defines a contract implemented by classes used to manage feed producers

## [ISportDataProvider](#)

Defines a contract implemented by classes used to provide sport related data (sports, tournaments, sport events, ...)

# Interface IBookingManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing booking manager to perform various booking calendar operations

```
public interface IBookingManager
```

## Methods

### BookLiveOddsEvent(Urn)

Books the live odds event associated with the provided [Urn](#) identifier

```
bool BookLiveOddsEvent(Urn eventId)
```

#### Parameters

`eventId` [Urn](#)

The event id

#### Returns

[bool](#) ↗

`true` if event was successfully booked, `false` otherwise

# Interface ICashOutProbabilitiesProvider

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a type used to retrieve market probabilities used for cash out

```
public interface ICashOutProbabilitiesProvider
```

## Methods

### GetCashOutProbabilitiesAsync<T>(Urn, CultureInfo)

Asynchronously gets the cash out probabilities for the specified sport event.

```
Task<ICashOutProbabilities<T>> GetCashOutProbabilitiesAsync<T>(Urn eventId,  
CultureInfo culture = null) where T : ISportEvent
```

## Parameters

`eventId Urn`

The [Urn](#) uniquely identifying the sport event.

`culture CultureInfo`

A [CultureInfo](#) specifying the language of the returned data, or a null reference to use default languages

## Returns

[Task](#)<[ICashOutProbabilities](#)<T>>

A [Task<TResult>](#) representing the asynchronous operation.

## Type Parameters

`T`

The type of the sport event

## GetCashOutProbabilitiesAsync<T>(Urn, int, IReadOnlyDictionary<string, string>, CultureInfo)

Asynchronously gets the cash out probabilities for the specified market on the specified sport event.

```
Task<ICashOutProbabilities<T>> GetCashOutProbabilitiesAsync<T>(Urn eventId, int  
marketId, IReadOnlyDictionary<string, string> specifiers, CultureInfo culture =  
null) where T : ISportEvent
```

## Parameters

### eventId [Urn](#)

The [Urn](#) uniquely identifying the sport event.

### marketId [int](#)

The id of the market for which to get the probabilities.

### specifiers [IReadOnlyDictionary](#)<[string](#), [string](#)>

A [IDictionary](#)<[TKey](#), [TValue](#)> containing market specifiers or a null reference if market has no specifiers.

### culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned data, or a null reference to use default languages

## Returns

### [Task](#)<[ICashOutProbabilities](#)<T>>

A [Task](#)<[TResult](#)> representing the asynchronous operation.

## Type Parameters

### T

The type of the sport event

# Interface ICustomBetManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to perform various custom bet operations

```
public interface ICustomBetManager
```

## Properties

### CustomBetSelectionBuilder

Returns an [ICustomBetSelectionBuilder](#) instance used to build selections

```
ICustomBetSelectionBuilder CustomBetSelectionBuilder { get; }
```

## Property Value

### [ICustomBetSelectionBuilder](#)

An [ICustomBetSelectionBuilder](#) instance used to build selections

## Methods

### CalculateProbabilityAsync(IEnumerable<ISelection>)

Returns an [ICalculation](#) instance providing the probability for the specified selections

```
Task<ICalculation> CalculateProbabilityAsync(IEnumerable<ISelection> selections)
```

## Parameters

selections [IEnumerable](#)<[ISelection](#)>

The [IEnumerable<T>](#) containing selections for which the probability should be calculated

## Returns

### [Task<ICalculation>](#)

An [ICalculation](#) providing the probability for the specified selections

## CalculateProbabilityFilterAsync(IEnumerable<ISelection>)

Returns an [ICalculationFilter](#) instance providing the probability for the specified selections and filter out conflicting outcomes.

```
Task<ICalculationFilter> CalculateProbabilityFilterAsync(IEnumerable<ISelection> selections)
```

## Parameters

### [selections IEnumerable<ISelection>](#)

The [IEnumerable<T>](#) containing selections for which the probability should be calculated

## Returns

### [Task<ICalculationFilter>](#)

An [ICalculationFilter](#) providing the probability for the specified selections

## GetAvailableSelectionsAsync(Urn)

Returns an [IAvailableSelections](#) instance providing the available selections for the event associated with the provided [Urn](#) identifier

```
Task<IAvailableSelections> GetAvailableSelectionsAsync(Urn eventId)
```

## Parameters

### eventId [Urn](#)

The [Urn](#) identifier of the event for which the available selections should be returned

## Returns

### [Task](#) <[IAvailableSelections](#)>

An [IAvailableSelections](#) providing the available selections of the associated event

# Interface ICustomBetSelectionBuilder

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to build selections

```
public interface ICustomBetSelectionBuilder
```

## Methods

### Build()

Builds and returns a [ISelection](#) instance

```
ISelection Build()
```

### Returns

[ISelection](#)

The constructed [ISelection](#) instance

### Build(Urn, int, string, string)

Builds and returns a [ISelection](#) instance

```
ISelection Build(Urn eventId, int marketId, string specifiers, string outcomeId)
```

### Parameters

`eventId` [Urn](#)

A [Urn](#) representing the event id

`marketId` [int](#)

A value representing the market id

**specifiers** [string](#)

A value representing the specifiers

**outcomeId** [string](#)

A value representing the outcome id

## Returns

[ISelection](#)

The constructed [ISelection](#) instance

## SetEventId(Urn)

Sets event id to the provided [Urn](#)

**ICustomBetSelectionBuilder** **SetEventId**(Urn eventId)

## Parameters

**eventId** [Urn](#)

A [Urn](#) representing the event id

## Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

## SetMarketId(int)

Sets market id to the provided value

**ICustomBetSelectionBuilder** **SetMarketId**(int marketId)

## Parameters

`marketId int`

A value representing the market id

## Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

## SetOutcomeId(string)

Sets outcome id to the provided value

`ICustomBetSelectionBuilder SetOutcomeId(string outcomeId)`

## Parameters

`outcomeId string`

A value representing the outcome id

## Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

## SetSpecifiers(string)

Sets specifiers to the provided value

`ICustomBetSelectionBuilder SetSpecifiers(string specifiers)`

## Parameters

`specifiers string`

A value representing the specifiers

## Returns

[ICustomBetSelectionBuilder](#)

The [ICustomBetSelectionBuilder](#) instance used to set additional values

# Interface IEventChangeManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes capable of getting list of [IFixtureChange](#) and/or [IResultChange](#)

```
public interface IEventChangeManager
```

## Properties

### FixtureChangeInterval

Gets the interval for getting new list of fixture changes

```
TimeSpan FixtureChangeInterval { get; }
```

### Property Value

[TimeSpan](#)

The fixture change interval.

### IsRunning

Gets a value indicating whether this instance is running.

```
bool IsRunning { get; }
```

### Property Value

[bool](#)

**true** if this instance is running; otherwise, **false**.

# LastFixtureChange

Gets the timestamp of last processed fixture change

```
DateTime LastFixtureChange { get; }
```

## Property Value

[DateTime](#)

The last fixture change.

# LastResultChange

Gets the timestamp of last processed result change

```
DateTime LastResultChange { get; }
```

## Property Value

[DateTime](#)

The last result change.

# ResultChangeInterval

Gets the interval for getting new list of result changes

```
TimeSpan ResultChangeInterval { get; }
```

## Property Value

[TimeSpan](#)

The result change interval.

# Methods

## SetFixtureChangeInterval(TimeSpan)

Sets the fixture change interval between two Sports API requests. Must be between 1 min and 12 hours.

```
void SetFixtureChangeInterval(TimeSpan fixtureChangeInterval)
```

### Parameters

**fixtureChangeInterval** [TimeSpan](#)

The fixture change interval.

## SetFixtureChangeTimestamp(DateTime)

Sets the last processed fixture change timestamp.

```
void SetFixtureChangeTimestamp(DateTime fixtureChangeTimestamp)
```

### Parameters

**fixtureChangeTimestamp** [DateTime](#)

The fixture change timestamp.

### Remarks

It can be only set when it is stopped

## SetResultChangeInterval(TimeSpan)

Sets the result change interval between two Sports API requests. Must be between 1 min and 12 hours.

```
void SetResultChangeInterval(TimeSpan resultChangeInterval)
```

### Parameters

`resultChangeInterval` [TimeSpan](#)

The result change interval.

## SetResultChangeTimestamp(DateTime)

Sets the last processed result change timestamp.

```
void SetResultChangeTimestamp(DateTime resultChangeTimestamp)
```

### Parameters

`resultChangeTimestamp` [DateTime](#)

The result change timestamp.

### Remarks

It can be only set when it is stopped

## Start()

Starts scheduled job for fetching fixture and result changes

```
void Start()
```

## Stop()

Stops scheduled job for fetching fixture and result changes

```
void Stop()
```

## Events

### FixtureChange

Raised for [IFixtureChange](#) message

**event** EventHandler<EventChangeEventArgs> FixtureChange

## Event Type

[EventHandler](#)<[EventChangeEventArgs](#)>

## ResultChange

Raised for [IResultChange](#) message

**event** EventHandler<EventChangeEventArgs> ResultChange

## Event Type

[EventHandler](#)<[EventChangeEventArgs](#)>

# Interface IEventRecoveryRequestIssuer

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to issue event message recovery requests to the feed

```
public interface IEventRecoveryRequestIssuer
```

## Methods

### RecoverEventMessagesAsync(IProducer, Urn)

Asynchronously requests messages for the specified sport event and returns a request number used when issuing the request

```
Task<long> RecoverEventMessagesAsync(IProducer producer, Urn eventId)
```

#### Parameters

producer [IProducer](#)

An [IProducer](#) for which to make the recovery

eventId [Urn](#)

A [Urn](#) specifying the sport event for which to request the messages

#### Returns

[Task](#)<long>

[Task](#)<TResult> representing the async operation

### RecoverEventStatefulMessagesAsync(IProducer, Urn)

Asynchronously requests stateful messages for the specified sport event and returns a request number used when issuing the request

Task<long> **RecoverEventStatefulMessagesAsync**(IProducer producer, Urn eventId)

## Parameters

producer [IProducer](#)

An [IProducer](#) for which to make the recovery

eventId [Urn](#)

A [Urn](#) specifying the sport event for which to request the messages

## Returns

[Task](#)<long>

[Task](#)<TResult> representing the async operation

# Interface IMarketDescriptionManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Used to obtain information about available markets and get translations for markets and outcomes including outrights

```
public interface IMarketDescriptionManager
```

## Methods

### DeleteVariantMarketDescriptionFromCache(int, string)

Deletes the variant market description from cache

```
void DeleteVariantMarketDescriptionFromCache(int marketId, string variantValue)
```

#### Parameters

**marketId** [int](#)

The market identifier

**variantValue** [string](#)

The variant value

### GetMarketDescriptionsAsync(CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) of all available static market descriptions

```
Task<IEnumerable<IMarketDescription>> GetMarketDescriptionsAsync(CultureInfo culture = null)
```

#### Parameters

## culture [CultureInfo](#)

The language for which to get market descriptions

## Returns

[Task](#)<[IEnumerable](#)<[IMarketDescription](#)>>

A [IEnumerable<T>](#) of available static market descriptions

## GetMarketMappingAsync(int, IProducer)

Asynchronously gets a [IEnumerable<T>](#) of available mappings for the provided marketId/producer combination

```
Task<IEnumerable<IMarketMappingData>> GetMarketMappingAsync(int marketId,  
IProducer producer)
```

## Parameters

marketId [int](#)

The id of the market for which you need the mapping

producer [IProducer](#)

The [IProducer](#) for which you need the mapping

## Returns

[Task](#)<[IEnumerable](#)<[IMarketMappingData](#)>>

A [IEnumerable<T>](#) of available mappings for the provided marketId/producer combination

## GetMarketMappingAsync(int, IReadOnlyDictionary<string, string>, IProducer)

Asynchronously gets a [IEnumerable<T>](#) of available mappings for the provided marketId/producer combination

```
Task<IEnumerable<IMarketMappingData>> GetMarketMappingAsync(int marketId,  
IReadOnlyDictionary<string, string> specifiers, IProducer producer)
```

## Parameters

**marketId** [int](#)

The id of the market for which you need the mapping

**specifiers** [IReadOnlyDictionary](#)<[string](#), [string](#)>

The associated market specifiers

**producer** [IProducer](#)

The [IProducer](#) for which you need the mapping

## Returns

[Task](#)<[IEnumerable](#)<[IMarketMappingData](#)>>

A [IEnumerable](#)<T> of available mappings for the provided marketId/producer combination

## LoadMarketDescriptionsAsync()

Asynchronously loads the invariant and variant list of market descriptions from the Sports API

[Task](#)<bool> [LoadMarketDescriptionsAsync\(\)](#)

## Returns

[Task](#)<bool>

Returns true if the action succeeded

## Remarks

To be used when manually changed market data via betradar control

# Interface IProducerManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to manage feed producers

```
public interface IProducerManager
```

## Properties

### Producers

Gets the available producers

```
IReadOnlyCollection<IProducer> Producers { get; }
```

## Property Value

[IReadOnlyCollection](#)<[IProducer](#)>

The producers

## Methods

### AddTimestampBeforeDisconnect(int, DateTime)

Sets the timestamp of the last processed message for a specific producer

```
void AddTimestampBeforeDisconnect(int id, DateTime timestamp)
```

## Parameters

**id** [int](#)

The id of the [IProducer](#) for which to set timestamp

`timestamp` [DateTime](#)

A [DateTime](#) specifying the message timestamp

## Exceptions

[ArgumentOutOfRangeException](#)

The timestamp is in the future or too far in the past

## DisableProducer(int)

Disables the producer (no recovery will be made and no message will be received)

`void DisableProducer(int id)`

## Parameters

`id` [int](#)

The id of the producer

## Exceptions

[ArgumentOutOfRangeException](#)

The id of the producer is not found

## Exists(int)

Check if the [IProducer](#) exists in manager

`bool Exists(int id)`

## Parameters

`id` [int](#)

The id to check

## Returns

[bool](#)

`true` if exists, `false` otherwise

## Exists(string)

Check if the [IProducer](#) exists in manager

`bool Exists(string name)`

## Parameters

`name` [string](#)

The name to check

## Returns

[bool](#)

`true` if exists, `false` otherwise

## GetProducer(int)

Gets the producer if exists, otherwise 'unknown' producer is returned

[IProducer](#) `GetProducer(int id)`

## Parameters

`id` [int](#)

The id of the producer to retrieve

## Returns

[IProducer](#)

An [IProducer](#)

## GetProducer(string)

Gets the producer by name if exists, otherwise 'unknown' producer is returned

```
IProducer GetProducer(string name)
```

### Parameters

**name** [string](#)

The name of the producer to retrieve

### Returns

[IProducer](#)

An [IProducer](#)

### Remarks

Search is case insensitive

## RemoveTimestampBeforeDisconnect(int)

Removes the timestamp of the last message processed for a specific producer

```
void RemoveTimestampBeforeDisconnect(int id)
```

### Parameters

**id** [int](#)

An id of the [IProducer](#) for which to remove the timestamp

### Exceptions

[ArgumentOutOfRangeException](#)

The id of the producer is not found

# Interface ISportDataProvider

Namespace: [Sportradar.OddsFeed.SDK.Api.Managers](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes used to provide sport related data (sports, tournaments, sport events, ...)

```
public interface ISportDataProvider
```

## Methods

### CacheExportAsync(CacheType)

Exports current items in the cache

```
Task<IEnumerable<ExportableBase>> CacheExportAsync(CacheType cacheType)
```

#### Parameters

cacheType [CacheType](#)

Specifies what type of cache items will be exported

#### Returns

[Task](#)<[IEnumerable](#)<[ExportableBase](#)>>

Collection of [ExportableBase](#) containing all the items currently in the cache

### CacheImportAsync(IEnumerable<ExportableBase>)

Imports provided items into caches

```
Task CacheImportAsync(IEnumerable<ExportableBase> items)
```

## Parameters

`items` [IEnumerable](#)<[ExportableBase](#)>

Collection of [ExportableBase](#) containing the items to be imported

## Returns

[Task](#)

No return

## DeleteCompetitorFromCache(Urn)

Delete the competitor from cache

`void DeleteCompetitorFromCache(Urn id)`

## Parameters

`id` [Urn](#)

A [Urn](#) specifying the id of [ICOMPETITOR](#) to be deleted

## DeletePlayerProfileFromCache(Urn)

Delete the player profile from cache

`void DeletePlayerProfileFromCache(Urn id)`

## Parameters

`id` [Urn](#)

A [Urn](#) specifying the id of [IPLAYERPROFILE](#) to be deleted

## DeleteSportEventFromCache(Urn, bool)

Delete the sport event from cache

```
void DeleteSportEventFromCache(Urn id, bool includeEventStatusDeletion = false)
```

## Parameters

**id** [Urn](#)

A [Urn](#) specifying the id of [ISportEvent](#) to be deleted

**includeEventStatusDeletion** [bool](#)

Delete also [ISportEventStatus](#) from the cache

## DeleteSportEventsFromCache(DateTime)

Deletes the sport events from cache which are scheduled before specified date

```
int DeleteSportEventsFromCache(DateTime before)
```

## Parameters

**before** [DateTime](#)

The scheduled DateTime used to delete sport events from cache

## Returns

[int](#)

Number of deleted items

## DeleteTournamentFromCache(Urn)

Delete the tournament from cache

```
void DeleteTournamentFromCache(Urn id)
```

## Parameters

### `id Urn`

A [Urn](#) specifying the id of [ILongTermEvent](#) to be deleted

## GetActiveTournamentsAsync(CultureInfo)

Asynchronously gets a list of active [IEnumerable<T>](#)

```
Task<IEnumerable<ISportEvent>> GetActiveTournamentsAsync(CultureInfo culture = null)
```

## Parameters

### `culture CultureInfo`

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

### `Task<IEnumerable<ISportEvent>>`

A [Task<TResult>](#) representing the async operation

## Remarks

Lists all [ISportEvent](#) that are cached (once schedule is loaded)

## GetAvailableTournamentsAsync(Urn, CultureInfo)

Asynchronously gets a list of available [IEnumerable<T>](#) for a specific sport

```
Task<IEnumerable<ISportEvent>> GetAvailableTournamentsAsync(Urn sportId, CultureInfo culture = null)
```

## Parameters

### `sportId Urn`

A [Urn](#) specifying the sport to retrieve

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<[IEnumerable](#)<[ISportEvent](#)>>

A [Task<TResult>](#) representing the async operation

## Remarks

Lists all available tournaments for a sport event we provide coverage for

## GetCompetition(Urn, Urn, CultureInfo)

Gets a [ICompetition](#) representing the specified sport event in language specified by **culture** or a null reference if the sport event with specified **id** does not exist

`ICompetition GetCompetition(Urn id, Urn sportId, CultureInfo culture = null)`

## Parameters

**id** [Urn](#)

A [Urn](#) specifying the sport event to retrieve

**sportId** [Urn](#)

A [Urn](#) of the sport this event belongs to

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[ICompetition](#)

A [ICompetition](#) representing the specified sport event or a null reference if the requested sport event does not exist

## GetCompetition(Urn, CultureInfo)

Gets a [ICompetition](#) representing the specified sport event in language specified by `culture` or a null reference if the sport event with specified `id` does not exist

```
ICompetition GetCompetition(Urn id, CultureInfo culture = null)
```

### Parameters

`id Urn`

A [Urn](#) specifying the sport event to retrieve

`culture CultureInfo`

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

### Returns

[ICompetition](#)

A [ICompetition](#) representing the specified sport event or a null reference if the requested sport event does not exist

## GetCompetitorAsync(Urn, CultureInfo)

Asynchronously gets a [ICompetitor](#)

```
Task<ICompetitor> GetCompetitorAsync(Urn id, CultureInfo culture = null)
```

### Parameters

`id Urn`

A [Urn](#) specifying the id for which [ICompetitor](#) to be retrieved

## culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

### [Task](#)<[ICompetitor](#)>

A [ICompetitor](#) representing the specified competitor or a null reference

## GetFixtureChangesAsync(CultureInfo)

Gets the list of all fixtures that have changed in the last 24 hours

```
Task<IEnumerable<IFixtureChange>> GetFixtureChangesAsync(CultureInfo culture = null)
```

## Parameters

### culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

### [Task](#)<[IEnumerable](#)<[IFixtureChange](#)>>

A list of all fixtures that have changed in the last 24 hours

## GetFixtureChangesAsync(DateTime?, Urn, CultureInfo)

Gets the list of all fixtures that have changed in the last 24 hours

```
Task<IEnumerable<IFixtureChange>> GetFixtureChangesAsync(DateTime? after, Urn  
sportId, CultureInfo culture = null)
```

## Parameters

after [DateTime](#)?

A [DateTime](#) specifying the starting date and time for filtering

sportId [Urn](#)

A [Urn](#) specifying the sport for which the fixtures should be returned

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<[IEnumerable](#)<[IFixtureChange](#)>>

A list of all fixtures that have changed in the last 24 hours

## GetListOfSportEventsAsync(int, int, CultureInfo)

Asynchronously gets a list of [IEnumerable<T>](#)

```
Task<IEnumerable<ICompetition>> GetListOfSportEventsAsync(int startIndex, int limit,  
CultureInfo culture = null)
```

## Parameters

startIndex [int](#)

Starting record (this is an index, not time)

limit [int](#)

How many records to return (max: 1000)

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<IEnumerable<ICompetition>>

A [Task<TResult>](#) representing the async operation

## Remarks

Lists almost all events we are offering prematch odds for. This endpoint can be used during early startup to obtain almost all fixtures. This endpoint is one of the few that uses pagination.

## GetLiveSportEventsAsync(CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) representing currently live sport events in the language specified by `culture`

```
Task<IEnumerable<ICompetition>> GetLiveSportEventsAsync(CultureInfo culture = null)
```

## Parameters

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<IEnumerable<ICompetition>>

A [Task<TResult>](#) representing the async operation

## GetLotteriesAsync(CultureInfo)

Gets the list of available lotteries

```
Task<IEnumerable<ILottery>> GetLotteriesAsync(CultureInfo culture = null)
```

## Parameters

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<[IEnumerable](#)<[ILottery](#)>>

A list of available lotteries

## GetPeriodStatusesAsync(Urn, CultureInfo, IEnumerable<Urn>, IEnumerable<int>)

Get sport event period summary as an asynchronous operation

```
Task<IEnumerable<IPeriodStatus>> GetPeriodStatusesAsync(Urn id, CultureInfo culture  
= null, IEnumerable<Urn> competitorIds = null, IEnumerable<int> periods = null)
```

## Parameters

**id** [Urn](#)

The id of the sport event to be fetched

**culture** [CultureInfo](#)

The language to be fetched

**competitorIds** [IEnumerable](#)<[Urn](#)>

The list of competitor ids to fetch the results for

**periods** [IEnumerable](#)<[int](#)>

The list of period ids to fetch the results for

## Returns

[Task](#)<[IEnumerable](#)<[IPeriodStatus](#)>>

The period statuses or empty if not found

# GetPlayerProfileAsync(Urn, CultureInfo)

Asynchronously gets a [IPlayerProfile](#)

```
Task<IPlayerProfile> GetPlayerProfileAsync(Urn id, CultureInfo culture = null)
```

## Parameters

**id** [Urn](#)

A [Urn](#) specifying the id for which [IPlayerProfile](#) to be retrieved

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<[IPlayerProfile](#)>

A [IPlayerProfile](#) representing the specified player or a null reference

# GetResultChangesAsync(CultureInfo)

Gets the list of all results that have changed in the last 24 hours

```
Task<IEnumerable<IResultChange>> GetResultChangesAsync(CultureInfo culture = null)
```

## Parameters

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<[IEnumerable](#)<[IResultChange](#)>>

A list of all results that have changed in the last 24 hours

# GetResultChangesAsync(DateTime?, Urn, CultureInfo)

Gets the list of all results that have changed in the last 24 hours

```
Task<IEnumerable<IResultChange>> GetResultChangesAsync(DateTime? after, Urn sportId, CultureInfo culture = null)
```

## Parameters

`after` [DateTime](#)?

A [DateTime](#) specifying the starting date and time for filtering

`sportId` [Urn](#)

A [Urn](#) specifying the sport for which the fixtures should be returned

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<[IEnumerable](#)<[IResultChange](#)>>

A list of all results that have changed in the last 24 hours

# GetSportAsync(Urn, CultureInfo)

Asynchronously gets a [ISport](#) instance representing the sport specified by it's id in the language specified by `culture`, or a null reference if sport with specified id does not exist

```
Task<ISport> GetSportAsync(Urn id, CultureInfo culture = null)
```

## Parameters

`id` [Urn](#)

A [Urn](#) identifying the sport to retrieve.

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<[ISport](#)>

A [Task<TResult>](#) representing the async operation

## GetSportEvent(Urn, Urn, CultureInfo)

Gets a [ISportEvent](#) derived class representing the specified sport event in language specified by `culture` or a null reference if the sport event with specified `id` does not exist

```
ISportEvent GetSportEvent(Urn id, Urn sportId = null, CultureInfo culture = null)
```

## Parameters

`id` [Urn](#)

A [Urn](#) specifying the sport event to retrieve

`sportId` [Urn](#)

A [Urn](#) of the sport this event belongs to

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[ISportEvent](#)

A [ISportEvent](#) derived class representing the specified sport event or a null reference if the requested sport event does not exist

## GetSportEventStatusAsync(Urn)

Asynchronously gets a [ICompetitionStatus](#) for specific sport event

```
Task<ICompetitionStatus> GetSportEventStatusAsync(Urn id)
```

## Parameters

**id** [Urn](#)

A [Urn](#) specifying the event for which [ICompetitionStatus](#) to be retrieved

## Returns

[Task](#)<[ICompetitionStatus](#)>

A [Task<TResult>](#) representing the async operation

## GetSportEventsByDateAsync(DateTime, CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) representing sport events scheduled for date specified by **date** in language specified by **culture**

```
Task<IEnumerable<ICompetition>> GetSportEventsByDateAsync(DateTime scheduleDate,  
CultureInfo culture = null)
```

## Parameters

**scheduleDate** [DateTime](#)

A [DateTime](#) specifying the day for which to retrieve the schedule

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

## Returns

[Task](#)<[IEnumerable](#)<[ICompetition](#)>>

A [Task<TResult>](#) representing the async operation

## GetSportsAsync(CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) representing all available sports in language specified by the `culture`

```
Task<IEnumerable<ISport>> GetSportsAsync(CultureInfo culture = null)
```

### Parameters

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

### Returns

[Task](#)<[IEnumerable](#)<[ISport](#)>>

A [Task<TResult>](#) representing the async operation

## GetTimelineEventsAsync(Urn, CultureInfo)

Get the associated event timeline for single culture

```
Task<IEnumerable<ITimelineEvent>> GetTimelineEventsAsync(Urn sportEventId,  
CultureInfo culture = null)
```

### Parameters

`sportEventId` [Urn](#)

The id of the sport event to be fetched

`culture` [CultureInfo](#)

The language to be fetched

### Returns

[Task](#)<[IEnumerable](#)<[ITimelineEvent](#)>>

The event timeline or empty if not found

## GetTournament(Urn, CultureInfo)

Gets a [ILongTermEvent](#) representing the specified tournament in language specified by **culture** or a null reference if the tournament with specified **id** does not exist

`ILongTermEvent GetTournament(Urn id, CultureInfo culture = null)`

### Parameters

**id** [Urn](#)

A [Urn](#) specifying the tournament to retrieve

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language or a null reference to use the languages specified in the configuration

### Returns

[ILongTermEvent](#)

A [ILongTermEvent](#) representing the specified tournament or a null reference if requested tournament does not exist

# Namespace Sportradar.OddsFeed.SDK.Api.Replay Interfaces

## [IReplayEvent](#)

Defines a contract implemented by classes representing replay events

## [IReplayManager](#)

Defines a contract implemented by classes capable of interacting with Replay Server

## [IReplayResponse](#)

Defines a contract for responses from Replay Server

## [IReplayScenario](#)

Defines a contract for replay scenario instances

## [IReplayStatus](#)

Defines a contract for status of replay player

# Enums

## [ReplayPlayerStatus](#)

Status of the replay player

# Interface IReplayEvent

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing replay events

```
public interface IReplayEvent
```

## Properties

### Id

Gets a [Urn](#) specifying the event id

```
Urn Id { get; }
```

### Property Value

[Urn](#)

### Position

Gets a [int](#) specifying the position

```
int? Position { get; }
```

### Property Value

[int](#)?

### StartTime

Gets a [int](#) specifying the start time

```
int? StartTime { get; }
```

Property Value

int?

# Interface IReplayManager

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes capable of interacting with Replay Server

```
public interface IReplayManager
```

## Methods

### AddMessagesToReplayQueue(Urn, int?)

Adds event {eventId} to the end of the replay queue

```
IReplayResponse AddMessagesToReplayQueue(Urn eventId, int? startTime = null)
```

#### Parameters

`eventId Urn`

The [Urn](#) of the [IMatch](#)

`startTime int?`

The minutes relative to event start time

#### Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

### GetAvailableScenarios()

Gets a list of available replay scenarios

IEnumerable<IRelayScenario> **GetAvailableScenarios()**

## Returns

[IEnumerable](#)<IRelayScenario>

A list of available replay scenarios

## GetEventsInQueue()

Gets the events in replay queue.

IEnumerable<Urn> **GetEventsInQueue()**

## Returns

[IEnumerable](#)<Urn>

Returns an array of event ids

## GetReplayEventsInQueue()

Gets list of replay events in queue.

IEnumerable<IRelayEvent> **GetReplayEventsInQueue()**

## Returns

[IEnumerable](#)<IRelayEvent>

Returns a list of replay events

## GetStatusOfReplay()

Return the status of player. Possible values are: player is playing, player is stopped, player was never playing.

```
IReplayStatus GetStatusOfReplay()
```

## Returns

[IReplayStatus](#)

Returns an [IReplayResponse](#)

## RemoveEventFromReplayQueue(Urn)

Removes the event from replay queue

```
IReplayResponse RemoveEventFromReplayQueue(Urn eventId)
```

## Parameters

eventId [Urn](#)

The [Urn](#) of the [IMatch](#)

## Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

## StartReplay(int, int, int?, bool?)

Start replay the event from replay queue. Events are played in the order they were played in reality

```
IReplayResponse StartReplay(int speed = 10, int maxDelay = 10000, int? producerId = null, bool? rewriteTimestamps = null)
```

## Parameters

speed [int](#)

The speed factor of the replay

`maxDelay int?`

The maximum delay between messages in milliseconds

`producerId int?`

The id of the producer from which we want to get messages, or null for messages from all producers

`rewriteTimestamps bool?`

Should the timestamp in messages be rewritten with current time

## Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

## Remarks

Start replay the event from replay queue. Events are played in the order they were played in reality, e.g. if there are some events that were played simultaneously in reality, they will be played in parallel as well here on replay server. If not specified, default values speed = 10 and max\_delay = 10000 are used. This means that messages will be sent 10x faster than in reality, and that if there was some delay between messages that was longer than 10 seconds it will be reduced to exactly 10 seconds/10 000 ms (this is helpful especially in pre-match odds where delay can be even a few hours or more). If player is already in play, nothing will happen

## StartReplay(int, int, int?, bool?, bool?)

Start replay the event from replay queue. Events are played in the order they were played in reality

```
IReplayResponse StartReplay(int speed, int maxDelay, int? producerId, bool?  
rewriteTimestamps, bool? runParallel)
```

## Parameters

**speed** [int](#)

The speed factor of the replay

**maxDelay** [int](#)

The maximum delay between messages in milliseconds

**producerId** [int](#)?

The id of the producer from which we want to get messages, or null for messages from all producers

**rewriteTimestamps** [bool](#)?

Should the timestamp in messages be rewritten with current time

**runParallel** [bool](#)?

Should the events in queue replay independently

## Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

## Remarks

Start replay the event from replay queue. Events are played in the order they were played in reality, e.g. if there are some events that were played simultaneously in reality, they will be played in parallel as well here on replay server. If not specified, default values speed = 10 and max\_delay = 10000 are used. This means that messages will be sent 10x faster than in reality, and that if there was some delay between messages that was longer than 10 seconds it will be reduced to exactly 10 seconds/10 000 ms (this is helpful especially in pre-match odds where delay can be even a few hours or more). If player is already in play, nothing will happen

## StartReplayScenario(int, int, int, int?, bool?)

Starts playing a predefined scenario

```
IReplayResponse StartReplayScenario(int scenarioId, int speed = 10, int maxDelay = 10000, int? producerId = null, bool? rewriteTimestamps = null)
```

## Parameters

**scenarioId** [int](#)?

The identifier of the scenario that should be played

**speed** [int](#)?

The speed factor of the replay

**maxDelay** [int](#)?

The maximum delay between messages in milliseconds

**producerId** [int](#)?

The id of the producer from which we want to get messages, or null for messages from all producers

**rewriteTimestamps** [bool](#)?

Should the timestamp in messages be rewritten with current time

## Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

## Remarks

Start replay the event from replay queue. Events are played in the order they were played in reality, e.g. if there are some events that were played simultaneously in reality, they will be played in parallel as well here on replay server. If not specified, default values speed = 10 and max\_delay = 10000 are used. This means that messages will be sent 10x faster than in reality, and that if there was some delay between messages that was longer than 10 seconds it will be reduced to exactly 10 seconds/10 000 ms (this is helpful especially in pre-match odds where delay can be even a few hours or more). If player is already in play, nothing will happen

## StopAndClearReplay()

Stop the player if it is currently playing and clear the replay queue. If player is already stopped, the queue is cleared.

IReplayResponse **StopAndClearReplay()**

### Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

## StopReplay()

Stop the player if it is currently playing. If player is already stopped, nothing will happen.

IReplayResponse **StopReplay()**

### Returns

[IReplayResponse](#)

Returns an [IReplayResponse](#)

# Interface IReplayResponse

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for responses from Replay Server

```
public interface IReplayResponse
```

## Properties

### ErrorMessage

Gets the error message, if error occurred, otherwise empty

```
string ErrorMessage { get; }
```

### Property Value

[string](#)

### Message

Gets the message of the response

```
string Message { get; }
```

### Property Value

[string](#)

### Success

Gets a value indicating whether this [IReplayResponse](#) is success.

```
bool Success { get; }
```

## Property Value

bool ↗

# Interface IReplayScenario

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for replay scenario instances

```
public interface IReplayScenario
```

## Properties

### AssociatedEventIds

Gets the associated event identifiers

```
IEnumerable<Urn> AssociatedEventIds { get; }
```

### Property Value

[IEnumerable](#)<[Urn](#)>

### Description

Gets the description of the scenario

```
string Description { get; }
```

### Property Value

[string](#)

### Id

Gets the id of the scenario

```
int Id { get; }
```

## Property Value

[int](#)

## RunParallel

Gets an indication if the scenario can be run in parallel

```
bool RunParallel { get; }
```

## Property Value

[bool](#)

# Interface IReplayStatus

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for status of replay player

```
public interface IReplayStatus
```

## Properties

### LastMessageFromEvent

Gets the [Urn](#) of the event in last message

```
Urn LastMessageFromEvent { get; }
```

### Property Value

[Urn](#)

The last message from event.

### PlayerStatus

Gets the player status. Possible values are: player is playing, player is stopped, player was never playing.

```
ReplayPlayerStatus PlayerStatus { get; }
```

### Property Value

[ReplayPlayerStatus](#)

# Enum ReplayPlayerStatus

Namespace: [Sportradar.OddsFeed.SDK.Api.Replay](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Status of the replay player

```
public enum ReplayPlayerStatus
```

## Fields

**NotStarted** = 0

Player was never playing

**Playing** = 1

Player is currently playing

**SettingUp** = 3

The setting up

**Stopped** = 2

Player is stopped

# Namespace Sportradar.OddsFeed.SDK.Common

## Classes

### [Urn](#)

Represents a Uniform Resource Name

## Interfaces

### [IOpenable](#)

Defines a contract implemented by classes which can be opened and closed

# Interface IOpenable

Namespace: [Sportradar.OddsFeed.SDK.Common](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes which can be opened and closed

```
public interface IOpenable
```

## Properties

### IsOpened

Gets a value indicating whether the current instance is opened

```
bool IsOpened { get; }
```

## Property Value

[bool](#)

## Methods

### Close()

Closes the current instance

```
void Close()
```

### Open()

Opens the current instance.

```
void Open()
```



# Class Urn

Namespace: [Sportradar.OddsFeed.SDK.Common](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a Uniform Resource Name

```
public class Urn
```

## Inheritance

[object](#) ← Urn

## Inherited Members

[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Constructors

### Urn(Urn)

Initializes a new instance of the [Urn](#) class.

```
public Urn(Urn urn)
```

## Parameters

urn [Urn](#)

The urn to be used as a template

### Urn(string, string, long)

Initializes a new instance of the [Urn](#) class.

```
public Urn(string prefix, string type, long id)
```

## Parameters

**prefix** [string](#)

The prefix of the Urn

**type** [string](#)

The type of the resource associated with the Urn

**id** [long](#)

The numerical identifier of the resource associated with the Urn

## Properties

### Id

Gets the numerical part of the identifier associated with the current instance

```
public long Id { get; }
```

### Property Value

[long](#)

### Prefix

Gets the prefix of the current instance.

```
public string Prefix { get; }
```

### Property Value

[string](#)

The prefix.

## Type

Gets a [string](#) specifying the type of the resource associated with the current instance

```
public string Type { get; }
```

## Property Value

[string](#)

## TypeGroup

Gets a [ResourceTypeGroup](#) enum member describing the group of the resource

```
public ResourceTypeGroup TypeGroup { get; }
```

## Property Value

[ResourceTypeGroup](#)

## See Also

[ResourceTypeGroup](#)

## Methods

### Equals(object)

Determines whether the specified [object](#) is equal to this instance.

```
public override bool Equals(object obj)
```

## Parameters

obj [object](#)

The object to compare with the current object.

## Returns

[bool](#)

`true` if the specified [object](#) is equal to this instance; otherwise, `false`.

## GetHashCode()

Returns a hash code for this instance.

```
public override int GetHashCode()
```

### Returns

[int](#)

A hash code for this instance, suitable for use in hashing algorithms and data structures like a hash table.

## IsSimpleTeam()

Determines whether Urn represents a simple team

```
public bool IsSimpleTeam()
```

### Returns

[bool](#)

`true` if represents simple team; otherwise, `false`.

## IsSimpleTeam(string)

Determines whether Urn represents a simple team

```
public static bool IsSimpleTeam(string urn)
```

### Parameters

`urn` [string](#)

The string urn to be checked

## Returns

[bool](#)

`true` if represents simple team; otherwise, `false`.

## Parse(string)

Constructs a [Urn](#) instance by parsing the provided [string](#)

```
public static Urn Parse(string urnString)
```

## Parameters

`urnString` [string](#)

The [string](#) representation of the Urn

## Returns

[Urn](#)

A [Urn](#) constructed by parsing the provided string representation

## Exceptions

[FormatException](#)

The format of the provided representation is not correct

## Parse(string, bool)

Constructs a [Urn](#) instance by parsing the provided [string](#)

```
public static Urn Parse(string urnString, bool isCustomType)
```

## Parameters

`urnString` [string](#)

The [string](#) representation of the Urn

`isCustomType` [bool](#)

Indicates if the urn type is for custom use

## Returns

[Urn](#)

A [Urn](#) constructed by parsing the provided string representation

## Exceptions

[FormatException](#)

The format of the provided representation is not correct

## ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

## Returns

[string](#)

A [string](#) that represents this instance.

## TryParse(string, out Urn)

Tries to construct a [Urn](#) instance by parsing the provided [string](#)

```
public static bool TryParse(string urnString, out Urn urn)
```

## Parameters

urnString [string](#)

The [string](#) representation of the Urn

urn [Urn](#)

When the method returns it contains the [Urn](#) constructed by parsing the provided string if the parsing was successful, otherwise null

## Returns

[bool](#)

`true` if XXXX, `false` otherwise.

## TryParse(string, bool, out Urn)

Tries to construct a [Urn](#) instance by parsing the provided [string](#)

```
public static bool TryParse(string urnString, bool isCustomType, out Urn urn)
```

## Parameters

urnString [string](#)

The [string](#) representation of the Urn

isCustomType [bool](#)

Indicates if the urn type is for custom use

urn [Urn](#)

When the method returns it contains the [Urn](#) constructed by parsing the provided string if the parsing was successful, otherwise null

## Returns

[bool](#)

`true` if XXXX, `false` otherwise.

# Namespace Sportradar.OddsFeed.SDK.Common.Enums

## Enums

### [CacheType](#)

Enumerates the types of the caches supported by the SDK

### [ExceptionHandlingStrategy](#)

Enumerates sdk exception handling strategies

### [LoggerType](#)

Enumeration of all possible types of logger used in sdk. Each can have unique settings in log4net.config file.

### [MessageType](#)

Enumerates the types of the messages received from the feed

### [PropertyUsage](#)

Enumerates property usage requirements

### [ResourceTypeGroup](#)

Enumerates groups of resources represented by the [Urn](#)

### [SdkEnvironment](#)

Enumeration of all possible environments

# Enum CacheType

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates the types of the caches supported by the SDK

```
public enum CacheType
```

## Fields

**All = 7**

All caches

**Profile = 4**

Cache used to hold profile items (player and competitor profiles)

**SportData = 1**

Cache used to hold sport data items (sports and categories)

**SportEvent = 2**

Cache used to hold sport event items (tournaments, matches, seasons...)

# Enum ExceptionHandlingStrategy

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates sdk exception handling strategies

```
public enum ExceptionHandlingStrategy
```

## Fields

**Catch = 1**

Specifies a strategy in which all exceptions are handled by the called instance

**Throw = 0**

Specifies a strategy in which none of the exceptions are thrown to caller

# Enum LoggerType

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of all possible types of logger used in sdk. Each can have unique settings in log4net.config file.

```
public enum LoggerType
```

## Fields

**Cache** = 4

Log for the cache

**ClientInteraction** = 3

The client iteration log

**Execution** = 0

The execution log

**FeedTraffic** = 1

Log for the feed traffic

**RestTraffic** = 2

Log for the rest traffic

**Stats** = 5

Log for the SDK statistics

## Remarks

Default is execution log

# Enum MessageType

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates the types of the messages received from the feed

```
public enum MessageType
```

## Fields

**Alive** = 3

A message periodically send by all feed associated producers indicating their status

**BetCancel** = 6

A message indicating that bets placed on specified markets should be canceled

**BetSettlement** = 8

A message specifying that bets associated with specified markets should be settled

**BetStop** = 5

A message indicating that betting on specified markets should be stopped

**FixtureChange** = 4

A message indicating that a status of a specific fixture has changed

**OddsChange** = 10

A message specifying that odds for specified markets have changed

**ProducerDown** = 1

A message indicating that a producer associated with the feed went down

**RollbackBetCancel** = 7

A message specifying that changes made by the associated bet cancel should be un-done

**RollbackBetSettlement** = 9

A message specifying that changes made by the associated bet settlement should be undone

**SnapshotComplete = 2**

A message indicating all messages with a specific snapshot request were delivered

**Unknown = 0**

Indicating the type of the message could not be determined

# Enum PropertyUsage

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates property usage requirements

```
public enum PropertyUsage
```

## Fields

**Forbidden** = 0

The value of the property must not be specified

**Optional** = 1

The usage of the property is optional

**Required** = 2

The usage of the property is required

# Enum ResourceTypeGroup

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates groups of resources represented by the [Urn](#)

```
public enum ResourceTypeGroup
```

## Fields

**BasicTournament = 3**

The basic tournament

**Draw = 7**

The resource represents lottery draw

**Lottery = 8**

The resource represents lottery

**Match = 0**

The resource represents a sport event of match type

**Other = 5**

The non-specific urn type specifier

**Season = 4**

The resource represents a (tournament) season

**Stage = 1**

The resource represents a sport event of stage type

**Tournament = 2**

The resource represents a tournament

**Unknown = 6**

## The unknown resource type

# Enum SdkEnvironment

Namespace: [Sportradar.OddsFeed.SDK.Common.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of all possible environments

```
public enum SdkEnvironment
```

## Fields

**Custom** = 1

The custom

**GlobalIntegration** = 5

The global integration

**GlobalProduction** = 4

The global production

**Integration** = 3

The integration

**Production** = 0

The production

**ProxySingapore** = 6

The Singapore proxy

**ProxyTokyo** = 7

The Tokyo proxy

**Replay** = 2

The replay

# Namespace Sportradar.OddsFeed.SDK.Common.Exceptions

## Classes

### [CacheItemNotFoundException](#)

An exception thrown by the SDK cache components when the requested key was not found in the cache

### [CommunicationException](#)

An exception thrown by the SDK when an error occurred while communicating with external source (Feed REST-ful API)

### [DeserializationException](#)

An exception thrown by the SDK when a deserialization of the xml received from the feed fails

### [FeedSdkException](#)

A base class for all exceptions thrown by the feed SDK

### [MappingException](#)

An exception thrown by the SDK when the entity received from the feed could not be mapped to entity used by the SDK

### [NameExpressionException](#)

An exception thrown by name expressions when the name cannot be build

### [NameGenerationException](#)

An exception when the name for a market or outcome could not be generated

### [ObjectNotFoundException](#)

An exception thrown when the requested object is not found

### [RecoveryInitiationException](#)

An exception thrown when the recovery operation cannot be initiated due to after param to far in the past

# Class CacheItemNotFoundException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by the SDK cache components when the requested key was not found in the cache

```
[Serializable]
public class CacheItemNotFoundException : FeedSdkException, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← CacheItemNotFoundException

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) ,  
[Exception.HelpLink](#) , [Exception.HResult](#) , [Exception.InnerException](#) ,  
[Exception.Message](#) , [Exception.Source](#) , [Exception.StackTrace](#) , [Exception.TargetSite](#) ,  
[Exception.SerializeObjectState](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Constructors

### CacheItemNotFoundException()

Initializes a new instance of the [CacheItemNotFoundException](#) class.

```
public CacheItemNotFoundException()
```

### CacheItemNotFoundException(SerializationInfo, StreamingContext)

Initializes a new instance of the [CacheItemNotFoundException](#) class.

```
public CacheItemNotFoundException(SerializationInfo info, StreamingContext context)
```

## Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## CacheItemNotFoundException(string)

Initializes a new instance of the [FeedSdkException](#) class with a specified error message.

```
protected CacheItemNotFoundException(string message)
```

## Parameters

message [string](#)

The message that describes the error.

## CacheItemNotFoundException(string, Exception)

Initializes a new instance of the [FeedSdkException](#) class.

```
protected CacheItemNotFoundException(string message, Exception innerException)
```

## Parameters

message [string](#)

The error message that explains the reason for the exception.

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## CachelItemNotFoundException(string, string, Exception)

Initializes a new instance of the [CachelItemNotFoundException](#) class.

```
public CacheItemNotFoundException(string message, string key,  
Exception innerException)
```

### Parameters

**message** [string](#)

The error message that explains the reason for the exception.

**key** [string](#)

The key requested key

**innerException** [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## Properties

### Key

Gets the key requested key

```
public string Key { get; }
```

### Property Value

[string](#)

The key.

# Methods

## GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

## Parameters

**info** [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

**context** [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

## Returns

[string](#)

A [string](#) that represents this instance.

## See Also

[FeedSdkException](#)

# Class CommunicationException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by the SDK when an error occurred while communicating with external source (Feed REST-ful API)

```
[Serializable]
public class CommunicationException : FeedSdkException, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← [CommunicationException](#)

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) ,  
[Exception.HelpLink](#) , [Exception.HResult](#) , [Exception.InnerException](#) ,  
[Exception.Message](#) , [Exception.Source](#) , [Exception.StackTrace](#) , [Exception.TargetSite](#) ,  
[Exception.SerializeObjectState](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Constructors

### CommunicationException()

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException()
```

### CommunicationException(SerializationInfo, StreamingContext)

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException(SerializationInfo info, StreamingContext context)
```

## Parameters

**info** [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

**context** [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## CommunicationException(string, string, Exception)

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException(string message, string url, Exception innerException)
```

## Parameters

**message** [string](#)

The error message that explains the reason for the exception.

**url** [string](#)

The string representation of the url specifying the resource which was being accessed .

**innerException** [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## CommunicationException(string, string, HttpStatusCode, Exception)

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException(string message, string url, HttpStatusCode  
responseCode, Exception innerException)
```

## Parameters

**message** [string](#)

The error message that explains the reason for the exception.

**url** [string](#)

The string representation of the url specifying the resource which was being accessed .

**responseCode** [HttpStatusCode](#)

A [HttpStatusCode](#) specifying the response code

**innerException** [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## CommunicationException(string, string, HttpStatusCode, string, Exception)

Initializes a new instance of the [CommunicationException](#) class.

```
public CommunicationException(string message, string url, HttpStatusCode  
responseCode, string response, Exception innerException)
```

## Parameters

**message** [string](#)

The error message that explains the reason for the exception.

**url** [string](#)

The string representation of the url specifying the resource which was being accessed .

**responseCode** [HttpStatusCode](#)

A [HttpStatusCodes](#) specifying the response code

## response [string](#)

A string representation of the response received from the external source

## innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

# Fields

## Response

Gets the string representation of the response received from the external source (actual xml response or response message)

```
public readonly string Response
```

## Field Value

### [string](#)

## ResponseCode

Gets the [HttpStatusCodes](#) specifying the response's status code

```
public readonly HttpStatusCode ResponseCode
```

## Field Value

### [HttpStatusCodes](#)

# Properties

## Url

Gets the string representation of the url specifying the resource which was being accessed

```
public string Url { get; }
```

## Property Value

[string](#)

The URL.

## Methods

### GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

## Parameters

[info](#) [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

[context](#) [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

## Returns

[string](#)

A [string](#) that represents this instance.

## See Also

[FeedSdkException](#)

# Class DeserializationException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by the SDK when a deserialization of the xml received from the feed fails

```
[Serializable]
public class DeserializationException : FeedSdkException, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← DeserializationException

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) ,  
[Exception.HelpLink](#) , [Exception.HResult](#) , [Exception.InnerException](#) ,  
[Exception.Message](#) , [Exception.Source](#) , [Exception.StackTrace](#) , [Exception.TargetSite](#) ,  
[Exception.SerializeObjectState](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Constructors

### DeserializationException()

Initializes a new instance of the [DeserializationException](#) class.

```
public DeserializationException()
```

### DeserializationException(SerializationInfo, StreamingContext)

Initializes a new instance of the [DeserializationException](#) class.

```
public DeserializationException(SerializationInfo info, StreamingContext context)
```

## Parameters

**info** [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

**context** [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## DeserializationException(string, Exception)

Initializes a new instance of the [DeserializationException](#) class.

```
public DeserializationException(string message, Exception innerException)
```

## Parameters

**message** [string](#)

The error message that explains the reason for the exception.

**innerException** [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## DeserializationException(string, string, string, Exception)

Initializes a new instance of the [DeserializationException](#) class.

```
public DeserializationException(string message, string xml, string rootElementName, Exception innerException)
```

## Parameters

### message [string](#)

The error message that explains the reason for the exception.

### xml [string](#)

The data which could not be deserialized

### rootElementName [string](#)

The name of the root XML element associated with the exception or a null reference if element name could not be determined

### innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## Properties

### RootElementName

Gets the name of the root XMI element associated with the exception or a null reference if element name could not be determined

```
public string RootElementName { get; }
```

### Property Value

#### [string](#)

The name of the root element.

### Xml

Gets the data which could not be deserialized

```
public string Xml { get; }
```

## Property Value

[string](#)

The XML.

## Methods

### GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

## Parameters

[info](#) [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

[context](#) [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

### ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

## Returns

[string](#)

A [string](#) that represents this instance.

## See Also

[FeedSdkException](#)

# Class FeedSdkException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A base class for all exceptions thrown by the feed SDK

```
[Serializable]
public abstract class FeedSdkException : Exception, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← FeedSdkException

## Implements

[ISerializable](#)

## Derived

[CacheItemNotFoundException](#), [CommunicationException](#), [DeserializationException](#),  
[MappingException](#), [NameExpressionException](#), [NameGenerationException](#),  
[ObjectNotFoundException](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) ,  
[Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#) , [Exception.GetType\(\)](#) ,  
[Exception.ToString\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) , [Exception.HResult](#) ,  
[Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,  
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Constructors

### FeedSdkException()

Initializes a new instance of the [FeedSdkException](#) class.

```
protected FeedSdkException()
```

## FeedSdkException(SerializationInfo, StreamingContext)

Initializes a new instance of the [FeedSdkException](#) class.

```
protected FeedSdkException(SerializationInfo info, StreamingContext context)
```

### Parameters

**info** [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

**context** [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## FeedSdkException(string)

Initializes a new instance of the [FeedSdkException](#) class with a specified error message.

```
protected FeedSdkException(string message)
```

### Parameters

**message** [string](#)

The message that describes the error.

## FeedSdkException(string, Exception)

Initializes a new instance of the [FeedSdkException](#) class.

```
protected FeedSdkException(string message, Exception innerException)
```

### Parameters

**message** [string](#)

The error message that explains the reason for the exception.

## innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## See Also

### [Exception](#)

# Class MappingException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by the SDK when the entity received from the feed could not be mapped to entity used by the SDK

```
[Serializable]
public class MappingException : FeedSdkException, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← [MappingException](#)

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) ,  
[Exception.HelpLink](#) , [Exception.HResult](#) , [Exception.InnerException](#) ,  
[Exception.Message](#) , [Exception.Source](#) , [Exception.StackTrace](#) , [Exception.TargetSite](#) ,  
[Exception.SerializeObjectState](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Constructors

### MappingException()

Initializes a new instance of the [MappingException](#) class.

```
public MappingException()
```

### MappingException(SerializationInfo, StreamingContext)

Initializes a new instance of the [MappingException](#) class.

```
protected MappingException(SerializationInfo info, StreamingContext context)
```

## Parameters

### info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

### context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## MappingException(string, string, string, string, Exception)

Initializes a new instance of the [MappingException](#) class.

```
public MappingException(string message, string propertyName, string PropertyValue,
string targetTypeName, Exception innerException)
```

## Parameters

### message [string](#)

The error message that explains the reason for the exception.

### propertyName [string](#)

The name of the property which caused the exception

### PropertyValue [string](#)

The [string](#) representation of the property value which caused the exception

### targetTypeName [string](#)

The [TargetTypeName](#) of the target entity

### innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## Properties

### PropertyName

Gets the name of the property which caused the exception.

```
public string PropertyName { get; }
```

### Property Value

#### [string](#)

The name of the property.

### PropertyValue

Gets the [string](#) representation of the property value which caused the exception.

```
public string PropertyValue { get; }
```

### Property Value

#### [string](#)

The property value.

### TargetTypeName

Gets the [TargetTypeName](#) of the target entity.

```
public string TargetTypeName { get; }
```

### Property Value

## [string](#)

The name of the target type.

## Methods

### GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

## Parameters

### info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

### context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

## Returns

### [string](#)

A [string](#) that represents this instance.

## See Also

### [FeedSdkException](#)

# Class NameExpressionException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown by name expressions when the name cannot be build

```
[Serializable]
public class NameExpressionException : FeedSdkException, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← NameExpressionException

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) ,  
[Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#) , [Exception.GetType\(\)](#) ,  
[Exception.ToString\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) , [Exception.HResult](#) ,  
[Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,  
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Constructors

### NameExpressionException()

Initializes a new instance of the [NameExpressionException](#) class.

```
public NameExpressionException()
```

### NameExpressionException(SerializationInfo, Streaming Context)

Initializes a new instance of the [NameExpressionException](#) class.

```
public NameExpressionException(SerializationInfo info, StreamingContext context)
```

## Parameters

**info** [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

**context** [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## NameExpressionException(string, Exception)

Initializes a new instance of the [NameExpressionException](#) class.

```
public NameExpressionException(string message, Exception innerException)
```

## Parameters

**message** [string](#)

The error message that explains the reason for the exception.

**innerException** [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## See Also

[FeedSdkException](#)

# Class NameGenerationException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception when the name for a market or outcome could not be generated

```
[Serializable]
public class NameGenerationException : FeedSdkException, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← NameGenerationException

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) ,  
[Exception.HelpLink](#) , [Exception.HResult](#) , [Exception.InnerException](#) ,  
[Exception.Message](#) , [Exception.Source](#) , [Exception.StackTrace](#) , [Exception.TargetSite](#) ,  
[Exception.SerializeObjectState](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Constructors

### NameGenerationException()

Initializes a new instance of the [NameGenerationException](#) class.

```
public NameGenerationException()
```

### NameGenerationException(SerializationInfo, StreamingContext)

Initializes a new instance of the [NameGenerationException](#) class.

```
public NameGenerationException(SerializationInfo info, StreamingContext context)
```

## Parameters

### info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

### context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## NameGenerationException(string, int, IReadOnlyDictionary<string, string>, string, string, CultureInfo, Exception)

Initializes a new instance of the [NameGenerationException](#) class.

```
public NameGenerationException(string message, int marketId,  
IReadOnlyDictionary<string, string> marketSpecifiers, string outcomeId, string  
nameDescriptor, CultureInfo culture, Exception innerException)
```

## Parameters

### message [string](#)

The error message that explains the reason for the exception.

### marketId [int](#)

The id of the market associated with name generation that caused the exception

### marketSpecifiers [IReadOnlyDictionary](#)<[string](#), [string](#)>

The specifiers of the market associated with name generation that caused the exception

### outcomeId [string](#)

The id of the outcome whose name generation caused the exception, or a null reference if the name generation was invoked on market

#### **nameDescriptor** [string](#)

The name descriptor used when generating the name, or a null reference if name descriptor could not be found

#### **culture** [CultureInfo](#)

The [CultureInfo](#) instance specifying the language associated with the name generation

#### **innerException** [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## Properties

### Culture

Gets the [CultureInfo](#) instance specifying the language associated with the name generation

```
public CultureInfo Culture { get; }
```

### Property Value

#### [CultureInfo](#)

### MarketId

Gets the id of the market associated with name generation that caused the exception

```
public int MarketId { get; }
```

### Property Value

#### [int](#)

## MarketSpecifiers

Gets the specifiers of the market associated with name generation that caused the exception

```
public IReadOnlyDictionary<string, string> MarketSpecifiers { get; }
```

### Property Value

[IReadOnlyDictionary](#)<string, string>

The market specifiers.

## NameDescriptor

Gets the name descriptor used when generating the name, or a null reference if name descriptor could not be found

```
public string NameDescriptor { get; }
```

### Property Value

[string](#)

## OutcomeId

Gets the id of the outcome whose name generation caused the exception, or a null reference if the name generation was invoked on market

```
public string OutcomeId { get; }
```

### Property Value

[string](#)

## Methods

# GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

## Parameters

**info** [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

**context** [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

## Returns

[string](#)

A [string](#) that represents this instance.

## See Also

[FeedSdkException](#)

# Class ObjectNotFoundException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown when the requested object is not found

```
[Serializable]
public class ObjectNotFoundException : FeedSdkException, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← [FeedSdkException](#) ← ObjectNotFoundException

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) ,  
[Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#) , [Exception.GetType\(\)](#) ,  
[Exception.ToString\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) , [Exception.HResult](#) ,  
[Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,  
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Constructors

### ObjectNotFoundException()

Initializes a new instance of the [ObjectNotFoundException](#) class.

```
public ObjectNotFoundException()
```

### ObjectNotFoundException(SerializationInfo, StreamingContext)

Initializes a new instance of the [ObjectNotFoundException](#) class.

```
public ObjectNotFoundException(SerializationInfo info, StreamingContext context)
```

## Parameters

**info** [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

**context** [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## ObjectNotFoundException(string, Exception)

Initializes a new instance of the [ObjectNotFoundException](#) class.

```
public ObjectNotFoundException(string message, Exception innerException)
```

## Parameters

**message** [string](#)

The error message that explains the reason for the exception.

**innerException** [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## See Also

[FeedSdkException](#)

# Class RecoveryInitiationException

Namespace: [Sportradar.OddsFeed.SDK.Common.Exceptions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An exception thrown when the recovery operation cannot be initiated due to after param to far in the past

```
public class RecoveryInitiationException : Exception, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← RecoveryInitiationException

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetType\(\)](#) , [Exception.Data](#) ,  
[Exception.HelpLink](#) , [Exception.HResult](#) , [Exception.InnerException](#) ,  
[Exception.Message](#) , [Exception.Source](#) , [Exception.StackTrace](#) , [Exception.TargetSite](#) ,  
[Exception.SerializeObjectState](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Constructors

### RecoveryInitiationException(SerializationInfo, StreamingContext)

Initializes a new instance of the [RecoveryInitiationException](#) class.

```
public RecoveryInitiationException(SerializationInfo info, StreamingContext context)
```

## Parameters

info [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

#### context [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## RecoveryInitiationException(string, DateTime)

Initializes a new instance of the [RecoveryInitiationException](#) class

```
public RecoveryInitiationException(string message, DateTime after)
```

### Parameters

#### message [string](#)

The exception message

#### after [DateTime](#)

The after parameter of the recovery operation that caused the exception

## RecoveryInitiationException(string, DateTime, Exception)

Initializes a new instance of the [RecoveryInitiationException](#) class

```
public RecoveryInitiationException(string message, DateTime after, Exception inner)
```

### Parameters

#### message [string](#)

The exception message

#### after [DateTime](#)

The after parameter of the recovery operation that caused the exception

`inner` [Exception](#)

The [Exception](#) that caused the current exception to be thrown

## Properties

### After

Gets a [DateTime](#) specifying the after parameter of the failed recovery

```
public DateTime After { get; }
```

### Property Value

[DateTime](#)

## Methods

### GetObjectData(SerializationInfo, StreamingContext)

When overridden in a derived class, sets the [SerializationInfo](#) with information about the exception.

```
public override void GetObjectData(SerializationInfo info, StreamingContext context)
```

### Parameters

`info` [SerializationInfo](#)

The [SerializationInfo](#) that holds the serialized object data about the exception being thrown.

`context` [StreamingContext](#)

The [StreamingContext](#) that contains contextual information about the source or destination.

## ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

## Returns

[string](#)

A [string](#) that represents this instance.

# Namespace Sportradar.OddsFeed.SDK.Common.Extensions

## Classes

### [DependencyInjectionExtensions](#)

Extensions for Microsoft.Extensions.DependencyInjection

### [EpochTimeExtensions](#)

Class defining extension methods for epoch date time

### [ListExtensions](#)

Class defining extension methods for IEnumerable

### [ProducerExtensions](#)

Class defining extension methods for [IProducer](#)

### [StreamExtensions](#)

Defines extension methods for stream used by the sdk

# Class DependencyInjectionExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Extensions for Microsoft.Extensions.DependencyInjection

```
public static class DependencyInjectionExtensions
```

## Inheritance

[object](#) ← DependencyInjectionExtensions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### AddUofSdk(IServiceCollection, IUofConfiguration)

Add all sdk services to service collection

```
public static void AddUofSdk(this IServiceCollection services,  
IUofConfiguration configuration)
```

## Parameters

**services** [IServiceCollection](#)

The service collection

**configuration** [IUofConfiguration](#)

An [IUofConfiguration](#) used to configure sdk services

# Class EpochTimeExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class defining extension methods for epoch date time

```
public static class EpochTimeExtensions
```

## Inheritance

[object](#) ← EpochTimeExtensions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### FromEpochTime(long)

Convert long epoch time to DateTime

```
public static DateTime FromEpochTime(this long epochTime)
```

## Parameters

epochTime [long](#)

The UNIX time

## Returns

[DateTime](#)

DateTime

# ToEpochTime(DateTime)

Convert DateTime to the epoch time (in seconds)

```
public static long ToEpochTime(this DateTime date)
```

## Parameters

date [DateTime](#)

The date

## Returns

[long](#)

System.Int64

# Class ListExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class defining extension methods for IEnumerable

```
public static class ListExtensions
```

## Inheritance

[object](#) ← ListExtensions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### AddUnique<T>(ICollection<T>, T)

Add new item to collection only if not present already

```
public static void AddUnique<T>(this ICollection<T> collection, T item)
```

## Parameters

**collection** [ICollection](#)<T>

The original collection

**item** T

The item to be added to the collection

## Type Parameters

T

The type saved in the collection

## IsNullOrEmpty(IEnumerable)

Check if IEnumerable is null or empty

```
public static bool IsNullOrEmpty(this IEnumerable list)
```

### Parameters

list [IEnumerable](#)

The list to be checked for null or empty

### Returns

bool

True is yes, otherwise false

# Class ProducerExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class defining extension methods for [IProducer](#)

```
public static class ProducerExtensions
```

## Inheritance

[object](#) ← ProducerExtensions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### MaxAfterAge(IProducer)

Returns a [TimeSpan](#) specifying the max age of after param when doing a after timestamp recovery

```
public static TimeSpan MaxAfterAge(this IProducer producer)
```

#### Parameters

producer [IProducer](#)

The [IProducer](#) associated with the after timestamp recovery.

#### Returns

[TimeSpan](#)

A [TimeSpan](#) specifying the max age of after param when doing a after timestamp recovery.

# Class StreamExtensions

Namespace: [Sportradar.OddsFeed.SDK.Common.Extensions](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines extension methods for stream used by the sdk

```
public static class StreamExtensions
```

## Inheritance

[object](#) ← StreamExtensions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### GetData(Stream)

Gets a [string](#) representation of the provided [Stream](#)

```
public static string GetData(this Stream stream)
```

## Parameters

stream [Stream](#)

The [Stream](#) whose content to get.

## Returns

[string](#)

A [string](#) representation of the [Stream](#) content.

# Namespace Sportradar.OddsFeed.SDK.Entities.Interfaces

## [IAdditionalProbabilities](#)

Additional probability attributes for markets which potentially will be (partly) refunded

## [IBetCancel<T>](#)

Defines a contract implemented by bet-cancel messages

## [IBetSettlement<T>](#)

Defines a contract implemented by bet-settlement messages

## [IBetStop<T>](#)

Defines a contract implemented by bet-stop messages

## [ICashOutProbabilities<T>](#)

Defines a contract implemented by cash-out probability messages

## [IEventMessage<T>](#)

Defines a contract implemented by all messages associated with sport events

## [IFixtureChange<T>](#)

Defines a contract implemented by messages which indicate a fixture was changed

## [IMarket](#)

Represents a betting market

## [IMarketCancel](#)

Represents information for a market with void reason

## [IMarketDefinition](#)

Defines methods used to access market definition properties

## [IMarketMessage<T, T1>](#)

Defines a contract implemented by all messages containing market related information

## [IMarketMetadata](#)

Defines a contract for classes implementing additional market information

## [IMarketWithOdds](#)

Defines a contract implemented by classes providing odds information for betting markets

## [IMarketWithProbabilities](#)

Defines a contract implemented by classes providing probability information for betting markets

## [IMarketWithSettlement](#)

Represents settlement information for a market

## [IMessage](#)

Defines a contract followed by all top-level messages produced by the feed

## [IMessageTimestamp](#)

Defines a contract for all message timestamps

## [IOddsChange<T>](#)

Defines a contract implemented by odds-change messages

## [IOddsGeneration](#)

Provided by the prematch odds producer only, and contains a few key-parameters that can be used in a client's own special odds model, or even offer spread betting bets based on it.

## [IOutcome](#)

Represent a betting market outcome

## [IOutcomeDefinition](#)

Defines methods used to access outcome definition properties

## [IOutcomeOdds](#)

Represents an odds for an outcome(selection)

## [IOutcomeProbabilities](#)

Represents a selection with probabilities information

## [IOutcomeSettlement](#)

Represent settlement information for an outcome(market selection)

## [IPlayerOutcomeOdds](#)

Represents an odds for a player outcome(selection)

## [IProducerStatusChange](#)

Defines a contract implemented by messages indicating that a producer status changed to down or up

## [IRollbackBetCancel<T>](#)

Defines a contract implemented by bet-cancel-rollback messages

## [IRollbackBetSettlement<T>](#)

Defines a contract implemented by bet-settlement-rollback messages

## [ISnapshotCompleted](#)

Defines a contract implemented by messages indicating that all messages from the requested snapshot were send

# Interface IAdditionalProbabilities

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Additional probability attributes for markets which potentially will be (partly) refunded

```
public interface IAdditionalProbabilities
```

## Remarks

This is valid only for those markets which are sent with x.0, x.25 and x.75 lines and in addition the "no bet" markets (draw no bet, home no bet, ...)

## Properties

### HalfLose

The half\_lose probability

```
double? HalfLose { get; }
```

### Property Value

[double](#)?

### HalfWin

The half\_win probability

```
double? HalfWin { get; }
```

### Property Value

[double](#)?

## Lose

The lose probability

```
double? Lose { get; }
```

## Property Value

double?

## Refund

The refund probability

```
double? Refund { get; }
```

## Property Value

double?

## Win

The win probability

```
double? Win { get; }
```

## Property Value

double?

# Interface IBetCancel<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-cancel messages

```
public interface IBetCancel<out T> : IMarketMessage<IMarketCancel, T>,
IEventMessage<T>, IMessage where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

## Inherited Members

[IMarketMessage<IMarketCancel, T>.Markets](#) , [IEventMessage<T>.Event](#) ,  
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,  
[IMessage.Timestamps](#)

## Properties

### EndTime

Gets number of milliseconds from UTC epoch representing the end of cancellation period. A null value indicates the period ended when the market was closed

```
long? EndTime { get; }
```

### Property Value

[long](#)?

### StartTime

Gets number of milliseconds from UTC epoch representing the start of cancellation period.  
A null value indicates the period started with market activation

```
long? StartTime { get; }
```

## Property Value

[long](#)?

## SupersededBy

If the market was cancelled because of a migration from a different sport event, it gets a [Urn](#) specifying the sport event from which the market has migrated.

```
Urn SupersededBy { get; }
```

## Property Value

[Urn](#)

The superseded by.

# Interface IBetSettlement<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-settlement messages

```
public interface IBetSettlement<out T> : IMarketMessage<IMarketWithSettlement, T>,  
IEventMessage<T>, IMessage where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

## Inherited Members

[IMarketMessage<IMarketWithSettlement, T>.Markets](#) , [IEventMessage<T>.Event](#) ,  
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,  
[IMessage.Timestamps](#)

## Properties

### Certainty

Gets the certainty of the [IBetSettlement<T>](#)

```
BetSettlementCertainty Certainty { get; }
```

### Property Value

[BetSettlementCertainty](#)

The certainty of the [IBetSettlement<T>](#)

# Interface IBetStop<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-stop messages

```
public interface IBetStop<out T> : IEventMessage<T>, IMessage where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

## Inherited Members

[IEventMessage<T>.Event](#) , [IEventMessage<T>.RequestId](#) ,  
[IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) , [IMessage.Timestamps](#)

## Properties

### Groups

Get a list of strings specifying which market groups needs to be stopped

```
IEnumerable<string> Groups { get; }
```

### Property Value

[IEnumerable<string>](#)

## MarketStatus

Gets a [MarketStatus](#) specifying the new status of the associated markets

```
MarketStatus MarketStatus { get; }
```

## Property Value

### MarketStatus

The market status.

# Interface ICashOutProbabilities<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by cash-out probability messages

```
public interface ICashOutProbabilities<out T> :  
    IMarketMessage<IMarketWithProbabilities, T>, IEventMessage<T>, IMessage where T  
    : ISportEvent
```

## Type Parameters

T

A [ISportEvent](#) derived type specifying the type of the associated sport event

## Inherited Members

[IMarketMessage<IMarketWithProbabilities, T>.Markets](#) , [IEventMessage<T>.Event](#) ,  
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,  
[IMessage.Timestamps](#)

## Properties

### BetStopReason

Gets the [INamedValue](#) specifying the reason for betting being stopped, or a null reference if the reason is not known

```
INamedValue BetStopReason { get; }
```

### Property Value

#### [INamedValue](#)

The bet stop reason.

## BettingStatus

Gets a [INamedValue](#) indicating the odds change was triggered by a possible event

```
INamedValue BettingStatus { get; }
```

## Property Value

[INamedValue](#)

# Interface IEventMessage<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by all messages associated with sport events

```
public interface IEventMessage<out T> : IMessage where T : ISportEvent
```

## Type Parameters

T

A [ISportEvent](#) derived type used to describe the sport event associated with the fixture change

## Inherited Members

[IMessage.Producer](#) , [IMessage.Timestamps](#)

## Properties

### Event

Gets a [ISportEvent](#) derived instance representing the sport event associated with the current message

```
T Event { get; }
```

### Property Value

T

### RawMessage

Gets the raw message

```
byte[] RawMessage { get; }
```

## Property Value

[byte](#)[]

The raw message

## RequestId

Get the id of the request which triggered the current [IEventMessage<T>](#) message or a null reference if no requestId was provided to the request

```
long? RequestId { get; }
```

## Property Value

[long](#)?

# Interface IFixtureChange<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by messages which indicate a fixture was changed

```
public interface IFixtureChange<out T> : IEventMessage<T>, IMessage where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived type used to describe the sport event associated with the fixture change

## Inherited Members

[IEventMessage<T>.Event](#) , [IEventMessage<T>.RequestId](#) ,  
[IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) , [IMessage.Timestamps](#)

## Properties

### ChangeType

Gets a [FixtureChangeType](#) indicating how the fixture was changed (added, re-scheduled, ...)

```
FixtureChangeType ChangeType { get; }
```

### Property Value

[FixtureChangeType](#)

### Remarks

If not specified in message, returns [NotAvailable](#)

## NextLiveTime

Gets a value specifying the start time of the fixture in milliseconds since EPOCH UTC after the fixture was re-scheduled

```
long? NextLiveTime { get; }
```

## Property Value

[long](#)?

## StartTime

Gets a value specifying the start time of the fixture in milliseconds since EPOCH UTC

```
long StartTime { get; }
```

## Property Value

[long](#)?

# Interface IMarket

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a betting market

```
public interface IMarket
```

## Properties

### AdditionalInfo

Gets the [IReadOnlyDictionary<TKey, TValue>](#) containing additional market information

```
IReadOnlyDictionary<string, string> AdditionalInfo { get; }
```

### Property Value

[IReadOnlyDictionary<string, string>](#)

### Id

Gets a [int](#) value specifying the market type

```
int Id { get; }
```

### Property Value

[int](#)

### MarketDefinition

Gets the associated market definition instance

```
IMarketDefinition MarketDefinition { get; }
```

## Property Value

[IMarketDefinition](#)

## Specifiers

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing market specifiers

```
IReadOnlyDictionary<string, string> Specifiers { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[string](#), [string](#)>

## Remarks

Note that the [Id](#) and [Specifiers](#) combined uniquely identify the market within the event

## Methods

### GetMappedMarketIdsAsync()

Asynchronously gets the mapping Ids of the specified market

```
Task<IEnumerable<IMarketMapping>> GetMappedMarketIdsAsync()
```

## Returns

[Task](#)<[IEnumerable](#)<[IMarketMapping](#)>>

Returns the mapping Ids of the specified market

## Examples

```
foreach (var marketMapping in mappedIds)
{
```

```
if (marketMapping is LcooMarketMapping lcooId)
{
    _log.LogInformation($"Market {market.Id} mapping TypeId:{lcooId.TypeId}, Sov:'{lcooId.Sov}'");
}
else if (marketMapping is LoMarketMapping loId)
{
    _log.LogInformation($"Market {market.Id} mapping TypeId:{loId.TypeId}, SubTypeId:{loId.SubTypeId}, Sov:'{loId.Sov}'");
}
}
```

## Remarks

The result is [LoMarketMapping](#) or [LcooMarketMapping](#)

## GetNameAsync(CultureInfo)

Asynchronously gets the name of the market in the specified language

Task<string> **GetNameAsync**(CultureInfo culture)

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language in which to get the name

## Returns

[Task](#)<string>

A [Task<TResult>](#) representing the async operation

# Interface IMarketCancel

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents information for a market with void reason

```
public interface IMarketCancel : IMarket
```

## Inherited Members

[IMarket.Id](#) , [IMarket.Specifiers](#) , [IMarket.AdditionalInfo](#) , [IMarket.MarketDefinition](#) ,  
[IMarket.GetNameAsync\(CultureInfo\)](#) , [IMarket.GetMappedMarketIdsAsync\(\)](#).

## Properties

### VoidReason

Gets a [INamedValue](#) specifying the void reason, or a null reference if no void reason is specified

```
INamedValue VoidReason { get; }
```

### Property Value

[INamedValue](#)

# Interface IMarketDefinition

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to access market definition properties

```
public interface IMarketDefinition
```

## Methods

### GetAttributes()

Returns a dictionary of associated market attributes

```
IDictionary<string, string> GetAttributes()
```

#### Returns

[IDictionary](#)<[string](#), [string](#)>

A dictionary of associated market attributes

### GetGroups()

Returns a list of groups to which the associated market belongs to

```
IList<string> GetGroups()
```

#### Returns

[IList](#)<[string](#)>

a list of groups to which the associated market belongs to

## GetNameTemplate(CultureInfo)

Returns the unmodified market name template

```
string GetNameTemplate(CultureInfo culture)
```

### Parameters

**culture** [CultureInfo](#)

The culture in which the name template should be provided

### Returns

[string](#)

The unmodified market name template

## GetOutcomeType()

Returns an indication of which kind of outcomes the associated market includes

```
string GetOutcomeType()
```

### Returns

[string](#)

An indication of which kind of outcomes the associated market includes

## GetValidMappings()

Returns a list of valid market mappings

```
IEnumerable<IMarketMappingData> GetValidMappings()
```

### Returns

[IEnumerable](#) <[IMarketMappingData](#)>

a list of valid market mappings

# Interface IMarketMessage<T, T1>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by all messages containing market related information

```
public interface IMarketMessage<out T, out T1> : IEventMessage<T1>, IMessage where T : IMarket where T1 : ISportEvent
```

## Type Parameters

T

A [IMarket](#) derived type specifying the type of markets

T1

A [ISportEvent](#) derived type specifying the type of the associated sport event

## Inherited Members

[IEventMessage<T1>.Event](#) , [IEventMessage<T1>.RequestId](#) ,  
[IEventMessage<T1>.RawMessage](#) , [IMessage.Producer](#) , [IMessage.Timestamps](#)

## Properties

### Markets

Gets a [IEnumerable<T>](#) describing markets associated with the current [IMarketMessage<T, T1>](#)

```
IEnumerable<out T> Markets { get; }
```

### Property Value

[IEnumerable](#)<T>

# Interface IMarketMetadata

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing additional market information

```
public interface IMarketMetadata
```

## Properties

### AamsId

Gets the Italian AAMS id for this outright

```
long? AamsId { get; }
```

### Property Value

[long](#)?

The Italian AAMS id for this outright

### EndTime

Gets the end time of the event (as epoch timestamp)

```
long? EndTime { get; }
```

### Property Value

[long](#)?

The end time

## EndTimeDate

Gets the end time of the event

```
DateTime? EndTimeDate { get; }
```

### Property Value

[DateTime](#)?

The end time

## NextBetstop

Gets a epoch timestamp in UTC when to betstop the associated market. Typically used for outright and typically is the start-time of the event the market refers to

```
long? NextBetstop { get; }
```

### Property Value

[long](#)?

The next betstop

## NextBetstopDate

Gets date/time when to betstop the associated market. Typically used for outright and typically is the start-time of the event the market refers to

```
DateTime? NextBetstopDate { get; }
```

### Property Value

[DateTime](#)?

The next betstop

## StartTime

Gets the start time of the event (as epoch timestamp)

```
long? StartTime { get; }
```

### Property Value

[long](#)?

The start time

## StartTimeDate

Gets the start time of the event

```
DateTime? StartTimeDate { get; }
```

### Property Value

[DateTime](#)?

The start time

# Interface IMarketWithOdds

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing odds information for betting markets

```
public interface IMarketWithOdds : IMarket
```

## Inherited Members

[IMarket.Id](#) , [IMarket.Specifiers](#) , [IMarket.AdditionalInfo](#) , [IMarket.MarketDefinition](#) ,  
[IMarket.GetNameAsync\(CultureInfo\)](#) , [IMarket.GetMappedMarketIdsAsync\(\)](#).

## Properties

### CashoutStatus

Gets a [CashoutStatus](#) enum member specifying the availability of cashout, or a null reference

```
CashoutStatus? CashoutStatus { get; }
```

### Property Value

[CashoutStatus?](#)

### IsFavorite

Gets a value indicating whether the market associated with the current instance is the favorite market (i.e. the one with most balanced odds)

```
bool IsFavorite { get; }
```

### Property Value

[bool](#) ↗

## MarketMetadata

Gets the market metadata which contains the additional market information

```
IMarketMetadata MarketMetadata { get; }
```

### Property Value

[IMarketMetadata](#)

The market metadata which contains the additional market information

## OutcomeOdds

Gets an [IEnumerable<T>](#) where each [IOutcomeOdds](#) instance provides odds information for one outcome(selection)

```
IEnumerable<IOutcomeOdds> OutcomeOdds { get; }
```

### Property Value

[IEnumerable](#)<[IOutcomeOdds](#)>

## Status

Gets a [MarketStatus](#) enum member specifying the status of the market associated with the current [IMarketWithOdds](#) instance

```
MarketStatus Status { get; }
```

### Property Value

[MarketStatus](#)

# Interface IMarketWithProbabilities

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing probability information for betting markets

```
public interface IMarketWithProbabilities : IMarket
```

## Inherited Members

[IMarket.Id](#) , [IMarket.Specifiers](#) , [IMarket.AdditionalInfo](#) , [IMarket.MarketDefinition](#) ,  
[IMarket.GetNameAsync\(CultureInfo\)](#) , [IMarket.GetMappedMarketIdsAsync\(\)](#).

## Properties

### CashoutStatus

Gets a [CashoutStatus](#) enum member specifying the availability of cashout, or a null reference

```
CashoutStatus? CashoutStatus { get; }
```

### Property Value

[CashoutStatus?](#)

### MarketMetadata

Gets the market metadata which contains the additional market information

```
IMarketMetadata MarketMetadata { get; }
```

### Property Value

[IMarketMetadata](#)

The market metadata which contains the additional market information

## OutcomeProbabilities

Gets an [IEnumerable<T>](#) where each [IOutcomeProbabilities](#) instance provides probabilities information for one outcome(selection)

```
IEnumerable<IOutcomeProbabilities> OutcomeProbabilities { get; }
```

## Property Value

[IEnumerable](#)<[IOutcomeProbabilities](#)>

## Status

Gets a [MarketStatus](#) enum member specifying the status of the market associated with the current market

```
MarketStatus Status { get; }
```

## Property Value

[MarketStatus](#)

# Interface IMarketWithSettlement

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents settlement information for a market

```
public interface IMarketWithSettlement : IMarketCancel, IMarket
```

## Inherited Members

[IMarketCancel.VoidReason](#) , [IMarket.Id](#) , [IMarket.Specifiers](#) , [IMarket.AdditionalInfo](#) ,  
[IMarket.MarketDefinition](#) , [IMarket.GetNameAsync\(CultureInfo\)](#) ,  
[IMarket.GetMappedMarketIdsAsync\(\)](#)

## Properties

### OutcomeSettlements

Gets an [IEnumerable<T>](#) where each [IOutcomeSettlement](#) instance provides settlement information for one outcome(selection)

```
IEnumerable<IOutcomeSettlement> OutcomeSettlements { get; }
```

### Property Value

[IEnumerable](#)<[IOutcomeSettlement](#)>

# Interface IMessage

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract followed by all top-level messages produced by the feed

```
public interface IMessage
```

## Properties

### Producer

Gets a [Producer](#) specifying the producer / service which dispatched the current [IMessage](#) message

```
IProducer Producer { get; }
```

### Property Value

[IProducer](#)

### Timestamps

Gets the timestamps when the message was generated, sent, received and dispatched by the sdk

```
IMessageTimestamp Timestamps { get; }
```

### Property Value

[IMessageTimestamp](#)

The timestamps

# Interface IMessagetimestamp

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for all message timestamps

```
public interface IMessagetimestamp
```

## Remarks

Created and Sent are generated on rabbit server and Received and Dispatched on a local machine running sdk. If the system clocks are not in-sync it may happen that Received is before Created. Similar logic applies also to other properties.

## Properties

### Created

Gets the value specifying when the message was generated and put in queue on rabbit server (milliseconds since EPOCH UTC)

```
long Created { get; }
```

### Property Value

[long](#)

### Dispatched

Gets the value specifying when the message was dispatched to the user from the sdk (milliseconds since EPOCH UTC)

```
long Dispatched { get; }
```

### Property Value

[long](#) ↗

## Received

Gets the value specifying when the message was received for processing by the sdk (milliseconds since EPOCH UTC)

```
long Received { get; }
```

## Property Value

[long](#) ↗

## Sent

Gets the value specifying when the message was sent from the rabbit server (milliseconds since EPOCH UTC)

```
long Sent { get; }
```

## Property Value

[long](#) ↗

# Interface IOddsChange<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by odds-change messages

```
public interface IOddsChange<out T> : IMarketMessage<IMarketWithOdds, T>,  
IEventMessage<T>, IMessage where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

## Inherited Members

[IMarketMessage<IMarketWithOdds, T>.Markets](#) , [IEventMessage<T>.Event](#) ,  
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,  
[IMessage.Timestamps](#)

## Properties

### BetStopReason

Gets the [INamedValue](#) specifying the reason for betting being stopped, or a null reference if the reason is not known

```
INamedValue BetStopReason { get; }
```

### Property Value

[INamedValue](#)

The bet stop reason.

### BettingStatus

Gets a [INamedValue](#) indicating the odds change was triggered by a possible event

```
INamedValue BettingStatus { get; }
```

## Property Value

[INamedValue](#)

## ChangeReason

Gets a [OddsChangeReason](#) enum member specifying the reason for odds change or a null reference if the reason is not known

```
OddsChangeReason? ChangeReason { get; }
```

## Property Value

[OddsChangeReason?](#)

## OddsGenerationProperties

Gets the odds generation properties (contains a few key-parameters that can be used in a client's own special odds model, or even offer spread betting bets based on it)

```
IOddsGeneration OddsGenerationProperties { get; }
```

## Property Value

[IOddsGeneration](#)

The odds generation properties

# Interface IOddsGeneration

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provided by the prematch odds producer only, and contains a few key-parameters that can be used in a client's own special odds model, or even offer spread betting bets based on it.

```
public interface IOddsGeneration
```

## Properties

### ExpectedSupremacy

Gets the expected supremacy (how big is the expected goal supremacy)

```
double? ExpectedSupremacy { get; }
```

#### Property Value

[double](#)?

The expected supremacy

### ExpectedTotals

Gets the expected totals (how many goals are expected in total?)

```
double? ExpectedTotals { get; }
```

#### Property Value

[double](#)?

The expected totals

# Interface IOutcome

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent a betting market outcome

```
public interface IOutcome
```

## Properties

### Id

Gets the value uniquely identifying the current instance

```
string Id { get; }
```

### Property Value

[string](#)

### OutcomeDefinition

Gets the associated outcome definition instance

```
IOutcomeDefinition OutcomeDefinition { get; }
```

### Property Value

[IOutcomeDefinition](#)

## Methods

### GetMappedOutcomelDsAsync()

Asynchronously gets the mapping Ids of the specified outcome

`Task<IEnumerable<IOutcomeMapping>> GetMappedOutcomeIdsAsync()`

## Returns

`Task<IEnumerable<IOutcomeMapping>>`

Returns the mapping Ids of the specified outcome

## GetNameAsync(CultureInfo)

Asynchronously gets the name of the outcome in the specified language

`Task<string> GetNameAsync(CultureInfo culture)`

## Parameters

`culture CultureInfo`

A `CultureInfo` specifying the language in which to get the name

## Returns

`Task<string>`

A `Task<TResult>` representing the async operation

# Interface IOutcomeDefinition

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used to access outcome definition properties

```
public interface IOutcomeDefinition
```

## Methods

### GetNameTemplate(CultureInfo)

Returns the unmodified outcome name template

```
string GetNameTemplate(CultureInfo culture)
```

#### Parameters

`culture` [CultureInfo](#)

The culture in which the name template should be provided

#### Returns

[string](#)

The unmodified name template

# Interface IOutcomeOdds

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents an odds for an outcome(selection)

```
public interface IOutcomeOdds : IOutcomeProbabilities, IOutcome
```

## Inherited Members

[IOutcomeProbabilities.Active](#) , [IOutcomeProbabilities.Probabilities](#) ,  
[IOutcomeProbabilities.AdditionalProbabilities](#) , [IOutcome.Id](#) ,  
[IOutcome.GetNameAsync\(CultureInfo\)](#) , [IOutcome.GetMappedOutcomesAsync\(\)](#) ,  
[IOutcome.OutcomeDefinition](#)

## Methods

### GetOdds(OddsDisplayStyle)

Gets the odds in specified format

```
double? GetOdds(OddsDisplayStyle oddsDisplayStyle = OddsDisplayStyle.Decimal)
```

## Parameters

oddsDisplayStyle [OddsDisplayStyle](#)

Display type of the odds (default: [Decimal](#))

## Returns

[double](#)?

The value of the outcome odds in specified format

# Interface IOutcomeProbabilities

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a selection with probabilities information

```
public interface IOutcomeProbabilities : IOutcome
```

## Inherited Members

[IOutcome.Id](#) , [IOutcome.GetNameAsync\(CultureInfo\)](#) ,  
[IOutcome.GetMappedOutcomesIdsAsync\(\)](#) , [IOutcome.OutcomeDefinition](#)

## Properties

### Active

Gets a value indicating whether the current [IOutcome](#) is active - i.e. should bets on it be accepted

```
bool? Active { get; }
```

### Property Value

[bool](#)?

### AdditionalProbabilities

Additional probability attributes for markets which potentially will be (partly) refunded

```
IAdditionalProbabilities AdditionalProbabilities { get; }
```

### Property Value

[IAdditionalProbabilities](#)

# Probabilities

Gets the probabilities for the current [IOutcome](#) instance

```
double? Probabilities { get; }
```

## Property Value

[double](#)?

## See Also

[IOutcome](#)

# Interface IOutcomeSettlement

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represent settlement information for an outcome(market selection)

```
public interface IOutcomeSettlement : IOutcome
```

## Inherited Members

[IOutcome.Id](#) , [IOutcome.GetNameAsync\(CultureInfo\)](#) ,  
[IOutcome.GetMappedOutcomesIdsAsync\(\)](#) , [IOutcome.OutcomeDefinition](#)

## Properties

### DeadHeatFactor

Gets a dead-heat factor for the current [IOutcomeSettlement](#) instance

```
double? DeadHeatFactor { get; }
```

### Property Value

[double](#)?

### Remarks

A dead heat is defined as an event in which there are two or more joint winning contracts  
Dead heat rules state that the stake should be divided by the number of competitors  
involved in the dead heat and then settled at the normal odds

### OutcomeResult

Gets a value indicating whether the outcome associated with current [IOutcomeSettlement](#)  
is winning - i.e. have the bets placed on this outcome winning or losing

```
OutcomeResult OutcomeResult { get; }
```

## Property Value

[OutcomeResult](#)

## VoidFactor

Gets the [VoidFactor](#) associated with a current [IOutcomeSettlement](#) or a null reference. The value indicates the percentage of the stake that should be voided(returned to the punter).

```
VoidFactor? VoidFactor { get; }
```

## Property Value

[VoidFactor?](#)

# Interface IPlayerOutcomeOdds

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents an odds for a player outcome(selection)

```
public interface IPlayerOutcomeOdds : IOutcomeOdds, IOutcomeProbabilities, IOutcome
```

## Inherited Members

[IOutcomeOdds.GetOdds\(OddsDisplayType\)](#) , [IOutcomeProbabilities.Active](#) ,  
[IOutcomeProbabilities.Probabilities](#) , [IOutcomeProbabilities.AdditionalProbabilities](#) ,  
[IOutcome.Id](#) , [IOutcome.GetNameAsync\(CultureInfo\)](#) ,  
[IOutcome.GetMappedOutcomesAsync\(\)](#) , [IOutcome.OutcomeDefinition](#)

## Properties

### HomeOrAwayTeam

Gets the value indicating whether the associated team is home or away

```
HomeAway HomeOrAwayTeam { get; }
```

## Property Value

[HomeAway](#)

The value indicating whether the associated team is home or away

## Methods

### GetCompetitorAsync()

Asynchronously gets the team to which the associated player belongs to

```
Task<ITeamCompetitor> GetCompetitorAsync()
```

## Returns

[Task](#) <ITeamCompetitor>

A [Task<TResult>](#) representing the async operation

## See Also

[IOutcomeOdds](#)

# Interface IProducerStatusChange

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by messages indicating that a producer status changed to down or up

```
public interface IProducerStatusChange : IMessage
```

## Inherited Members

[IMessage.Producer](#) , [IMessage.Timestamps](#)

# Interface IRollbackBetCancel<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-cancel-rollback messages

```
public interface IRollbackBetCancel<out T> : IMarketMessage<IMarketCancel, T>,  
IEventMessage<T>, IMessage where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

## Inherited Members

[IMarketMessage<IMarketCancel, T>.Markets](#) , [IEventMessage<T>.Event](#) ,  
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,  
[IMessage.Timestamps](#)

## Properties

### EndTime

Gets number of milliseconds from UTC epoch representing the end of rollback cancellation period. A null value indicates the period ended when the market was closed

```
long? EndTime { get; }
```

### Property Value

[long](#)?

### StartTime

Gets number of milliseconds from UTC epoch representing the start of rollback cancellation period. A null value indicates the period started with market activation

```
long? StartTime { get; }
```

## Property Value

[long](#)?

# Interface IRollbackBetSettlement<T>

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by bet-settlement-rollback messages

```
public interface IRollbackBetSettlement<out T> : IMarketMessage<IMarketCancel, T>,  
IEventMessage<T>, IMessage where T : ISportEvent
```

## Type Parameters

T

A [ICompetition](#) derived type specifying the type of the associated sport event

## Inherited Members

[IMarketMessage<IMarketCancel, T>.Markets](#) , [IEventMessage<T>.Event](#) ,  
[IEventMessage<T>.RequestId](#) , [IEventMessage<T>.RawMessage](#) , [IMessage.Producer](#) ,  
[IMessage.Timestamps](#)

# Interface ISnapshotCompleted

Namespace: [Sportradar.OddsFeed.SDK.Entities](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by messages indicating that all messages from the requested snapshot were send

```
public interface ISnapshotCompleted : IMessage
```

## Inherited Members

[IMessage.Producer](#) , [IMessage.Timestamps](#)

## Properties

### RequestId

Get the id of the request which triggered the current [ISnapshotCompleted](#) message

```
long RequestId { get; }
```

### Property Value

[long](#) ↗

# Namespace Sportradar.OddsFeed.SDK.Entities.Enums

## Enums

### [BetSettlementCertainty](#)

Enum BetSettlementCertainty

### [CashoutStatus](#)

Enumerates market cashout availability

### [FixtureChangeType](#)

Enumerates reasons why a [IFixtureChange<T>](#) message was received

### [MarketStatus](#)

Enumerates market statuses

### [OddsChangeReason](#)

Enumerates possible reasons why the odds-change was generated

### [OddsDisplayType](#)

Enumerates possible options for displaying outcome odds

# Enum BetSettlementCertainty

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enum BetSettlementCertainty

```
public enum BetSettlementCertainty
```

## Fields

**Confirmed** = 2

The confirmed

**LiveScouted** = 1

The live scouted

**Unknown** = 0

The unknown

# Enum CashoutStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates market cashout availability

```
public enum CashoutStatus
```

## Fields

**Available = 1**

Indicates cashout for associated market is available

**Closed = -2**

Indicates cashout for associated market is no longer available - is closed

**Unavailable = -1**

Indicates cashout for associated market is unavailable

# Enum FixtureChangeType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates reasons why a [IFixtureChange<T>](#) message was received

```
public enum FixtureChangeType
```

## Fields

**Cancelled** = 3

The sport event has been canceled

**Coverage** = 5

Coverage of the sport event has been changed

**Format** = 4

Format changes to the fixture

**New** = 1

A new sport event has been added(typically used for events that are created and will start in the near-term)

**NotAvailable** = 102

Type not specified (not available - equal null)

**Other** = 101

Other various changes to the fixture

**Pitcher** = 6

Pitcher has been changed

**StartTime** = 2

The start time of the sport event has changed

# Enum MarketStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates market statuses

```
public enum MarketStatus
```

## Fields

**Active = 1**

Indicating that the market should be displayed and bets on it should be accepted

**Cancelled = -4**

Indicates the markets has already been cancelled by a previous message

**HandedOver = -2**

Indicates the market was handed over from one odds producer to another. If the odds for this market were already received from another producer this update should be ignored, otherwise associated market should be suspended until such odds are received.

**Inactive = 0**

Indicates the market should NOT be displayed and bets on it should NOT be accepted

**Settled = -3**

Indicates the markets has already been settled by a previous message

**Suspended = -1**

Indicates that the market should be displayed but the bets on it should NOT be accepted

# Enum OddsChangeReason

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates possible reasons why the odds-change was generated

```
public enum OddsChangeReason
```

## Fields

**Normal = 0**

Indicates the message was generated by normal service execution

**RiskAdjustment = 1**

Indicates the message was generated due to risk adjustment

**SystemDown = 2**

Indicates the message was generated because the feed system went down

# Enum OddsDisplayType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates possible options for displaying outcome odds

```
public enum OddsDisplayType
```

## Fields

**American** = 1

The American odds format

**Decimal** = 0

The decimal format

# Namespace Sportradar.OddsFeed.SDK.Entities.Rest Interfaces

## [IAssist](#)

Defines a contract implemented by classes representing assists on a sport event

## [IBaseEntity](#)

Defines a contract for classes implementing basic entity information, containing Id as [Urn](#) and translatable Name

## [IBasicTournament](#)

Defines a contract for classes implementing tournament information

## [IBonusInfo](#)

Defines a contract for classes implementing the bonus info

## [IBookmakerDetails](#)

Defines a contract implemented by classes representing bookmaker information

## [ICar](#)

Represents a car

## [ICategory](#)

Defines a contract implemented by classes representing sport category

## [ICategorySummary](#)

Defines a contract implemented by classes representing sport category

## [ICompetition](#)

Defines a contract implemented by classes representing sport events regardless to which sport they belong

## [ICompetitionStatistics](#)

Defines a contract for classes implementing competition specific statistics

## [ICompetitionStatus](#)

Defines a contract implemented by classes representing the status of a [ICompetition](#)

## [ICompetitor](#)

Represents a team competing in a sport event

## [ICompetitorPlayer](#)

Defines a contract implemented by classes representing a player profile

#### [ICompetitorResult](#)

Defines contract used by classes that provide competitor result information

#### [ICourse](#)

Defines a contract implemented by classes representing a golf course

#### [ICoverageInfo](#)

Defines a contract implemented by classes providing coverage information

#### [ICurrentSeasonInfo](#)

Defines a contract implemented by classes providing information about current season

#### [IDelayedInfo](#)

Defines a contract implemented by classes representing delayed info in a sport event

#### [IDivision](#)

Represents a division of associated competitor

#### [IDraw](#)

Defines a contract implemented by classes, which represent information about a lottery draw

#### [IDrawInfo](#)

Defines a contract for classes implementing the draw info

#### [IDrawResult](#)

Defines a contract for classes implementing the draw result

#### [IEntityPrinter](#)

A contract for implementing entity printer

#### [IEventClock](#)

Defines a contract implemented by classes representing the event clock

#### [IEventPlayer](#)

Defines a contract implemented by classes representing players or racers in a sport event timeline events

#### [IEventResult](#)

Defines methods used by classes that provide event result information

#### [IEventTimeline](#)

Defines a contract for classes implementing event timeline for specific [ISportEvent](#)

## [IFixture](#)

Defines a contract implemented by classes representing a fixture

## [IFixtureChange](#)

Defines a contract implemented by classes representing fixture change

## [IGoalScorer](#)

Defines a contract implemented by classes representing goal scorer in a sport event

## [IGroup](#)

Defines a contract implemented by classes representing a competition group

## [IHole](#)

Defines a contract implemented by classes representing a hole of a golf course

## [IJersey](#)

Defines a contract for classes implementing jersey

## [ILocalizedNamedValue](#)

Specifies a contract implemented by classes representing values with localized / translatable descriptions

## [ILongTermEvent](#)

Defines a contract for classes implementing long term sport event

## [ILottery](#)

Defines a contract implemented by classes, which represent information about a lottery

## [IManager](#)

Defines a contract for classes implementing manager info

## [IMatch](#)

Defines a contract implemented by classes representing sport events of match type

## [IMatchStatistics](#)

Defines a contract for classes implementing match specific statistics

## [IMatchStatus](#)

Defines a contract implemented by classes representing a match status

## [IMatchStatusV1](#)

Defines a contract implemented by classes representing sport events of match type

## [INamedValue](#)

Specifies a contract implemented by classes representing values with names / descriptions

#### [IPeriodCompetitorResult](#)

Defines a contract implemented by classes representing competitor result per period

#### [IPeriodScore](#)

Defines a contract implemented by classes representing a score of a sport event period

#### [IPeriodStatistics](#)

Defines a contract for classes implementing period statistics

#### [IPeriodStatus](#)

Defines a contract implemented by classes representing period status

#### [IPitcher](#)

Defines a contract implemented by classes representing sport event pitcher

#### [IPlayer](#)

Defines a contract implemented by classes representing players or racers in a sport event

#### [IPlayerProfile](#)

Defines a contract implemented by classes representing a player profile

#### [IProductInfo](#)

Defines a contract implemented by classes providing product information

#### [IProductInfoLink](#)

Defines a contract implemented by classes representing product info links

#### [IRaceDriverProfile](#)

Represents a race driver profile

#### [IReferee](#)

Defines a contract implemented by classes representing sport event referee

#### [IReference](#)

A contract for classes implementing array a+of references

#### [IRestMessage](#)

Defines a contract implemented by all classes representing messages received from the feed's REST interface

#### [IResultChange](#)

Defines a contract implemented by classes representing result change

#### [IRound](#)

Defines a contract implemented by classes providing basic tournament round information

#### [IScheduledStartTimeChange](#)

Defines a contract implemented by classes providing schedule start time change

#### [ISeason](#)

Defines a contract implemented by classes representing a tournament season

#### [ISeasonCoverage](#)

Defines an interface representing season coverage info

#### [ISeasonInfo](#)

Defines a contract for classes implementing

#### [ISoccerEvent](#)

Defines a contract for classes representing soccer sport events

#### [ISoccerStatistics](#)

Defines a contract for classes implementing soccer match specific statistics

#### [ISoccerStatus](#)

Defines a contract for classes representing soccer status

#### [ISport](#)

Defines a contract implemented by classes representing a sport

#### [ISportEvent](#)

Defines a contract implemented by classes representing the target(tournament, match, race) of feed messages

#### [ISportEventConditions](#)

Defines a contract implemented by classes representing sport event conditions

#### [ISportEventStatus](#)

Defines a contract implemented by classes representing the status of a sport event

#### [ISportSummary](#)

Defines a contract implemented by classes representing a sport

#### [IStage](#)

Defines methods implemented by classes representing sport events of stage type

## [IStageStatus](#)

Defines a contract implemented by classes representing a stage status

## [IStreamingChannel](#)

Defines a contract implemented by classes representing streaming channels

## [ITeamCompetitor](#)

Defines a contract implemented by classes representing a competing team

## [ITeamStatistics](#)

Defines a contract for classes implementing team statistics

## [ITimelineEvent](#)

Defines a contract for classes implementing timeline event

## [ITournament](#)

Defines a contract implemented by classes providing information about tournament schedule

## [ITournamentCoverage](#)

Defines a contract for classes implementing tournament coverage information

## [ITournamentInfo](#)

Defines a contract for classes representing tournament info

## [ITvChannel](#)

Defines a contract implemented by classes representing TV channels

## [IVenue](#)

Defines a contract implemented by classes representing a sport event venue

## [IWeatherInfo](#)

Defines a contract implemented by classes representing weather conditions

# Interface IAssist

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing assists on a sport event

```
public interface IAssist : IPlayer, IEntityPrinter
```

## Inherited Members

[IPlayer.Id](#) , [IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) ,  [IEntityPrinter.ToString\(\)](#) ,  
 [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  [IEntityPrinter.ToString\(string, IFormatProvider\)](#)

## Properties

### Type

Gets a [string](#) specifying the type of the assist

```
string Type { get; }
```

### Property Value

[string](#)

# Interface IBaseEntity

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing basic entity information, containing Id as [Urn](#) and translatable Name

```
public interface IBaseEntity : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

## Properties

### Id

Gets the [Urn](#) identifying the current instance

```
Urn Id { get; }
```

### Property Value

#### [Urn](#)

The [Urn](#) identifying the current instance

### Names

Gets the list of translated names

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

### Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

The list of translated names

## Methods

### GetName(CultureInfo)

Gets the name associated with this instance in specific language

`string GetName(CultureInfo culture)`

#### Parameters

`culture CultureInfo`

The language used to get the name

#### Returns

`string`

Name if available in specified language or null

# Interface IBasicTournament

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing tournament information

```
public interface IBasicTournament : ILongTermEvent, ISportEvent
```

## Inherited Members

[ILongTermEvent.GetSportAsync\(\)](#) , [ILongTermEvent.GetTournamentCoverage\(\)](#) ,  
[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetCategoryAsync()

Asynchronously gets the category

```
Task<ICategorySummary> GetCategoryAsync()
```

## Returns

[Task](#)<[ICategorySummary](#)>

The category

### GetCompetitorsAsync()

Asynchronously gets the competitors

```
Task<IEnumerable<ICompetitor>> GetCompetitorsAsync()
```

## Returns

[Task](#)<[IEnumerable](#)<[ICompetitor](#)>>

The competitors

## GetExhibitionGamesAsync()

Asynchronously gets a [bool](#) specifying if the tournament is exhibition game

`Task<bool?> GetExhibitionGamesAsync()`

Returns

[Task](#)<[bool](#)?>

A [bool](#) specifying if the tournament is exhibition game

## GetScheduleAsync()

Gets the list of all [ICompetition](#) that belongs to the basic tournament schedule

`Task<IEnumerable<ISportEvent>> GetScheduleAsync()`

Returns

[Task](#)<[IEnumerable](#)<[ISportEvent](#)>>

The list of all [ICompetition](#) that belongs to the basic tournament schedule

## See Also

[ILongTermEvent](#)

# Interface IBonusInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing the bonus info

```
public interface IBonusInfo
```

## Properties

### BonusBalls

Gets the bonus balls info

```
int? BonusBalls { get; }
```

### Property Value

[int](#)?

The bonus balls info or null if not known

### BonusDrumType

Gets the type of the bonus drum

```
BonusDrumType? BonusDrumType { get; }
```

### Property Value

[BonusDrumType](#)?

The type of the bonus drum or null if not known

## BonusRange

Gets the bonus range

```
string BonusRange { get; }
```

## Property Value

[string](#)

The bonus range

# Interface IBookmakerDetails

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing bookmaker information

```
public interface IBookmakerDetails : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### BookmakerId

Gets the Sportradar's provided bookmaker id of the associated bookmaker

```
int BookmakerId { get; }
```

### Property Value

[int](#)

### ExpireAt

Gets a value specifying the bookmaker's token will expire

```
DateTime ExpireAt { get; }
```

### Property Value

[DateTime](#)

## Message

Gets an optional message associated with the current instance

```
string Message { get; }
```

### Property Value

[string](#)

## ResponseCode

Gets the response code of the server's response or a null reference

```
HttpStatusCode? ResponseCode { get; }
```

### Property Value

[HttpStatusCode](#)?

## ServerTimeDifference

Gets the server time difference

```
TimeSpan ServerTimeDifference { get; }
```

### Property Value

[TimeSpan](#)

The server time difference

## VirtualHost

Gets the virtual host which should be used when connecting to the AMQP broker

```
string VirtualHost { get; }
```

## Property Value

[string](#) ↗

# Interface ICar

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a car

```
public interface ICar
```

## Properties

### Chassis

Gets the car chassis

```
string Chassis { get; }
```

### Property Value

[string](#)

The car chassis

### EngineName

Gets the car engine name

```
string EngineName { get; }
```

### Property Value

[string](#)

The car engine name

## Name

Gets the car name

```
string Name { get; }
```

## Property Value

[string](#)

The car name

# Interface ICategory

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport category

```
public interface ICategory : ICategorySummary, IEntityPrinter
```

## Inherited Members

[ICategorySummary.Id](#) , [ICategorySummary.Names](#) ,  
[ICategorySummary.GetName\(CultureInfo\)](#) , [ICategorySummary.CountryCode](#) ,  
[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Tournaments

Gets a [IEnumerable<T>](#) representing the tournaments which belong to the category represented by the current instance

```
IEnumerable<ISportEvent> Tournaments { get; }
```

### Property Value

[IEnumerable<ISportEvent>](#)

# Interface ICategorySummary

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport category

```
public interface ICategorySummary : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### CountryCode

Gets the country code

```
string CountryCode { get; }
```

### Property Value

[string](#)

The country code

### Id

Gets a [Urn](#) uniquely identifying the category represented by the current instance

```
Urn Id { get; }
```

### Property Value

[Urn](#)

# Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing translated category name

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

# Methods

## GetName(CultureInfo)

Gets the name in specified culture language

```
string GetName(CultureInfo culture)
```

## Parameters

**culture** [CultureInfo](#)

The culture.

## Returns

[string](#)

System.String.

# Interface ICompetition

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport events regardless to which sport they belong

```
public interface ICompetition : ISportEvent
```

## Inherited Members

[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetBookingStatusAsync()

Asynchronously gets a [BookingStatus](#) enum member providing booking status for the associated entity or a null reference if booking status is not known

```
Task<BookingStatus?> GetBookingStatusAsync()
```

## Returns

[Task](#)<[BookingStatus](#)?>

Returns a [BookingStatus](#) enum member providing booking status for the associated entity or a null reference if booking status is not known

### GetCompetitorsAsync()

Asynchronously gets a [IEnumerable<T>](#) representing competitors in the sport event associated with the current instance

```
Task<IEnumerable<ICompetitor>> GetCompetitorsAsync()
```

## Returns

[Task](#)<IEnumerable<ICompetitor>>

A [Task<TResult>](#) representing the retrieval operation

## GetCompetitorsAsync(CultureInfo)

Asynchronously gets a [IEnumerable<T>](#) representing competitors in the sport event associated with the current instance

```
Task<IEnumerable<ICompetitor>> GetCompetitorsAsync(CultureInfo culture)
```

## Parameters

[culture CultureInfo](#)

The culture in which we want to return competitor data

## Returns

[Task](#)<IEnumerable<ICompetitor>>

A [Task<TResult>](#) representing the retrieval operation

## GetConditionsAsync()

Asynchronously gets a [ISportEventConditions](#) instance representing live conditions of the sport event associated with the current instance

```
Task<ISportEventConditions> GetConditionsAsync()
```

## Returns

[Task](#)<ISportEventConditions>

A [Task<TResult>](#) representing the retrieval operation

## Remarks

A Fixture is a sport event that has been arranged for a particular time and place

## GetEventStatusAsync()

Gets the event status asynchronous

```
Task<EventStatus?> GetEventStatusAsync()
```

## Returns

[Task](#)<[EventStatus](#)?>

Get the event status

## GetLiveOddsAsync()

Asynchronously gets a liveOdds

```
Task<string> GetLiveOddsAsync()
```

## Returns

[Task](#)<[string](#)>

A liveOdds

## GetSportEventTypeAsync()

Asynchronously gets a [SportEventType](#) for the associated sport event.

```
Task<SportEventType?> GetSportEventTypeAsync()
```

## Returns

## [Task](#) <[SportEventType](#)?>

A [SportEventType](#) for the associated sport event.

## GetStatusAsync()

Gets a [ICompetitionStatus](#) instance containing information about the progress of a sport event associated with the current instance

`Task<ICompetitionStatus> GetStatusAsync()`

## Returns

### [Task](#) <[ICompetitionStatus](#)>

A [ICompetitionStatus](#) instance containing information about the progress of the sport event

## GetVenueAsync()

Asynchronously gets a [IVenue](#) instance representing a venue where the sport event associated with the current instance will take place

`Task<IVenue> GetVenueAsync()`

## Returns

### [Task](#) <[IVenue](#)>

A [Task<TResult>](#) representing the retrieval operation

# Interface ICompetitionStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing competition specific statistics

```
public interface ICompetitionStatistics
```

# Interface ICompetitionStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing the status of a [ICompetition](#)

```
public interface ICompetitionStatus
```

## Properties

### EventResults

Gets the event results

```
IEnumerable<IEventResult> EventResults { get; }
```

### Property Value

[IEnumerable](#)<[IEventResult](#)>

The event results

### PeriodOfLadder

Gets the period of ladder

```
int? PeriodOfLadder { get; }
```

### Property Value

[int](#)?

The period of ladder

## Properties

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing additional event status values

```
IReadOnlyDictionary<string, object> Properties { get; }
```

### Property Value

[IReadOnlyDictionary<string, object>](#)

a [IReadOnlyDictionary<TKey, TValue>](#) containing additional event status values

## ReportingStatus

Returns a [ReportingStatus](#) describing the reporting status of the associated sport event

```
ReportingStatus ReportingStatus { get; }
```

### Property Value

[ReportingStatus](#)

## Status

Gets a [EventStatus](#) describing the high-level status of the associated sport event

```
EventStatus Status { get; }
```

### Property Value

[EventStatus](#)

## WinnerId

Gets the winner identifier

```
Urn WinnerId { get; }
```

## Property Value

### [Urn](#)

The winner identifier, if available, otherwise null

## Methods

### GetPropertyValue(string)

Gets the value of the property specified by it's name

```
object GetPropertyValue(string propertyName)
```

## Parameters

### propertyName [string](#)

The name of the property

## Returns

### [object](#)

A [object](#) representation of the value of the specified property, or a null reference if the value of the specified property was not specified

# Interface ICompetitor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a team competing in a sport event

```
public interface ICompetitor : IPlayer, IEntityPrinter
```

## Inherited Members

[IPlayer.Id](#) , [IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) ,  [IEntityPrinter.ToString\(\)](#) ,  
 [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  [IEntityPrinter.ToString\(string, IFormatProvider\)](#)

## Properties

### Abbreviations

Gets a  [IReadOnlyDictionary< TKey, TValue>](#) containing competitor's abbreviations in different languages

```
[DataMember]  
 IReadOnlyDictionary< CultureInfo, string> Abbreviations { get; }
```

### Property Value

[IReadOnlyDictionary< CultureInfo, string>](#)

### AgeGroup

Gets the age group

```
string AgeGroup { get; }
```

### Property Value

[string](#)

The age group

## AssociatedPlayers

Gets the list of associated player ids

```
IEnumerable<IPlayer> AssociatedPlayers { get; }
```

### Property Value

[IEnumerable](#)<[IPlayer](#)>

The associated player ids

## Countries

Gets a  [IReadOnlyDictionary](#)<[TKey](#),  [TValue](#)> containing competitor's country names in different languages

[DataMember]

```
IReadOnlyDictionary<CultureInfo, string> Countries { get; }
```

### Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#),  [string](#)>

## CountryCode

Gets the country code

```
string CountryCode { get; }
```

### Property Value

[string](#)

The country code

## Division

Gets the division

```
IDivision Division { get; }
```

## Property Value

[IDivision](#)

## Gender

Gets the gender

```
string Gender { get; }
```

## Property Value

[string](#)

The gender

## IsVirtual

Gets a value indicating whether the current instance represents a placeholder team

```
[DataMember]  
bool IsVirtual { get; }
```

## Property Value

[bool](#)

## Jerseys

Gets the jerseys of known competitors

```
IEnumerable<IJersey> Jerseys { get; }
```

## Property Value

[IEnumerable](#)<IJersey>

The jerseys

## Manager

Gets the manager

```
IManager Manager { get; }
```

## Property Value

[IManager](#)

The manager

## RaceDriverProfile

Gets the race driver profile

```
IRaceDriverProfile RaceDriverProfile { get; }
```

## Property Value

[IRaceDriverProfile](#)

The race driver profile

## References

Gets the reference ids

```
[DataMember]  
IReference References { get; }
```

## Property Value

[IReference](#)

## ShortName

Gets the short name

```
string ShortName { get; }
```

## Property Value

[string](#)

The short name

## State

Gets the state

```
string State { get; }
```

## Property Value

[string](#)

The state

## Venue

Gets the venue

```
IVenue Venue { get; }
```

# Property Value

## [IVenue](#)

The venue

# Methods

## GetAbbreviation(CultureInfo)

Gets the competitor's abbreviation in the specified language or a null reference.

```
string GetAbbreviation(CultureInfo culture)
```

### Parameters

#### [culture CultureInfo](#)

A [CultureInfo](#) specifying the language of the abbreviation.

### Returns

#### [string](#)

The competitor's abbreviation in the specified language or a null reference.

## GetCategoryAsync()

Gets associated category

```
Task<ICategorySummary> GetCategoryAsync()
```

### Returns

#### [Task](#)<[ICategorySummary](#)>

The associated category

## GetCountry(CultureInfo)

Gets the competitor's country name in the specified language or a null reference.

```
string GetCountry(CultureInfo culture)
```

### Parameters

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language of the country name.

### Returns

[string](#)

The competitor's country name in the specified language or a null reference.

## GetSportAsync()

Gets associated sport

```
Task<ISport> GetSportAsync()
```

### Returns

[Task](#)<[ISport](#)>

The associated sport

# Interface ICompetitorPlayer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a player profile

```
public interface ICompetitorPlayer : IPlayerProfile, IPlayer, IEntityPrinter
```

## Inherited Members

[IPlayerProfile.Type](#) , [IPlayerProfile.DateOfBirth](#) , [IPlayerProfile.Height](#) , [IPlayerProfile.Weight](#) ,  
[IPlayerProfile.Nationalities](#) , [IPlayerProfile.GetNationality\(CultureInfo\)](#) ,  
[IPlayerProfile.Gender](#) , [IPlayerProfile.CountryCode](#) , [IPlayerProfile.FullName](#) ,  
[IPlayerProfile.Nickname](#) , [IPlayer.Id](#) , [IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) ,  
[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

## Properties

### JerseyNumber

Gets the jersey number of the player

```
int? JerseyNumber { get; }
```

### Property Value

[int](#)?

# Interface ICompetitorResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines contract used by classes that provide competitor result information

```
public interface ICompetitorResult
```

## Properties

### Specifiers

Gets the specifiers

```
string Specifiers { get; }
```

### Property Value

[string](#)

The specifiers

### Type

Get the type

```
string Type { get; }
```

### Property Value

[string](#)

### Value

Gets the value

```
string Value { get; }
```

## Property Value

[string](#) ↗

The value

# Interface ICourse

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a golf course

```
public interface ICourse : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Holes

Get the list of holes associated with this course

```
ICollection<IHole> Holes { get; }
```

### Property Value

[ICollection](#)<[IHole](#)>

### Id

Gets a [Urn](#) uniquely identifying the current [ICourse](#) instance

```
Urn Id { get; }
```

### Property Value

[Urn](#)

## Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing course's names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

# Interface ICoverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing coverage information

```
public interface ICoverageInfo : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### CoveredFrom

Gets a [CoveredFrom](#) describing the coverage location

```
CoveredFrom? CoveredFrom { get; }
```

### Property Value

[CoveredFrom?](#)

### Includes

Gets a [IEnumerable<T>](#) specifying what is included in the coverage represented by the current [ICoverageInfo](#) instance

```
IEnumerable<string> Includes { get; }
```

### Property Value

[IEnumerable<string>](#)

## IsLive

Gets a value indicating whether the coverage represented by current [ICoverageInfo](#) is live coverage

```
bool IsLive { get; }
```

## Property Value

[bool](#)

## Level

Gets a [string](#) describing the level of the available coverage

```
string Level { get; }
```

## Property Value

[string](#)

# Interface ICurrentSeasonInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing information about current season

```
public interface ICurrentSeasonInfo
```

## Properties

### Competitors

Gets the list of competitors

```
IEnumerable<ICompetitor> Competitors { get; }
```

### Property Value

[IEnumerable](#)<[ICompetitor](#)>

The list of competitors

### Coverage

Gets the [ISessionCoverage](#) instance containing information about coverage available for the season associated with the current instance

```
ISessionCoverage Coverage { get; }
```

### Property Value

[ISessionCoverage](#)

The [ISessionCoverage](#) instance containing information about coverage available for the season associated with the current instance

## CurrentRound

Gets the [IRound](#) specifying the current round of the tournament associated with the current instance

```
IRound CurrentRound { get; }
```

### Property Value

#### [IRound](#)

The [IRound](#) specifying the current round of the tournament associated with the current instance

## EndDate

Gets the end date of the season represented by the current instance

```
DateTime EndDate { get; }
```

### Property Value

#### [DateTime](#)

The end date.

## Groups

Gets the [IEnumerable<T>](#) specifying groups of tournament associated with the current instance

```
IEnumerable<IGroup> Groups { get; }
```

### Property Value

#### [IEnumerable](#)<[IGroup](#)>

The [IEnumerable<T>](#) specifying groups of tournament associated with the current instance

## Id

Gets a [Urn](#) uniquely identifying the current season

```
Urn Id { get; }
```

## Property Value

[Urn](#)

## Names

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing names of the season in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IReadOnlyDictionary<CultureInfo, string>](#)

## Schedule

Gets the list of all [ICompetition](#) that belongs to the season schedule

```
IEnumerable<ISportEvent> Schedule { get; }
```

## Property Value

[IEnumerable<ISportEvent>](#)

The list of all [ICompetition](#) that belongs to the season schedule

## StartDate

Gets the start date of the season represented by the current instance

```
DateTime StartDate { get; }
```

## Property Value

[DateTime](#)

## Year

Gets a [string](#) representation of the current season year

```
string Year { get; }
```

## Property Value

[string](#)

## Methods

### GetName(CultureInfo)

Gets the season name in the specified languages

```
string GetName(CultureInfo culture)
```

## Parameters

[culture CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name.

## Returns

[string](#)

The season name in the specified languages.

# Interface IDelayedInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing delayed info in a sport event

```
public interface IDelayedInfo
```

## Properties

### Descriptions

Gets the list of translated names

```
IReadOnlyDictionary<CultureInfo, string> Descriptions { get; }
```

### Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

The list of translated names

### Id

Gets the id identifying the current instance

```
int Id { get; }
```

### Property Value

[int](#)

The id identifying the current instance

# Methods

## GetDescription(CultureInfo)

Gets the description associated with this instance in specific language

```
string GetDescription(CultureInfo culture)
```

### Parameters

`culture CultureInfo`

The language used to get the description

### Returns

`string`

Description if available in specified language or null

# Interface IDivision

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a division of associated competitor

```
public interface IDivision
```

## Properties

### Id

Id of the division

```
int? Id { get; }
```

### Property Value

[int](#)?

### Name

Name of the division

```
string Name { get; }
```

### Property Value

[string](#)

# Interface IDraw

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes, which represent information about a lottery draw

```
public interface IDraw : ISportEvent
```

## Inherited Members

[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetDisplayIdAsync()

Asynchronously gets a [int](#) representing display id

```
Task<int?> GetDisplayIdAsync()
```

## Returns

[Task](#)<[int](#)?>

The display id

### GetLotteryIdAsync()

Asynchronously gets a [Urn](#) representing id of the associated [ILottery](#)

```
Task<Urn> GetLotteryIdAsync()
```

## Returns

## [Task](#) <Urn>

The id of the associated lottery

## GetResultsAsync()

Asynchronously gets [IEnumerable<T>](#) list of associated [IDrawResult](#)

```
Task<IEnumerable<IDrawResult>> GetResultsAsync()
```

## Returns

[Task](#) <[IEnumerable](#)> <[IDrawResult](#)>>

A [Task<TResult>](#) representing an async operation

## GetStatusAsync()

Asynchronously gets [DrawStatus](#) associated with the current instance

```
Task<DrawStatus> GetStatusAsync()
```

## Returns

[Task](#) <[DrawStatus](#)>

A [Task<TResult>](#) representing an async operation

# Interface IDrawInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing the draw info

```
public interface IDrawInfo
```

## Properties

### DrawType

Gets the type of the draw

```
DrawType DrawType { get; }
```

### Property Value

#### [DrawType](#)

The type of the draw

### GameType

Gets the type of the game

```
string GameType { get; }
```

### Property Value

#### [string](#) ↗

The type of the game

## TimeType

Gets the type of the time

```
TimeType TimeType { get; }
```

## Property Value

[TimeType](#)

The type of the time

# Interface IDrawResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing the draw result

```
public interface IDrawResult
```

## Properties

### Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing translated names

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

### Property Value

[IReadOnlyDictionary<CultureInfo, string>](#)

### Value

Gets the value of the draw

```
int? Value { get; }
```

### Property Value

[int?](#)

## Methods

### GetName(CultureInfo)

Gets the name in specified culture language

```
string GetName(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

The culture

## Returns

[string](#)

System.String.

# Interface IEntityPrinter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A contract for implementing entity printer

```
public interface IEntityPrinter
```

## Methods

### ToString()

Returns a [string](#) that represents this instance.

```
string ToString()
```

#### Returns

[string](#)

A [string](#) that represents this instance.

### ToString(IFormatProvider)

Returns a string that represents the current object

```
string ToString(IFormatProvider formatProvider)
```

#### Parameters

**formatProvider** [IFormatProvider](#)

A format provider used to format the output string

#### Returns

## [string](#)

A string that represents the current object.

## ToString(string, IFormatProvider)

Formats the value of the current instance using the specified format.

```
string ToString(string format, IFormatProvider formatProvider = null)
```

### Parameters

#### [format](#) [string](#)

The format to use.-or- A null reference (Nothing in Visual Basic) to use the default format defined for the type of the [IFormattable](#) implementation.

#### [formatProvider](#) [IFormatProvider](#)

The provider to use to format the value.-or- A null reference (Nothing in Visual Basic) to obtain the numeric format information from the current locale setting of the operating system.

### Returns

## [string](#)

The value of the current instance in the specified format.

# Interface IEventClock

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing the event clock

```
public interface IEventClock : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### EventTime

Gets the event time of the sport event associated with the current [IEventClock](#) instance

```
string EventTime { get; }
```

### Property Value

[string](#)

### RemainingDate

Gets the remaining date

```
string RemainingDate { get; }
```

### Property Value

[string](#)

The remaining date

## RemainingTimeInPeriod

Gets the remaining time in period

```
string RemainingTimeInPeriod { get; }
```

### Property Value

[string](#)

The remaining time in period

## StoppageTime

Gets the representation of the time the event associated with the current [IEventClock](#) has been stopped

```
string StoppageTime { get; }
```

### Property Value

[string](#)

## StoppageTimeAnnounced

Gets the announced stoppage time

```
string StoppageTimeAnnounced { get; }
```

### Property Value

[string](#)

## Stopped

Gets a value indicating whether this [IEventClock](#) is stopped

```
bool? Stopped { get; }
```

## Property Value

bool?

true if stopped; otherwise, false

# Interface IEventPlayer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing players or racers in a sport event timeline events

```
public interface IEventPlayer : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

## Properties

### Bench

Gets the bench value

```
string Bench { get; }
```

### Property Value

[string](#)

The bench value - in case of yellow or red card event, it is relevant to know if the player who is getting the card is sitting on the bench at that exact moment.

### Remarks

The attribute is equal to 1 if the player who gets the card is sitting on the bench. In case the player who gets the card is on the field, then the attribute is not added at all.

### Id

Gets the [Urn](#) uniquely identifying the current [IPlayer](#) instance

```
Urn Id { get; }
```

## Property Value

[Urn](#)

## Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing player names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

## Methods

### GetName(CultureInfo)

Gets the name of the player in the specified language or a null reference

```
string GetName(CultureInfo culture)
```

## Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

## Returns

[string](#)

The name of the player in the specified language or a null reference.

# Interface IEventResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods used by classes that provide event result information

```
public interface IEventResult
```

## Properties

### AwayScore

Gets the score of the away competitor competing on the associated sport event

```
decimal? AwayScore { get; }
```

### Property Value

[decimal](#)?

### ClimberDecimal

Gets the climber

```
decimal? ClimberDecimal { get; }
```

### Property Value

[decimal](#)?

The climber

### ClimberRanking

Gets the climber ranking

```
int? ClimberRanking { get; }
```

## Property Value

[int](#)?

The climber ranking

## CompetitorResults

Gets the competitor results

```
IEnumerable<ICompetitorResult> CompetitorResults { get; }
```

## Property Value

[IEnumerable](#)<[ICompetitorResult](#)>

The results

## Distance

Gets the distance

```
double? Distance { get; }
```

## Property Value

[double](#)?

The distance

## Grid

Gets the grid

```
int? Grid { get; }
```

## Property Value

[int](#)?

The grid

## HomeScore

Gets the score of the home competitor competing on the associated sport event

```
decimal? HomeScore { get; }
```

## Property Value

[decimal](#)?

## Id

Gets the id of the event result

```
string Id { get; }
```

## Property Value

[string](#)

The id of the event result

## PointsDecimal

Gets the points

```
decimal? PointsDecimal { get; }
```

## Property Value

[decimal](#)?

The points

## Position

Gets the position of the result

```
int? Position { get; }
```

## Property Value

[int](#)?

The position of the result

## SprintDecimal

Gets the sprint

```
decimal? SprintDecimal { get; }
```

## Property Value

[decimal](#)?

The sprint

## SprintRanking

Gets the sprint ranking

```
int? SprintRanking { get; }
```

## Property Value

[int](#)?

The sprint ranking

## Status

Gets the status of the result

```
string Status { get; }
```

## Property Value

[string](#)

The status of the result

## StatusComment

Gets the status comment

```
string StatusComment { get; }
```

## Property Value

[string](#)

The status comment

## Time

Gets the time of the result

```
string Time { get; }
```

## Property Value

[string](#)

The time of the result

## TimeRanking

Gets the time ranking

```
int? TimeRanking { get; }
```

### Property Value

[int](#)?

The time ranking

## WcPoints

Gets the wc?points

```
decimal? WcPoints { get; }
```

### Property Value

[decimal](#)?

The wc?points

## Methods

### GetMatchStatusAsync(CultureInfo)

Asynchronously gets the match status

```
Task<ILocalizedNamedValue> GetMatchStatusAsync(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)?

The culture used to get match status id and description

## Returns

[Task](#) <ILocalizedNamedValue>

Returns the match status id and description in selected culture

# Interface IEventTimeline

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing event timeline for specific [ISportEvent](#)

```
public interface IEventTimeline
```

## Properties

### TimelineEvents

Gets the chronological list of events

```
IEnumerable<ITimelineEvent> TimelineEvents { get; }
```

### Property Value

[IEnumerable](#)<[ITimelineEvent](#)>

The chronological list of events

# Interface IFixture

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a fixture

```
public interface IFixture : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Remarks

A Fixture is a sport event that has been arranged for a particular time and place

## Properties

### AdditionalParentsIds

Gets the list specifying the additional parent ids associated with the current instance

```
IEnumerable<Urn> AdditionalParentsIds { get; }
```

### Property Value

[IEnumerable](#)<Urn>

### CoverageInfo

Gets a [ICoverageInfo](#) instance specifying what coverage is available for the sport event associated with current instance

```
ICoverageInfo CoverageInfo { get; }
```

## Property Value

[ICoverageInfo](#)

## ExtraInfo

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing additional information about the fixture represented by current [IFixture](#) instance

```
IReadOnlyDictionary<string, string> ExtraInfo { get; }
```

## Property Value

[IReadOnlyDictionary<string, string>](#)

## Remarks

The collection may contain deprecated key 'streaming'.

## NextLiveTime

Gets a [DateTime](#) specifying the live time in case the fixture represented by current [IFixture](#) instance was re-schedule, or a null reference if the fixture was not re-scheduled

```
DateTime? NextLiveTime { get; }
```

## Property Value

[DateTime?](#)

## ParentStageId

Gets an id of the parent stage associated with the current instance

```
Urn ParentStageId { get; }
```

## Property Value

## ProductInfo

Gets a [IProductInfo](#) instance providing Sportradar related information about the sport event associated with the current instance.

```
IProductInfo ProductInfo { get; }
```

## Property Value

[IProductInfo](#)

## References

Gets the reference ids

```
IReference References { get; }
```

## Property Value

[IReference](#)

## ReplacedBy

When sport event is postponed this field indicates with which event it is replaced

```
Urn ReplacedBy { get; }
```

## Property Value

[Urn](#)

The [Urn](#) this event is replaced by

# ScheduledStartTimeChanges

Gets the scheduled start time changes

```
IEnumerable<IScheduledStartTimeChange> ScheduledStartTimeChanges { get; }
```

## Property Value

[IEnumerable](#)<[IScheduledStartTimeChange](#)>

The scheduled start time changes

# StartTime

Gets a [DateTime](#) specifying when the fixture associated with the current [IFixture](#) is scheduled to start

```
DateTime? StartTime { get; }
```

## Property Value

[DateTime](#)?

# StartTimeConfirmed

Gets a value indicating whether the start time of the fixture represented by current [IFixture](#) instance has been confirmed

```
bool? StartTimeConfirmed { get; }
```

## Property Value

[bool](#)?

# StartTimeTbd

Gets a value indicating whether the start time is yet to be determined

```
bool? StartTimeTbd { get; }
```

## Property Value

[bool](#)?

## TvChannels

Gets a [IEnumerable<T>](#) representing TV channels covering the sport event represented by the current [IFixture](#) instance

```
IEnumerable<ITvChannel> TvChannels { get; }
```

## Property Value

[IEnumerable](#)<[ITvChannel](#)>

# Interface IFixtureChange

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing fixture change

```
public interface IFixtureChange : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### SportEventId

Gets the [Urn](#) specifying the sport event

```
Urn SportEventId { get; }
```

### Property Value

[Urn](#)

### UpdateTime

Gets the [DateTime](#) specifying the last update time

```
DateTime UpdateTime { get; }
```

### Property Value

[DateTime](#)

# Interface IGoalScorer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing goal scorer in a sport event

```
public interface IGoalScorer : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Id

Gets the [Urn](#) uniquely identifying the current [IPlayer](#) instance

```
[DataMember]  
Urn Id { get; }
```

## Property Value

### [Urn](#)

## Method

Gets the method value

```
string Method { get; }
```

## Property Value

### [string](#)

The method value

## Remarks

The attribute can assume values such as 'penalty' and 'own goal'. In case the attribute is not inserted, then the goal is not own goal neither penalty.

## Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing player names in different languages

```
[DataMember]
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IReadOnlyDictionary<CultureInfo, string>](#)

## Methods

### GetName(CultureInfo)

Gets the name of the player in the specified language or a null reference

```
string GetName(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

## Returns

[string](#)

The name of the player in the specified language or a null reference.

# Interface IGroup

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a competition group

```
public interface IGroup : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Competitors

Gets the [IEnumerable<T>](#) representing group competitors

```
IEnumerable<ICOMPETITOR> Competitors { get; }
```

### Property Value

[IEnumerable<ICOMPETITOR>](#)

### Id

Gets the id of the group represented by the current [IGroup](#) instance

```
string Id { get; }
```

### Property Value

[string](#)

## Name

Gets the name.

```
string Name { get; }
```

## Property Value

[string](#)

The name.

# Interface IHole

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a hole of a golf course

```
public interface IHole
```

## Properties

### Number

Gets the number of the hole

```
int Number { get; }
```

### Property Value

[int](#)

### Par

Gets the par

```
int Par { get; }
```

### Property Value

[int](#)

The par

# Interface IJersey

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing jersey

```
public interface IJersey
```

## Properties

### BaseColor

Gets the base color of the jersey

```
string BaseColor { get; }
```

### Property Value

[string](#) ↗

The base color of the jersey

### HorizontalStripes

Gets a value indicating whether jersey has horizontal stripes

```
bool? HorizontalStripes { get; }
```

### Property Value

[bool](#) ↗?

[null](#) if [horizontal stripes] contains no value, [true](#) if [horizontal stripes]; otherwise, [false](#).

## HorizontalStripesColor

Gets the horizontal stripes color of the jersey

```
string HorizontalStripesColor { get; }
```

### Property Value

[string](#)

The horizontal stripes color of the jersey

## Number

Gets the number of the jersey

```
string Number { get; }
```

### Property Value

[string](#)

The number of the jersey

## ShirtType

Gets the shirt type of the jersey

```
string ShirtType { get; }
```

### Property Value

[string](#)

The shirt type of the jersey

## SleeveColor

Gets the color of the sleeves

```
string SleeveColor { get; }
```

## Property Value

[string](#)

The color of the sleeves

## SleeveDetail

Gets the sleeve detail of the jersey

```
string SleeveDetail { get; }
```

## Property Value

[string](#)

The sleeve detail of the jersey

## Split

Gets a value indicating whether this [IJersey](#) is split

```
bool? Split { get; }
```

## Property Value

[bool](#)?

**null** if [split] contains no value, **true** if [split]; otherwise, **false**.

## SplitColor

Gets the split color of the jersey

```
string SplitColor { get; }
```

## Property Value

[string](#) ↗

The split color of the jersey

## SquareColor

Gets the square color of the jersey

```
string SquareColor { get; }
```

## Property Value

[string](#) ↗

The square color of the jersey

## Squares

Gets a value indicating whether this [IJersey](#) has squares

```
bool? Squares { get; }
```

## Property Value

[bool](#) ↗?

**null** if [squares] contains no value, **true** if [squares]; otherwise, **false**.

## Stripes

Gets a value indicating whether this [IJersey](#) has stripes

```
bool? Stripes { get; }
```

## Property Value

[bool](#)?

`null` if [stripes] contains no value, `true` if [stripes]; otherwise, `false`.

## StripesColor

Gets the stripes color of the jersey

```
string StripesColor { get; }
```

## Property Value

[string](#)?

The stripes color of the jersey

## Type

Gets the typ of the jersey

```
string Type { get; }
```

## Property Value

[string](#)?

The type of the jersey

# Interface ILocalizedNamedValue

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Specifies a contract implemented by classes representing values with localized / translatable descriptions

```
public interface ILocalizedNamedValue : INamedValue
```

## Inherited Members

[INamedValue.Id](#) , [INamedValue.Description](#)

## Properties

### Descriptions

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing translated descriptions

```
IReadOnlyDictionary<CultureInfo, string> Descriptions { get; }
```

## Property Value

[IReadOnlyDictionary<CultureInfo, string>](#)

## Methods

### GetDescription(CultureInfo)

Gets the description for specific locale

```
string GetDescription(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

The culture.

## Returns

[string](#) ↗

Return the Description if exists, or null.

## See Also

[INamedValue](#)

# Interface ILongTermEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing long term sport event

```
public interface ILongTermEvent : ISportEvent
```

## Inherited Members

[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetSportAsync()

Asynchronously get the [ISportSummary](#) instance representing the sport associated with the current instance

```
Task<ISportSummary> GetSportAsync()
```

## Returns

[Task](#) <[ISportSummary](#)>

The [ISportSummary](#) instance representing the sport associated with the current instance

### GetTournamentCoverage()

Asynchronously get the [ITournamentCoverage](#) instance representing the tournament coverage associated with the current instance

```
Task<ITournamentCoverage> GetTournamentCoverage()
```

## Returns

[Task](#) <[ITournamentCoverage](#)>

The [ITournamentCoverage](#) instance representing the tournament coverage associated with the current instance

# Interface ILottery

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes, which represent information about a lottery

```
public interface ILottery : ILongTermEvent, ISportEvent
```

## Inherited Members

[ILongTermEvent.GetSportAsync\(\)](#) , [ILongTermEvent.GetTournamentCoverage\(\)](#) ,  
[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetBonusInfoAsync()

Asynchronously gets [IBonusInfo](#) associated with the current instance

```
Task<IBonusInfo> GetBonusInfoAsync()
```

## Returns

[Task](#)<[IBonusInfo](#)>

A [Task](#)<[TResult](#)> representing an async operation

### GetCategoryAsync()

Asynchronously gets the associated category

```
Task<ICategorySummary> GetCategoryAsync()
```

## Returns

[Task](#) <[ICategorySummary](#)>

The associated category

## GetDrawInfoAsync()

Asynchronously gets [IDrawInfo](#) associated with the current instance

`Task<IDrawInfo> GetDrawInfoAsync()`

### Returns

[Task](#) <[IDrawInfo](#)>

A [Task<TResult>](#) representing an async operation

## GetDrawsAsync()

Asynchronously gets the list of associated [IDraw](#)

`Task<IEnumerable<IDraw>> GetDrawsAsync()`

### Returns

[Task](#) <[IEnumerable](#)> <[IDraw](#)>>

A [Task<TResult>](#) representing an async operation

## GetScheduledDrawsAsync()

Asynchronously gets the list of ids of associated [IDraw](#)

`Task<IEnumerable<Urn>> GetScheduledDrawsAsync()`

### Returns

[Task](#) <[IEnumerable](#)> <[Urn](#)>>

A [Task<TResult>](#) representing an async operation

# Interface IManager

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing manager info

```
public interface IManager
```

## Properties

### CountryCode

Gets the country code

```
string CountryCode { get; }
```

### Property Value

[string](#)

The country code

### Id

Gets a [Urn](#) specifying the id of the manager

```
Urn Id { get; }
```

### Property Value

[Urn](#)

## Methods

## GetName(CultureInfo)

Gets the name of the manager

```
string GetName(CultureInfo culture)
```

### Parameters

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

### Returns

[string](#)

Return a name of the manager

## GetNationality(CultureInfo)

Gets the nationality of the manager

```
string GetNationality(CultureInfo culture)
```

### Parameters

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned nationality

### Returns

[string](#)

Return a nationality of the manager

# Interface IMatch

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport events of match type

```
public interface IMatch : ICompetition, ISportEvent
```

## Inherited Members

[ICompetition.GetBookingStatusAsync\(\)](#) , [ICompetition.GetVenueAsync\(\)](#) ,  
[ICompetition.GetConditionsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(\)](#) ,  
[ICompetition.GetEventStatusAsync\(\)](#) , [ICompetition.GetSportEventTypeAsync\(\)](#) ,  
[ICompetition.GetLiveOddsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(CultureInfo\)](#) ,  
[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetAwayCompetitorAsync()

Asynchronously gets a [ITeamCompetitor](#) representing away competitor of the match associated with the current instance

```
Task<ITeamCompetitor> GetAwayCompetitorAsync()
```

## Returns

[Task](#)<[ITeamCompetitor](#)>

A [Task](#)<[TResult](#)> representing the retrieval operation

### GetCoverageInfoAsync()

Asynchronously gets the associated coverage info

```
Task<ICoverageInfo> GetCoverageInfoAsync()
```

## Returns

[Task](#)<ICoverageInfo>

A [Task<TResult>](#) representing the retrieval operation

## GetDelayedInfoAsync()

Asynchronously gets the associated delayed info

```
Task<IDelayedInfo> GetDelayedInfoAsync()
```

## Returns

[Task](#)<IDelayedInfo>

A [Task<TResult>](#) representing the retrieval operation

## GetEventTimelineAsync()

Asynchronously gets the associated event timeline

```
Task<IEventTimeline> GetEventTimelineAsync()
```

## Returns

[Task](#)<IEventTimeline>

A [Task<TResult>](#) representing the retrieval operation

## Remarks

Makes calls to timeline API endpoint for all specified cultures in config

## GetEventTimelineAsync(CultureInfo)

Asynchronously gets the associated event timeline for single culture

`Task<IEventTimeline> GetEventTimelineAsync(CultureInfo culture)`

## Parameters

`culture CultureInfo`

The languages to which the returned instance should be translated

## Returns

`Task<IEventTimeline>`

A `Task<TResult>` representing the retrieval operation

## Remarks

Recommended to be used when only `IEventTimeline` is needed for this `IMatch`

## GetFixtureAsync()

Asynchronously gets a `IFixture` instance containing information about the arranged sport event

`Task<IFixture> GetFixtureAsync()`

## Returns

`Task<IFixture>`

A `Task<TResult>` representing the retrieval operation

## Remarks

A Fixture is a sport event that has been arranged for a particular time and place

## GetHomeCompetitorAsync()

Asynchronously gets a [ITeamCompetitor](#) representing home competitor of the match associated with the current instance

`Task<ITeamCompetitor> GetHomeCompetitorAsync()`

## Returns

[Task](#)<[ITeamCompetitor](#)>

A [Task<TResult>](#) representing the retrieval operation

## GetSeasonAsync()

Asynchronously gets a [ISeasonInfo](#) representing the season to which the sport event associated with the current instance belongs to

`Task<ISeasonInfo> GetSeasonAsync()`

## Returns

[Task](#)<[ISeasonInfo](#)>

A [Task<TResult>](#) representing the retrieval operation

## GetStatusAsync()

Asynchronously gets a [IMatchStatus](#) containing information about the progress of the match

`Task<IMatchStatus> GetStatusAsync()`

## Returns

[Task](#)<[IMatchStatus](#)>

A [Task<TResult>](#) containing information about the progress of the match

## GetTournamentAsync()

Asynchronously gets a [ILongTermEvent](#) representing the season to which the sport event associated with the current instance belongs to

`Task<ILongTermEvent> GetTournamentAsync()`

### Returns

[Task](#)<[ILongTermEvent](#)>

A [Task<TResult>](#) representing the retrieval operation

## GetTournamentRoundAsync()

Asynchronously gets a [IRound](#) representing the tournament round to which the sport event associated with the current instance belongs to

`Task<IRound> GetTournamentRoundAsync()`

### Returns

[Task](#)<[IRound](#)>

A [Task<TResult>](#) representing the retrieval operation

# Interface IMatchStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing match specific statistics

```
public interface IMatchStatistics : ICompetitionStatistics
```

## Properties

### PeriodStatistics

Gets the list of separate period statistics

```
IEnumerable<IPeriodStatistics> PeriodStatistics { get; }
```

#### Property Value

[IEnumerable](#)<[IPeriodStatistics](#)>

The list of separate period statistics

### TotalStatistics

Gets the list of complete team statistics data

```
IEnumerable<ITeamStatistics> TotalStatistics { get; }
```

#### Property Value

[IEnumerable](#)<[ITeamStatistics](#)>

The list of complete team statistics data

## See Also



# Interface IMatchStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a match status

```
public interface IMatchStatus : ICompetitionStatus
```

## Inherited Members

[ICompetitionStatus.WinnerId](#) , [ICompetitionStatus.Status](#) ,  
[ICompetitionStatus.ReportingStatus](#) , [ICompetitionStatus.EventResults](#) ,  
[ICompetitionStatus.GetPropertyValue\(string\)](#) , [ICompetitionStatus.Properties](#) ,  
[ICompetitionStatus.PeriodOfLadder](#)

## Properties

### AwayPenaltyScore

Gets the penalty score of the away competitor competing on the associated sport event  
(for Ice Hockey)

```
int? AwayPenaltyScore { get; }
```

### Property Value

[int](#)?

### AwayScore

Gets the score of the away competitor competing on the associated sport event

```
decimal? AwayScore { get; }
```

### Property Value

## [decimal](#)?

The score of the away competitor competing on the associated sport event

## DecidedByFed

Gets the indicator whether the event is decided by fed

```
bool? DecidedByFed { get; }
```

## Property Value

[bool](#)?

## EventClock

Gets the [IEventClock](#) instance describing the timings in the current event

```
IEventClock EventClock { get; }
```

## Property Value

[IEventClock](#)

The [IEventClock](#) instance describing the timings in the current event

## HomePenaltyScore

Gets the penalty score of the home competitor competing on the associated sport event (for Ice Hockey)

```
int? HomePenaltyScore { get; }
```

## Property Value

[int](#)?

## HomeScore

Gets the score of the home competitor competing on the associated sport event

```
decimal? HomeScore { get; }
```

### Property Value

[decimal](#)?

The score of the home competitor competing on the associated sport event

## PeriodScores

Gets the list of [IPeriodScore](#)

```
IEnumerable<IPeriodScore> PeriodScores { get; }
```

### Property Value

[IEnumerable](#)<[IPeriodScore](#)>

The list of [IPeriodScore](#)

## Methods

### GetMatchStatusAsync(CultureInfo)

Asynchronously gets the match status

```
Task<ILocalizedNamedValue> GetMatchStatusAsync(CultureInfo culture)
```

### Parameters

culture [CultureInfo](#)

The culture used to get match status id and description

## Returns

[Task](#) <[ILocalizedNamedValue](#)>

Returns the match status id and description in selected culture

## See Also

[ICompetitionStatus](#)

# Interface IMatchStatusV1

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport events of match type

```
public interface IMatchStatusV1 : IMatchStatus, ICompetitionStatus
```

## Inherited Members

[IMatchStatus.EventClock](#) , [IMatchStatus.PeriodScores](#) , [IMatchStatus.HomeScore](#) ,  
[IMatchStatus.AwayScore](#) , [IMatchStatus.GetMatchStatusAsync\(CultureInfo\)](#) ,  
[IMatchStatus.HomePenaltyScore](#) , [IMatchStatus.AwayPenaltyScore](#) ,  
[IMatchStatus.DecidedByFed](#) , [ICompetitionStatus.WinnerId](#) , [ICompetitionStatus.Status](#) ,  
[ICompetitionStatus.ReportingStatus](#) , [ICompetitionStatus.EventResults](#) ,  
[ICompetitionStatus.GetPropertyValue\(string\)](#) , [ICompetitionStatus.Properties](#) ,  
[ICompetitionStatus.PeriodOfLadder](#)

## Properties

### Statistics

Gets the soccer match statistics

```
IMatchStatistics Statistics { get; }
```

### Property Value

#### [IMatchStatistics](#)

The soccer match statistics

# Interface INamedValue

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Specifies a contract implemented by classes representing values with names / descriptions

```
public interface INamedValue
```

## Properties

### Description

Gets the description associated with the current instance

```
string Description { get; }
```

### Property Value

[string](#)

### Id

Gets the value associated with the current instance

```
int Id { get; }
```

### Property Value

[int](#)

# Interface IPeriodCompetitorResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing competitor result per period

```
public interface IPeriodCompetitorResult
```

## Properties

### CompetitorResults

Gets the competitor results

```
IEnumerable<ICompetitorResult> CompetitorResults { get; }
```

### Property Value

[IEnumerable](#)<[ICompetitorResult](#)>

The results

### Id

Gets the competitor id

```
Urn Id { get; }
```

### Property Value

[Urn](#)

The competitor id

# Interface IPeriodScore

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a score of a sport event period

```
public interface IPeriodScore : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### AwayScore

Gets the score of the away team in the period represented by the current [IPeriodScore](#) instance

```
decimal AwayScore { get; }
```

### Property Value

[decimal](#)

### HomeScore

Gets the score of the home team in the period represented by the current [IPeriodScore](#) instance

```
decimal HomeScore { get; }
```

### Property Value

[decimal](#)

## Number

Number of the period

```
int? Number { get; }
```

## Property Value

[int](#)?

## Type

Type of the period

```
PeriodType? Type { get; }
```

## Property Value

[PeriodType](#)?

## Methods

### GetMatchStatusAsync(CultureInfo)

Asynchronously gets the match status

```
Task<ILocalizedNamedValue> GetMatchStatusAsync(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

The culture used to get match status id and description

## Returns

## [Task](#) <ILocalizedNamedValue>

Returns the match status id and description in selected culture

# Interface IPeriodStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing period statistics

```
public interface IPeriodStatistics
```

## Properties

### PeriodName

Gets the name of the period

```
string PeriodName { get; }
```

### Property Value

[string](#)

The name of the period

### TeamStatistics

Gets the list of team statistics for specific period

```
IEnumerable<ITeamStatistics> TeamStatistics { get; }
```

### Property Value

[IEnumerable](#)<[ITeamStatistics](#)>

The list of team statistics for specific period

# Interface IPeriodStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing period status

```
public interface IPeriodStatus
```

## Properties

### Number

Gets the number of the specific lap.

```
int? Number { get; }
```

### Property Value

[int](#)?

The number of the specific lap.

### PeriodResults

Gets the period results

```
IEnumerable<IPeriodCompetitorResult> PeriodResults { get; }
```

### Property Value

[IEnumerable](#)<[IPeriodCompetitorResult](#)>

The results

## Status

Gets the status.

```
string Status { get; }
```

### Property Value

[string](#)

The status.

### Remarks

Possible values: not\_started, started, completed.

## Type

Gets the type

```
string Type { get; }
```

### Property Value

[string](#)

The type

### Remarks

Possible values: lap

# Interface IPitcher

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport event pitcher

```
public interface IPitcher : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Competitor

Gets the indicator if the competitor is Home or Away

```
HomeAway Competitor { get; }
```

### Property Value

[HomeAway](#)

The indicator if the competitor is Home or Away

### Hand

Gets the hand with which player pitches

```
PlayerHand Hand { get; }
```

### Property Value

[PlayerHand](#)

The hand with which player pitches

## Id

Gets a [Urn](#) used to uniquely identify the current [IPitcher](#) instance

```
Urn Id { get; }
```

## Property Value

[Urn](#)

## Name

Gets the name of the referee represented by the current [IPitcher](#) instance

```
string Name { get; }
```

## Property Value

[string](#) ↗

# Interface IPlayer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing players or racers in a sport event

```
public interface IPlayer : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Id

Gets the [Urn](#) uniquely identifying the current [ICOMPETITOR](#) instance

```
[DataMember]  
Urn Id { get; }
```

### Property Value

#### [Urn](#)

## Names

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing player names in different languages

```
[DataMember]  
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

### Property Value

## Methods

### GetName(CultureInfo)

Gets the name of the player in the specified language or a null reference

```
string GetName(CultureInfo culture)
```

#### Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

#### Returns

[string](#)

The name of the player in the specified language or a null reference.

# Interface IPlayerProfile

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a player profile

```
public interface IPlayerProfile : IPlayer, IEntityPrinter
```

## Inherited Members

[IPlayer.Id](#) , [IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) ,  [IEntityPrinter.ToString\(\)](#) ,  
 [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  [IEntityPrinter.ToString\(string, IFormatProvider\)](#)

## Properties

### CountryCode

Gets the country code

```
[DataMember]  
string CountryCode { get; }
```

### Property Value

[string](#)

### DateOfBirth

Gets a [DateTime](#) specifying the date of birth of the player associated with the current instance

```
[DataMember]  
DateTime? DateOfBirth { get; }
```

### Property Value

[DateTime](#)?

## FullName

Gets the full name of the player

```
[DataMember]  
string FullName { get; }
```

## Property Value

[string](#)

## Gender

Gets the gender

```
[DataMember]  
string Gender { get; }
```

## Property Value

[string](#)

## Height

Gets the height in centimeters of the player represented by the current instance or a null reference if height is not known

```
[DataMember]  
int? Height { get; }
```

## Property Value

[int](#)?

# Nationalities

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing player nationality in different languages

```
[DataMember]  
IReadOnlyDictionary<CultureInfo, string> Nationalities { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

# Nickname

Gets the nickname of the player

```
[DataMember]  
string Nickname { get; }
```

## Property Value

[string](#)

# Type

Gets a value describing the type(e.g. forward, defense, ...) of the player represented by current instance

```
[DataMember]  
string Type { get; }
```

## Property Value

[string](#)

# Weight

Gets the weight in kilograms of the player represented by the current instance or a null reference if weight is not known

```
[DataMember]  
int? Weight { get; }
```

## Property Value

[int](#)?

## Methods

### GetNationality(CultureInfo)

Gets the nationality of the player represented by the current instance in the language specified by [culture](#)

```
string GetNationality(CultureInfo culture)
```

## Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned nationality

## Returns

[string](#)

The nationality of the player represented by the current instance in the language specified by [culture](#)

# Interface IProductInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing product information

```
public interface IProductInfo : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Channels

Gets a [IEnumerable<T>](#) representing streaming channel associated with product

```
IEnumerable<IStrreamingChannel> Channels { get; }
```

### Property Value

[IEnumerable<IStrreamingChannel>](#)

### IsAutoTraded

Gets a value indicating whether the sport event is auto traded

```
bool IsAutoTraded { get; }
```

### Property Value

[bool](#)

## IsInHostedStatistics

Gets a value indicating whether the sport event associated with the current instance is available in hosted solutions

```
bool IsInHostedStatistics { get; }
```

### Property Value

[bool](#) ↗

## IsInLiveCenterSoccer

Gets a value indicating whether the sport event associated with the current instance is available in LiveCenterSoccer solution

```
bool IsInLiveCenterSoccer { get; }
```

### Property Value

[bool](#) ↗

## IsInLiveMatchTracker

Gets a value indicating whether the sport event associated with the current instance is available in LiveMatchTracker solution

```
bool IsInLiveMatchTracker { get; }
```

### Property Value

[bool](#) ↗

## IsInLiveScore

Gets a value indicating whether the sport event associated with the current instance is available in LiveScore solution

```
bool IsInLiveScore { get; }
```

## Property Value

[bool](#)

## Links

Gets a [IEnumerable<T>](#) representing links to the product represented by current instance

```
IEnumerable<IPructInfoLink> Links { get; }
```

## Property Value

[IEnumerable](#)<[IPructInfoLink](#)>

# Interface IProductInfoLink

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing product info links

```
public interface IProductInfoLink : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Name

Gets the name of the product link represented by the current instance

```
string Name { get; }
```

### Property Value

[string](#)

## Reference

Gets the reference to the product info represented by the current instance

```
string Reference { get; }
```

### Property Value

[string](#)

# Interface IRaceDriverProfile

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a race driver profile

```
public interface IRaceDriverProfile
```

## Properties

### Car

Gets the car info

```
ICar Car { get; }
```

### Property Value

[ICar](#)

The car info

### RaceDriverId

Gets the race driver id

```
Urn RaceDriverId { get; }
```

### Property Value

[Urn](#)

The race driver id

## RaceTeamId

Gets the race team id

```
Urn RaceTeamId { get; }
```

## Property Value

[Urn](#)

The race team id

# Interface IReferee

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport event referee

```
public interface IReferee : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Id

Gets a [Urn](#) used to uniquely identify the current [IReferee](#) instance

```
Urn Id { get; }
```

### Property Value

[Urn](#)

### Name

Gets the name of the referee represented by the current [IReferee](#) instance

```
string Name { get; }
```

### Property Value

[string](#)

# Nationalities

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing referee nationality in different languages

```
IReadOnlyDictionary<CultureInfo, string> Nationalities { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

## Methods

### GetNationality(CultureInfo)

Gets the referee nationality in the specified language

```
string GetNationality(CultureInfo culture)
```

#### Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language.

#### Returns

[string](#)

The referee nationality in the specified language.

# Interface IReference

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

A contract for classes implementing array a+of references

```
public interface IReference : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### AamsId

Returns the AAMS id for this instance if provided among reference ids, null otherwise

```
int? AamsId { get; }
```

### Property Value

[int](#)?

The AAMS id for this instance if provided among reference ids, null otherwise

### BetfairId

Gets the Betfair id for this instance if provided amount reference ids

```
int BetfairId { get; }
```

### Property Value

[int](#)?

If exists among reference ids, result is greater then 0

## BetradarId

Gets the Betradar id for this instance if provided amount reference ids

```
int BetradarId { get; }
```

## Property Value

[int](#)

If exists among reference ids, result is greater then 0

## References

Gets all the reference ids

```
IReadOnlyDictionary<string, string> References { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[string](#), [string](#)>

## RotationNumber

Gets the rotation number if provided among reference ids

```
int RotationNumber { get; }
```

## Property Value

[int](#)

If exists among reference ids, result is greater then 0

## Remarks

This id only exists for US leagues

# Interface IRestMessage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by all classes representing messages received from the feed's REST interface

```
public interface IRestMessage
```

## Properties

### GeneratedAt

Gets a [DateTime](#) instance specifying when the message represented by the current [IRestMessage](#) was generated, or a null reference if time of generation is not defined

```
DateTime? GeneratedAt { get; }
```

## Property Value

[DateTime](#)?

# Interface IResultChange

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing result change

```
public interface IResultChange : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### SportEventId

Gets the [Urn](#) specifying the sport event

```
Urn SportEventId { get; }
```

### Property Value

[Urn](#)

### UpdateTime

Gets the [DateTime](#) specifying the last update time

```
DateTime UpdateTime { get; }
```

### Property Value

[DateTime](#)

# Interface IRound

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing basic tournament round information

```
public interface IRound : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### BetradarId

Gets the betradar identifier

```
int BetradarId { get; }
```

### Property Value

[int](#)

### BetradarName

A betradar name

```
string BetradarName { get; }
```

### Property Value

[string](#)

## CupRoundMatchNumber

Gets a value specifying the number of the match in the current cup round or a null reference if match number is not applicable to current [IRound](#) instance

```
int? CupRoundMatchNumber { get; }
```

### Property Value

[int](#)?

## CupRoundMatches

Gets a value specifying the number of matches in the current cup round or a null reference if number of matches is not applicable to current [IRound](#) instance

```
int? CupRoundMatches { get; }
```

### Property Value

[int](#)?

## Group

Gets the group associated with the current round

```
string Group { get; }
```

### Property Value

[string](#)

## GroupId

Gets the id of the group associated with the current round

```
Urn GroupId { get; }
```

## Property Value

[Urn](#)

## Names

Gets the name of the current [IRound](#) per language

```
IDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

## Number

Gets a value specifying the round number or a null reference if round number is not defined

```
int? Number { get; }
```

## Property Value

[int](#)?

## OtherMatchId

Gets the id of the other match

```
string OtherMatchId { get; }
```

## Property Value

[string](#)

## Phase

Gets the phase of the associated round

```
string Phase { get; }
```

## Property Value

[string](#)

## PhaseOrGroupLongNames

Gets the phase or group long name of the current [IRound](#) per language

```
IDictionary<CultureInfo, string> PhaseOrGroupLongNames { get; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

## Type

Gets the type of the round

```
string Type { get; }
```

## Property Value

[string](#)

## Methods

### GetName(CultureInfo)

Gets the name for specific language

```
string GetName(CultureInfo culture)
```

## Parameters

**culture** [CultureInfo](#)

The culture

## Returns

[string](#)

Return the Name if exists, or null

## GetPhaseOrGroupLongName(CultureInfo)

Gets the phase or group long name for specific language

```
string GetPhaseOrGroupLongName(CultureInfo culture)
```

## Parameters

**culture** [CultureInfo](#)

The culture

## Returns

[string](#)

Return the phase or group long name if exists, or null

# Interface IScheduledStartTimeChange

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing schedule start time change

```
public interface IScheduledStartTimeChange
```

## Properties

### ChangedAt

Gets the changed at

```
DateTime ChangedAt { get; }
```

## Property Value

[DateTime](#)

The changed at

## NewTime

Gets the new time

```
DateTime NewTime { get; }
```

## Property Value

[DateTime](#)

The new time

## OldTime

Gets the old time

```
DateTime OldTime { get; }
```

## Property Value

[DateTime](#)

The old time

# Interface ISeason

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a tournament season

```
public interface ISeason : ILongTermEvent, ISportEvent
```

## Inherited Members

[ILongTermEvent.GetSportAsync\(\)](#) , [ILongTermEvent.GetTournamentCoverage\(\)](#) ,  
[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetCompetitorsAsync()

Asynchronously gets the list of competitors

```
Task<IEnumerable<ICompetitor>> GetCompetitorsAsync()
```

## Returns

[Task](#) <[IEnumerable](#) <[ICompetitor](#)>>

The list of competitors

### GetCurrentRoundAsync()

Asynchronously gets the [IRound](#) specifying the current round of the tournament associated with the current instance

```
Task<IRound> GetCurrentRoundAsync()
```

## Returns

[Task](#) <[IRound](#)>

The [IRound](#) specifying the current round of the tournament associated with the current instance

## GetGroupsAsync()

Asynchronously gets the list of the [IGroup](#) instances belonging to the season

`Task<IEnumerable<IGroup>> GetGroupsAsync()`

## Returns

[Task](#) <[IEnumerable](#) <[IGroup](#)>>

A [Task](#) representing the asynchronous operation

## GetScheduleAsync()

Asynchronously gets the list of all [ICompetition](#) that belongs to the season schedule

`Task<IEnumerable<ICompetition>> GetScheduleAsync()`

## Returns

[Task](#) <[IEnumerable](#) <[ICompetition](#)>>

The list of all [ICompetition](#) that belongs to the season schedule

## GetSeasonCoverageAsync()

Asynchronously gets a [ISeasonCoverage](#) representing the season coverage

`Task<ISeasonCoverage> GetSeasonCoverageAsync()`

## Returns

[Task](#) <[ISeasonCoverage](#)>

A [Task<TResult>](#) representing the asynchronous operation

## GetTournamentInfoAsync()

Asynchronously gets a [ITournamentInfo](#) representing the tournament info

`Task<ITournamentInfo> GetTournamentInfoAsync()`

## Returns

[Task](#) <[ITournamentInfo](#)>

A [Task<TResult>](#) representing the asynchronous operation

## GetYearAsync()

Asynchronously gets a [string](#) representation of the current season year

`Task<string> GetYearAsync()`

## Returns

[Task](#) <[string](#)>

Asynchronously returns a [string](#) representation of the season year

# Interface ISaisonCoverage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines an interface representing season coverage info

```
public interface ISaisonCoverage
```

## Properties

### MaxCoverageLevel

Gets the string representation of the maximum coverage available for the season associated with the current instance

```
string MaxCoverageLevel { get; }
```

### Property Value

[string](#)

### MaxCovered

Gets the max covered value

```
int? MaxCovered { get; }
```

### Property Value

[int](#)?

### MinCoverageLevel

Gets the name of the minimum coverage guaranteed for the season associated with the current instance

```
string MinCoverageLevel { get; }
```

## Property Value

[string](#)

## Played

Gets the played value

```
int Played { get; }
```

## Property Value

[int](#)

## Scheduled

Gets the scheduled value

```
int Scheduled { get; }
```

## Property Value

[int](#)

## SeasonId

Gets the identifier of the season

```
Urn SeasonId { get; }
```

## Property Value

[Urn](#)

# Interface ISaisonInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing

```
public interface ISaisonInfo
```

## Properties

### EndDate

Gets the end date of the season represented by the current instance

```
DateTime EndDate { get; }
```

### Property Value

[DateTime](#)

The end date.

### Id

Gets the [Urn](#) identifying the current instance

```
Urn Id { get; }
```

### Property Value

[Urn](#)

The [Urn](#) identifying the current instance

## Names

Gets the list of translated names

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

The list of translated names

## StartDate

Gets the start date of the season represented by the current instance

```
DateTime StartDate { get; }
```

## Property Value

[DateTime](#)

## TournamentId

Gets the associated tournament identifier.

```
Urn TournamentId { get; }
```

## Property Value

[Urn](#)

The associated tournament identifier.

## Year

Gets a [string](#) representation of the current season year

```
string Year { get; }
```

## Property Value

[string](#)

## Methods

### GetName(CultureInfo)

Gets the name.

```
string GetName(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

The culture

## Returns

[string](#)

System.String

# Interface ISoccerEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes representing soccer sport events

```
public interface ISoccerEvent : IMatch, ICompetition, ISportEvent
```

## Inherited Members

[IMatch.GetHomeCompetitorAsync\(\)](#) , [IMatch.GetAwayCompetitorAsync\(\)](#) ,  
[IMatch.GetSeasonAsync\(\)](#) , [IMatch.GetTournamentRoundAsync\(\)](#) ,  
[IMatch.GetTournamentAsync\(\)](#) , [IMatch.GetFixtureAsync\(\)](#) ,  
[IMatch.GetEventTimelineAsync\(\)](#) , [IMatch.GetEventTimelineAsync\(CultureInfo\)](#) ,  
[IMatch.GetDelayedInfoAsync\(\)](#) , [IMatch.GetCoverageInfoAsync\(\)](#) ,  
[ICompetition.GetBookingStatusAsync\(\)](#) , [ICompetition.GetVenueAsync\(\)](#) ,  
[ICompetition.GetConditionsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(\)](#) ,  
[ICompetition.GetEventStatusAsync\(\)](#) , [ICompetition.GetSportEventTypeAsync\(\)](#) ,  
[ICompetition.GetLiveOddsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(CultureInfo\)](#) ,  
[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetStatusAsync()

Asynchronously get the status of the soccer match

```
Task<ISoccerStatus> GetStatusAsync()
```

### Returns

[Task](#)<[ISoccerStatus](#)>

The status of the soccer match

# Interface ISoccerStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing soccer match specific statistics

```
[Obsolete("IMatchStatistics is recommended instead of ISoccerStatistics")]
public interface ISoccerStatistics
```

## Properties

### PeriodStatistics

Gets the list of separate period statistics

```
IEnumerable<IPeriodStatistics> PeriodStatistics { get; }
```

#### Property Value

[IEnumerable](#)<[IPeriodStatistics](#)>

The list of separate period statistics

### TotalStatistics

Gets the list of complete team statistics data

```
IEnumerable<ITeamStatistics> TotalStatistics { get; }
```

#### Property Value

[IEnumerable](#)<[ITeamStatistics](#)>

The list of complete team statistics data

# Interface ISoccerStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes representing soccer status

```
[Obsolete("IMatchStatusV1 is recommended instead of ISoccerStatus")]
public interface ISoccerStatus : IMatchStatus, ICompetitionStatus
```

## Inherited Members

[IMatchStatus.EventClock](#) , [IMatchStatus.PeriodScores](#) , [IMatchStatus.HomeScore](#) ,  
[IMatchStatus.AwayScore](#) , [IMatchStatus.GetMatchStatusAsync\(CultureInfo\)](#) ,  
[IMatchStatus.HomePenaltyScore](#) , [IMatchStatus.AwayPenaltyScore](#) ,  
[IMatchStatus.DecidedByFed](#) , [ICompetitionStatus.WinnerId](#) , [ICompetitionStatus.Status](#) ,  
[ICompetitionStatus.ReportingStatus](#) , [ICompetitionStatus.EventResults](#) ,  
[ICompetitionStatus.GetPropertyValues\(string\)](#) , [ICompetitionStatus.Properties](#) ,  
[ICompetitionStatus.PeriodOfLadder](#)

## Properties

### Statistics

Gets the soccer match statistics

```
ISoccerStatistics Statistics { get; }
```

### Property Value

[ISoccerStatistics](#)

The soccer match statistics

## See Also

[IMatchStatus](#)

# Interface ISport

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a sport

```
public interface ISport : ISportSummary, IEntityPrinter
```

## Inherited Members

[ISportSummary.Id](#) , [ISportSummary.Names](#) , [ISportSummary.GetName\(CultureInfo\)](#) ,  
[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#)

## Properties

### Categories

Gets a [IEnumerable<T>](#) representing categories which belong to the sport represented by the current instance

```
IEnumerable<ICategory> Categories { get; }
```

### Property Value

[IEnumerable](#)<[ICategory](#)>

# Interface ISportEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing the target(tournament, match, race) of feed messages

```
public interface ISportEvent
```

## Properties

### Id

Gets a [Urn](#) uniquely identifying the sport event associated with the current instance

```
Urn Id { get; }
```

## Property Value

[Urn](#)

## Methods

### GetNameAsync(CultureInfo)

Asynchronously gets the name of the sport event

```
Task<string> GetNameAsync(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the returned name

## Returns

[Task](#) <[string](#)>

Return a name of the race, or match

## GetReplacedByAsync()

Asynchronously gets a [Urn](#) specifying the replacement sport event for the associated sport event.

Task<Urn> [GetReplacedByAsync\(\)](#)

## Returns

[Task](#) <[Urn](#)>

A [Urn](#) specifying the replacement sport event for the associated sport event.

## GetScheduledEndTimeAsync()

Asynchronously gets a [DateTime](#) instance specifying for when the sport event associated with the current instance is scheduled to end or a null reference if the value is not known

Task<DateTime?> [GetScheduledEndTimeAsync\(\)](#)

## Returns

[Task](#) <[DateTime](#)?>

A [Task<TResult>](#) representing the retrieval operation

## GetScheduledTimeAsync()

Asynchronously gets a [DateTime](#) instance specifying for when the sport event associated with the current instance is scheduled or a null reference if the value is not known

`Task<DateTime?> GetScheduledTimeAsync()`

## Returns

[Task](#)<[DateTime](#)?>

A [Task<TResult>](#) representing the retrieval operation

## GetSportIdAsync()

Asynchronously gets a [Urn](#) uniquely identifying the sport associated with the current instance

`Task<Urn> GetSportIdAsync()`

## Returns

[Task](#)<[Urn](#)>

Returns a [Urn](#) uniquely identifying the sport associated with the current instance

## GetStartTimeTbdAsync()

Asynchronously gets a value specifying if the start time to be determined is set for the associated sport event.

`Task<bool?> GetStartTimeTbdAsync()`

## Returns

[Task](#)<[bool](#)?>

A value specifying if the start time to be determined is set for the associated sport event.

# Interface ISportEventConditions

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing sport event conditions

```
public interface ISportEventConditions : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Attendance

Gets a [string](#) specifying the attendance of the associated sport event

```
string Attendance { get; }
```

### Property Value

[string](#)

### EventMode

TODO: Add comments

```
string EventMode { get; }
```

### Property Value

[string](#)

## Pitchers

Gets the pitchers

```
IEnumerable<IPitcher> Pitchers { get; }
```

## Property Value

[IEnumerable](#)<[IPitcher](#)>

## Referee

Gets the [IReferee](#) instance representing the referee presiding over the associated sport event

```
IReferee Referee { get; }
```

## Property Value

[IReferee](#)

## WeatherInfo

Gets a [IWeatherInfo](#) instance representing the expected weather on the associated sport event

```
IWeatherInfo WeatherInfo { get; }
```

## Property Value

[IWeatherInfo](#)

# Interface ISportEventStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing the status of a sport event

```
public interface ISportEventStatus
```

## Properties

### AwayScore

Gets the score of the away competitor competing on the associated sport event

```
decimal? AwayScore { get; }
```

### Property Value

[decimal](#)?

### HomeScore

Gets the score of the home competitor competing on the associated sport event

```
decimal? HomeScore { get; }
```

### Property Value

[decimal](#)?

### IsReported

Gets a value indicating whether a data journalist is present in the associated sport event, or a null reference if the information is not available

```
int? IsReported { get; }
```

## Property Value

[int?](#)

## Properties

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing additional event status values

```
IReadOnlyDictionary<string, object> Properties { get; }
```

## Property Value

[IReadOnlyDictionary<string, object>](#)

a [IReadOnlyDictionary<TKey, TValue>](#) containing additional event status values

## Remarks

List of possible keys:

- AggregateAwayScore
- AggregateHomeScore
- AggregateWinnerId
- AwayBatter
- AwayDismissals
- AwayGameScore
- AwayLegScore
- AwayPenaltyRuns
- AwayRemainingBowls
- AwayScore
- AwaySuspend
- Balls
- Bases
- Clock\_MatchTime
- Clock\_RemainingTime
- Clock\_RemainingTimeInPeriod
- Clock\_StoppageTime

- Clock\_StoppageTimeAnnounced
- Clock\_Stopped
- Clock{ClockNumber}\_MatchTime
- Clock{ClockNumber}\_StoppageTime
- Clock{ClockNumber}\_StoppageTimeAnnounced
- CurrentCtTeam
- CurrentEnd
- CurrentServer
- DecidedByFed
- Delivery
- ExpeditedMode
- HomeBatter
- HomeDismissals
- HomeGameScore
- HomeLegScore
- HomePenaltyRuns
- HomeRemainingBowls
- HomeScore
- HomeSuspend
- Innings
- Outs
- Over
- Period
- PeriodScore{PeriodScoreNumber}\_AwayScore
- PeriodScore{PeriodScoreNumber}\_HomeScore
- PeriodScore{PeriodScoreNumber}\_MatchStatusCode
- PeriodScore{PeriodScoreNumber}\_Number
- Position
- Possession
- RemainingReds
- Reporting
- Result{ResultNumber}\_AwayScore
- Result{ResultNumber}\_Climber
- Result{ResultNumber}\_ClimberRanking
- Result{ResultNumber}\_HomeScore
- Result{ResultNumber}\_Id
- Result{ResultNumber}\_MatchStatusCode
- Result{ResultNumber}\_Points
- Result{ResultNumber}\_Sprint
- Result{ResultNumber}\_SprintRanking

- Result{ResultNumber}\_Status
- Result{ResultNumber}\_StatusComment
- Result{ResultNumber}\_Time
- Result{ResultNumber}\_TimeRanking
- Status
- Strikes
- Throw
- Tiebreak
- Try
- Visit
- WinnerId
- WinningReason
- Yards

## Status

Gets a [EventStatus](#) describing the high-level status of the associated sport event

```
EventStatus Status { get; }
```

## Property Value

[EventStatus](#)

## Methods

### GetMatchStatusAsync()

Gets the match status for specific locale

```
Task<ILocalizedNamedValue> GetMatchStatusAsync()
```

## Returns

[Task](#)<[ILocalizedNamedValue](#)>

Returns the match status for specific locale

# GetPropertyValue(string)

Gets the value of the property specified by it's name

```
object GetPropertyValue(string propertyName)
```

## Parameters

propertyName [string](#)

The name of the property

## Returns

[object](#)

A [object](#) representation of the value of the specified property, or a null reference if the value of the specified property was not specified

# Interface ISportSummary

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a sport

```
public interface ISportSummary : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Id

Gets a [Urn](#) uniquely identifying the sport represented by the current instance

```
Urn Id { get; }
```

### Property Value

[Urn](#)

### Names

Gets the name of the sport represented by the current instance

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

### Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

# Methods

## GetName(CultureInfo)

Gets the name in specified culture language

```
string GetName(CultureInfo culture)
```

### Parameters

culture [CultureInfo](#)

The culture.

### Returns

[string](#)

System.String.

# Interface IStage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines methods implemented by classes representing sport events of stage type

```
public interface IStage : ICompetition, ISportEvent
```

## Inherited Members

[ICompetition.GetBookingStatusAsync\(\)](#) , [ICompetition.GetVenueAsync\(\)](#) ,  
[ICompetition.GetConditionsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(\)](#) ,  
[ICompetition.GetEventStatusAsync\(\)](#) , [ICompetition.GetSportEventTypeAsync\(\)](#) ,  
[ICompetition.GetLiveOddsAsync\(\)](#) , [ICompetition.GetCompetitorsAsync\(CultureInfo\)](#) ,  
[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#).

## Methods

### GetAdditionalParentStagesAsync()

Asynchronously gets a list of additional ids of the parent stages of the current instance or a null reference if the represented stage does not have the parent stages

```
Task<IEnumerable<IStage>> GetAdditionalParentStagesAsync()
```

## Returns

[Task](#)<[IEnumerable](#)<[IStage](#)>>

A [Task<TResult>](#) representing the asynchronous operation

### GetCategoryAsync()

Asynchronously get the [ICategorySummary](#) instance associated with the current [IStage](#) instance

`Task<ICategorySummary> GetCategoryAsync()`

## Returns

[Task](#) <[ICategorySummary](#)>

The [ICategorySummary](#) instance associated with the current [IStage](#) instance

## GetParentStageAsync()

Asynchronously get the parent stage

`Task<IStage> GetParentStageAsync()`

## Returns

[Task](#) <[IStage](#)>

The parent stage

## GetSportAsync()

Asynchronously get the [ISportSummary](#) instance associated with the current [IStage](#) instance

`Task<ISportSummary> GetSportAsync()`

## Returns

[Task](#) <[ISportSummary](#)>

The [ISportSummary](#) instance associated with the current [IStage](#) instance

## GetStageTypeAsync()

Asynchronously get the type of the stage

```
Task<StageType?> GetStageTypeAsync()
```

## Returns

[Task](#) <[StageType](#)?>

The type of the stage

## GetStagesAsync()

Asynchronously get the list of stages representing stages of the multi-stage stage

```
Task<IEnumerable<IStage>> GetStagesAsync()
```

## Returns

[Task](#) <[IEnumerable](#) <[IStage](#)>>

The list of stages representing stages of the multi-stage stage

## GetStatusAsync()

Asynchronously gets a [IStageStatus](#) containing information about the progress of the stage

```
Task<IStageStatus> GetStatusAsync()
```

## Returns

[Task](#) <[IStageStatus](#)>

A [Task](#) <[TResult](#)> containing information about the progress of the stage

# Interface IStageStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a stage status

```
public interface IStageStatus : ICompetitionStatus
```

## Inherited Members

[ICompetitionStatus.WinnerId](#) , [ICompetitionStatus.Status](#) ,  
[ICompetitionStatus.ReportingStatus](#) , [ICompetitionStatus.EventResults](#) ,  
[ICompetitionStatus.GetPropertyValue\(string\)](#) , [ICompetitionStatus.Properties](#) ,  
[ICompetitionStatus.PeriodOfLadder](#)

## Methods

### GetMatchStatusAsync(CultureInfo)

Asynchronously gets the stage match status

```
Task<ILocalizedNamedValue> GetMatchStatusAsync(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

The culture used to get stage match status id and description

## Returns

[Task](#)<[ILocalizedNamedValue](#)>

Returns the stage match status id and description in selected culture

## See Also

[ICompetitionStatus](#)

# Interface IStreamingChannel

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing streaming channels

```
public interface IStreamingChannel : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Id

Gets a value uniquely identifying the current streaming channel

```
int Id { get; }
```

### Property Value

[int](#)

### Name

Gets the name of the streaming channel represented by the current instance

```
string Name { get; }
```

### Property Value

[string](#)

# Interface ITeamCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a competing team

```
public interface ITeamCompetitor : ICompetitor, IPlayer, IEntityPrinter
```

## Inherited Members

[ICompetitor.Countries](#) , [ICompetitor.Abbreviations](#) , [ICompetitor.IsVirtual](#) ,  
[ICompetitor.References](#) , [ICompetitor.GetCountry\(CultureInfo\)](#) ,  
[ICompetitor.GetAbbreviation\(CultureInfo\)](#) , [ICompetitor.CountryCode](#) ,  
[ICompetitor.AssociatedPlayers](#) , [ICompetitor.Jerseys](#) , [ICompetitor.Manager](#) ,  
[ICompetitor.Venue](#) , [ICompetitor.Gender](#) , [ICompetitor.RaceDriverProfile](#) ,  
[ICompetitor.AgeGroup](#) , [ICompetitor.State](#) , [ICompetitor.GetSportAsync\(\)](#) ,  
[ICompetitor.GetCategoryAsync\(\)](#) , [ICompetitor.ShortName](#) , [ICompetitor.Division](#) , [IPlayer.Id](#) ,  
[IPlayer.Names](#) , [IPlayer.GetName\(CultureInfo\)](#) , [IEntityPrinter.ToString\(\)](#) ,  
[IEntityPrinter.ToString\(IFormatProvider\)](#) , [IEntityPrinter.ToString\(string, IFormatProvider\)](#)

## Properties

### Qualifier

Gets a qualifier additionally describing the competitor (e.g. home, away, ...)

```
string Qualifier { get; }
```

### Property Value

[string](#)

# Interface ITeamStatistics

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing team statistics

```
public interface ITeamStatistics
```

## Properties

### Cards

Gets the total count of received cards

```
int? Cards { get; }
```

### Property Value

[int](#)?

The total count of received cards

### CornerKicks

Gets the total count of corner kicks

```
int? CornerKicks { get; }
```

### Property Value

[int](#)?

The total count of corner kicks

## GreenCards

Gets the total count of green cards

```
int? GreenCards { get; }
```

### Property Value

[int](#)?

The total count of green cards

## HomeAway

Gets an indication if the statistics are for the home or away team

```
HomeAway? HomeAway { get; }
```

### Property Value

[HomeAway](#)?

An indication if the statistics are for the home or away team

## Name

Gets the name

```
string Name { get; }
```

### Property Value

[string](#)?

The name

## RedCards

Gets the total count of red cards

```
int? RedCards { get; }
```

## Property Value

[int](#)?

The total count of red cards

## TeamId

Gets the team id

```
Urn TeamId { get; }
```

## Property Value

[Urn](#)

The team id

## YellowCards

Gets the total count of yellow cards

```
int? YellowCards { get; }
```

## Property Value

[int](#)?

The total count of yellow cards

## YellowRedCards

Gets the total count of yellow-red cards

```
int? YellowRedCards { get; }
```

## Property Value

int?

The total count of yellow-red cards

# Interface ITimelineEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing timeline event

```
public interface ITimelineEvent
```

## Properties

### Assists

Gets the list of assists

```
IEnumerable<IAssist> Assists { get; }
```

### Property Value

[IEnumerable](#)<[IAssist](#)>

The assists

### AwayScore

Gets the away score

```
decimal? AwayScore { get; }
```

### Property Value

[decimal](#)?

The away score

# GoalScorer

Gets the goal scorer

```
IGoalScorer GoalScorer { get; }
```

## Property Value

[IGoalScorer](#)

The goal scorer

# HomeScore

Gets the home score

```
decimal? HomeScore { get; }
```

## Property Value

[decimal](#)?

The home score

# Id

Gets the timeline event identifier

```
int Id { get; }
```

## Property Value

[int](#)

The id of timeline event

# MatchClock

Gets the match clock

```
string MatchClock { get; }
```

## Property Value

[string](#) ↗

The match clock

## MatchStatusCode

Gets the match status code

```
int? MatchStatusCode { get; }
```

## Property Value

[int](#) ↗?

The match status code

## MatchTime

Gets the match time

```
int? MatchTime { get; }
```

## Property Value

[int](#) ↗?

The match time

## Period

Gets the period

```
string Period { get; }
```

## Property Value

[string](#)

The period

## PeriodName

Gets the name of the period

```
string PeriodName { get; }
```

## Property Value

[string](#)

The name of the period

## Player

Gets the player

```
IEventPlayer Player { get; }
```

## Property Value

[IEventPlayer](#)

The player

## Points

Gets the points

```
string Points { get; }
```

## Property Value

[string](#) ↗

The points

## StoppageTime

Gets the stoppage time

```
string StoppageTime { get; }
```

## Property Value

[string](#) ↗

The stoppage time

## Team

Gets the team

```
HomeAway? Team { get; }
```

## Property Value

[HomeAway?](#)

The team

## Time

Gets the time

```
DateTime Time { get; }
```

## Property Value

[DateTime](#)

The time

## Type

Gets the type

```
string Type { get; }
```

## Property Value

[string](#)

The type

## Value

Gets the value

```
string Value { get; }
```

## Property Value

[string](#)

The value

## X

Gets the x

```
int? X { get; }
```

## Property Value

int? ?

The x

Y

Gets the y

```
int? Y { get; }
```

## Property Value

int? ?

The y

# Interface ITournament

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes providing information about tournament schedule

```
public interface ITournament : ILongTermEvent, ISportEvent
```

## Inherited Members

[ILongTermEvent.GetSportAsync\(\)](#) , [ILongTermEvent.GetTournamentCoverage\(\)](#) ,  
[ISportEvent.Id](#) , [ISportEvent.GetNameAsync\(CultureInfo\)](#) , [ISportEvent.GetSportIdAsync\(\)](#) ,  
[ISportEvent.GetScheduledTimeAsync\(\)](#) , [ISportEvent.GetScheduledEndTimeAsync\(\)](#) ,  
[ISportEvent.GetStartTimeTbdAsync\(\)](#) , [ISportEvent.GetReplacedByAsync\(\)](#)

## Methods

### GetCategoryAsync()

Asynchronously gets a [ICategorySummary](#) representing the category to which the tournament belongs to

```
Task<ICategorySummary> GetCategoryAsync()
```

## Returns

[Task](#)<[ICategorySummary](#)>

A [Task<TResult>](#) representing the asynchronous operation

### GetCurrentSeasonAsync()

Asynchronously gets [ICurrentSeasonInfo](#) instance containing detailed information about the current season of the tournament

```
Task<ICurrentSeasonInfo> GetCurrentSeasonAsync()
```

## Returns

[Task](#)<ICurrentSeasonInfo>

A [Task](#)<TResult> representing the asynchronous operation

## GetExhibitionGamesAsync()

Asynchronously gets a [bool](#) specifying if the tournament is exhibition game

```
Task<bool?> GetExhibitionGamesAsync()
```

## Returns

[Task](#)<bool?>

A [bool](#) specifying if the tournament is exhibition game

## GetScheduleAsync()

Gets the list of all [ICompetition](#) that belongs to the basic tournament schedule

```
Task<IEnumerable<ISportEvent>> GetScheduleAsync()
```

## Returns

[Task](#)<IEnumerable<ISportEvent>>

The list of all [ICompetition](#) that belongs to the basic tournament schedule

## GetSeasonsAsync()

Asynchronously gets a list of [ISeason](#) associated with this tournament

```
Task<IEnumerable<ISession>> GetSeasonsAsync()
```

## Returns

[Task](#)<[IEnumerable](#)<[ISession](#)>>

A list of [ISession](#) associated with this tournament

# Interface ITournamentCoverage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes implementing tournament coverage information

```
public interface ITournamentCoverage
```

## Properties

### LiveCoverage

Gets a value indicating whether live coverage is available

```
bool LiveCoverage { get; }
```

### Property Value

[bool](#)

**true** if [live coverage]; otherwise, **false**.

# Interface ITournamentInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract for classes representing tournament info

```
public interface ITournamentInfo
```

## Properties

### Category

Gets the [ICategorySummary](#) representing the category associated with the current instance

```
ICategorySummary Category { get; }
```

### Property Value

[ICategorySummary](#)

The [ICategorySummary](#) representing the category associated with the current instance

### CurrentSeason

Gets the [ICurrentSeasonInfo](#) which contains data for the season in which the current tournament is happening

```
ICurrentSeasonInfo CurrentSeason { get; }
```

### Property Value

[ICurrentSeasonInfo](#)

The [ICurrentSeasonInfo](#) which contains data for the season in which the current tournament is happening

## Id

Gets a [Urn](#) uniquely identifying the current season

```
Urn Id { get; }
```

## Property Value

[Urn](#)

## Names

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing names of the season in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IReadOnlyDictionary< CultureInfo, string >](#)

## Methods

### GetName(CultureInfo)

Gets the name for specific culture

```
string GetName(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

The culture

## Returns

[string](#)

the name in specific culture

# Interface ITvChannel

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing TV channels

```
public interface ITvChannel : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Name

Gets a name of the channel represented by the current [ITvChannel](#) instance

```
string Name { get; }
```

### Property Value

[string](#)

### StartTime

Gets a [DateTime](#) specifying when the coverage on the channel represented by the current [ITvChannel](#) starts, or a null reference if the time is not known.

```
DateTime? StartTime { get; }
```

### Property Value

[DateTime](#)?

# StreamUrl

Gets the stream url of the channel represented by the current [ITvChannel](#) instance

```
string StreamUrl { get; }
```

## Property Value

[string](#)

# Interface IVenue

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing a sport event venue

```
public interface IVenue : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Capacity

Gets the capacity of the venue associated with current [IVenue](#) instance, or a null reference if the capacity is not specified

```
int? Capacity { get; }
```

### Property Value

[int](#)?

### Cities

Gets a [IReadOnlyDictionary<TKey, TValue>](#) containing venue's city names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Cities { get; }
```

### Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

## Coordinates

Gets a map coordinates specifying the exact location of the venue represented by current [IVenue](#) instance

```
string Coordinates { get; }
```

## Property Value

[string](#)

## Countries

Gets a [IReadOnlyDictionary< TKey, TValue >](#) containing venue's country names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Countries { get; }
```

## Property Value

[IReadOnlyDictionary< CultureInfo, string >](#)

## CountryCode

Gets a country code of the venue represented by current [IVenue](#) instance

```
string CountryCode { get; }
```

## Property Value

[string](#)

## Courses

Gets the list of courses

```
IEnumerable<ICourse> Courses { get; }
```

## Property Value

[IEnumerable](#)<[ICourse](#)>

The list of courses

## Id

Gets a [Urn](#) uniquely identifying the current [IVenue](#) instance

```
Urn Id { get; }
```

## Property Value

[Urn](#)

## Names

Gets a  [IReadOnlyDictionary](#)<[TKey](#),  [TValue](#)> containing venue's names in different languages

```
IReadOnlyDictionary<CultureInfo, string> Names { get; }
```

## Property Value

[IReadOnlyDictionary](#)<[CultureInfo](#), [string](#)>

## State

Gets a state of the venue represented by current [IVenue](#) instance

```
string State { get; }
```

## Property Value

[string](#)

## Methods

### GetCity(CultureInfo)

Gets the city name for specific locale

```
string GetCity(CultureInfo culture)
```

#### Parameters

[culture CultureInfo](#)

The culture

#### Returns

[string](#)

Return the city name if exists, or null

### GetCountry(CultureInfo)

Gets the country name for specific locale

```
string GetCountry(CultureInfo culture)
```

#### Parameters

[culture CultureInfo](#)

The culture

#### Returns

[string](#)

Return the country name if exists, or null

## GetName(CultureInfo)

Gets the name for specific locale

```
string GetName(CultureInfo culture)
```

### Parameters

**culture** [CultureInfo](#)

The culture

### Returns

[string](#)

Return the name if exists, or null

# Interface IWeatherInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing weather conditions

```
public interface IWeatherInfo : IEntityPrinter
```

## Inherited Members

[IEntityPrinter.ToString\(\)](#) , [IEntityPrinter.ToString\(IFormatProvider\)](#) ,  
[IEntityPrinter.ToString\(string, IFormatProvider\)](#).

## Properties

### Pitch

Get the pitch

```
string Pitch { get; }
```

### Property Value

[string](#)

### Temperature

Gets the temperature in degrees Celsius or a null reference if the expected temperature is not known

```
int? Temperature { get; }
```

### Property Value

[int](#)?

## WeatherConditions

Gets a [string](#) specifying the weather conditions (cloudy, sunny, ...)

```
string WeatherConditions { get; }
```

## Property Value

[string](#)

## Wind

Gets a [string](#) specifying the wind conditions

```
string Wind { get; }
```

## Property Value

[string](#)

## WindAdvantage

Get the wind advantage

```
string WindAdvantage { get; }
```

## Property Value

[string](#)

# Namespace Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable Classes

## [ExportableBase](#)

Abstract class used to export/import cache item properties

## [ExportableBonusInfo](#)

Class used to export/import bonus info cache item properties

## [ExportableCar](#)

Class used to export/import car item properties

## [ExportableCategory](#)

Class used to export/import category cache item properties

## [ExportableCompetition](#)

Class used to export/import competition cache item properties

## [ExportableCompetitor](#)

Class used to export/import competitor cache item properties

## [ExportableCourse](#)

Class used to export/import course item properties

## [ExportableCoverageInfo](#)

Class used to export/import coverage info cache item properties

## [ExportableCurrentSeasonInfo](#)

Class used to export/import current season info cache item properties

## [ExportableDelayedInfo](#)

Class used to export/import referee cache item properties

## [ExportableDivision](#)

Class used to export/import division cache item properties

## [ExportableDraw](#)

Class used to export/import draw cache item properties

## [ExportableDrawInfo](#)

Class used to export/import draw info cache item properties

## [ExportableDrawResult](#)

Class used to export/import draw result cache item properties

## [ExportableEventPlayer](#)

Class used to export/import event player cache item properties

## [ExportableEventPlayerAssist](#)

Class used to export/import event player assist cache item properties

## [ExportableEventTimeline](#)

Class used to export/import event timeline cache item properties

## [ExportableFixture](#)

Class used to export/import fixture cache item properties

## [ExportableGroup](#)

Class used to export/import group cache item properties

## [ExportableHole](#)

Class used to export/import hole item properties

## [ExportableJersey](#)

Class used to export/import jersey item properties

## [ExportableLottery](#)

Class used to export/import lottery cache item properties

## [ExportableManager](#)

Class used to export/import manager item properties

## [ExportableMatch](#)

Class used to export/import match cache item properties

## [ExportablePitcher](#)

Class used to export/import pitcher cache item properties

## [ExportablePlayerProfile](#)

Class used to export/import player profile cache item properties

## [ExportableProductInfo](#)

Class used to export/import product info cache item properties

## [ExportableProductInfoLink](#)

Class used to export/import product info cache item properties

## [ExportableRaceDriverProfile](#)

Class used to export/import race driver profile item properties

## [ExportableReferee](#)

Class used to export/import referee cache item properties

## [ExportableRound](#)

Class used to export/import round cache item properties

## [ExportableScheduledStartTimeChange](#)

Class used to export/import scheduled start time change cache item properties

## [ExportableSeason](#)

Class used to export/import season cache item properties

## [ExportableSeasonCoverage](#)

Class used to export/import season coverage cache item properties

## [ExportableSport](#)

Class used to export/import sport cache item properties

## [ExportableSportEvent](#)

Class used to export/import sport event cache item properties

## [ExportableSportEventConditions](#)

Class used to export/import sport event conditions cache item properties

## [ExportableStage](#)

Class used to export/import pitcher cache item properties

## [ExportableStreamingChannel](#)

Class used to export/import product info cache item properties

## [ExportableTeamCompetitor](#)

Class used to export/import team competitor cache item properties

## [ExportableTimelineEvent](#)

Class used to export/import pitcher cache item properties

## [ExportableTournamentCoverage](#)

Class used to export/import tournament coverage cache item properties

## [ExportableTournamentInfo](#)

Class used to export/import tournament info cache item properties

## [ExportableTournamentInfoBasic](#)

Class used to export/import tournament info basic cache item properties

## [ExportableTvChannel](#)

Class used to export/import tv channel cache item properties

## [ExportableVenue](#)

Class used to export/import venue item properties

## [ExportableWeatherInfo](#)

Class used to export/import weather info cache item properties

# Class ExportableBase

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Abstract class used to export/import cache item properties

```
[Serializable]  
public class ExportableBase
```

## Inheritance

[object](#) ← ExportableBase

## Derived

[ExportableCategory](#), [ExportableCompetitor](#), [ExportableCurrentSeasonInfo](#),  
[ExportableEventPlayer](#), [ExportableEventPlayerAssist](#), [ExportableManager](#),  
[ExportablePlayerProfile](#), [ExportableSport](#), [ExportableSportEvent](#),  
[ExportableTournamentInfoBasic](#), [ExportableVenue](#)

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),  
[object.ToString\(\)](#)

# Properties

## Id

A [string](#) representing id of the related entity

```
public string Id { get; set; }
```

## Property Value

[string](#)

## Names

A [IDictionary<TKey, TValue>](#) containing translated name of the item

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

## Property Value

[IDictionary<CultureInfo, string>](#)

# Class ExportableBonusInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import bonus info cache item properties

```
[Serializable]  
public class ExportableBonusInfo
```

## Inheritance

[object](#) ← ExportableBonusInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### BonusBalls

A [int](#) representing the bonus balls

```
public int? BonusBalls { get; set; }
```

### Property Value

[int](#)?

### BonusDrumType

A [BonusDrumType](#) representing the bonus drum type

```
public BonusDrumType? BonusDrumType { get; set; }
```

## Property Value

[BonusDrumType?](#)

## BonusRange

A [string](#) representing the bonus range

```
public string BonusRange { get; set; }
```

## Property Value

[string](#)

# Class ExportableCar

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import car item properties

```
[Serializable]  
public class ExportableCar
```

## Inheritance

[object](#) ← ExportableCar

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Chassis

A [string](#) representing the chassis

```
public string Chassis { get; set; }
```

### Property Value

[string](#)

### EngineName

A [string](#) representing the engine name

```
public string EngineName { get; set; }
```

## Property Value

[string](#)

## Name

A [string](#) representing the name

```
public string Name { get; set; }
```

## Property Value

[string](#)

# Class ExportableCategory

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import category cache item properties

```
[Serializable]  
public class ExportableCategory : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableCategory

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### CountryCode

Gets the country code

```
public string CountryCode { get; set; }
```

### Property Value

[string](#)

The country code

### SportId

Gets the [string](#) specifying the id of the parent sport

```
public string SportId { get; set; }
```

## Property Value

[string](#)

## TournamentIds

Gets a [IEnumerable<T>](#) containing the ids of child tournaments

```
public IEnumerable<string> TournamentIds { get; set; }
```

## Property Value

[IEnumerable](#)<[string](#)>

# Class ExportableCompetition

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import competition cache item properties

```
[Serializable]
public class ExportableCompetition : ExportableSportEvent
```

## Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← ExportableCompetition

## Derived

[ExportableMatch](#), [ExportableStage](#)

## Inherited Members

[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,  
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,  
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,  
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### BookingStatus

Gets the [BookingStatus](#) specifying the booking status

```
public BookingStatus? BookingStatus { get; set; }
```

### Property Value

[BookingStatus?](#)

## Competitors

Gets the [IEnumerable<T>](#) specifying the competitors

```
public IEnumerable<string> Competitors { get; set; }
```

### Property Value

[IEnumerable<string>](#)

## CompetitorsQualifiers

Gets the [IDictionary< TKey, TValue >](#) specifying the competitors qualifiers

```
public IDictionary<string, string> CompetitorsQualifiers { get; set; }
```

### Property Value

[IDictionary<string, string>](#)

## CompetitorsReferences

Gets the [IDictionary< TKey, TValue >](#) specifying the competitors qualifiers

```
public IDictionary<string, IDictionary<string, string>> CompetitorsReferences { get; set; }
```

### Property Value

[IDictionary<string, IDictionary<string, string>>](#)

## CompetitorsVirtual

Gets the [IList<T>](#) specifying the competitors which are market virtual

[Obsolete("Competitors virtual is not used anymore. Use Competitor.IsVirtual property to identify virtual competitors.")]

```
public IList<string> CompetitorsVirtual { get; set; }
```

## Property Value

[IList](#)<[string](#)>

## Conditions

Gets the [ExportableSportEventConditions](#) specifying the conditions

```
public ExportableSportEventConditions Conditions { get; set; }
```

## Property Value

[ExportableSportEventConditions](#)

## LiveOdds

Gets a liveOdds

```
public string LiveOdds { get; set; }
```

## Property Value

[string](#)

A liveOdds

## Referenceld

Gets the [IDictionary](#)<[TKey](#), [TValue](#)> specifying the reference ids

```
public IDictionary<string, string> ReferenceId { get; set; }
```

## Property Value

[IDictionary](#)<[string](#), [string](#)>

## SportEventType

Gets a [SportEventType](#) for the associated sport event.

```
public SportEventType? SportEventType { get; set; }
```

### Property Value

[SportEventType?](#)

A [SportEventType](#) for the associated sport event.

## StageType

Gets a [StageType](#) for the associated sport event.

```
public StageType? StageType { get; set; }
```

### Property Value

[StageType?](#)

A [StageType](#) for the associated sport event.

## Venue

Gets the [ExportableVenue](#) specifying the venue

```
public ExportableVenue Venue { get; set; }
```

### Property Value

[ExportableVenue](#)

# Class ExportableCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import competitor cache item properties

```
[Serializable]  
public class ExportableCompetitor : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableCompetitor

## Derived

[ExportableTeamCompetitor](#)

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Abbreviations

A [IDictionary<TKey, TValue>](#) containing competitor abbreviations in different languages

```
public IDictionary<CultureInfo, string> Abbreviations { get; set; }
```

### Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

### AgeGroup

A [string](#) representing the age group

```
public string AgeGroup { get; set; }
```

## Property Value

[string](#)

## AssociatedPlayerIds

A [IEnumerable<T>](#) containing associated player ids

```
public IEnumerable<string> AssociatedPlayerIds { get; set; }
```

## Property Value

[IEnumerable<string>](#)

## AssociatedPlayersJerseyNumbers

A [IDictionary< TKey, TValue >](#) containing associated player jersey numbers

```
public IDictionary<string, int> AssociatedPlayersJerseyNumbers { get; set; }
```

## Property Value

[IDictionary<string, int>](#)

## CategoryId

A [string](#) representing the category id

```
public string CategoryId { get; set; }
```

## Property Value

[string](#)

## CountryCode

A [string](#) representing the country code

```
public string CountryCode { get; set; }
```

## Property Value

[string](#)

## CountryNames

A [IDictionary< TKey, TValue >](#) containing competitor's country name in different languages

```
public IDictionary<CultureInfo, string> CountryNames { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

## CultureCompetitorProfileFetched

The list of CultureInfo used to fetch competitor profiles

```
public IDictionary<CultureInfo, DateTime> CultureCompetitorProfileFetched { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [DateTime](#)>

## Division

Gets the division

```
public ExportableDivision Division { get; set; }
```

## Property Value

[ExportableDivision](#)

## Gender

A [string](#) representing the gender

```
public string Gender { get; set; }
```

## Property Value

[string](#)

## IsVirtual

A [bool](#) indicating whether represented competitor is virtual

```
public bool IsVirtual { get; set; }
```

## Property Value

[bool](#)

## Jerseys

A [IEnumerable<T>](#) containing jerseys

```
public IEnumerable<ExportableJersey> Jerseys { get; set; }
```

## Property Value

[IEnumerable<ExportableJersey>](#)

## Manager

A [ExportableManager](#) representing the manager

```
public ExportableManager Manager { get; set; }
```

## Property Value

[ExportableManager](#)

## PrimaryCulture

A [CultureInfo](#) representing the primary culture

```
public CultureInfo PrimaryCulture { get; set; }
```

## Property Value

[CultureInfo](#)

## RaceDriverProfile

A [ExportableRaceDriverProfile](#) representing the race driver profile

```
public ExportableRaceDriverProfile RaceDriverProfile { get; set; }
```

## Property Value

[ExportableRaceDriverProfile](#)

## Referencelds

A [IDictionary< TKey, TValue >](#) containing reference ids

```
public IDictionary<string, string> ReferenceIds { get; set; }
```

## Property Value

## ShortName

Gets the short name

```
public string ShortName { get; set; }
```

## Property Value

[string](#)

The short name

## SportId

A [string](#) representing the sport id

```
public string SportId { get; set; }
```

## Property Value

[string](#)

## State

A [string](#) representing the state

```
public string State { get; set; }
```

## Property Value

[string](#)

## Venue

A [ExportableVenue](#) representing the venue

```
public ExportableVenue Venue { get; set; }
```

## Property Value

[ExportableVenue](#)

# Class ExportableCourse

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import course item properties

```
[Serializable]  
public class ExportableCourse
```

## Inheritance

[object](#) ← ExportableCourse

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## Holes

List of associated holes

```
public ICollection<ExportableHole> Holes { get; set; }
```

## Property Value

[ICollection](#)<[ExportableHole](#)>

## Id

The id value

```
public string Id { get; set; }
```

## Property Value

[string](#)

## Names

A [IDictionary<TKey, TValue>](#) containing translated name of the item

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

# Class ExportableCoverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import coverage info cache item properties

```
[Serializable]  
public class ExportableCoverageInfo
```

## Inheritance

[object](#) ← ExportableCoverageInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Fields

### CoveredFrom

A [CoveredFrom](#) representation of the covered from

```
public CoveredFrom? CoveredFrom
```

### Field Value

[CoveredFrom?](#)

## Includes

A [IEnumerable<T>](#) representation of the includes

```
public IEnumerable<string> Includes
```

## Field Value

[IEnumerable](#)<[string](#)>

## IsLive

A [bool](#) indicating if the coverage is live

```
public bool IsLive
```

## Field Value

[bool](#)

## Level

A [string](#) representation of the level

```
public string Level
```

## Field Value

[string](#)

# Class ExportableCurrentSeasonInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import current season info cache item properties

```
[Serializable]
public class ExportableCurrentSeasonInfo : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableCurrentSeasonInfo

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Competitors

A list representation of the competitors ids

```
public IEnumerable<string> Competitors { get; set; }
```

### Property Value

[IEnumerable](#)<[string](#)>

### CurrentRound

A [string](#) representation of the current round

```
public ExportableRound CurrentRound { get; set; }
```

## Property Value

[ExportableRound](#)

## EndDate

A [DateTime](#) representation of the end date

```
public DateTime EndDate { get; set; }
```

## Property Value

[DateTime](#)

## Groups

A [IEnumerable<T>](#) representation of the groups

```
public IEnumerable<ExportableGroup> Groups { get; set; }
```

## Property Value

[IEnumerable<ExportableGroup>](#)

## Schedule

A [IEnumerable<T>](#) representation of the schedule

```
public IEnumerable<string> Schedule { get; set; }
```

## Property Value

[IEnumerable<string>](#)

## SeasonCoverage

A [ExportableSeasonCoverage](#) representation of the coverage

```
public ExportableSeasonCoverage SeasonCoverage { get; set; }
```

## Property Value

[ExportableSeasonCoverage](#)

## StartDate

A [DateTime](#) representation of the start date

```
public DateTime StartDate { get; set; }
```

## Property Value

[DateTime](#)

## Year

A [string](#) representation of the year

```
public string Year { get; set; }
```

## Property Value

[string](#)

# Class ExportableDelayedInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import referee cache item properties

```
[Serializable]  
public class ExportableDelayedInfo
```

## Inheritance

[object](#) ← ExportableDelayedInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## Descriptions

A [IDictionary<TKey, TValue>](#) containing descriptions in different languages

```
public IDictionary<CultureInfo, string> Descriptions { get; set; }
```

## Property Value

[IDictionary<CultureInfo, string>](#)

## Id

A [string](#) specifying the id

```
public int Id { get; set; }
```

## Property Value

[int ↗](#)

# Class ExportableDivision

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import division cache item properties

```
[Serializable]  
public class ExportableDivision
```

## Inheritance

[object](#) ← ExportableDivision

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## Id

The id of the division

```
public int? Id { get; set; }
```

## Property Value

[int](#)?

## Name

The name of the division

```
public string Name { get; set; }
```

## Property Value

[string](#) ↗

# Class ExportableDraw

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import draw cache item properties

```
[Serializable]  
public class ExportableDraw : ExportableSportEvent
```

## Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← ExportableDraw

## Inherited Members

[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,  
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,  
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,  
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### DisplayId

A [int](#) representing the display id

```
public int? DisplayId { get; set; }
```

### Property Value

[int](#)?

### DrawStatus

A [DrawStatus](#) representing the draw status

```
public DrawStatus DrawStatus { get; set; }
```

## Property Value

[DrawStatus](#)

## LotteryId

A [string](#) representing the lottery id

```
public string LotteryId { get; set; }
```

## Property Value

[string](#)

## Results

A [IEnumerable<T>](#) representing the results

```
public IEnumerable<ExportableDrawResult> Results { get; set; }
```

## Property Value

[IEnumerable<ExportableDrawResult>](#)

## ResultsChronological

A [bool](#) indicating if the results are chronological

```
public bool ResultsChronological { get; set; }
```

## Property Value

[bool](#)



# Class ExportableDrawInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import draw info cache item properties

```
[Serializable]  
public class ExportableDrawInfo
```

## Inheritance

[object](#) ← ExportableDrawInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## DrawType

A [DrawType](#) representing the draw type

```
public DrawType DrawType { get; set; }
```

## Property Value

[DrawType](#)

## GameType

A [string](#) representing the game type

```
public string GameType { get; set; }
```

## Property Value

[string](#) ↗

## TimeType

A [TimeType](#) representing the time type

```
public TimeType TimeType { get; set; }
```

## Property Value

[TimeType](#)

# Class ExportableDrawResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import draw result cache item properties

```
[Serializable]  
public class ExportableDrawResult
```

## Inheritance

[object](#) ← ExportableDrawResult

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## Names

A [IDictionary<TKey, TValue>](#) containing translated names

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

## Property Value

[IDictionary<CultureInfo, string>](#)

## Value

A [int](#) representing the value

```
public int? Value { get; set; }
```

## Property Value

[int](#)?

# Class ExportableEventPlayer

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import event player cache item properties

```
[Serializable]  
public class ExportableEventPlayer : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableEventPlayer

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Bench

A [string](#) representing the bench value

```
public string Bench { get; set; }
```

### Property Value

[string](#)

### Method

A [string](#) representing the method value

```
public string Method { get; set; }
```

## Property Value

[string ↗](#)

# Class ExportableEventPlayerAssist

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import event player assist cache item properties

```
[Serializable]  
public class ExportableEventPlayerAssist : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableEventPlayerAssist

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Properties

## Type

A [string](#) representing the type

```
public string Type { get; set; }
```

## Property Value

[string](#)

# Class ExportableEventTimeline

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import event timeline cache item properties

```
[Serializable]  
public class ExportableEventTimeline
```

## Inheritance

[object](#) ← ExportableEventTimeline

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### FetchedCultures

A [IEnumerable<T>](#) representation of the fetched cultures

```
public IEnumerable<CultureInfo> FetchedCultures { get; set; }
```

### Property Value

[IEnumerable<CultureInfo>](#)

### IsFinalized

A [bool](#) indicating if the time line is finished

```
public bool IsFinalized { get; set; }
```

## Property Value

[bool](#) ↴

## Timeline

A [IEnumerable<T>](#) representation of the timeline

```
public IEnumerable<ExportableTimelineEvent> Timeline { get; set; }
```

## Property Value

[IEnumerable](#) ↴ <[ExportableTimelineEvent](#)>

# Class ExportableFixture

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import fixture cache item properties

```
[Serializable]  
public class ExportableFixture
```

## Inheritance

[object](#) ← ExportableFixture

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## AdditionalParentsIds

Gets a [IEnumerable<T>](#) specifying the additional parent stages associated with the current instance

```
public IEnumerable<string> AdditionalParentsIds { get; set; }
```

## Property Value

[IEnumerable<string>](#)

## CoverageInfo

A [ExportableCoverageInfo](#) representation of the coverage info

```
public ExportableCoverageInfo CoverageInfo { get; set; }
```

## PropertyValue

[ExportableCoverageInfo](#)

## ExtraInfo

A [IDictionary< TKey, TValue >](#) representation of the extra info

```
public IDictionary<string, string> ExtraInfo { get; set; }
```

## PropertyValue

[IDictionary< string, string >](#)

## NextLiveTime

A [DateTime](#) representation of the next live time

```
public DateTime? NextLiveTime { get; set; }
```

## PropertyValue

[DateTime?](#)

## ParentStageId

Gets a id of the parent stage associated with the current instance

```
public string ParentStageId { get; set; }
```

## PropertyValue

[string](#)

## ProductInfo

A [ExportableProductInfo](#) representation of the product info

```
public ExportableProductInfo ProductInfo { get; set; }
```

## Property Value

[ExportableProductInfo](#)

## References

A [IDictionary< TKey, TValue >](#) representation of the references

```
public IDictionary<string, string> References { get; set; }
```

## Property Value

[IDictionary< string , string >](#)

## ReplacedBy

A [string](#) representation of the replaced by

```
public string ReplacedBy { get; set; }
```

## Property Value

[string](#)

## ScheduledStartTimeChanges

A [IEnumerable< T >](#) representation of the scheduled start time changes

```
public IEnumerable<ExportableScheduledStartTimeChange> ScheduledStartTimeChanges {  
    get; set; }
```

## Property Value

[IEnumerable](#)<[ExportableScheduledStartTimeChange](#)>

## StartTime

A [DateTime](#) representation of the start time

```
public DateTime? StartTime { get; set; }
```

## Property Value

[DateTime](#)?

## StartTimeConfirmed

A [bool](#) indicating if the start time is confirmed

```
public bool? StartTimeConfirmed { get; set; }
```

## Property Value

[bool](#)?

## StartTimeTbd

A [bool](#) indicating if the start time is TBD

```
public bool? StartTimeTbd { get; set; }
```

## Property Value

[bool](#)?

## TvChannels

A [IEnumerable<T>](#) representation of the TV channels

```
public IEnumerable<ExportableTvChannel> TvChannels { get; set; }
```

## Property Value

[IEnumerable](#)<[ExportableTvChannel](#)>

# Class ExportableGroup

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import group cache item properties

```
[Serializable]  
public class ExportableGroup
```

## Inheritance

[object](#) ← ExportableGroup

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Competitors

A list of competitor id Urn as string representation of the competitors ids

```
public IEnumerable<string> Competitors { get; set; }
```

### Property Value

[IEnumerable](#)<[string](#)>

### CompetitorsReferences

A dictionary of competitor ids and references representation of the competitor references

```
public IDictionary<string, Dictionary<string, string>> CompetitorsReferences { get;  
set; }
```

## Property Value

[IDictionary](#)<[string](#), [Dictionary](#)<[string](#), [string](#)>>

## Id

A [string](#) representation of the id

```
public string Id { get; set; }
```

## Property Value

[string](#)

## Name

A [string](#) representation of the name

```
public string Name { get; set; }
```

## Property Value

[string](#)

# Class ExportableHole

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import hole item properties

```
[Serializable]  
public class ExportableHole
```

## Inheritance

[object](#) ← ExportableHole

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Number

Gets the number of the hole

```
public int Number { get; set; }
```

### Property Value

[int](#)

### Par

Gets the par

```
public int Par { get; set; }
```

## Property Value

[int ↗](#)

The par

# Class ExportableJersey

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import jersey item properties

```
[Serializable]  
public class ExportableJersey
```

## Inheritance

[object](#) ← ExportableJersey

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### BaseColor

Gets the value specifying the base color

```
public string BaseColor { get; set; }
```

### Property Value

[string](#)

### HorizontalStripes

Gets the value specifying the horizontal stripes

```
public bool? HorizontalStripes { get; set; }
```

## Property Value

[bool](#)?

## HorizontalStripesColor

Gets the value specifying the horizontal stripes color

```
public string HorizontalStripesColor { get; set; }
```

## Property Value

[string](#)

## Number

Gets the value specifying the number

```
public string Number { get; set; }
```

## Property Value

[string](#)

## ShirtType

Gets the value specifying the shirt type

```
public string ShirtType { get; set; }
```

## Property Value

[string](#)

## SleeveColor

Gets the value specifying the sleeve color

```
public string SleeveColor { get; set; }
```

## Property Value

[string](#) ↗

## SleeveDetail

Gets the value specifying the sleeve detail

```
public string SleeveDetail { get; set; }
```

## Property Value

[string](#) ↗

## Split

Gets the value specifying the split

```
public bool? Split { get; set; }
```

## Property Value

[bool](#) ↗?

## SplitColor

Gets the value specifying the split color

```
public string SplitColor { get; set; }
```

## Property Value

[string](#)

## SquareColor

Gets the value specifying the square color

```
public string SquareColor { get; set; }
```

## Property Value

[string](#)

## Squares

Gets the value specifying the squares

```
public bool? Squares { get; set; }
```

## Property Value

[bool](#)

## Stripes

Gets the value specifying the stripes

```
public bool? Stripes { get; set; }
```

## Property Value

[bool](#)

## StripesColor

Gets the value specifying the stripes color

```
public string StripesColor { get; set; }
```

## Property Value

[string](#) ↗

## Type

Gets the value specifying the type

```
public string Type { get; set; }
```

## Property Value

[string](#) ↗

# Class ExportableLottery

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import lottery cache item properties

```
[Serializable]  
public class ExportableLottery : ExportableSportEvent
```

## Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← ExportableLottery

## Inherited Members

[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,  
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,  
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,  
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### BonusInfo

A [ExportableBonusInfo](#) representing the bonus info

```
public ExportableBonusInfo BonusInfo { get; set; }
```

### Property Value

[ExportableBonusInfo](#)

### CategoryId

A [string](#) representing the category id

```
public string CategoryId { get; set; }
```

## Property Value

[string](#)

## DrawInfo

A [ExportableDrawInfo](#) representing the draw info

```
public ExportableDrawInfo DrawInfo { get; set; }
```

## Property Value

[ExportableDrawInfo](#)

## ScheduledDraws

A [IEnumerable<T>](#) representing the scheduled draws

```
public IEnumerable<string> ScheduledDraws { get; set; }
```

## Property Value

[IEnumerable<string>](#)

# Class ExportableManager

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import manager item properties

```
[Serializable]  
public class ExportableManager : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableManager

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### CountryCode

A [string](#) representing the country code of the manager

```
public string CountryCode { get; set; }
```

### Property Value

[string](#)

### Nationality

A [IDictionary< TKey, TValue>](#) containing translated nationality of the item

```
public IDictionary<CultureInfo, string> Nationality { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

# Class ExportableMatch

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import match cache item properties

```
[Serializable]  
public class ExportableMatch : ExportableCompetition
```

## Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← [ExportableCompetition](#) ← ExportableMatch

## Inherited Members

[ExportableCompetition.BookingStatus](#) , [ExportableCompetition.Venue](#) ,  
[ExportableCompetition.Conditions](#) , [ExportableCompetition.Competitors](#) ,  
[ExportableCompetition.ReferenceId](#) , [ExportableCompetition.CompetitorsQualifiers](#) ,  
[ExportableCompetition.CompetitorsReferences](#) ,  
[ExportableCompetition.CompetitorsVirtual](#) , [ExportableCompetition.LiveOdds](#) ,  
[ExportableCompetition.SportEventType](#) , [ExportableCompetition.StageType](#) ,  
[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,  
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,  
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,  
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### CoverageInfo

A [ExportableCoverageInfo](#) representation of the coverage info

```
public ExportableCoverageInfo CoverageInfo { get; set; }
```

## Property Value

[ExportableCoverageInfo](#)

## DelayedInfo

A [ExportableDelayedInfo](#) representation of the delayed info

```
public ExportableDelayedInfo DelayedInfo { get; set; }
```

## Property Value

[ExportableDelayedInfo](#)

## EventTimeline

A [ExportableEventTimeline](#) representation of the event timeline

```
public ExportableEventTimeline EventTimeline { get; set; }
```

## Property Value

[ExportableEventTimeline](#)

## Fixture

A [ExportableFixture](#) representation of the fixture

```
public ExportableFixture Fixture { get; set; }
```

## Property Value

[ExportableFixture](#)

## Season

A [ExportableSeason](#) representation of the season

```
public ExportableSeason Season { get; set; }
```

## Property Value

[ExportableSeason](#)

## TournamentId

A [string](#) representation of the tournament id

```
public string TournamentId { get; set; }
```

## Property Value

[string](#)

## TournamentRound

A [ExportableRound](#) representation of the tournament round

```
public ExportableRound TournamentRound { get; set; }
```

## Property Value

[ExportableRound](#)

# Class ExportablePitcher

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import pitcher cache item properties

```
[Serializable]  
public class ExportablePitcher
```

## Inheritance

[object](#) ← ExportablePitcher

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Competitor

A [HomeAway](#) indicating if the competitor is Home or Away

```
public HomeAway Competitor { get; set; }
```

### Property Value

[HomeAway](#)

### Hand

A [PlayerHand](#) specifying the hand with which player pitches

```
public PlayerHand Hand { get; set; }
```

## Property Value

[PlayerHand](#)

### Id

A [string](#) representing id of the related entity

```
public string Id { get; set; }
```

## Property Value

[string](#)

### Name

A [string](#) specifying the name

```
public string Name { get; set; }
```

## Property Value

[string](#)

# Class ExportablePlayerProfile

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import player profile cache item properties

```
[Serializable]  
public class ExportablePlayerProfile : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportablePlayerProfile

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Abbreviation

A [string](#) representing the abbreviation

```
public string Abbreviation { get; set; }
```

### Property Value

[string](#)

### CompetitorId

The competitor id this player belongs to

```
public string CompetitorId { get; set; }
```

## Property Value

[string](#)

## CountryCode

Gets the country code

```
public string CountryCode { get; set; }
```

## Property Value

[string](#)

## DateOfBirth

A [DateTime](#) representing the date of birth

```
public DateTime? DateOfBirth { get; set; }
```

## Property Value

[DateTime](#)?

## FullName

Gets the full name of the player

```
public string FullName { get; set; }
```

## Property Value

[string](#)

## Gender

A [string](#) representing the gender

```
public string Gender { get; set; }
```

## Property Value

[string](#)

## Height

A [int](#) representing the height

```
public int? Height { get; set; }
```

## Property Value

[int](#)?

## Nationalities

A [IDictionary< TKey, TValue >](#) containing nationalities in different languages

```
public IDictionary<CultureInfo, string> Nationalities { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

## Nickname

Gets the nickname of the player

```
public string Nickname { get; set; }
```

## Property Value

[string](#)

## Type

A [string](#) representing the type

```
public string Type { get; set; }
```

## Property Value

[string](#)

## Weight

A [int](#) representing the weight

```
public int? Weight { get; set; }
```

## Property Value

[int](#)?

# Class ExportableProductInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import product info cache item properties

```
[Serializable]  
public class ExportableProductInfo
```

## Inheritance

[object](#) ← ExportableProductInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Fields

### Channels

A [IEnumerable<T>](#) representation of the channels

```
public IEnumerable<ExportableStreamingChannel> Channels
```

### Field Value

[IEnumerable<ExportableStreamingChannel>](#)

### IsAutoTraded

A [bool](#) indicating if the product is auto traded

```
public bool IsAutoTraded
```

## Field Value

[bool](#)

## IsInHostedStatistics

A [bool](#) indicating if the product is in hosted statistics

```
public bool IsInHostedStatistics
```

## Field Value

[bool](#)

## IsInLiveCenterSoccer

A [bool](#) indicating if the product is in live center soccer

```
public bool IsInLiveCenterSoccer
```

## Field Value

[bool](#)

## IsInLiveMatchTracker

The [bool](#) indicating if the product is in live match tracker

```
public bool IsInLiveMatchTracker
```

## Field Value

[bool](#)

## IsInLiveScore

A [bool](#) indicating if the product is in live score

```
public bool IsInLiveScore
```

## Field Value

[bool](#)

## Links

A [IEnumerable<T>](#) representation of the links

```
public IEnumerable<ExportableProductInfoLink> Links
```

## Field Value

[IEnumerable](#)<[ExportableProductInfoLink](#)>

# Class ExportableProductInfoLink

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import product info cache item properties

```
[Serializable]  
public class ExportableProductInfoLink
```

## Inheritance

[object](#) ← ExportableProductInfoLink

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## Name

A [string](#) representing the name

```
public string Name { get; set; }
```

## Property Value

[string](#)

## Reference

A [string](#) representing the reference

```
public string Reference { get; set; }
```

## Property Value

[string ↗](#)

# Class ExportableRaceDriverProfile

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import race driver profile item properties

```
[Serializable]  
public class ExportableRaceDriverProfile
```

## Inheritance

[object](#) ← ExportableRaceDriverProfile

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Car

A [ExportableCar](#) representing the car

```
public ExportableCar Car { get; set; }
```

### Property Value

[ExportableCar](#)

### RaceDriverId

A [string](#) representing the race driver id

```
public string RaceDriverId { get; set; }
```

## Property Value

[string](#)

## RaceTeamId

A [string](#) representing the race team id

```
public string RaceTeamId { get; set; }
```

## Property Value

[string](#)

# Class ExportableReferee

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import referee cache item properties

```
[Serializable]  
public class ExportableReferee
```

## Inheritance

[object](#) ← ExportableReferee

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Id

A [string](#) representing id of the related entity

```
public string Id { get; set; }
```

### Property Value

[string](#)

### Name

A [string](#) specifying the name

```
public string Name { get; set; }
```

## Property Value

[string](#)

## Nationality

A [IDictionary<TKey, TValue>](#) containing referee nationality in different languages

```
public IDictionary<CultureInfo, string> Nationality { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

# Class ExportableRound

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import round cache item properties

```
[Serializable]  
public class ExportableRound
```

## Inheritance

[object](#) ← ExportableRound

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### BetradarId

A [int](#) representation of the betradar id

```
public int? BetradarId { get; set; }
```

### Property Value

[int](#)?

### BetradarName

A [string](#) representation of the betradar name

```
public string BetradarName { get; set; }
```

## Property Value

[string](#)

## CupRoundMatchNumber

A [int](#) representation of the cup round match number

```
public int? CupRoundMatchNumber { get; set; }
```

## Property Value

[int](#)?

## CupRoundMatches

A [int](#) representation of the cup round matches

```
public int? CupRoundMatches { get; set; }
```

## Property Value

[int](#)?

## Group

A [string](#) representation of the group

```
public string Group { get; set; }
```

## Property Value

[string](#)

## GroupId

A [string](#) representation of the group id

```
public string GroupId { get; set; }
```

## Property Value

[string](#)

## Names

A [IDictionary< TKey, TValue>](#) representation of the round names in different languages

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

## Number

A [int](#) representation of the number

```
public int? Number { get; set; }
```

## Property Value

[int](#)?

## OtherMatchId

A [string](#) representation of the other match id

```
public string OtherMatchId { get; set; }
```

## Property Value

[string](#)

## Phase

A [string](#) representation of the phase

```
public string Phase { get; set; }
```

## Property Value

[string](#)

## PhaseOrGroupLongName

A [IDictionary< TKey, TValue >](#) representation of the phase or group long name in different languages

```
public IDictionary<CultureInfo, string> PhaseOrGroupLongName { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

## Type

A [string](#) representation of the type

```
public string Type { get; set; }
```

## Property Value

[string](#)

# Class ExportableScheduledStartTimeChange

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import scheduled start time change cache item properties

```
[Serializable]  
public class ExportableScheduledStartTimeChange
```

## Inheritance

[object](#) ← ExportableScheduledStartTimeChange

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### ChangedAt

A [DateTime](#) representation of the changed at

```
public DateTime ChangedAt { get; set; }
```

### Property Value

[DateTime](#)

### NewTime

A [DateTime](#) representation of the new time

```
public DateTime NewTime { get; set; }
```

## Property Value

[DateTime](#)

## OldTime

A [DateTime](#) representation of the old time

```
public DateTime OldTime { get; set; }
```

## Property Value

[DateTime](#)

# Class ExportableSeason

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import season cache item properties

```
[Serializable]  
public class ExportableSeason
```

## Inheritance

[object](#) ← ExportableSeason

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### EndDate

Gets the end date of the season represented by the current instance

```
public DateTime EndDate { get; set; }
```

### Property Value

[DateTime](#)

The end time.

## Names

A [IDictionary<TKey, TValue>](#) containing round names in different languages

```
public IDictionary<CultureInfo, string> Names { get; set; }
```

## PropertyValue

[IDictionary](#)<[CultureInfo](#), [string](#)>

## SeasonId

Gets a string representing the Id of the represented sport entity

```
public string SeasonId { get; set; }
```

## PropertyValue

[string](#)

The identifier

## StartDate

Gets the start date of the season represented by the current instance

```
public DateTime StartDate { get; set; }
```

## PropertyValue

[DateTime](#)

## TournamentId

Gets the associated tournament identifier.

```
public string TournamentId { get; set; }
```

## PropertyValue

[string](#)

The associated tournament identifier.

## Year

Gets a [string](#) representation of the current season year

```
public string Year { get; set; }
```

## Property Value

[string](#)

# Class ExportableSeasonCoverage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import season coverage cache item properties

```
[Serializable]  
public class ExportableSeasonCoverage
```

## Inheritance

[object](#) ← ExportableSeasonCoverage

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### MaxCoverageLevel

A [string](#) representation of the max coverage level

```
public string MaxCoverageLevel { get; set; }
```

### Property Value

[string](#)

### MaxCovered

A [int](#) representation of the max covered

```
public int? MaxCovered { get; set; }
```

## Property Value

[int](#)?

## MinCoverageLevel

A [string](#) representation of the min coverage level

```
public string MinCoverageLevel { get; set; }
```

## Property Value

[string](#)

## Played

A [string](#) representation of the year

```
public int Played { get; set; }
```

## Property Value

[int](#)

## Scheduled

A [int](#) representation of the scheduled

```
public int Scheduled { get; set; }
```

## Property Value

[int](#)

## SeasonId

A [string](#) representation of the season id

```
public string SeasonId { get; set; }
```

## Property Value

[string](#)

# Class ExportableSport

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import sport cache item properties

```
[Serializable]  
public class ExportableSport : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableSport

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### CategoryIds

A [IEnumerable<T>](#) specifying the id's of child categories

```
public IEnumerable<string> CategoryIds { get; set; }
```

### Property Value

[IEnumerable<string>](#)

### LoadedCategories

A [IEnumerable<T>](#) specifying the loaded categories for tournament

```
public IEnumerable<CultureInfo> LoadedCategories { get; set; }
```

## Property Value

[IEnumerable](#) <[CultureInfo](#)>

# Class ExportableSportEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import sport event cache item properties

```
[Serializable]  
public class ExportableSportEvent : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableSportEvent

## Derived

[ExportableCompetition](#), [ExportableDraw](#), [ExportableLottery](#), [ExportableTournamentInfo](#)

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### LoadedFixtures

Gets the [List<T>](#) specifying the loaded fixtures

```
public List<CultureInfo> LoadedFixtures { get; set; }
```

### Property Value

[List](#)<[CultureInfo](#)>

### LoadedSummaries

Gets the [List<T>](#) specifying the loaded summaries

```
public List<CultureInfo> LoadedSummaries { get; set; }
```

## Property Value

[List](#)<[CultureInfo](#)>

## ReplacedBy

Gets the [string](#) specifying the replacement sport event id

```
public string ReplacedBy { get; set; }
```

## Property Value

[string](#)

## Scheduled

Gets the [DateTime](#) specifying the start time

```
public DateTime? Scheduled { get; set; }
```

## Property Value

[DateTime](#)?

## ScheduledEnd

Gets the [DateTime](#) specifying the end time

```
public DateTime? ScheduledEnd { get; set; }
```

## Property Value

[DateTime](#)?

## SportId

Gets the [string](#) specifying the id of the parent sport

```
public string SportId { get; set; }
```

## Property Value

[string](#)

## StartTimeTbd

Gets the [bool](#) indicating if the start time is to be determined

```
public bool? StartTimeTbd { get; set; }
```

## Property Value

[bool](#)?

# Class ExportableSportEventConditions

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import sport event conditions cache item properties

```
[Serializable]  
public class ExportableSportEventConditions
```

## Inheritance

[object](#) ← ExportableSportEventConditions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Attendance

A [string](#) specifying the attendance of the associated sport event

```
public string Attendance { get; set; }
```

### Property Value

[string](#)

### EventMode

A [string](#) specifying the event mode

```
public string EventMode { get; set; }
```

## Property Value

[string](#)

## Pitchers

A [IEnumerable<T>](#) specifying the pitchers

```
public IEnumerable<ExportablePitcher> Pitchers { get; set; }
```

## Property Value

[IEnumerable<ExportablePitcher>](#)

## Referee

A [ExportableReferee](#) specifying the referee

```
public ExportableReferee Referee { get; set; }
```

## Property Value

[ExportableReferee](#)

## WeatherInfo

A [ExportableWeatherInfo](#) specifying the weather info

```
public ExportableWeatherInfo WeatherInfo { get; set; }
```

## Property Value

[ExportableWeatherInfo](#)

# Class ExportableStage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import pitcher cache item properties

```
[Serializable]  
public class ExportableStage : ExportableCompetition
```

## Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← [ExportableCompetition](#) ← ExportableStage

## Inherited Members

[ExportableCompetition.BookingStatus](#) , [ExportableCompetition.Venue](#) ,  
[ExportableCompetition.Conditions](#) , [ExportableCompetition.Competitors](#) ,  
[ExportableCompetition.ReferenceId](#) , [ExportableCompetition.CompetitorsQualifiers](#) ,  
[ExportableCompetition.CompetitorsReferences](#) ,  
[ExportableCompetition.CompetitorsVirtual](#) , [ExportableCompetition.LiveOdds](#) ,  
[ExportableCompetition.SportEventType](#) , [ExportableCompetition.StageType](#) ,  
[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,  
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,  
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,  
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### AdditionalParentIds

A list of additional parents ids

```
public IEnumerable<string> AdditionalParentIds { get; set; }
```

## Property Value

[IEnumerable<string>](#)

## CategoryId

A [string](#) representing the category id

```
public string CategoryId { get; set; }
```

## Property Value

[string](#)

## ChildStages

A [IEnumerable<T>](#) representing the child stages

```
public IEnumerable<string> ChildStages { get; set; }
```

## Property Value

[IEnumerable<string>](#)

## ParentStageId

A [ExportableStage](#) representing the parent stage

```
public string ParentStageId { get; set; }
```

## Property Value

[string](#)

# Class ExportableStreamingChannel

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import product info cache item properties

```
[Serializable]  
public class ExportableStreamingChannel
```

## Inheritance

[object](#) ← ExportableStreamingChannel

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## Id

A [int](#) representing the id

```
public int Id { get; set; }
```

## Property Value

[int](#)

## Name

A [string](#) representing the name

```
public string Name { get; set; }
```

## Property Value

[string ↗](#)

# Class ExportableTeamCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import team competitor cache item properties

```
[Serializable]
public class ExportableTeamCompetitor : ExportableCompetitor
```

## Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableCompetitor](#) ← ExportableTeamCompetitor

## Inherited Members

[ExportableCompetitor.CountryNames](#) , [ExportableCompetitor.Abbreviations](#) ,  
[ExportableCompetitor.AssociatedPlayerIds](#) ,  
[ExportableCompetitor.AssociatedPlayersJerseyNumbers](#) , [ExportableCompetitor.IsVirtual](#) ,  
[ExportableCompetitor.ReferenceIds](#) , [ExportableCompetitor.Jerseys](#) ,  
[ExportableCompetitor.CountryCode](#) , [ExportableCompetitor.State](#) ,  
[ExportableCompetitor.Manager](#) , [ExportableCompetitor.Venue](#) ,  
[ExportableCompetitor.Gender](#) , [ExportableCompetitor.AgeGroup](#) ,  
[ExportableCompetitor.RaceDriverProfile](#) , [ExportableCompetitor.PrimaryCulture](#) ,  
[ExportableCompetitor.CultureCompetitorProfileFetched](#) , [ExportableCompetitor.SportId](#) ,  
[ExportableCompetitor.CategoryId](#) , [ExportableCompetitor.ShortName](#) ,  
[ExportableCompetitor.Division](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Qualifier

A [string](#) representing the qualifier additionally describing the competitor (e.g. home, away, ...)

```
public string Qualifier { get; set; }
```

## Property Value

[string ↗](#)

# Class ExportableTimelineEvent

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import pitcher cache item properties

```
[Serializable]  
public class ExportableTimelineEvent
```

## Inheritance

[object](#) ← ExportableTimelineEvent

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## Assists

A [IEnumerable<T>](#) specifying the assists

```
public IEnumerable<ExportableEventPlayerAssist> Assists { get; set; }
```

## Property Value

[IEnumerable<ExportableEventPlayerAssist>](#)

## AwayScore

A [decimal](#) specifying the away score

```
public decimal? AwayScore { get; set; }
```

## Property Value

[decimal](#)?

## GoalScorer

A [ExportableEventPlayer](#) specifying the goal scorer

```
public ExportableEventPlayer GoalScorer { get; set; }
```

## Property Value

[ExportableEventPlayer](#)

## HomeScore

A [decimal](#) specifying the home score

```
public decimal? HomeScore { get; set; }
```

## Property Value

[decimal](#)?

## Id

A [int](#) specifying the id

```
public int Id { get; set; }
```

## Property Value

[int](#)

## MatchClock

A [string](#) specifying the match clock

```
public string MatchClock { get; set; }
```

## Property Value

[string](#)

## MatchStatusCode

A [int](#) specifying the match status code

```
public int? MatchStatusCode { get; set; }
```

## Property Value

[int](#)?

## MatchTime

A [int](#) specifying the match time

```
public int? MatchTime { get; set; }
```

## Property Value

[int](#)?

## Period

A [string](#) specifying the period

```
public string Period { get; set; }
```

## Property Value

[string](#)

## PeriodName

A [string](#) specifying the period name

```
public string PeriodName { get; set; }
```

## Property Value

[string](#)

## Player

A [ExportableEventPlayer](#) specifying the player

```
public ExportableEventPlayer Player { get; set; }
```

## Property Value

[ExportableEventPlayer](#)

## Points

A [string](#) specifying the points

```
public string Points { get; set; }
```

## Property Value

[string](#)

## StoppageTime

A [string](#) specifying the stoppage time

```
public string StoppageTime { get; set; }
```

## Property Value

[string](#)

## Team

A [HomeAway](#) specifying the team

```
public HomeAway? Team { get; set; }
```

## Property Value

[HomeAway?](#)

## Time

A [DateTime](#) specifying the time

```
public DateTime Time { get; set; }
```

## Property Value

[DateTime](#)

## Type

A [string](#) specifying the type

```
public string Type { get; set; }
```

## Property Value

[string](#)

# Value

A [string](#) specifying the value

```
public string Value { get; set; }
```

## Property Value

[string](#)

# X

A [int](#) specifying the x

```
public int? X { get; set; }
```

## Property Value

[int](#)?

# Y

A [int](#) specifying the y

```
public int? Y { get; set; }
```

## Property Value

[int](#)?

# Class ExportableTournamentCoverage

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import tournament coverage cache item properties

```
[Serializable]  
public class ExportableTournamentCoverage
```

## Inheritance

[object](#) ← ExportableTournamentCoverage

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### LiveCoverage

A [bool](#) indicating if the tournament has live coverage

```
public bool LiveCoverage { get; set; }
```

### Property Value

[bool](#)

# Class ExportableTournamentInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import tournament info cache item properties

```
[Serializable]  
public class ExportableTournamentInfo : ExportableSportEvent
```

## Inheritance

[object](#) ← [ExportableBase](#) ← [ExportableSportEvent](#) ← ExportableTournamentInfo

## Inherited Members

[ExportableSportEvent.SportId](#) , [ExportableSportEvent.Scheduled](#) ,  
[ExportableSportEvent.ScheduledEnd](#) , [ExportableSportEvent.StartTimeTbd](#) ,  
[ExportableSportEvent.ReplacedBy](#) , [ExportableSportEvent.LoadedFixtures](#) ,  
[ExportableSportEvent.LoadedSummaries](#) , [ExportableBase.Id](#) , [ExportableBase.Names](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### CategoryId

A [string](#) representing the category id

```
public string CategoryId { get; set; }
```

### Property Value

[string](#)

## Competitors

A [IEnumerable<T>](#) representing the competitors ids

```
public IEnumerable<string> Competitors { get; set; }
```

## Property Value

[IEnumerable](#)<[string](#)>

## CompetitorsReferences

A [IDictionary](#)<[TKey](#),  [TValue](#)> representing the competitors references

```
public IDictionary<string, IDictionary<string, string>> CompetitorsReferences { get; set; }
```

## Property Value

[IDictionary](#)<[string](#), [IDictionary](#)<[string](#), [string](#)>>

## CurrentSeasonInfo

A [ExportableCurrentSeasonInfo](#) representing the season info

```
public ExportableCurrentSeasonInfo CurrentSeasonInfo { get; set; }
```

## Property Value

[ExportableCurrentSeasonInfo](#)

## ExhibitionGames

A [bool](#) representing the exhibition games

```
public bool? ExhibitionGames { get; set; }
```

## Property Value

[bool](#)?

## Groups

A [IEnumerable<T>](#) representing the groups

```
public IEnumerable<ExportableGroup> Groups { get; set; }
```

## Property Value

[IEnumerable<ExportableGroup>](#)

## LoadedSchedules

A [IEnumerable<T>](#) representing the loaded schedules

```
public IEnumerable<CultureInfo> LoadedSchedules { get; set; }
```

## Property Value

[IEnumerable<CultureInfo>](#)

## LoadedSeasons

A [IEnumerable<T>](#) representing the loaded seasons

```
public IEnumerable<CultureInfo> LoadedSeasons { get; set; }
```

## Property Value

[IEnumerable<CultureInfo>](#)

## Referenceld

A [IDictionary< TKey, TValue >](#) representing the reference id

```
public IDictionary<string, string> ReferenceId { get; set; }
```

## Property Value

[IDictionary<string, string>](#)

## Round

A [ExportableRound](#) representing the round

```
public ExportableRound Round { get; set; }
```

## Property Value

[ExportableRound](#)

## ScheduleUrns

A [IEnumerable<T>](#) representing the schedule urns

```
public IEnumerable<string> ScheduleUrns { get; set; }
```

## Property Value

[IEnumerable<string>](#)

## SeasonCoverage

A [ExportableSeasonCoverage](#) representing the season coverage

```
public ExportableSeasonCoverage SeasonCoverage { get; set; }
```

## Property Value

[ExportableSeasonCoverage](#)

## Seasons

A [IEnumerable<T>](#) representing the seasons

```
public IEnumerable<string> Seasons { get; set; }
```

### Property Value

[IEnumerable<string>](#)

## TournamentCoverage

A [ExportableTournamentCoverage](#) representing the coverage

```
public ExportableTournamentCoverage TournamentCoverage { get; set; }
```

### Property Value

[ExportableTournamentCoverage](#)

## TournamentInfoBasic

A [ExportableTournamentInfoBasic](#) representing the basic info

```
public ExportableTournamentInfoBasic TournamentInfoBasic { get; set; }
```

### Property Value

[ExportableTournamentInfoBasic](#)

## Year

A [string](#) representing the year

```
public string Year { get; set; }
```

## Property Value

[string ↗](#)

# Class ExportableTournamentInfoBasic

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import tournament info basic cache item properties

```
[Serializable]
public class ExportableTournamentInfoBasic : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableTournamentInfoBasic

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Category

A [string](#) representation of the category

```
public string Category { get; set; }
```

### Property Value

[string](#)

### CurrentSeason

A [ExportableCurrentSeasonInfo](#) representation of the current season

```
public ExportableCurrentSeasonInfo CurrentSeason { get; set; }
```

## Property Value

[ExportableCurrentSeasonInfo](#)

# Class ExportableTvChannel

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import tv channel cache item properties

```
[Serializable]  
public class ExportableTvChannel
```

## Inheritance

[object](#) ← ExportableTvChannel

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Fields

### Name

A [string](#) representation of the name

```
public string Name
```

### Field Value

[string](#)

### StartTime

A [DateTime](#) representation of the start time

```
public DateTime? StartTime
```

## Field Value

[DateTime](#)?

## StreamUrl

A [string](#) representation of the stream url

```
public string StreamUrl
```

## Field Value

[string](#)

# Class ExportableVenue

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import venue item properties

```
[Serializable]  
public class ExportableVenue : ExportableBase
```

## Inheritance

[object](#) ← [ExportableBase](#) ← ExportableVenue

## Inherited Members

[ExportableBase.Id](#) , [ExportableBase.Names](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Capacity

Gets the capacity of the venue

```
public int? Capacity { get; set; }
```

### Property Value

[int](#)?

### CityNames

A [IDictionary< TKey, TValue>](#) containing city of the venue in different languages

```
public IDictionary<CultureInfo, string> CityNames { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

## Coordinates

Gets a map coordinates specifying the exact location of the venue

```
public string Coordinates { get; set; }
```

## Property Value

[string](#)

## CountryCode

Gets a country code of the venue

```
public string CountryCode { get; set; }
```

## Property Value

[string](#)

## CountryNames

A [IDictionary](#)<[TKey](#),  [TValue](#)> containing country of the venue in different languages

```
public IDictionary<CultureInfo, string> CountryNames { get; set; }
```

## Property Value

[IDictionary](#)<[CultureInfo](#), [string](#)>

## Courses

Gets the course

```
public ICollection<ExportableCourse> Courses { get; set; }
```

## Property Value

[ICollection](#)<[ExportableCourse](#)>

The course

## State

Gets a state of the venue

```
public string State { get; set; }
```

## Property Value

[string](#)

# Class ExportableWeatherInfo

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Caching.Exportable](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Class used to export/import weather info cache item properties

```
[Serializable]  
public class ExportableWeatherInfo
```

## Inheritance

[object](#) ← ExportableWeatherInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Pitch

A [string](#) specifying the pitch

```
public string Pitch { get; set; }
```

### Property Value

[string](#)

### TemperatureCelsius

A [int](#) specifying the temperature

```
public int? TemperatureCelsius { get; set; }
```

## Property Value

[int](#)?

## WeatherConditions

A [string](#) specifying the weather conditions

```
public string WeatherConditions { get; set; }
```

## Property Value

[string](#)

## Wind

A [string](#) specifying the wind

```
public string Wind { get; set; }
```

## Property Value

[string](#)

## WindAdvantage

A [string](#) specifying the wind advantage

```
public string WindAdvantage { get; set; }
```

## Property Value

[string](#)

# Namespace Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet Interfaces

## [IAvailableSelections](#)

Provides an available selections for a particular event

## [IAvailableSelectionsFilter](#)

Provides an available selections for a particular event

## [ICalculation](#)

Provides a probability calculation

## [ICalculationFilter](#)

Provides a probability calculation filter

## [IMarket](#)

Provides an available selections for a particular market

## [IMarketFilter](#)

Provides an available selections for a particular market

## [IOutcomeFilter](#)

Provides an outcomes

## [ISelection](#)

Provides an requested selection

# Interface IAvailableSelections

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an available selections for a particular event

```
public interface IAvailableSelections
```

## Properties

### Event

Gets the [Urn](#) of the event

```
Urn Event { get; }
```

### Property Value

[Urn](#)

### Markets

Gets the list of markets for this event

```
IEnumerable<IMarket> Markets { get; }
```

### Property Value

[IEnumerable](#)<[IMarket](#)>

# Interface IAvailableSelectionsFilter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an available selections for a particular event

```
public interface IAvailableSelectionsFilter
```

## Properties

### Event

Gets the [Urn](#) of the event

```
Urn Event { get; }
```

### Property Value

[Urn](#)

### Markets

Gets the list of markets for this event

```
IEnumerable<IMarketFilter> Markets { get; }
```

### Property Value

[IEnumerable](#)<[IMarketFilter](#)>

# Interface ICalculation

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides a probability calculation

```
public interface ICalculation
```

## Properties

### AvailableSelections

The available selections

```
IEnumerable<IAvailableSelections> AvailableSelections { get; }
```

### Property Value

[IEnumerable](#)<IAvailableSelections>

### GeneratedAt

DateTime when API response was generated

```
DateTime? GeneratedAt { get; }
```

### Property Value

[DateTime](#)?

### Odds

Gets the odds

```
double Odds { get; }
```

## Property Value

double ↗

## Probability

Gets the probability

```
double Probability { get; }
```

## Property Value

double ↗

# Interface ICalculationFilter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides a probability calculation filter

```
public interface ICalculationFilter
```

## Properties

### AvailableSelections

The available selections

```
IEnumerable<IAvailableSelectionsFilter> AvailableSelections { get; }
```

### Property Value

[IEnumerable](#)<IAvailableSelectionsFilter>

### GeneratedAt

DateTime when API response was generated

```
DateTime? GeneratedAt { get; }
```

### Property Value

[DateTime](#)?

### Odds

Gets the odds

```
double Odds { get; }
```

## Property Value

double ↗

## Probability

Gets the probability

```
double Probability { get; }
```

## Property Value

double ↗

# Interface IMarket

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an available selections for a particular market

```
public interface IMarket
```

## Properties

### Id

Gets the id of the market

```
int Id { get; }
```

## Property Value

[int](#)

## Outcomes

Gets the outcomes for this market

```
IEnumerable<string> Outcomes { get; }
```

## Property Value

[IEnumerable](#)<[string](#)>

## Specifiers

Gets the specifiers for this market

```
string Specifiers { get; }
```

## Property Value

[string](#) ↗

# Interface IMarketFilter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an available selections for a particular market

```
public interface IMarketFilter
```

## Properties

### Id

Gets the id of the market

```
int Id { get; }
```

### Property Value

[int](#)

### IsConflict

Value indicating if this market is in conflict

```
bool? IsConflict { get; }
```

### Property Value

[bool](#)?

## Outcomes

Gets the outcomes for this market

```
IEnumerable<IOutcomeFilter> Outcomes { get; }
```

## Property Value

[IEnumerable](#)<IOutcomeFilter>

## Specifiers

Gets the specifiers for this market

```
string Specifiers { get; }
```

## Property Value

[string](#)

# Interface IOutcomeFilter

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an outcomes

```
public interface IOutcomeFilter
```

## Properties

### Id

Gets the id of the outcome

```
string Id { get; }
```

### Property Value

[string](#)

### IsConflict

Value indicating if this outcome is in conflict

```
bool? IsConflict { get; }
```

### Property Value

[bool](#)

# Interface ISelection

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.CustomBet](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Provides an requested selection

```
public interface ISelection
```

## Properties

### EventId

Gets the event id.

```
Urn EventId { get; }
```

### Property Value

[Urn](#)

### MarketId

Gets the market id.

```
int MarketId { get; }
```

### Property Value

[int](#)

### Outcomeld

Gets the outcome id.

```
string OutcomeId { get; }
```

## Property Value

[string](#) ↗

## Specifiers

Gets the specifiers.

```
string Specifiers { get; }
```

## Property Value

[string](#) ↗

# Namespace Sportradar.OddsFeed.SDK.Entities.Rest.Enums

## Enums

### [BonusDrumType](#)

Enumeration of possible bonus drum types

### [BookingStatus](#)

Enumerates values providing information on the booking status of an event

### [CoveredFrom](#)

Enumeration of possible coverage locations

### [DrawStatus](#)

Enumeration of possible draw statuses

### [DrawType](#)

Enumeration of possible draw types

### [EventStatus](#)

Describes a high-level status of the sport event

### [HomeAway](#)

An indication if the associated entity is home/away

### [OutcomeResult](#)

An indication of the outcome result

### [PeriodType](#)

Enumeration of all possible period types

### [PlayerHand](#)

Enumeration of possible player hand

### [ReportingStatus](#)

An enum describing the reporting status of a sport event

### [SportEventType](#)

Enumerates available types of sport event types

### [StageType](#)

An enumeration of possible stage types

## [TimeType](#)

Enumeration of possible time types

## [VoidFactor](#)

Specifies the void factor of the associated outcome. The value indicates the percentage of the stake that should be voided (returned to the punter).

# Enum BonusDrumType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible bonus drum types

```
public enum BonusDrumType
```

## Fields

**Additional = 1**

The additional

**Same = 0**

The same

# Enum BookingStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates values providing information on the booking status of an event

```
public enum BookingStatus
```

## Fields

**Bookable = 1**

Indicates that the associated event is not booked and information associated with it will not be provided, but the event could be booked

**Booked = 2**

Indicates that the associated event is booked and information associated with it will be provided

**Buyable = 0**

Indicates if the associated event is buyable

**Unavailable = 3**

Indicates that the associated event is not available for booking

# Enum CoveredFrom

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible coverage locations

```
public enum CoveredFrom
```

## Fields

**Tv = 0**

Covered from TV

**Venue = 1**

Covered from venue

# Enum DrawStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible draw statuses

```
public enum DrawStatus
```

## Fields

**Cancelled** = 3

The cancelled

**Closed** = 1

The closed

**Finished** = 2

The finished

**Open** = 0

The open

**Unknown** = 4

The unknown

# Enum DrawType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible draw types

```
public enum DrawType
```

## Fields

**Drum** = 0

The drum

**Rng** = 1

The RNG

**Unknown** = 2

The unknown

# Enum EventStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Describes a high-level status of the sport event

```
public enum EventStatus
```

## Fields

**Abandoned** = 9

Sportradar aborts scouting the match - this means there will be no live reporting; the match will likely take place anyhow, and after the match has been played Sportradar will likely enter the results and the match will be moved to closed/finished

**Cancelled** = 5

The sport event has been cancelled, the event will not take place, there will be no results

**Closed** = 4

Indicates that the associated sport event has already ended and no more changes for this event will be transmitted by the system (event closed)

**Delayed** = 6

If a match has passed its scheduled start time but is delayed, unknown when it will start this is something that often happens in Tennis

**Ended** = 3

Indicates that the associated sport event has already ended according to our own data, the final results may not be ready yet

**Interrupted** = 7

Indicates that the associated sport event is interrupted. Interruption is expected to be just a few minutes. Longer interruptions may lead to a match being suspended, or possibly postponed.

**Live** = 1

Indicates that the associated sport event is currently live (the match could be over-time, extended time or between periods too)

**MatchAboutToStart = 11**

The match is about to start

**NotStarted = 0**

Indicates that the associated sport event has not yet been started

**Postponed = 8**

Indicates that the associated sport event is postponed

**Suspended = 2**

Indicates that the associated sport event has already been started, but is currently suspended

**Unknown = 10**

If a hitherto unsupported sport-event-status is received

# Enum HomeAway

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An indication if the associated entity is home/away

```
public enum HomeAway
```

## Fields

Away = 1

The associated entity is away

Home = 0

The associated entity is home

# Enum OutcomeResult

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An indication of the outcome result

```
public enum OutcomeResult
```

## Fields

**Lost** = 0

Lost

**UndecidedYet** = 2

Undecided yet

**Won** = 1

Won

# Enum PeriodType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of all possible period types

```
public enum PeriodType
```

## Fields

**Other** = 3

The other

**Overtime** = 1

The overtime

**Penalties** = 2

The penalties

**RegularPeriod** = 0

The regular period

# Enum PlayerHand

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible player hand

```
public enum PlayerHand
```

## Fields

**Left = 0**

The left hand player

**Right = 1**

The right hand player

# Enum ReportingStatus

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An enum describing the reporting status of a sport event

```
public enum ReportingStatus
```

## Fields

**Live = 1**

The reporting status of the sport event is currently live

**NotAvailable = 0**

The reporting status of the sport event is not available

**Suspended = -1**

The reporting status of the sport event is suspended or temporary lost contact

**Unknown = 99**

The reporting status of the sport event is unknown

# Enum SportEventType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumerates available types of sport event types

```
public enum SportEventType
```

## Fields

**Child = 1**

Indicates a child sport event type(a specific stage in multi-stage race event, ...)

**Parent = 0**

Indicates a parent sport event type (multi-stage race event, ...)

# Enum StageType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

An enumeration of possible stage types

```
public enum StageType
```

## Fields

**Child** = 1

The child

**CompetitionGroup** = 5

The competition group

**Discipline** = 6

The discipline

**Event** = 2

The event

**Lap** = 12

The lap

**Parent** = 0

The parent

**Practice** = 9

The practice

**Prologue** = 13

The prologue

**Qualifying** = 10

The qualifying

**QualifyingPart** = 11

The qualifying part

**Race** = 7

The race

**Round** = 4

The round

**Run** = 14

The run

**Season** = 3

The season

**SprintRace** = 15

The sprint race

**Stage** = 8

The stage

# Enum TimeType

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Enumeration of possible time types

```
public enum TimeType
```

## Fields

**Fixed** = 1

The fixed

**Interval** = 0

The interval

**Unknown** = 2

The unknown

# Enum VoidFactor

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Enums](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Specifies the void factor of the associated outcome. The value indicates the percentage of the stake that should be voided (returned to the punter).

```
public enum VoidFactor
```

## Fields

**Half = 1**

Indicates that the half of bet(stake) should be settled according to the result of the outcome and the other half should be voided (returned to the punter)

**One = 2**

Indicates that the entire bet(stake) should be voided (returned to the punter)

**Zero = 0**

Indicates that the entire bet(stake) should be settled according to the result of the outcome

# Namespace Sportradar.OddsFeed.SDK.Entities.Rest.Market

## Interfaces

### [IMarketAttribute](#)

Represents market attribute used to provide additional information about a market

### [IMarketDescription](#)

Defines a contract implemented by classes representing market description

### [IOutcomeDescription](#)

Defines a contract implemented by classes representing betting outcome description

### [ISpecifier](#)

Defines a contract implemented by classes representing market / outright / outcome specifiers representing a part of unique identifiers

# Interface IMarketAttribute

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Market](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents market attribute used to provide additional information about a market

```
public interface IMarketAttribute
```

## Properties

### Description

Gets the attribute description

```
string Description { get; }
```

### Property Value

[string](#)

### Name

Gets the attribute name

```
string Name { get; }
```

### Property Value

[string](#)

# Interface IMarketDescription

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Market](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing market description

```
public interface IMarketDescription
```

## Properties

### Attributes

Gets the [IEnumerable<T>](#) representing market attributes providing additional information about the market.

```
IEnumerable<IMarketAttribute> Attributes { get; }
```

### Property Value

[IEnumerable<IMarketAttribute>](#)

### Groups

Gets a list of groups to which the market belongs to

```
IEnumerable<string> Groups { get; }
```

### Property Value

[IEnumerable<string>](#)

### Id

Gets the id of the market described by the current instance

```
long Id { get; }
```

## Property Value

[long](#)

## Mappings

Gets the [IEnumerable<T>](#) representing the mappings of the market described by the current instance

```
IEnumerable<IMarketMappingData> Mappings { get; }
```

## Property Value

[IEnumerable<IMarketMappingData>](#)

## OutcomeType

Gets the outcome\_type market attribute - an indication of which type of outcomes the market includes

```
string OutcomeType { get; }
```

## Property Value

[string](#)

## Outcomes

Gets the [IEnumerable<T>](#) describing the outcomes of the market described by the current instance

```
IEnumerable<IOutcomeDescription> Outcomes { get; }
```

## Property Value

[IEnumerable](#)<[IOutcomeDescription](#)>

## Specifiers

Gets the [IEnumerable<T>](#) representing the specifiers of the market described by the current instance

```
IEnumerable<ISpecifier> Specifiers { get; }
```

## Property Value

[IEnumerable](#)<[ISpecifier](#)>

## Methods

### GetDescription(CultureInfo)

Gets the description of the market description in the language specified by the passed culture

```
string GetDescription(CultureInfo culture)
```

## Parameters

culture [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved description

## Returns

[string](#)

Returns the description of the market description in the language specified by the passed culture

## GetName(CultureInfo)

Gets the name of the market description in the language specified by the passed *culture*

```
string GetName(CultureInfo culture)
```

### Parameters

*culture* [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved name

### Returns

[string](#)

Returns the name in specific language

# Interface IOutcomeDescription

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Market](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing betting outcome description

```
public interface IOutcomeDescription
```

## Properties

### Id

Gets a value uniquely identifying the current outcome within the market

```
string Id { get; }
```

## Property Value

[string](#)

## Methods

### GetDescription(CultureInfo)

Gets the description of the betting outcome represented by the current instance

```
string GetDescription(CultureInfo culture)
```

## Parameters

`culture` [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved description

## Returns

[string](#)

Returns the description of the outcome description in the language specified by the passed [culture](#)

## GetName(CultureInfo)

Gets the name of the betting outcome represented by the current instance

`string GetName(CultureInfo culture)`

### Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved name

### Returns

[string](#)

Returns the name in specific language

# Interface ISpecifier

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.Market](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing market / outright / outcome specifiers representing a part of unique identifiers

```
public interface ISpecifier
```

## Properties

### Name

Gets the name of the specifier represented by the current instance

```
string Name { get; }
```

### Property Value

[string](#)

### Type

Gets the type name of the specifier represented by the current instance

```
string Type { get; }
```

### Property Value

[string](#)

# Namespace Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping

## Classes

### [LcooMarketMapping](#)

Implementation of the [IMarketMapping](#) for the LiveCycleOfOdds feed

### [LoMarketMapping](#)

Implementation of the [IMarketMapping](#) for the LiveOdds feed

## Interfaces

### [IMarketMapping](#)

Defines a contract implemented by classes representing mapping ids of markets and outcomes

### [IMarketMappingData](#)

Represents mapping information used to map markets and outright to the sport / producer to which they belong

### [IOOutcomeMapping](#)

Defines a contract implemented by classes representing mapping id of outcome

### [IOOutcomeMappingData](#)

Represents mapping information used to map market outcomes

# Interface IMarketMapping

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing mapping ids of markets and outcomes

```
public interface IMarketMapping
```

## Remarks

The result is [LoMarketMapping](#) or [LcooMarketMapping](#)

## Properties

### Sov

Gets the special odds value

```
string Sov { get; }
```

### Property Value

[string](#)

### TypeId

Gets the type identifier

```
int TypeId { get; }
```

### Property Value

[int](#)

# Interface IMarketMappingData

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents mapping information used to map markets and outright to the sport / producer to which they belong

```
public interface IMarketMappingData
```

## Properties

### MarketId

Gets the id of the market associated with the current instance

```
string MarketId { get; }
```

### Property Value

[string](#)

### MarketSubTypeId

Gets the market sub type identifier

```
int? MarketSubTypeId { get; }
```

### Property Value

[int](#)?

### MarketTypeId

Gets the market type identifier

```
int MarketTypeId { get; }
```

## Property Value

[int](#)

## OutcomeMappings

Gets the outcome mappings

```
IEnumerable<IOutcomeMappingData> OutcomeMappings { get; }
```

## Property Value

[IEnumerable](#)<[IOutcomeMappingData](#)>

## ProducerIds

Gets the ids of the producers to which the associated market / outright belongs to

```
IEnumerable<int> ProducerIds { get; }
```

## Property Value

[IEnumerable](#)<[int](#)>

The producer ids

## SovTemplate

Gets the special odds value template value

```
string SovTemplate { get; }
```

## Property Value

[string](#)

## SportId

Gets the id of the sport to which the associated market / outright belongs to

```
Urn SportId { get; }
```

## Property Value

[Urn](#)

## ValidFor

Gets the valid\_for value

```
string ValidFor { get; }
```

## Property Value

[string](#)

## Methods

### CanMap(int, Urn, IReadOnlyDictionary<string, string>)

Determines whether the current mapping can map market with provided specifiers associated with provided producer and sport

```
bool CanMap(int producerId, Urn sportId, IReadOnlyDictionary<string, string> specifiers)
```

## Parameters

producerId [int](#)

The id of the [IProducer](#) associated with the market

## **sportId** [Urn](#)

The [Urn](#) specifying the sport associated with the market

## **specifiers** [IReadOnlyDictionary](#)<[string](#), [string](#)>

The market specifiers

## Returns

### [bool](#)

True if the current mapping can be used to map the specified market. False otherwise

## Exceptions

### [InvalidOperationException](#)

The provided specifiers are not valid

# Interface IOutcomeMapping

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Defines a contract implemented by classes representing mapping id of outcome

```
public interface IOutcomeMapping
```

## Properties

### Id

Gets the identifier

```
string Id { get; }
```

### Property Value

[string](#)

### MarketId

Gets the id of the mapped market

```
string MarketId { get; }
```

### Property Value

[string](#)

The id of the mapped market

## Methods

# GetName(CultureInfo)

Gets the name of the outcome in the specified language

```
string GetName(CultureInfo culture)
```

## Parameters

**culture** [CultureInfo](#)

A [CultureInfo](#) specifying the language in which to get the name

## Returns

[string](#)

The name in the specific language

# Interface IOutcomeMappingData

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents mapping information used to map market outcomes

```
public interface IOutcomeMappingData
```

## Properties

### MarketId

Gets the mapped market identifier

```
string MarketId { get; }
```

### Property Value

[string](#)

The mapped market identifier

### Outcomeld

Gets the id of the outcome

```
string OutcomeId { get; }
```

### Property Value

[string](#)

### ProducerOutcomeld

Gets the producer outcome identifier

```
string ProducerOutcomeId { get; }
```

## Property Value

[string](#)

## Methods

### GetProducerOutcomeName(CultureInfo)

Gets the name of the producer outcome in specified language

```
string GetProducerOutcomeName(CultureInfo culture)
```

#### Parameters

[culture](#) [CultureInfo](#)

A [CultureInfo](#) specifying the language of the retrieved producer outcome name

#### Returns

[string](#)

Returns the producer outcome name in the language specified by the passed [culture](#)

# Class LcooMarketMapping

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Implementation of the [IMarketMapping](#) for the LiveCycleOfOdds feed

```
public class LcooMarketMapping : IMarketMapping
```

## Inheritance

[object](#) ← LcooMarketMapping

## Implements

[IMarketMapping](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Properties

### Sov

Gets the special odds value for the Lcoo market

```
public string Sov { get; }
```

### Property Value

[string](#)

### TypeId

Gets the TypeId of the Lcoo market

```
public int TypeId { get; }
```

## Property Value

[int ↗](#)

## Methods

### ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

#### Returns

[string ↗](#)

A string that represents the current object.

## See Also

[IMarketMapping](#)

# Class LoMarketMapping

Namespace: [Sportradar.OddsFeed.SDK.Entities.Rest.MarketMapping](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Implementation of the [IMarketMapping](#) for the LiveOdds feed

```
public class LoMarketMapping : IMarketMapping
```

## Inheritance

[object](#) ← LoMarketMapping

## Implements

[IMarketMapping](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

# Properties

## Sov

Gets the special odds value for the LO market

```
public string Sov { get; }
```

## Property Value

[string](#)

## SubTypeId

Gets the sub type identifier for the LO market

```
public int SubTypeId { get; }
```

## Property Value

[int ↗](#)

## TypeId

Gets the TypeId for the LO market

```
public int TypeId { get; }
```

## Property Value

[int ↗](#)

## Methods

### ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

## Returns

[string ↗](#)

A string that represents the current object.

## See Also

[IMarketMapping](#)

# Namespace Sportradar.OddsFeed.SDK.Messages.Feed

## Classes

### [FeedMarket](#)

The base class for feed market

### [FeedMessage](#)

Represents a base class for messages received from the feed

### [alive](#)

### [betSettlementMarket](#)

### [betSettlementMarketOutcome](#)

### [bet\\_cancel](#)

### [bet\\_settlement](#)

### [bet\\_stop](#)

### [clockType](#)

### [fixture\\_change](#)

### [market](#)

### [marketMetadata](#)

### [oddsChangeMarket](#)

### [oddsChangeMarketOutcome](#)

### [oddsGenerationProperties](#)

### [odds\\_change](#)

### [odds\\_changeOdds](#)

### [periodScoreType](#)

### [resultType](#)

### [rollback\\_bet\\_cancel](#)

[rollback\\_bet\\_settlement](#)

[snapshot\\_complete](#)

[sportEventStatus](#)

[statisticsScoreType](#)

[statisticsType](#)

# Class FeedMarket

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

The base class for feed market

```
public abstract class FeedMarket
```

## Inheritance

[object](#) ← FeedMarket

## Derived

[betSettlementMarket](#), [market](#), [oddsChangeMarket](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## SpecifierString

Gets the specifiers string

```
public abstract string SpecifierString { get; }
```

## Property Value

[string](#)

# Specifiers

Gets or sets a [IReadOnlyDictionary<TKey, TValue>](#) representing parsed specifiers

```
public IReadOnlyDictionary<string, string> Specifiers { get; set; }
```

## Property Value

[IReadOnlyDictionary](#)<string, string>

## ValidationFailed

Gets or sets a indicating whether the validation of the market has failed and should not be mapped to exposed entity

```
public bool ValidationFailed { get; set; }
```

## Property Value

[bool](#)

# Class FeedMessage

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents a base class for messages received from the feed

```
public abstract class FeedMessage
```

## Inheritance

[object](#) ← FeedMessage

## Derived

[alive](#), [bet\\_cancel](#), [bet\\_settlement](#), [bet\\_stop](#), [fixture\\_change](#), [odds\\_change](#),  
[rollback\\_bet\\_cancel](#), [rollback\\_bet\\_settlement](#), [snapshot\\_complete](#), [cashout](#)

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public abstract string EventId { get; }
```

### Property Value

[string](#)

The event identifier

### EventUrn

When overridden in derived class, it gets a [Urn](#) specifying the id of the associated sport event

```
public Urn EventUrn { get; set; }
```

## Property Value

### [Urn](#)

The event urn

## GeneratedAt

Gets the timestamp of when the message was generated

```
public abstract long GeneratedAt { get; }
```

## Property Value

### [long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public abstract bool IsEventRelated { get; }
```

## Property Value

### [bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public abstract bool IsStateful { get; }
```

## Property Value

[bool](#) ↗

## Name

When overridden in derived class, gets the name of the current message

```
public abstract string Name { get; }
```

## Property Value

[string](#) ↗

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public abstract int ProducerId { get; }
```

## Property Value

[int](#) ↗

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public abstract long ReceivedAt { get; set; }
```

## Property Value

[long](#) ↴

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public abstract long? RequestId { get; }
```

## Property Value

[long](#) ↴?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public abstract PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public abstract long SentAt { get; set; }
```

## Property Value

[long](#) ↴

The timestamp of the message

# SportId

Gets or sets a [Urn](#) representing the id of the sport associated with the current [FeedMessage](#) instance

```
public Urn SportId { get; set; }
```

## Property Value

[Urn](#)

## Methods

### ToString()

Returns a [string](#) that represents this instance.

```
public override string ToString()
```

## Returns

[string](#)

A [string](#) that represents this instance

# Class alive

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class alive : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← alive

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## product

```
public int product { get; set; }
```

Property Value

[int ↗](#)

subscribed

```
public int subscribed { get; set; }
```

Property Value

[int ↗](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long ↗](#)

# Class betSettlementMarket

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class betSettlementMarket : FeedMarket
```

## Inheritance

[object](#) ← [FeedMarket](#) ← betSettlementMarket

## Inherited Members

[FeedMarket.Specifiers](#) , [FeedMarket.ValidationFailed](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Items

```
public betSettlementMarketOutcome[] Items { get; set; }
```

### Property Value

[betSettlementMarketOutcome\[\]](#)

### SpecifierString

Gets or sets a [IReadOnlyDictionary<TKey, TValue>](#) representing parsed specifiers

```
public override string SpecifierString { get; }
```

### Property Value

[string](#)

## `extended_specifiers`

```
public string extended_specifiers { get; set; }
```

### Property Value

[string](#)

## `id`

```
public int id { get; set; }
```

### Property Value

[int](#)

## `result`

```
public string result { get; set; }
```

### Property Value

[string](#)

## `specifiers`

```
public string specifiers { get; set; }
```

### Property Value

[string](#)

## `void_reason`

```
public int void_reason { get; set; }
```

Property Value

[int](#)

void\_reasonSpecified

```
public bool void_reasonSpecified { get; set; }
```

Property Value

[bool](#)

# Class betSettlementMarketOutcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class betSettlementMarketOutcome
```

## Inheritance

[object](#) ← betSettlementMarketOutcome

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### dead\_heat\_factor

```
public double dead_heat_factor { get; set; }
```

#### Property Value

[double](#)

### dead\_heat\_factorSpecified

```
public bool dead_heat_factorSpecified { get; set; }
```

#### Property Value

[bool](#)

**id**

```
public string id { get; set; }
```

**Property Value**

[string](#)

**result**

```
public int result { get; set; }
```

**Property Value**

[int](#)

**void\_factor**

```
public double void_factor { get; set; }
```

**Property Value**

[double](#)

**void\_factorSpecified**

```
public bool void_factorSpecified { get; set; }
```

**Property Value**

[bool](#)

# Class bet\_cancel

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class bet_cancel : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← bet\_cancel

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## end\_time

```
public long end_time { get; set; }
```

Property Value

[long](#) ↴

end\_timeSpecified

```
public bool end_timeSpecified { get; set; }
```

Property Value

[bool](#) ↴

event\_id

```
public string event_id { get; set; }
```

Property Value

[string](#) ↴

market

```
public market[] market { get; set; }
```

Property Value

[market](#)[]

product

```
public int product { get; set; }
```

Property Value

[int](#)

## request\_id

```
public long request_id { get; set; }
```

### Property Value

[long](#)

## request\_idSpecified

```
public bool request_idSpecified { get; set; }
```

### Property Value

[bool](#)

## start\_time

```
public long start_time { get; set; }
```

### Property Value

[long](#)

## start\_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

### Property Value

[bool](#)

## superceded\_by

```
public string superceded_by { get; set; }
```

### Property Value

[string](#) ↗

## timestamp

```
public long timestamp { get; set; }
```

### Property Value

[long](#) ↗

# Class bet\_settlement

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class bet_settlement : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← bet\_settlement

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## certainty

```
public int certainty { get; set; }
```

Property Value

[int](#)

event\_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

outcomes

```
public betSettlementMarket[] outcomes { get; set; }
```

Property Value

[betSettlementMarket](#)[]

product

```
public int product { get; set; }
```

Property Value

[int](#)

request\_id

```
public long request_id { get; set; }
```

Property Value

[long](#) ↴

## request\_idSpecified

```
public bool request_idSpecified { get; set; }
```

### Property Value

[bool](#) ↴

## timestamp

```
public long timestamp { get; set; }
```

### Property Value

[long](#) ↴

# Class bet\_stop

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class bet_stop : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← bet\_stop

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## event\_id

```
public string event_id { get; set; }
```

Property Value

[string](#) ↗

groups

```
public string groups { get; set; }
```

Property Value

[string](#) ↗

market\_status

```
public int market_status { get; set; }
```

Property Value

[int](#) ↗

market\_statusSpecified

```
public bool market_statusSpecified { get; set; }
```

Property Value

[bool](#) ↗

product

```
public int product { get; set; }
```

Property Value

[int](#) ↴

## request\_id

```
public long request_id { get; set; }
```

### Property Value

[long](#) ↴

## request\_idSpecified

```
public bool request_idSpecified { get; set; }
```

### Property Value

[bool](#) ↴

## timestamp

```
public long timestamp { get; set; }
```

### Property Value

[long](#) ↴

# Class clockType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class clockType
```

## Inheritance

[object](#) ← clockType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### match\_time

```
public string match_time { get; set; }
```

### Property Value

[string](#)

### remaining\_time

```
public string remaining_time { get; set; }
```

### Property Value

[string](#)

## remaining\_time\_in\_period

```
public string remaining_time_in_period { get; set; }
```

### Property Value

[string](#)

## stoppage\_time

```
public string stoppage_time { get; set; }
```

### Property Value

[string](#)

## stoppage\_time\_announced

```
public string stoppage_time_announced { get; set; }
```

### Property Value

[string](#)

## stopped

```
public bool stopped { get; set; }
```

### Property Value

[bool](#)

## stoppedSpecified

```
public bool stoppedSpecified { get; set; }
```

## Property Value

[bool](#) ↗

# Class fixture\_change

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class fixture_change : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← fixture\_change

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## change\_type

```
public int change_type { get; set; }
```

Property Value

[int](#)

change\_typeSpecified

```
public bool change_typeSpecified { get; set; }
```

Property Value

[bool](#)

event\_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

next\_live\_time

```
public long next_live_time { get; set; }
```

Property Value

[long](#)

next\_live\_timeSpecified

```
public bool next_live_timeSpecified { get; set; }
```

Property Value

[bool](#)

## product

```
public int product { get; set; }
```

### Property Value

[int](#)

## request\_id

```
public long request_id { get; set; }
```

### Property Value

[long](#)

## request\_idSpecified

```
public bool request_idSpecified { get; set; }
```

### Property Value

[bool](#)

## start\_time

```
public long start_time { get; set; }
```

### Property Value

[long](#)

## timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

# Class market

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class market : FeedMarket
```

## Inheritance

[object](#) ← [FeedMarket](#) ← market

## Inherited Members

[FeedMarket.Specifiers](#) , [FeedMarket.ValidationFailed](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### SpecifierString

Gets or sets a [IReadOnlyDictionary< TKey, TValue >](#) representing parsed specifiers

```
public override string SpecifierString { get; }
```

### Property Value

[string](#)

### extended\_specifiers

```
public string extended_specifiers { get; set; }
```

### Property Value

[string](#)

**id**

```
public int id { get; set; }
```

**Property Value**

[int](#)

**specifiers**

```
public string specifiers { get; set; }
```

**Property Value**

[string](#)

**void\_reason**

```
public int void_reason { get; set; }
```

**Property Value**

[int](#)

**void\_reasonSpecified**

```
public bool void_reasonSpecified { get; set; }
```

**Property Value**

[bool](#)

# Class marketMetadata

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class marketMetadata
```

## Inheritance

[object](#) ← marketMetadata

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### aams\_id

```
public long aams_id { get; set; }
```

#### Property Value

[long](#)

### aams\_idSpecified

```
public bool aams_idSpecified { get; set; }
```

#### Property Value

[bool](#)

## end\_time

```
public long end_time { get; set; }
```

### Property Value

[long](#) ↗

## end\_timeSpecified

```
public bool end_timeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## next\_betstop

```
public long next_betstop { get; set; }
```

### Property Value

[long](#) ↗

## next\_betstopSpecified

```
public bool next_betstopSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## start\_time

```
public long start_time { get; set; }
```

Property Value

[long](#) ↗

start\_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

Property Value

[bool](#) ↗

# Class oddsChangeMarket

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class oddsChangeMarket : FeedMarket
```

## Inheritance

[object](#) ← [FeedMarket](#) ← oddsChangeMarket

## Inherited Members

[FeedMarket.Specifiers](#) , [FeedMarket.ValidationFailed](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### SpecifierString

Gets or sets a [IReadOnlyDictionary<TKey, TValue>](#) representing parsed specifiers

```
public override string SpecifierString { get; }
```

### Property Value

[string](#)

### cashout\_status

```
public int cashout_status { get; set; }
```

### Property Value

[int](#)

## cashout\_statusSpecified

```
public bool cashout_statusSpecified { get; set; }
```

### Property Value

[bool](#)

## extended\_specifiers

```
public string extended_specifiers { get; set; }
```

### Property Value

[string](#)

## favourite

```
public int favourite { get; set; }
```

### Property Value

[int](#)

## favouriteSpecified

```
public bool favouriteSpecified { get; set; }
```

### Property Value

[bool](#)

## id

```
public int id { get; set; }
```

Property Value

[int](#)

market\_metadata

```
public marketMetadata market_metadata { get; set; }
```

Property Value

[marketMetadata](#)

outcome

```
public oddsChangeMarketOutcome[] outcome { get; set; }
```

Property Value

[oddsChangeMarketOutcome\[\]](#)

specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#)

status

```
public int status { get; set; }
```

Property Value

[int](#)

statusSpecified

```
public bool statusSpecified { get; set; }
```

Property Value

[bool](#)

# Class oddsChangeMarketOutcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class oddsChangeMarketOutcome
```

## Inheritance

[object](#) ← oddsChangeMarketOutcome

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### active

```
public int active { get; set; }
```

### Property Value

[int](#)

### activeSpecified

```
public bool activeSpecified { get; set; }
```

### Property Value

[bool](#)

## half\_lose\_probabilities

```
public double half_lose_probabilities { get; set; }
```

### Property Value

[double](#)

## half\_lose\_probabilitiesSpecified

```
public bool half_lose_probabilitiesSpecified { get; set; }
```

### Property Value

[bool](#)

## half\_win\_probabilities

```
public double half_win_probabilities { get; set; }
```

### Property Value

[double](#)

## half\_win\_probabilitiesSpecified

```
public bool half_win_probabilitiesSpecified { get; set; }
```

### Property Value

[bool](#)

## id

```
public string id { get; set; }
```

Property Value

[string](#)

lose\_probabilities

```
public double lose_probabilities { get; set; }
```

Property Value

[double](#)

lose\_probabilitiesSpecified

```
public bool lose_probabilitiesSpecified { get; set; }
```

Property Value

[bool](#)

odds

```
public double odds { get; set; }
```

Property Value

[double](#)

oddsSpecified

```
public bool oddsSpecified { get; set; }
```

Property Value

[bool](#)

probabilities

```
public double probabilities { get; set; }
```

Property Value

[double](#)

probabilitiesSpecified

```
public bool probabilitiesSpecified { get; set; }
```

Property Value

[bool](#)

refund\_probabilities

```
public double refund_probabilities { get; set; }
```

Property Value

[double](#)

refund\_probabilitiesSpecified

```
public bool refund_probabilitiesSpecified { get; set; }
```

Property Value

[bool](#)

team

```
public int team { get; set; }
```

Property Value

[int](#)

teamSpecified

```
public bool teamSpecified { get; set; }
```

Property Value

[bool](#)

win\_probabilities

```
public double win_probabilities { get; set; }
```

Property Value

[double](#)

win\_probabilitiesSpecified

```
public bool win_probabilitiesSpecified { get; set; }
```

## Property Value

[bool](#) ↗

# Class oddsGenerationProperties

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class oddsGenerationProperties
```

## Inheritance

[object](#) ← oddsGenerationProperties

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### expected\_supremacy

```
public double expected_supremacy { get; set; }
```

#### Property Value

[double](#)

### expected\_supremacySpecified

```
public bool expected_supremacySpecified { get; set; }
```

#### Property Value

[bool](#)

## `expected_totals`

```
public double expected_totals { get; set; }
```

### Property Value

[double](#) ↗

## `expected_totalsSpecified`

```
public bool expected_totalsSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class odds\_change

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class odds_change : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← odds\_change

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## event\_id

```
public string event_id { get; set; }
```

Property Value

[string](#)

odds

```
public odds_changeOdds odds { get; set; }
```

Property Value

[odds\\_changeOdds](#)

odds\_change\_reason

```
public int odds_change_reason { get; set; }
```

Property Value

[int](#)

odds\_change\_reasonSpecified

```
public bool odds_change_reasonSpecified { get; set; }
```

Property Value

[bool](#)

odds\_generation\_properties

```
public oddsGenerationProperties odds_generation_properties { get; set; }
```

Property Value

## [oddsGenerationProperties](#)

### product

```
public int product { get; set; }
```

### Property Value

[int](#) ↗

### request\_id

```
public long request_id { get; set; }
```

### Property Value

[long](#) ↗

### request\_idSpecified

```
public bool request_idSpecified { get; set; }
```

### Property Value

[bool](#) ↗

### sport\_event\_status

```
public sportEventStatus sport_event_status { get; set; }
```

### Property Value

[sportEventStatus](#)

## timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

# Class odds\_changeOdds

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class odds_changeOdds
```

## Inheritance

[object](#) ← odds\_changeOdds

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### betstop\_reason

```
public int betstop_reason { get; set; }
```

#### Property Value

[int](#)

### betstop\_reasonSpecified

```
public bool betstop_reasonSpecified { get; set; }
```

#### Property Value

[bool](#)

## `betting_status`

```
public int betting_status { get; set; }
```

### Property Value

[int](#)

## `betting_statusSpecified`

```
public bool betting_statusSpecified { get; set; }
```

### Property Value

[bool](#)

## `market`

```
public oddsChangeMarket[] market { get; set; }
```

### Property Value

[oddsChangeMarket\[\]](#)

# Class periodScoreType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodScoreType
```

## Inheritance

[object](#) ← periodScoreType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### away\_score

```
public decimal away_score { get; set; }
```

### Property Value

[decimal](#)

### home\_score

```
public decimal home_score { get; set; }
```

### Property Value

[decimal](#)

## match\_status\_code

```
public int match_status_code { get; set; }
```

### Property Value

[int](#) ↗

## number

```
public int number { get; set; }
```

### Property Value

[int](#) ↗

# Class resultType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultType
```

## Inheritance

[object](#) ← resultType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### away\_score

```
public decimal away_score { get; set; }
```

### Property Value

[decimal](#)

### home\_score

```
public decimal home_score { get; set; }
```

### Property Value

[decimal](#)

## match\_status\_code

```
public int match_status_code { get; set; }
```

### Property Value

[int](#) ↗

# Class rollback\_bet\_cancel

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class rollback_bet_cancel : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← `rollback_bet_cancel`

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## end\_time

```
public long end_time { get; set; }
```

Property Value

[long](#) ↴

end\_timeSpecified

```
public bool end_timeSpecified { get; set; }
```

Property Value

[bool](#) ↴

event\_id

```
public string event_id { get; set; }
```

Property Value

[string](#) ↴

market

```
public market[] market { get; set; }
```

Property Value

[market](#)[]

product

```
public int product { get; set; }
```

Property Value

[int](#)

## request\_id

```
public long request_id { get; set; }
```

### Property Value

[long](#)

## request\_idSpecified

```
public bool request_idSpecified { get; set; }
```

### Property Value

[bool](#)

## start\_time

```
public long start_time { get; set; }
```

### Property Value

[long](#)

## start\_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

### Property Value

[bool](#)

## timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

# Class rollback\_bet\_settlement

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class rollback_bet_settlement : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← `rollback_bet_settlement`

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## event\_id

```
public string event_id { get; set; }
```

Property Value

[string](#) ↗

market

```
public market[] market { get; set; }
```

Property Value

[market\[\]](#)

product

```
public int product { get; set; }
```

Property Value

[int](#) ↗

request\_id

```
public long request_id { get; set; }
```

Property Value

[long](#) ↗

request\_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#) ↴

## timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↴

# Class snapshot\_complete

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class snapshot_complete : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← snapshot\_complete

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#)

The event identifier

## GeneratedAt

Gets the timestamp of when the message was generated

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#)

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#)

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#)?

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#)

The timestamp of the message

## product

```
public int product { get; set; }
```

Property Value

[int ↗](#)

request\_id

```
public long request_id { get; set; }
```

Property Value

[long ↗](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long ↗](#)

# Class sportEventStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportEventStatus
```

## Inheritance

[object](#) ← sportEventStatus

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### away\_batter

```
public int away_batter { get; set; }
```

#### Property Value

[int](#)

### away\_batterSpecified

```
public bool away_batterSpecified { get; set; }
```

#### Property Value

[bool](#)

## away\_dismissals

```
public int away_dismissals { get; set; }
```

### Property Value

[int](#)

## away\_dismissalsSpecified

```
public bool away_dismissalsSpecified { get; set; }
```

### Property Value

[bool](#)

## away\_drive\_count

```
public int away_drive_count { get; set; }
```

### Property Value

[int](#)

## away\_drive\_countSpecified

```
public bool away_drive_countSpecified { get; set; }
```

### Property Value

[bool](#)

## away\_gamescore

```
public int away_gamescore { get; set; }
```

Property Value

[int](#)

## away\_gamescoreSpecified

```
public bool away_gamescoreSpecified { get; set; }
```

Property Value

[bool](#)

## away\_legscore

```
public int away_legscore { get; set; }
```

Property Value

[int](#)

## away\_legscoreSpecified

```
public bool away_legscoreSpecified { get; set; }
```

Property Value

[bool](#)

## away\_penalty\_runs

```
public int away_penalty_runs { get; set; }
```

Property Value

[int](#)

away\_penalty\_runsSpecified

```
public bool away_penalty_runsSpecified { get; set; }
```

Property Value

[bool](#)

away\_penalty\_score

```
public int away_penalty_score { get; set; }
```

Property Value

[int](#)

away\_penalty\_scoreSpecified

```
public bool away_penalty_scoreSpecified { get; set; }
```

Property Value

[bool](#)

away\_play\_count

```
public int away_play_count { get; set; }
```

Property Value

[int](#)

away\_play\_countSpecified

```
public bool away_play_countSpecified { get; set; }
```

Property Value

[bool](#)

away\_remaining\_bowls

```
public int away_remaining_bowls { get; set; }
```

Property Value

[int](#)

away\_remaining\_bowlsSpecified

```
public bool away_remaining_bowlsSpecified { get; set; }
```

Property Value

[bool](#)

away\_score

```
public decimal away_score { get; set; }
```

Property Value

[decimal](#) ↗

away\_scoreSpecified

```
public bool away_scoreSpecified { get; set; }
```

Property Value

[bool](#) ↗

away\_suspend

```
public int away_suspend { get; set; }
```

Property Value

[int](#) ↗

away\_suspendSpecified

```
public bool away_suspendSpecified { get; set; }
```

Property Value

[bool](#) ↗

balls

```
public int balls { get; set; }
```

Property Value

[int](#)

ballsSpecified

```
public bool ballsSpecified { get; set; }
```

Property Value

[bool](#)

bases

```
public string bases { get; set; }
```

Property Value

[string](#)

batter

```
public string batter { get; set; }
```

Property Value

[string](#)

clock

```
public clockType clock { get; set; }
```

Property Value

[clockType](#)

current\_ct\_team

```
public int current_ct_team { get; set; }
```

Property Value

[int](#)

current\_ct\_teamSpecified

```
public bool current_ct_teamSpecified { get; set; }
```

Property Value

[bool](#)

current\_end

```
public int current_end { get; set; }
```

Property Value

[int](#)

current\_endSpecified

```
public bool current_endSpecified { get; set; }
```

Property Value

[bool](#)

current\_server

```
public int current_server { get; set; }
```

Property Value

[int](#)

current\_serverSpecified

```
public bool current_serverSpecified { get; set; }
```

Property Value

[bool](#)

delivery

```
public int delivery { get; set; }
```

Property Value

[int](#)

deliverySpecified

```
public bool deliverySpecified { get; set; }
```

Property Value

[bool](#)

expedite\_mode

```
public bool expedite_mode { get; set; }
```

Property Value

[bool](#)

expedite\_modeSpecified

```
public bool expedite_modeSpecified { get; set; }
```

Property Value

[bool](#)

home\_batter

```
public int home_batter { get; set; }
```

Property Value

[int](#)

home\_batterSpecified

```
public bool home_batterSpecified { get; set; }
```

Property Value

[bool](#)

home\_dismissals

```
public int home_dismissals { get; set; }
```

Property Value

[int](#)

home\_dismissalsSpecified

```
public bool home_dismissalsSpecified { get; set; }
```

Property Value

[bool](#)

home\_drive\_count

```
public int home_drive_count { get; set; }
```

Property Value

[int](#)

home\_drive\_countSpecified

```
public bool home_drive_countSpecified { get; set; }
```

Property Value

[bool](#)

home\_gamescore

```
public int home_gamescore { get; set; }
```

Property Value

[int](#)

home\_gamescoreSpecified

```
public bool home_gamescoreSpecified { get; set; }
```

Property Value

[bool](#)

home\_legscore

```
public int home_legscore { get; set; }
```

Property Value

[int](#)

home\_legscoreSpecified

```
public bool home_legscoreSpecified { get; set; }
```

Property Value

[bool](#)

home\_penalty\_runs

```
public int home_penalty_runs { get; set; }
```

Property Value

[int](#)

home\_penalty\_runsSpecified

```
public bool home_penalty_runsSpecified { get; set; }
```

Property Value

[bool](#)

home\_penalty\_score

```
public int home_penalty_score { get; set; }
```

Property Value

[int](#)

home\_penalty\_scoreSpecified

```
public bool home_penalty_scoreSpecified { get; set; }
```

Property Value

[bool](#)

home\_play\_count

```
public int home_play_count { get; set; }
```

Property Value

[int](#)

home\_play\_countSpecified

```
public bool home_play_countSpecified { get; set; }
```

Property Value

[bool](#)

home\_remaining\_bowls

```
public int home_remaining_bowls { get; set; }
```

Property Value

[int](#)

home\_remaining\_bowlsSpecified

```
public bool home_remaining_bowlsSpecified { get; set; }
```

Property Value

[bool](#) ↗

home\_score

```
public decimal home_score { get; set; }
```

Property Value

[decimal](#) ↗

home\_scoreSpecified

```
public bool home_scoreSpecified { get; set; }
```

Property Value

[bool](#) ↗

home\_suspend

```
public int home_suspend { get; set; }
```

Property Value

[int](#) ↗

home\_suspendSpecified

```
public bool home_suspendSpecified { get; set; }
```

Property Value

[bool](#)

innings

```
public int innings { get; set; }
```

Property Value

[int](#)

inningsSpecified

```
public bool inningsSpecified { get; set; }
```

Property Value

[bool](#)

match\_status

```
public int match_status { get; set; }
```

Property Value

[int](#)

outs

```
public int outs { get; set; }
```

Property Value

[int](#)

outsSpecified

```
public bool outsSpecified { get; set; }
```

Property Value

[bool](#)

over

```
public int over { get; set; }
```

Property Value

[int](#)

overSpecified

```
public bool overSpecified { get; set; }
```

Property Value

[bool](#)

period\_of\_leader

```
public int period_of_leader { get; set; }
```

Property Value

[int](#)

period\_of\_leaderSpecified

```
public bool period_of_leaderSpecified { get; set; }
```

Property Value

[bool](#)

period\_scores

```
public periodScoreType[] period_scores { get; set; }
```

Property Value

[periodScoreType\[\]](#)

pitch\_count

```
public int pitch_count { get; set; }
```

Property Value

[int](#)

pitch\_countSpecified

```
public bool pitch_countSpecified { get; set; }
```

Property Value

[bool](#)

pitcher

```
public string pitcher { get; set; }
```

Property Value

[string](#)

pitches\_seen

```
public int pitches_seen { get; set; }
```

Property Value

[int](#)

pitches\_seenSpecified

```
public bool pitches_seenSpecified { get; set; }
```

Property Value

[bool](#)

position

```
public int position { get; set; }
```

Property Value

[int](#)

positionSpecified

```
public bool positionSpecified { get; set; }
```

Property Value

[bool](#)

possession

```
public int possession { get; set; }
```

Property Value

[int](#)

possessionSpecified

```
public bool possessionSpecified { get; set; }
```

Property Value

[bool](#)

remaining\_reds

```
public int remaining_reds { get; set; }
```

Property Value

[int](#)

remaining\_redsSpecified

```
public bool remaining_redsSpecified { get; set; }
```

Property Value

[bool](#)

reporting

```
public int reporting { get; set; }
```

Property Value

[int](#)

reportingSpecified

```
public bool reportingSpecified { get; set; }
```

Property Value

[bool](#)

results

```
public resultType[] results { get; set; }
```

## Property Value

[resultType\[\]](#)

## statistics

```
public statisticsType statistics { get; set; }
```

## Property Value

[statisticsType](#)

## status

```
public int status { get; set; }
```

## Property Value

[int](#)

## strikes

```
public int strikes { get; set; }
```

## Property Value

[int](#)

## strikesSpecified

```
public bool strikesSpecified { get; set; }
```

Property Value

[bool](#) ↗

throw

```
public int @throw { get; set; }
```

Property Value

[int](#) ↗

throwSpecified

```
public bool throwSpecified { get; set; }
```

Property Value

[bool](#) ↗

tiebreak

```
public bool tiebreak { get; set; }
```

Property Value

[bool](#) ↗

tiebreakSpecified

```
public bool tiebreakSpecified { get; set; }
```

Property Value

[bool](#)

total\_hits

```
public int total_hits { get; set; }
```

Property Value

[int](#)

total\_hitsSpecified

```
public bool total_hitsSpecified { get; set; }
```

Property Value

[bool](#)

total\_pitches

```
public int total_pitches { get; set; }
```

Property Value

[int](#)

total\_pitchesSpecified

```
public bool total_pitchesSpecified { get; set; }
```

Property Value

[bool](#)

try

```
public int @try { get; set; }
```

Property Value

[int](#)

trySpecified

```
public bool trySpecified { get; set; }
```

Property Value

[bool](#)

visit

```
public int visit { get; set; }
```

Property Value

[int](#)

visitSpecified

```
public bool visitSpecified { get; set; }
```

Property Value

[bool](#)

yards

```
public int yards { get; set; }
```

Property Value

[int](#)

yardsSpecified

```
public bool yardsSpecified { get; set; }
```

Property Value

[bool](#)

# Class statisticsScoreType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class statisticsScoreType
```

## Inheritance

[object](#) ← statisticsScoreType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### away

```
public int away { get; set; }
```

### Property Value

[int](#)

### home

```
public int home { get; set; }
```

### Property Value

[int](#)

# Class statisticsType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Feed](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class statisticsType
```

## Inheritance

[object](#) ← statisticsType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### corners

```
public statisticsScoreType corners { get; set; }
```

### Property Value

[statisticsScoreType](#)

### green\_cards

```
public statisticsScoreType green_cards { get; set; }
```

### Property Value

[statisticsScoreType](#)

## red\_cards

```
public statisticsScoreType red_cards { get; set; }
```

### Property Value

[statisticsScoreType](#)

## yellow\_cards

```
public statisticsScoreType yellow_cards { get; set; }
```

### Property Value

[statisticsScoreType](#)

## yellow\_red\_cards

```
public statisticsScoreType yellow_red_cards { get; set; }
```

### Property Value

[statisticsScoreType](#)

# Namespace Sportradar.OddsFeed.SDK.Messages.Rest

## Classes

[AvailableSelectionsType](#)

[CalculationResponseType](#)

[CalculationResultType](#)

[EventType](#)

[FilterSelectionMarketType](#)

[FilterSelectionType](#)

[FilterSelectionsType](#)

[FilteredCalculationResponseType](#)

[FilteredCalculationResultType](#)

[FilteredEventType](#)

[FilteredMarketType](#)

[FilteredOutcomeType](#)

[MarketType](#)

[OutcomeType](#)

[ResponseType](#)

[RestMessage](#)

Represents all messages (entities) received from the feed REST API

[SelectionType](#)

[SelectionsType](#)

[attributesAttribute](#)

[basicEvent](#)

[betstop\\_reasons\\_descriptions](#)

[betting\\_status\\_descriptions](#)

[car](#)

[cashout](#)

[cashoutOdds](#)

[category](#)

[clock](#)

[competitorProfileEndpoint](#)

Represents all messages (entities) received from the feed REST API

[competitorReferenceIdsReference\\_id](#)

[course](#)

[coverage](#)

[coverageInfo](#)

[currentSeason](#)

[delayedInfo](#)

[desc\\_betstop\\_reason](#)

[desc\\_betting\\_status](#)

[desc\\_market](#)

[desc\\_match\\_status](#)

[desc\\_match\\_statusSports](#)

[desc\\_match\\_statusSportsSport](#)

[desc\\_outcome\\_reason](#)

[desc\\_outcomesOutcome](#)

[desc\\_specifiersSpecifier](#)

[desc\\_variant](#)

[desc\\_variant\\_outcomesOutcome](#)

[desc\\_void\\_reason](#)

[draw\\_event](#)

[draw\\_fixture](#)

[draw\\_fixtures](#)

[draw\\_result](#)

[draw\\_resultDraws](#)

[draw\\_resultDrawsDraw](#)

[draw\\_summary](#)

[eventPlayer](#)

[eventPlayerAssist](#)

[fixture](#)

[fixtureChange](#)

[fixtureChangesEndpoint](#)

[fixturesEndpoint](#)

[hole](#)

[info](#)

[jersey](#)

[lotteries](#)

[lottery](#)

[lotteryBonus\\_info](#)

[lotteryDraw\\_info](#)

[lottery\\_schedule](#)

[manager](#)

[mappingsMapping](#)

[mappings](#)[Mapping](#)[Mapping\\_outcome](#)

[market\\_descriptions](#)

[matchPeriod](#)

[matchRound](#)

[matchStatistics](#)

[matchSummaryEndpoint](#)

[matchTimelineEndpoint](#)

[match\\_status\\_descriptions](#)

[outcome\\_reasons\\_descriptions](#)

[parentStage](#)

[periodScore](#)

[periodScoreBase](#)

[periodStatus](#)

[periodStatusCompetitor](#)

[periodStatusCompetitorResult](#)

[pitcher](#)

[player](#)

[playerCompetitor](#)

[playerExtended](#)

[playerLineup](#)

[playerProfileEndpoint](#)

[playerSubstitute](#)

[producer](#)

[producers](#)

[productInfo](#)

[productInfoItem](#)

[productInfoLink](#)

[raceDriver](#)

[raceDriverProfile](#)

[raceScheduleEndpoint](#)

[raceTeam](#)

[raceTournamentInfoEndpoint](#)

[referee](#)

[referenceIdsReference\\_id](#)

[response](#)

[restSportEventStatus](#)

[restSportEventStatusBase](#)

[result](#)

[resultChange](#)

[resultChangesEndpoint](#)

[resultEndpoint](#)

[resultScore](#)

[resultsEndpoint](#)

[scheduleEndpoint](#)

[scheduledStartTimeChange](#)

[season](#)

[seasonCoverageInfo](#)

[seasonExtended](#)

[simpleTeamProfileEndpoint](#)

[simpleTournamentInfoEndpoint](#)

[sport](#)

[sportCategoriesEndpoint](#)

[sportEvent](#)

[sportEventChildrenSport\\_event](#)

[sportEventConditions](#)

[sportTournamentsEndpoint](#)

[sportsEndpoint](#)

[stagePeriodEndpoint](#)

[stageResult](#)

[stageResultCompetitor](#)

[stageResultCompetitorResult](#)

[stageSportEventStatus](#)

[stageSummaryEndpoint](#)

[standardTournamentInfoEndpoint](#)

[streamingChannel](#)

[team](#)

[teamCompetitor](#)

[teamExtended](#)

[teamStatistics](#)

[teamStatisticsStatistics](#)

[tournament](#)

[tournamentExtended](#)

[tournamentGroup](#)

[tournamentInfoEndpoint](#)

[tournamentLength](#)

[tournamentLiveCoverageInfo](#)

[tournamentSchedule](#)

[tournamentSeasons](#)

[tournamentsEndpoint](#)

[tvChannel](#)

[variant\\_descriptions](#)

[variant\\_mappingsMapping](#)

[variant\\_mappingsMappingMapping\\_outcome](#)

[venue](#)

[venueSummaryEndpoint](#)

[void\\_reasons\\_descriptions](#)

[weatherInfo](#)

## Enums

[bonusDrumType](#)

[drawStatus](#)

[drawType](#)

[response\\_code](#)

[timeType](#)

# Class AvailableSelectionsType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class AvailableSelectionsType : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← AvailableSelectionsType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### event

```
public EventType @event { get; set; }
```

### Property Value

[EventType](#)

### generated\_at

```
public string generated_at { get; set; }
```

### Property Value

[string](#)

# Class CalculationResponseType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class CalculationResponseType : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← CalculationResponseType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### available\_selections

```
public EventType[] available_selections { get; set; }
```

### Property Value

[EventType\[\]](#)

### calculation

```
public CalculationResultType calculation { get; set; }
```

### Property Value

[CalculationResultType](#)

## generated\_at

```
public string generated_at { get; set; }
```

### Property Value

[string](#) ↗

# Class CalculationResultType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class CalculationResultType
```

## Inheritance

[object](#) ← CalculationResultType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### odds

```
public double odds { get; set; }
```

### Property Value

[double](#)

### probability

```
public double probability { get; set; }
```

### Property Value

[double](#)

# Class EventType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class EventType
```

## Inheritance

[object](#) ← EventType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### markets

```
public MarketType[] markets { get; set; }
```

### Property Value

[MarketType\[\]](#)

# Class FilterSelectionMarketType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilterSelectionMarketType
```

## Inheritance

[object](#) ← FilterSelectionMarketType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### market\_id

```
public int market_id { get; set; }
```

### Property Value

[int](#)

### outcome\_id

```
public string outcome_id { get; set; }
```

### Property Value

[string](#)

## specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#) ↗

# Class FilterSelectionType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilterSelectionType
```

## Inheritance

[object](#) ← FilterSelectionType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### market

```
public FilterSelectionMarketType[] market { get; set; }
```

### Property Value

[FilterSelectionMarketType](#)[]

# Class FilterSelectionsType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilterSelectionsType
```

## Inheritance

[object](#) ← FilterSelectionsType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### selection

```
public FilterSelectionType[] selection { get; set; }
```

## Property Value

[FilterSelectionType\[\]](#)

# Class FilteredCalculationResponseType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilteredCalculationResponseType : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← FilteredCalculationResponseType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### available\_selections

```
public FilteredEventType[] available_selections { get; set; }
```

### Property Value

[FilteredEventType\[\]](#)

### calculation

```
public FilteredCalculationResultType calculation { get; set; }
```

### Property Value

[FilteredCalculationResultType](#)

## generated\_at

```
public string generated_at { get; set; }
```

### Property Value

[string](#)

# Class FilteredCalculationResultType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilteredCalculationResultType
```

## Inheritance

[object](#) ← FilteredCalculationResultType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### odds

```
public double odds { get; set; }
```

### Property Value

[double](#)

### probability

```
public double probability { get; set; }
```

### Property Value

[double](#)

# Class FilteredEventType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilteredEventType
```

## Inheritance

[object](#) ← FilteredEventType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### markets

```
public FilteredMarketType[] markets { get; set; }
```

### Property Value

[FilteredMarketType\[\]](#)

# Class FilteredMarketType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilteredMarketType
```

## Inheritance

[object](#) ← FilteredMarketType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### conflict

```
public bool conflict { get; set; }
```

### Property Value

[bool](#)

### conflictSpecified

```
public bool conflictSpecified { get; set; }
```

### Property Value

[bool](#)

**id**

```
public int id { get; set; }
```

**Property Value**

[int](#)

**outcome**

```
public FilteredOutcomeType[] outcome { get; set; }
```

**Property Value**

[FilteredOutcomeType\[\]](#)

**specifiers**

```
public string specifiers { get; set; }
```

**Property Value**

[string](#)

# Class FilteredOutcomeType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class FilteredOutcomeType
```

## Inheritance

[object](#) ← FilteredOutcomeType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### conflict

```
public bool conflict { get; set; }
```

### Property Value

[bool](#)

### conflictSpecified

```
public bool conflictSpecified { get; set; }
```

### Property Value

[bool](#)

**id**

```
public string id { get; set; }
```

Property Value

[string](#) ↗

# Class MarketType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class MarketType
```

## Inheritance

[object](#) ← MarketType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public int id { get; set; }
```

### Property Value

[int](#)

### outcome

```
public OutcomeType[] outcome { get; set; }
```

### Property Value

[OutcomeType\[\]](#)

## specifiers

```
public string specifiers { get; set; }
```

Property Value

[string](#) ↗

# Class OutcomeType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class OutcomeType
```

## Inheritance

[object](#) ← OutcomeType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

## Property Value

[string](#)

# Class ResponseType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class ResponseType
```

## Inheritance

[object](#) ← ResponseType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### errors

```
public string errors { get; set; }
```

### Property Value

[string](#)

### generated\_at

```
public string generated_at { get; set; }
```

### Property Value

[string](#)

## message

```
public string message { get; set; }
```

### Property Value

[string](#) ↗

## response\_code

```
public string response_code { get; set; }
```

### Property Value

[string](#) ↗

# Class RestMessage

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents all messages (entities) received from the feed REST API

```
public abstract class RestMessage
```

## Inheritance

[object](#) ← RestMessage

## Derived

[AvailableSelectionsType](#), [CalculationResponseType](#), [FilteredCalculationResponseType](#),  
[competitorProfileEndpoint](#), [draw\\_fixture](#), [draw\\_fixtures](#), [draw\\_summary](#),  
[fixtureChangesEndpoint](#), [fixturesEndpoint](#), [lotteries](#), [lottery\\_schedule](#), [market\\_descriptions](#),  
[matchSummaryEndpoint](#), [matchTimelineEndpoint](#), [playerProfileEndpoint](#), [producers](#),  
[raceScheduleEndpoint](#), [response](#), [resultChangesEndpoint](#), [scheduleEndpoint](#),  
[simpleTeamProfileEndpoint](#), [sportCategoriesEndpoint](#), [sportTournamentsEndpoint](#),  
[sportsEndpoint](#), [stagePeriodEndpoint](#), [stageSummaryEndpoint](#), [tournamentInfoEndpoint](#),  
[tournamentSchedule](#), [tournamentSeasons](#), [tournamentsEndpoint](#), [variant\\_descriptions](#)

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),  
[object.ToString\(\)](#)

# Class SelectionType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class SelectionType
```

## Inheritance

[object](#) ← SelectionType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### market\_id

```
public int market_id { get; set; }
```

### Property Value

[int](#)

## outcome\_id

```
public string outcome_id { get; set; }
```

### Property Value

[string](#) ↗

## specifiers

```
public string specifiers { get; set; }
```

### Property Value

[string](#) ↗

# Class SelectionsType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class SelectionsType
```

## Inheritance

[object](#) ← SelectionsType

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### selection

```
public SelectionType[] selection { get; set; }
```

## Property Value

[SelectionType\[\]](#)

# Class attributesAttribute

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class attributesAttribute
```

## Inheritance

[object](#) ← attributesAttribute

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

# Class basicEvent

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class basicEvent
```

## Inheritance

[object](#) ← basicEvent

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### assist

```
public eventPlayerAssist[] assist { get; set; }
```

## Property Value

[eventPlayerAssist\[\]](#)

### away\_score

```
public string away_score { get; set; }
```

## Property Value

[string](#)

## goal\_scorer

```
public eventPlayer goal_scorer { get; set; }
```

### Property Value

[eventPlayer](#)

## home\_score

```
public string home_score { get; set; }
```

### Property Value

[string](#)

## id

```
public int id { get; set; }
```

### Property Value

[int](#)

## match\_clock

```
public string match_clock { get; set; }
```

### Property Value

[string](#)

## match\_status\_code

```
public int match_status_code { get; set; }
```

Property Value

[int](#)

match\_status\_codeSpecified

```
public bool match_status_codeSpecified { get; set; }
```

Property Value

[bool](#)

match\_time

```
public int match_time { get; set; }
```

Property Value

[int](#)

match\_timeSpecified

```
public bool match_timeSpecified { get; set; }
```

Property Value

[bool](#)

period

```
public string period { get; set; }
```

Property Value

[string](#) ↗

period\_name

```
public string period_name { get; set; }
```

Property Value

[string](#) ↗

player

```
public eventPlayer player { get; set; }
```

Property Value

[eventPlayer](#)

points

```
public string points { get; set; }
```

Property Value

[string](#) ↗

stoppage\_time

```
public string stoppage_time { get; set; }
```

Property Value

[string](#)

team

```
public string team { get; set; }
```

Property Value

[string](#)

time

```
public DateTime time { get; set; }
```

Property Value

[DateTime](#)

type

```
public string type { get; set; }
```

Property Value

[string](#)

value

```
public string value { get; set; }
```

Property Value

[string](#) ↗

X

```
public int x { get; set; }
```

Property Value

[int](#) ↗

xSpecified

```
public bool xSpecified { get; set; }
```

Property Value

[bool](#) ↗

y

```
public int y { get; set; }
```

Property Value

[int](#) ↗

ySpecified

```
public bool ySpecified { get; set; }
```

## Property Value

[bool](#) ↗

# Class betstop\_reasons\_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class betstop_reasons_descriptions
```

## Inheritance

[object](#) ← betstop\_reasons\_descriptions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### betstop\_reason

```
public desc_betstop_reason[] betstop_reason { get; set; }
```

### Property Value

[desc\\_betstop\\_reason\[\]](#)

### location

```
public string location { get; set; }
```

### Property Value

[string](#)

## response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

## response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class betting\_status\_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class betting_status_descriptions
```

## Inheritance

[object](#) ← betting\_status\_descriptions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### betting\_status

```
public desc_betting_status[] betting_status { get; set; }
```

## Property Value

[desc\\_betting\\_status\[\]](#)

### location

```
public string location { get; set; }
```

## Property Value

[string](#)

## response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

## response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Enum bonusDrumType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum bonusDrumType
```

## Fields

additional = 1

same = 0

# Class car

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class car
```

## Inheritance

[object](#) ← car

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### chassis

```
public string chassis { get; set; }
```

### Property Value

[string](#)

### engine\_name

```
public string engine_name { get; set; }
```

### Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

# Class cashout

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class cashout : FeedMessage
```

## Inheritance

[object](#) ← [FeedMessage](#) ← cashout

## Inherited Members

[FeedMessage.SportId](#) , [FeedMessage.EventUrn](#) , [FeedMessage.ToString\(\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

## Fields

### MessageName

The message name

```
public static readonly string MessageName
```

## Field Value

[string](#)

## Properties

### EventId

When overridden in derived class it gets the event identifier.

```
public override string EventId { get; }
```

## Property Value

[string](#) ↗

The event identifier

## GeneratedAt

Gets the timestamp of the message

```
public override long GeneratedAt { get; }
```

## Property Value

[long](#) ↗

The timestamp of the message

## IsEventRelated

When overridden in derived class, it gets a value indicating whether the current [Feed Message](#) instance is related to sport event

```
public override bool IsEventRelated { get; }
```

## Property Value

[bool](#) ↗

`true` if this instance is event related; otherwise, `false`.

## IsStateful

When override in derived class, it gets a value indicating whether current message is stateful

```
public override bool IsStateful { get; }
```

## Property Value

[bool](#)

`true` if this instance is stateful; otherwise, `false`.

## Name

When overridden in derived class, gets the name of the current message

```
public override string Name { get; }
```

## Property Value

[string](#)

The name.

## ProducerId

When overridden in derived class, it gets a value indicating the producer associated with current [FeedMessage](#)

```
public override int ProducerId { get; }
```

## Property Value

[int](#)

The producer identifier.

## ReceivedAt

Gets the timestamp of when the message was received (picked up) by the sdk

```
public override long ReceivedAt { get; set; }
```

## Property Value

[long](#) ↴

The timestamp of the message

## RequestId

Gets a value specified when making a request which generated this message, or null reference if this messages is not resulted with the request

```
public override long? RequestId { get; }
```

## Property Value

[long](#) ↴?

The request identifier.

## RequestIdUsage

When overridden in derived class, it gets a value specifying the usage requirements of the [RequestId](#) property

```
public override PropertyUsage RequestIdUsage { get; }
```

## Property Value

[PropertyUsage](#)

The request identifier usage.

## SentAt

Gets the timestamp of when the message was sent

```
public override long SentAt { get; set; }
```

## Property Value

[long](#) ↴

The timestamp of the message

## event\_id

```
public string event_id { get; set; }
```

## Property Value

[string](#) ↴

## odds

```
public cashoutOdds odds { get; set; }
```

## Property Value

[cashoutOdds](#)

## product

```
public int product { get; set; }
```

## Property Value

[int](#) ↴

## request\_id

```
public long request_id { get; set; }
```

Property Value

[long](#) ↗

request\_idSpecified

```
public bool request_idSpecified { get; set; }
```

Property Value

[bool](#) ↗

sport\_event\_status

```
public restSportEventStatus sport_event_status { get; set; }
```

Property Value

[restSportEventStatus](#)

timestamp

```
public long timestamp { get; set; }
```

Property Value

[long](#) ↗

# Class cashoutOdds

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class cashoutOdds
```

## Inheritance

[object](#) ← cashoutOdds

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### betstop\_reason

```
public int betstop_reason { get; set; }
```

#### Property Value

[int](#)

### betstop\_reasonSpecified

```
public bool betstop_reasonSpecified { get; set; }
```

#### Property Value

[bool](#)

## `betting_status`

```
public int betting_status { get; set; }
```

### Property Value

[int](#)

## `betting_statusSpecified`

```
public bool betting_statusSpecified { get; set; }
```

### Property Value

[bool](#)

## `market`

```
public oddsChangeMarket[] market { get; set; }
```

### Property Value

[oddsChangeMarket\[\]](#)

# Class category

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class category
```

## Inheritance

[object](#) ← category

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### country\_code

```
public string country_code { get; set; }
```

### Property Value

[string](#)

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

# Class clock

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class clock
```

## Inheritance

[object](#) ← clock

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### match\_time

```
public string match_time { get; set; }
```

### Property Value

[string](#)

### stoppage\_time

```
public string stoppage_time { get; set; }
```

### Property Value

[string](#)

## stoppage\_time\_announced

```
public string stoppage_time_announced { get; set; }
```

### Property Value

[string](#) ↗

# Class competitorProfileEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

Represents all messages (entities) received from the feed REST API

```
[Serializable]  
public class competitorProfileEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← competitorProfileEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### competitor

```
public teamExtended competitor { get; set; }
```

### Property Value

[teamExtended](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

## Property Value

[bool](#) ↗

## jerseys

```
public jersey[] jerseys { get; set; }
```

## Property Value

[jersey](#)[]

## manager

```
public manager manager { get; set; }
```

## Property Value

[manager](#)

## players

```
public playerExtended[] players { get; set; }
```

## Property Value

[playerExtended](#)[]

## race\_driver\_profile

```
public raceDriverProfile race_driver_profile { get; set; }
```

## Property Value

[raceDriverProfile](#)

## venue

```
public venue venue { get; set; }
```

## Property Value

[venue](#)

# Class competitorReferenceIdsReference\_id

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class competitorReferenceIdsReference_id
```

## Inheritance

[object](#) ← competitorReferenceIdsReference\_id

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

### value

```
public string value { get; set; }
```

### Property Value

[string](#)

# Class course

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class course
```

## Inheritance

[object](#) ← course

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## hole

```
public hole[] hole { get; set; }
```

## Property Value

[hole\[\]](#)

## id

```
public string id { get; set; }
```

## Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

# Class coverage

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class coverage
```

## Inheritance

[object](#) ← coverage

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

includes

```
public string includes { get; set; }
```

## Property Value

[string](#)

# Class coverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class coverageInfo
```

## Inheritance

[object](#) ← coverageInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### coverage

```
public coverage[] coverage { get; set; }
```

### Property Value

[coverage\[\]](#)

### covered\_from

```
public string covered_from { get; set; }
```

### Property Value

[string](#)

## level

```
public string level { get; set; }
```

### Property Value

[string](#) ↗

## live\_coverage

```
public bool live_coverage { get; set; }
```

### Property Value

[bool](#) ↗

# Class currentSeason

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class currentSeason : seasonExtended
```

## Inheritance

[object](#) ← [season](#) ← [seasonExtended](#) ← currentSeason

## Inherited Members

[seasonExtended.start\\_date](#) , [seasonExtended.end\\_date](#) , [seasonExtended.start\\_time](#) ,  
[seasonExtended.start\\_timeSpecified](#) , [seasonExtended.end\\_time](#) ,  
[seasonExtended.end\\_timeSpecified](#) , [seasonExtended.year](#) ,  
[seasonExtended.tournament\\_id](#) , [season.id](#) , [season.name](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Class delayedInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class delayedInfo
```

## Inheritance

[object](#) ← delayedInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### id

```
public int id { get; set; }
```

### Property Value

[int](#)

# Class desc\_betstop\_reason

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_betstop_reason
```

## Inheritance

[object](#) ← desc\_betstop\_reason

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### id

```
public long id { get; set; }
```

### Property Value

[long](#)

# Class desc\_betting\_status

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_betting_status
```

## Inheritance

[object](#) ← desc\_betting\_status

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### id

```
public long id { get; set; }
```

### Property Value

[long](#)

# Class desc\_market

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_market
```

## Inheritance

[object](#) ← desc\_market

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### attributes

```
public attributesAttribute[] attributes { get; set; }
```

### Property Value

[attributesAttribute\[\]](#)

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

## groups

```
public string groups { get; set; }
```

### Property Value

[string](#)

## id

```
public int id { get; set; }
```

### Property Value

[int](#)

## includes\_outcomes\_of\_type

```
public string includes_outcomes_of_type { get; set; }
```

### Property Value

[string](#)

## mappings

```
public mappingsMapping[] mappings { get; set; }
```

### Property Value

[mappingsMapping\[\]](#)

## name

```
public string name { get; set; }
```

## Property Value

[string](#)

## outcome\_type

```
public string outcome_type { get; set; }
```

## Property Value

[string](#)

## outcomes

```
public desc_outcomesOutcome[] outcomes { get; set; }
```

## Property Value

[desc\\_outcomesOutcome\[\]](#)

## specifiers

```
public desc_specifiersSpecifier[] specifiers { get; set; }
```

## Property Value

[desc\\_specifiersSpecifier\[\]](#)

## variant

```
public string variant { get; set; }
```

## Property Value

[string](#) ↗

# Class desc\_match\_status

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_match_status
```

## Inheritance

[object](#) ← desc\_match\_status

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### id

```
public long id { get; set; }
```

### Property Value

[long](#)

## period\_number

```
public int period_number { get; set; }
```

### Property Value

[int](#)

## period\_numberSpecified

```
public bool period_numberSpecified { get; set; }
```

### Property Value

[bool](#)

## sports

```
public desc_match_statusSports sports { get; set; }
```

### Property Value

[desc\\_match\\_statusSports](#)

# Class desc\_match\_statusSports

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_match_statusSports
```

## Inheritance

[object](#) ← desc\_match\_statusSports

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### desc\_match\_statusSports()

```
public desc_match_statusSports()
```

## Properties

### all

```
public bool all { get; set; }
```

## Property Value

[bool](#)

### sport

```
public desc_match_statusSportsSport[] sport { get; set; }
```

## Property Value

[desc\\_match\\_statusSportsSport\[\]](#)

# Class desc\_match\_statusSportsSport

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_match_statusSportsSport
```

## Inheritance

[object](#) ← desc\_match\_statusSportsSport

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

## Property Value

[string](#)

# Class desc\_outcome\_reason

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_outcome_reason
```

## Inheritance

[object](#) ← desc\_outcome\_reason

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### id

```
public long id { get; set; }
```

### Property Value

[long](#)

# Class desc\_outcomesOutcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_outcomesOutcome
```

## Inheritance

[object](#) ← desc\_outcomesOutcome

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

# Class desc\_specifiersSpecifier

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_specifiersSpecifier
```

## Inheritance

[object](#) ← desc\_specifiersSpecifier

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

# Class desc\_variant

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_variant
```

## Inheritance

[object](#) ← desc\_variant

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### mappings

```
public variant_mappingsMapping[] mappings { get; set; }
```

### Property Value

[variant\\_mappingsMapping](#)[]

## outcomes

```
public desc_variant_outcomesOutcome[] outcomes { get; set; }
```

### Property Value

[desc\\_variant\\_outcomesOutcome\[\]](#)

# Class desc\_variant\_outcomesOutcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_variant_outcomesOutcome
```

## Inheritance

[object](#) ← desc\_variant\_outcomesOutcome

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

# Class desc\_void\_reason

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class desc_void_reason
```

## Inheritance

[object](#) ← desc\_void\_reason

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### description

```
public string description { get; set; }
```

### Property Value

[string](#)

### id

```
public long id { get; set; }
```

### Property Value

[long](#)

# Enum drawStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum drawStatus
```

## Fields

canceled = 3

closed = 1

finished = 2

open = 0

# Enum drawType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum drawType
```

## Fields

drum = 0

rng = 1

# Class draw\_event

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_event
```

## Inheritance

[object](#) ← draw\_event

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### display\_id

```
public int display_id { get; set; }
```

#### Property Value

[int](#)

### display\_idSpecified

```
public bool display_idSpecified { get; set; }
```

#### Property Value

[bool](#)

**id**

```
public string id { get; set; }
```

**Property Value**

[string](#)

**scheduled**

```
public DateTime scheduled { get; set; }
```

**Property Value**

[DateTime](#)

**scheduledSpecified**

```
public bool scheduledSpecified { get; set; }
```

**Property Value**

[bool](#)

**status**

```
public drawStatus status { get; set; }
```

**Property Value**

[drawStatus](#)

**statusSpecified**

```
public bool statusSpecified { get; set; }
```

## Property Value

[bool](#) ↗

# Class draw\_fixture

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_fixture : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← draw\_fixture

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### display\_id

```
public int display_id { get; set; }
```

### Property Value

[int](#)

### display\_idSpecified

```
public bool display_idSpecified { get; set; }
```

### Property Value

[bool](#)

## draw\_date

```
public DateTime draw_date { get; set; }
```

### Property Value

[DateTime](#)

## draw\_dateSpecified

```
public bool draw_dateSpecified { get; set; }
```

### Property Value

[bool](#)

## id

```
public string id { get; set; }
```

### Property Value

[string](#)

## lottery

```
public lottery lottery { get; set; }
```

### Property Value

[lottery](#)

## status

```
public drawStatus status { get; set; }
```

Property Value

[drawStatus](#)

statusSpecified

```
public bool statusSpecified { get; set; }
```

Property Value

[bool](#)

# Class draw\_fixtures

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_fixtures : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← draw\_fixtures

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### draw\_fixture

```
public draw_fixture draw_fixture { get; set; }
```

### Property Value

[draw\\_fixture](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class draw\_result

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_result
```

## Inheritance

[object](#) ← draw\_result

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## draws

```
public draw_resultDraws draws { get; set; }
```

## Property Value

[draw\\_resultDraws](#)

# Class draw\_resultDraws

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_resultDraws
```

## Inheritance

[object](#) ← draw\_resultDraws

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

chronological

```
public bool chronological { get; set; }
```

### Property Value

[bool](#)

### chronologicalSpecified

```
public bool chronologicalSpecified { get; set; }
```

### Property Value

[bool](#)

## draw

```
public draw_resultDrawsDraw[] draw { get; set; }
```

### Property Value

[draw\\_resultDrawsDraw\[\]](#)

# Class draw\_resultDrawsDraw

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_resultDrawsDraw
```

## Inheritance

[object](#) ← draw\_resultDrawsDraw

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

### value

```
public int value { get; set; }
```

### Property Value

[int](#)

## valueSpecified

```
public bool valueSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class draw\_summary

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class draw_summary : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← draw\_summary

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### draw\_fixture

```
public draw_fixture draw_fixture { get; set; }
```

### Property Value

[draw\\_fixture](#)

### draw\_result

```
public draw_result draw_result { get; set; }
```

### Property Value

[draw\\_result](#)

## generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#) ↗

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class eventPlayer

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class eventPlayer
```

## Inheritance

[object](#) ← eventPlayer

## Derived

[eventPlayerAssist](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### bench

```
public string bench { get; set; }
```

### Property Value

[string](#)

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

## method

```
public string method { get; set; }
```

## Property Value

[string](#) ↗

## name

```
public string name { get; set; }
```

## Property Value

[string](#) ↗

# Class eventPlayerAssist

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class eventPlayerAssist : eventPlayer
```

## Inheritance

[object](#) ← [eventPlayer](#) ← eventPlayerAssist

## Inherited Members

[eventPlayer.id](#) , [eventPlayer.name](#) , [eventPlayer.method](#) , [eventPlayer.bench](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### type

```
public string type { get; set; }
```

## Property Value

[string](#)

# Class fixture

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class fixture : sportEvent
```

## Inheritance

[object](#) ← [sportEvent](#) ← fixture

## Inherited Members

[sportEvent.tournament\\_round](#) , [sportEvent.season](#) , [sportEvent.parent](#) ,  
[sportEvent.additional\\_parents](#) , [sportEvent.tournament](#) ,  
[sportEvent.sport\\_event\\_conditions](#) , [sportEvent.competitors](#) , [sportEvent.races](#) ,  
[sportEvent.venue](#) , [sportEvent.id](#) , [sportEvent.name](#) , [sportEvent.type](#) ,  
[sportEvent.stage\\_type](#) , [sportEvent.scheduled](#) , [sportEvent.scheduledSpecified](#) ,  
[sportEvent.start\\_time\\_tbd](#) , [sportEvent.start\\_time\\_tbdSpecified](#) ,  
[sportEvent.scheduled\\_end](#) , [sportEvent.scheduled\\_endSpecified](#) , [sportEvent.replaced\\_by](#) ,  
[sportEvent.liveodds](#) , [sportEvent.status](#) , [sportEvent.next\\_live\\_time](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### coverage\_info

```
public coverageInfo coverage_info { get; set; }
```

## Property Value

[coverageInfo](#)

### delayed\_info

```
public delayedInfo delayed_info { get; set; }
```

## Property Value

[delayedInfo](#)

## extra\_info

```
public info[] extra_info { get; set; }
```

## Property Value

[info\[\]](#)

## product\_info

```
public productInfo product_info { get; set; }
```

## Property Value

[productInfo](#)

## reference\_ids

```
public referenceIdsReference_id[] reference_ids { get; set; }
```

## Property Value

[referenceIdsReference\\_id\[\]](#)

## scheduled\_start\_time\_changes

```
public scheduledStartTimeChange[] scheduled_start_time_changes { get; set; }
```

Property Value

[scheduledStartTimeChange\[\]](#)

start\_time

```
public DateTime start_time { get; set; }
```

Property Value

[DateTime](#)

start\_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

Property Value

[bool](#)

start\_time\_confirmed

```
public bool start_time_confirmed { get; set; }
```

Property Value

[bool](#)

start\_time\_confirmedSpecified

```
public bool start_time_confirmedSpecified { get; set; }
```

Property Value

[bool](#) ↗

tv\_channels

```
public tvChannel[] tv_channels { get; set; }
```

Property Value

[tvChannel\[\]](#)

# Class fixtureChange

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class fixtureChange
```

## Inheritance

[object](#) ← fixtureChange

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### sport\_event\_id

```
public string sport_event_id { get; set; }
```

### Property Value

[string](#)

### update\_time

```
public DateTime update_time { get; set; }
```

### Property Value

[DateTime](#)

# Class fixtureChangesEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class fixtureChangesEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← fixtureChangesEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### fixture\_change

```
public fixtureChange[] fixture_change { get; set; }
```

### Property Value

[fixtureChange\[\]](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class fixturesEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class fixturesEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← fixturesEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### fixture

```
public fixture fixture { get; set; }
```

### Property Value

[fixture](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class hole

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class hole
```

## Inheritance

[object](#) ← hole

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### number

```
public int number { get; set; }
```

### Property Value

[int](#)

### par

```
public int par { get; set; }
```

### Property Value

[int](#)

# Class info

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class info
```

## Inheritance

[object](#) ← info

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## key

```
public string key { get; set; }
```

## Property Value

[string](#)

## value

```
public string value { get; set; }
```

## Property Value

[string](#)

# Class jersey

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class jersey
```

## Inheritance

[object](#) ← jersey

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### base

```
public string @base { get; set; }
```

### Property Value

[string](#)

### horizontal\_stripes

```
public bool horizontal_stripes { get; set; }
```

### Property Value

[bool](#)

## horizontal\_stripesSpecified

```
public bool horizontal_stripesSpecified { get; set; }
```

### Property Value

[bool](#)

## horizontal\_stripes\_color

```
public string horizontal_stripes_color { get; set; }
```

### Property Value

[string](#)

## number

```
public string number { get; set; }
```

### Property Value

[string](#)

## shirt\_type

```
public string shirt_type { get; set; }
```

### Property Value

[string](#)

## sleeve

```
public string sleeve { get; set; }
```

Property Value

[string](#) ↗

sleeve\_detail

```
public string sleeve_detail { get; set; }
```

Property Value

[string](#) ↗

split

```
public bool split { get; set; }
```

Property Value

[bool](#) ↗

splitSpecified

```
public bool splitSpecified { get; set; }
```

Property Value

[bool](#) ↗

split\_color

```
public string split_color { get; set; }
```

Property Value

[string](#)

squares

```
public bool squares { get; set; }
```

Property Value

[bool](#)

squaresSpecified

```
public bool squaresSpecified { get; set; }
```

Property Value

[bool](#)

squares\_color

```
public string squares_color { get; set; }
```

Property Value

[string](#)

stripes

```
public bool stripes { get; set; }
```

Property Value

[bool](#)

stripesSpecified

```
public bool stripesSpecified { get; set; }
```

Property Value

[bool](#)

stripes\_color

```
public string stripes_color { get; set; }
```

Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#)

# Class lotteries

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class lotteries : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← lotteries

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

# lottery

```
public lottery[] lottery { get; set; }
```

Property Value

[lottery\[\]](#)

# Class lottery

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class lottery
```

## Inheritance

[object](#) ← lottery

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### bonus\_info

```
public lotteryBonus_info bonus_info { get; set; }
```

## Property Value

[lotteryBonus\\_info](#)

### category

```
public category category { get; set; }
```

## Property Value

[category](#)

## draw\_info

```
public lotteryDraw_info draw_info { get; set; }
```

### Property Value

[lotteryDraw\\_info](#)

## id

```
public string id { get; set; }
```

### Property Value

[string](#)

## name

```
public string name { get; set; }
```

### Property Value

[string](#)

## sport

```
public sport sport { get; set; }
```

### Property Value

[sport](#)

# Class lotteryBonus\_info

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class lotteryBonus_info
```

## Inheritance

[object](#) ← lotteryBonus\_info

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### bonus\_balls

```
public int bonus_balls { get; set; }
```

#### Property Value

[int](#)

### bonus\_ballsSpecified

```
public bool bonus_ballsSpecified { get; set; }
```

#### Property Value

[bool](#)

## bonus\_drum

```
public bonusDrumType bonus_drum { get; set; }
```

### Property Value

[bonusDrumType](#)

## bonus\_drumSpecified

```
public bool bonus_drumSpecified { get; set; }
```

### Property Value

[bool](#)

## bonus\_range

```
public string bonus_range { get; set; }
```

### Property Value

[string](#)

# Class lotteryDraw\_info

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class lotteryDraw_info
```

## Inheritance

[object](#) ← lotteryDraw\_info

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### draw\_type

```
public drawType draw_type { get; set; }
```

#### Property Value

[drawType](#)

### draw\_typeSpecified

```
public bool draw_typeSpecified { get; set; }
```

#### Property Value

[bool](#)

## game\_type

```
public string game_type { get; set; }
```

### Property Value

[string](#)

## time\_type

```
public timeType time_type { get; set; }
```

### Property Value

[timeType](#)

## time\_typeSpecified

```
public bool time_typeSpecified { get; set; }
```

### Property Value

[bool](#)

# Class lottery\_schedule

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class lottery_schedule : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← lottery\_schedule

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### draw\_events

```
public draw_event[] draw_events { get; set; }
```

#### Property Value

[draw\\_event\[\]](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## lottery

```
public lottery lottery { get; set; }
```

### Property Value

[lottery](#)

# Class manager

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class manager
```

## Inheritance

[object](#) ← manager

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### country\_code

```
public string country_code { get; set; }
```

### Property Value

[string](#)

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

nationality

```
public string nationality { get; set; }
```

Property Value

[string](#) ↗

# Class mappingsMapping

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class mappingsMapping
```

## Inheritance

[object](#) ← mappingsMapping

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### mapping\_outcome

```
public mappingsMappingMapping_outcome[] mapping_outcome { get; set; }
```

## Property Value

[mappingsMappingMapping\\_outcome\[\]](#)

### market\_id

```
public string market_id { get; set; }
```

## Property Value

[string](#)

## product\_id

```
public int product_id { get; set; }
```

### Property Value

[int ↗](#)

## product\_ids

```
public string product_ids { get; set; }
```

### Property Value

[string ↗](#)

## sov\_template

```
public string sov_template { get; set; }
```

### Property Value

[string ↗](#)

## sport\_id

```
public string sport_id { get; set; }
```

### Property Value

[string ↗](#)

## valid\_for

```
public string valid_for { get; set; }
```

## Property Value

[string](#) ↗

# Class mappingsMappingMapping\_outcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class mappingsMappingMapping_outcome
```

## Inheritance

[object](#) ← mappingsMappingMapping\_outcome

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### outcome\_id

```
public string outcome_id { get; set; }
```

### Property Value

[string](#)

### product\_outcome\_id

```
public string product_outcome_id { get; set; }
```

### Property Value

[string](#)

## product\_outcome\_name

```
public string product_outcome_name { get; set; }
```

### Property Value

[string](#) ↗

# Class market\_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class market_descriptions : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← market\_descriptions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### location

```
public string location { get; set; }
```

### Property Value

[string](#)

### market

```
public desc_market[] market { get; set; }
```

### Property Value

[desc\\_market\[\]](#)

## response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

## response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class matchPeriod

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchPeriod
```

## Inheritance

[object](#) ← matchPeriod

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

### teams

```
public teamStatistics[] teams { get; set; }
```

### Property Value

[teamStatistics\[\]](#)

# Class matchRound

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchRound
```

## Inheritance

[object](#) ← matchRound

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### betradar\_id

```
public int betradar_id { get; set; }
```

### Property Value

[int](#)

### betradar\_idSpecified

```
public bool betradar_idSpecified { get; set; }
```

### Property Value

[bool](#)

## betradar\_name

```
public string betradar_name { get; set; }
```

### Property Value

[string](#)

## cup\_round\_match\_number

```
public int cup_round_match_number { get; set; }
```

### Property Value

[int](#)

## cup\_round\_match\_numberSpecified

```
public bool cup_round_match_numberSpecified { get; set; }
```

### Property Value

[bool](#)

## cup\_round\_matches

```
public int cup_round_matches { get; set; }
```

### Property Value

[int](#)

## cup\_round\_matchesSpecified

```
public bool cup_round_matchesSpecified { get; set; }
```

Property Value

[bool](#)

group

```
public string group { get; set; }
```

Property Value

[string](#)

group\_id

```
public string group_id { get; set; }
```

Property Value

[string](#)

group\_long\_name

```
public string group_long_name { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

number

```
public int number { get; set; }
```

Property Value

[int](#) ↗

numberSpecified

```
public bool numberSpecified { get; set; }
```

Property Value

[bool](#) ↗

other\_match\_id

```
public string other_match_id { get; set; }
```

Property Value

[string](#) ↗

phase

```
public string phase { get; set; }
```

Property Value

[string](#) ↗

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

# Class matchStatistics

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchStatistics
```

## Inheritance

[object](#) ← matchStatistics

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### periods

```
public matchPeriod[] periods { get; set; }
```

## Property Value

[matchPeriod\[\]](#)

### totals

```
public teamStatistics[][][] totals { get; set; }
```

## Property Value

[teamStatistics\[\]\[\]\[\]](#)

# Class matchSummaryEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchSummaryEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← matchSummaryEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### coverage\_info

```
public coverageInfo coverage_info { get; set; }
```

### Property Value

[coverageInfo](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#)

## sport\_event

```
public sportEvent sport_event { get; set; }
```

### Property Value

[sportEvent](#)

## sport\_event\_conditions

```
public sportEventConditions sport_event_conditions { get; set; }
```

### Property Value

[sportEventConditions](#)

## sport\_event\_status

```
public restSportEventStatus sport_event_status { get; set; }
```

### Property Value

[restSportEventStatus](#)

## statistics

```
public matchStatistics statistics { get; set; }
```

Property Value

[matchStatistics](#)

venue

```
public venue venue { get; set; }
```

Property Value

[venue](#)

# Class matchTimelineEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class matchTimelineEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← matchTimelineEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### coverage\_info

```
public coverageInfo coverage_info { get; set; }
```

### Property Value

[coverageInfo](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#)

## sport\_event

```
public sportEvent sport_event { get; set; }
```

### Property Value

[sportEvent](#)

## sport\_event\_conditions

```
public sportEventConditions sport_event_conditions { get; set; }
```

### Property Value

[sportEventConditions](#)

## sport\_event\_status

```
public restSportEventStatus sport_event_status { get; set; }
```

### Property Value

[restSportEventStatus](#)

## timeline

```
public basicEvent[] timeline { get; set; }
```

## Property Value

[basicEvent\[\]](#)

# Class match\_status\_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class match_status_descriptions
```

## Inheritance

[object](#) ← match\_status\_descriptions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### location

```
public string location { get; set; }
```

### Property Value

[string](#)

### match\_status

```
public desc_match_status[] match_status { get; set; }
```

### Property Value

[desc\\_match\\_status\[\]](#)

## response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

## response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class outcome\_reasons\_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class outcome_reasons_descriptions
```

## Inheritance

[object](#) ← outcome\_reasons\_descriptions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### location

```
public string location { get; set; }
```

### Property Value

[string](#)

### outcome\_reason

```
public desc_outcome_reason[] outcome_reason { get; set; }
```

### Property Value

[desc\\_outcome\\_reason](#)[]

## response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

## response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class parentStage

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class parentStage
```

## Inheritance

[object](#) ← parentStage

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

## replaced\_by

```
public string replaced_by { get; set; }
```

### Property Value

[string](#)

## scheduled

```
public DateTime scheduled { get; set; }
```

### Property Value

[DateTime](#)

## scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

### Property Value

[bool](#)

## scheduled\_end

```
public DateTime scheduled_end { get; set; }
```

### Property Value

[DateTime](#)

## scheduled\_endSpecified

```
public bool scheduled_endSpecified { get; set; }
```

Property Value

[bool](#) ↗

stage\_type

```
public string stage_type { get; set; }
```

Property Value

[string](#) ↗

start\_time\_tbd

```
public bool start_time_tbd { get; set; }
```

Property Value

[bool](#) ↗

start\_time\_tbdSpecified

```
public bool start_time_tbdSpecified { get; set; }
```

Property Value

[bool](#) ↗

type

```
public string type { get; set; }
```

## Property Value

[string](#) ↗

# Class periodScore

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodScore : periodScoreBase
```

## Inheritance

[object](#) ← [periodScoreBase](#) ← periodScore

## Inherited Members

[periodScoreBase.type](#) , [periodScoreBase.number](#) , [periodScoreBase.numberSpecified](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### away\_score

```
public string away_score { get; set; }
```

### Property Value

[string](#)

### home\_score

```
public string home_score { get; set; }
```

### Property Value

[string](#)

## match\_status\_code

```
public int match_status_code { get; set; }
```

### Property Value

[int](#) ↗

# Class periodScoreBase

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodScoreBase
```

## Inheritance

[object](#) ← periodScoreBase

## Derived

[periodScore](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### number

```
public int number { get; set; }
```

### Property Value

[int](#)

### numberSpecified

```
public bool numberSpecified { get; set; }
```

### Property Value

[bool](#)

type

```
public string type { get; set; }
```

Property Value

[string ↗](#)

# Class periodStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodStatus
```

## Inheritance

[object](#) ← periodStatus

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### competitor

```
public periodStatusCompetitor[] competitor { get; set; }
```

## Property Value

[periodStatusCompetitor\[\]](#)

### number

```
public int number { get; set; }
```

## Property Value

[int](#)

## numberSpecified

```
public bool numberSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## status

```
public string status { get; set; }
```

### Property Value

[string](#) ↗

## type

```
public string type { get; set; }
```

### Property Value

[string](#) ↗

# Class periodStatusCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodStatusCompetitor
```

## Inheritance

[object](#) ← periodStatusCompetitor

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### result

```
public periodStatusCompetitorResult[] result { get; set; }
```

### Property Value

[periodStatusCompetitorResult\[\]](#)

# Class periodStatusCompetitorResult

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class periodStatusCompetitorResult
```

## Inheritance

[object](#) ← periodStatusCompetitorResult

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### specifiers

```
public string specifiers { get; set; }
```

### Property Value

[string](#)

### type

```
public string type { get; set; }
```

### Property Value

[string](#)

## value

```
public string value { get; set; }
```

### Property Value

[string](#) ↗

# Class pitcher

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class pitcher
```

## Inheritance

[object](#) ← pitcher

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### changed\_at

```
public DateTime changed_at { get; set; }
```

#### Property Value

[DateTime](#)

### changed\_atSpecified

```
public bool changed_atSpecified { get; set; }
```

#### Property Value

[bool](#)

competitor

```
public string competitor { get; set; }
```

Property Value

[string](#)

hand

```
public string hand { get; set; }
```

Property Value

[string](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#)

short\_name

```
public string short_name { get; set; }
```

## Property Value

[string](#) ↗

# Class player

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class player
```

## Inheritance

[object](#) ← player

## Derived

[playerExtended](#), [playerLineup](#), [playerSubstitute](#)

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),  
[object.ToString\(\)](#)

# Properties

## id

```
public string id { get; set; }
```

## Property Value

[string](#)

## name

```
public string name { get; set; }
```

## Property Value

[string](#)



# Class playerCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class playerCompetitor
```

## Inheritance

[object](#) ← playerCompetitor

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### abbreviation

```
public string abbreviation { get; set; }
```

### Property Value

[string](#)

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

nationality

```
public string nationality { get; set; }
```

Property Value

[string](#) ↗

# Class playerExtended

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class playerExtended : player
```

## Inheritance

[object](#) ← [player](#) ← playerExtended

## Inherited Members

[player.id](#) , [player.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### country\_code

```
public string country_code { get; set; }
```

### Property Value

[string](#)

### date\_of\_birth

```
public string date_of_birth { get; set; }
```

### Property Value

[string](#)

## full\_name

```
public string full_name { get; set; }
```

### Property Value

[string](#) ↗

## gender

```
public string gender { get; set; }
```

### Property Value

[string](#) ↗

## height

```
public int height { get; set; }
```

### Property Value

[int](#) ↗

## heightSpecified

```
public bool heightSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## jersey\_number

```
public int jersey_number { get; set; }
```

Property Value

[int](#)

jersey\_numberSpecified

```
public bool jersey_numberSpecified { get; set; }
```

Property Value

[bool](#)

nationality

```
public string nationality { get; set; }
```

Property Value

[string](#)

nickname

```
public string nickname { get; set; }
```

Property Value

[string](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

weight

```
public int weight { get; set; }
```

Property Value

[int](#) ↗

weightSpecified

```
public bool weightSpecified { get; set; }
```

Property Value

[bool](#) ↗

# Class playerLineup

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class playerLineup : player
```

## Inheritance

[object](#) ← [player](#) ← playerLineup

## Inherited Members

[player.id](#) , [player.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### jersey\_number

```
public int jersey_number { get; set; }
```

#### Property Value

[int](#)

### jersey\_numberSpecified

```
public bool jersey_numberSpecified { get; set; }
```

#### Property Value

[bool](#)

## position

```
public string position { get; set; }
```

### Property Value

[string](#) ↗

## type

```
public string type { get; set; }
```

### Property Value

[string](#) ↗

# Class playerProfileEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class playerProfileEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← playerProfileEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

# player

```
public playerExtended player { get; set; }
```

## Property Value

[playerExtended](#)

# Class playerSubstitute

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class playerSubstitute : player
```

## Inheritance

[object](#) ← [player](#) ← playerSubstitute

## Inherited Members

[player.id](#) , [player.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### jersey\_number

```
public int jersey_number { get; set; }
```

#### Property Value

[int](#)

### jersey\_numberSpecified

```
public bool jersey_numberSpecified { get; set; }
```

#### Property Value

[bool](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

# Class producer

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class producer
```

## Inheritance

[object](#) ← producer

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### active

```
public bool active { get; set; }
```

### Property Value

[bool](#)

### api\_url

```
public string api_url { get; set; }
```

### Property Value

[string](#)

## description

```
public string description { get; set; }
```

### Property Value

[string](#)

## id

```
public long id { get; set; }
```

### Property Value

[long](#)

## name

```
public string name { get; set; }
```

### Property Value

[string](#)

## scope

```
public string scope { get; set; }
```

### Property Value

[string](#)

## stateful\_recovery\_window\_in\_minutes

```
public int stateful_recovery_window_in_minutes { get; set; }
```

## Property Value

[int](#) ↗

# Class producers

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class producers : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← producers

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### location

```
public string location { get; set; }
```

### Property Value

[string](#)

### producer

```
public producer[] producer { get; set; }
```

### Property Value

[producer\[\]](#)

## response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

## response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class productInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class productInfo
```

## Inheritance

[object](#) ← productInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### is\_auto\_traded

```
public productInfoItem is_auto_traded { get; set; }
```

### Property Value

[productInfoItem](#)

### is\_in\_hosted\_statistics

```
public productInfoItem is_in_hosted_statistics { get; set; }
```

### Property Value

[productInfoItem](#)

## is\_in\_live\_center\_soccer

```
public productInfoItem is_in_live_center_soccer { get; set; }
```

### Property Value

[productInfoItem](#)

## is\_in\_live\_match\_tracker

```
public productInfoItem is_in_live_match_tracker { get; set; }
```

### Property Value

[productInfoItem](#)

## is\_in\_live\_score

```
public productInfoItem is_in_live_score { get; set; }
```

### Property Value

[productInfoItem](#)

## links

```
public productInfoLink[] links { get; set; }
```

### Property Value

[productInfoLink\[\]](#)

## streaming

```
public streamingChannel[] streaming { get; set; }
```

## Property Value

[streamingChannel\[\]](#)

# Class productInfoItem

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class productInfoItem
```

## Inheritance

[object](#) ← productInfoItem

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Class productInfoLink

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class productInfoLink
```

## Inheritance

[object](#) ← productInfoLink

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

### ref

```
public string @ref { get; set; }
```

### Property Value

[string](#)

# Class raceDriver

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class raceDriver : team
```

## Inheritance

[object](#) ← [team](#) ← raceDriver

## Inherited Members

[team.reference\\_ids](#) , [team.players](#) , [team.id](#) , [team.name](#) , [team.abbreviation](#) ,  
[team.short\\_name](#) , [team.country](#) , [team.country\\_code](#) , [team.virtual](#) ,  
[team.virtualSpecified](#) , [team.age\\_group](#) , [team.gender](#) , [team.state](#) , [team.division](#) ,  
[team.divisionSpecified](#) , [team.division\\_name](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### date\_of\_birth

```
public string date_of_birth { get; set; }
```

### Property Value

[string](#)

### nationality

```
public string nationality { get; set; }
```

### Property Value

[string ↗](#)

# Class raceDriverProfile

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class raceDriverProfile
```

## Inheritance

[object](#) ← raceDriverProfile

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### car

```
public car car { get; set; }
```

### Property Value

[car](#)

### race\_driver

```
public raceDriver race_driver { get; set; }
```

### Property Value

[raceDriver](#)

## `race_team`

```
public raceTeam race_team { get; set; }
```

### Property Value

[raceTeam](#)

# Class raceScheduleEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class raceScheduleEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← raceScheduleEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

## sport\_events

```
public sportEventChildrenSport_event[] sport_events { get; set; }
```

### Property Value

[sportEventChildrenSport\\_event\[\]](#)

## tournament

```
public tournament tournament { get; set; }
```

### Property Value

[tournament](#)

# Class raceTeam

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class raceTeam : team
```

## Inheritance

[object](#) ← [team](#) ← raceTeam

## Inherited Members

[team.reference\\_ids](#) , [team.players](#) , [team.id](#) , [team.name](#) , [team.abbreviation](#) ,  
[team.short\\_name](#) , [team.country](#) , [team.country\\_code](#) , [team.virtual](#) ,  
[team.virtualSpecified](#) , [team.age\\_group](#) , [team.gender](#) , [team.state](#) , [team.division](#) ,  
[team.divisionSpecified](#) , [team.division\\_name](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Class raceTournamentInfoEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class raceTournamentInfoEndpoint : tournamentInfoEndpoint
```

## Inheritance

[object](#) ← [RestMessage](#) ← [tournamentInfoEndpoint](#) ← raceTournamentInfoEndpoint

## Inherited Members

[tournamentInfoEndpoint.tournament](#) , [tournamentInfoEndpoint.season](#) ,  
[tournamentInfoEndpoint.round](#) , [tournamentInfoEndpoint.season\\_coverage\\_info](#) ,  
[tournamentInfoEndpoint.coverage\\_info](#) , [tournamentInfoEndpoint.groups](#) ,  
[tournamentInfoEndpoint.competitors](#) , [tournamentInfoEndpoint.children](#) ,  
[tournamentInfoEndpoint.generated\\_at](#) , [tournamentInfoEndpoint.generated\\_atSpecified](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Class referee

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class referee
```

## Inheritance

[object](#) ← referee

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

## nationality

```
public string nationality { get; set; }
```

### Property Value

[string](#)

# Class referenceIdsReference\_id

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class referenceIdsReference_id
```

## Inheritance

[object](#) ← referenceIdsReference\_id

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

### value

```
public string value { get; set; }
```

### Property Value

[string](#)

# Class response

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class response : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← response

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### action

```
public string action { get; set; }
```

### Property Value

[string](#)

### message

```
public string message { get; set; }
```

### Property Value

[string](#)

## response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

## response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Enum response\_code

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum response_code
```

## Fields

ACCEPTED = 2

BAD\_REQUEST = 9

CONFLICT = 5

CREATED = 1

FORBIDDEN = 3

MOVED\_PERMANENTLY = 8

NOT\_FOUND = 4

NOT\_IMPLEMENTED = 7

OK = 0

SERVICE\_UNAVAILABLE = 6

# Class restSportEventStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class restSportEventStatus : restSportEventStatusBase
```

## Inheritance

[object](#) ← [restSportEventStatusBase](#) ← restSportEventStatus

## Inherited Members

[restSportEventStatusBase.clock](#) , [restSportEventStatusBase.period\\_scores](#) ,  
[restSportEventStatusBase.results](#) , [restSportEventStatusBase.status](#) ,  
[restSportEventStatusBase.match\\_status](#) , [restSportEventStatusBase.winner\\_id](#) ,  
[restSportEventStatusBase.winning\\_reason](#) , [restSportEventStatusBase.decided\\_by\\_fed](#) ,  
[restSportEventStatusBase.decided\\_by\\_fedSpecified](#) , [restSportEventStatusBase.period](#) ,  
[restSportEventStatusBase.periodSpecified](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### aggregate\_away\_score

```
public string aggregate_away_score { get; set; }
```

### Property Value

[string](#)

### aggregate\_home\_score

```
public string aggregate_home_score { get; set; }
```

Property Value

[string](#) ↗

aggregate\_winner\_id

```
public string aggregate_winner_id { get; set; }
```

Property Value

[string](#) ↗

away\_score

```
public string away_score { get; set; }
```

Property Value

[string](#) ↗

home\_score

```
public string home_score { get; set; }
```

Property Value

[string](#) ↗

match\_status\_code

```
public int match_status_code { get; set; }
```

Property Value

[int](#)

## match\_status\_codeSpecified

```
public bool match_status_codeSpecified { get; set; }
```

### Property Value

[bool](#)

## status\_code

```
public int status_code { get; set; }
```

### Property Value

[int](#)

## status\_codeSpecified

```
public bool status_codeSpecified { get; set; }
```

### Property Value

[bool](#)

# Class restSportEventStatusBase

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class restSportEventStatusBase
```

## Inheritance

[object](#) ← restSportEventStatusBase

## Derived

[restSportEventStatus](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### clock

```
public clock[] clock { get; set; }
```

### Property Value

[clock\[\]](#)

### decided\_by\_fed

```
public bool decided_by_fed { get; set; }
```

### Property Value

[bool](#)

## decided\_by\_fedSpecified

```
public bool decided_by_fedSpecified { get; set; }
```

### Property Value

[bool](#)

## match\_status

```
public string match_status { get; set; }
```

### Property Value

[string](#)

## period

```
public int period { get; set; }
```

### Property Value

[int](#)

## periodSpecified

```
public bool periodSpecified { get; set; }
```

### Property Value

[bool](#)

## period\_scores

```
public periodScore[] period_scores { get; set; }
```

### Property Value

[periodScore\[\]](#)

## results

```
public resultScore[] results { get; set; }
```

### Property Value

[resultScore\[\]](#)

## status

```
public string status { get; set; }
```

### Property Value

[string](#)

## winner\_id

```
public string winner_id { get; set; }
```

### Property Value

[string](#)

## winning\_reason

```
public string winning_reason { get; set; }
```

## Property Value

[string](#) ↗

# Class result

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class result
```

## Inheritance

[object](#) ← result

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### sport\_event

```
public sportEvent[] sport_event { get; set; }
```

#### Property Value

[sportEvent\[\]](#)

### sport\_event\_status

```
public restSportEventStatus[] sport_event_status { get; set; }
```

#### Property Value

[restSportEventStatus\[\]](#)

# Class resultChange

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultChange
```

## Inheritance

[object](#) ← resultChange

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### sport\_event\_id

```
public string sport_event_id { get; set; }
```

### Property Value

[string](#)

### update\_time

```
public DateTime update_time { get; set; }
```

### Property Value

[DateTime](#)

# Class resultChangesEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultChangesEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← resultChangesEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#)

## result\_change

```
public resultChange[] result_change { get; set; }
```

### Property Value

[resultChange\[\]](#)

# Class resultEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultEndpoint
```

## Inheritance

[object](#) ← resultEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### coverage\_info

```
public coverageInfo coverage_info { get; set; }
```

#### Property Value

[coverageInfo](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#)

## sport\_event

```
public sportEvent sport_event { get; set; }
```

### Property Value

[sportEvent](#)

## sport\_event\_conditions

```
public sportEventConditions sport_event_conditions { get; set; }
```

### Property Value

[sportEventConditions](#)

## sport\_event\_status

```
public restSportEventStatus sport_event_status { get; set; }
```

### Property Value

[restSportEventStatus](#)

# Class resultScore

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultScore
```

## Inheritance

[object](#) ← resultScore

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### away\_score

```
public string away_score { get; set; }
```

### Property Value

[string](#)

### home\_score

```
public string home_score { get; set; }
```

### Property Value

[string](#)

## match\_status\_code

```
public int match_status_code { get; set; }
```

### Property Value

[int](#) ↗

# Class resultsEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class resultsEndpoint
```

## Inheritance

[object](#) ← resultsEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

## result

```
public result[] result { get; set; }
```

### Property Value

[result\[\]](#)

# Class scheduleEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class scheduleEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← scheduleEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

## sport\_event

```
public sportEvent[] sport_event { get; set; }
```

### Property Value

[sportEvent\[\]](#)

# Class scheduledStartTimeChange

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class scheduledStartTimeChange
```

## Inheritance

[object](#) ← scheduledStartTimeChange

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### changed\_at

```
public DateTime changed_at { get; set; }
```

### Property Value

[DateTime](#)

### new\_time

```
public DateTime new_time { get; set; }
```

### Property Value

[DateTime](#)

## old\_time

```
public DateTime old_time { get; set; }
```

### Property Value

[DateTime](#) ↗

# Class season

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class season
```

## Inheritance

[object](#) ← season

## Derived

[seasonExtended](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## id

```
public string id { get; set; }
```

## Property Value

[string](#)

## name

```
public string name { get; set; }
```

## Property Value

[string](#)



# Class seasonCoverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class seasonCoverageInfo
```

## Inheritance

[object](#) ← seasonCoverageInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### max\_coverage\_level

```
public string max_coverage_level { get; set; }
```

#### Property Value

[string](#)

### max\_covered

```
public int max_covered { get; set; }
```

#### Property Value

[int](#)

## max\_coveredSpecified

```
public bool max_coveredSpecified { get; set; }
```

### Property Value

[bool](#)

## min\_coverage\_level

```
public string min_coverage_level { get; set; }
```

### Property Value

[string](#)

## played

```
public int played { get; set; }
```

### Property Value

[int](#)

## scheduled

```
public int scheduled { get; set; }
```

### Property Value

[int](#)

## season\_id

```
public string season_id { get; set; }
```

## Property Value

[string](#) ↗

# Class seasonExtended

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class seasonExtended : season
```

## Inheritance

[object](#) ← [season](#) ← seasonExtended

## Derived

[currentSeason](#)

## Inherited Members

[season.id](#) , [season.name](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### end\_date

```
public DateTime end_date { get; set; }
```

### Property Value

[DateTime](#)

### end\_time

```
public DateTime end_time { get; set; }
```

### Property Value

[DateTime](#)

## end\_timeSpecified

```
public bool end_timeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## start\_date

```
public DateTime start_date { get; set; }
```

### Property Value

[DateTime](#) ↗

## start\_time

```
public DateTime start_time { get; set; }
```

### Property Value

[DateTime](#) ↗

## start\_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## tournament\_id

```
public string tournament_id { get; set; }
```

### Property Value

[string](#) ↗

## year

```
public string year { get; set; }
```

### Property Value

[string](#) ↗

# Class simpleTeamProfileEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class simpleTeamProfileEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← simpleTeamProfileEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### competitor

```
public team competitor { get; set; }
```

### Property Value

[team](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class simpleTournamentInfoEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class simpleTournamentInfoEndpoint : tournamentInfoEndpoint
```

## Inheritance

[object](#) ← [RestMessage](#) ← [tournamentInfoEndpoint](#) ← simpleTournamentInfoEndpoint

## Inherited Members

[tournamentInfoEndpoint.tournament](#) , [tournamentInfoEndpoint.season](#) ,  
[tournamentInfoEndpoint.round](#) , [tournamentInfoEndpoint.season\\_coverage\\_info](#) ,  
[tournamentInfoEndpoint.coverage\\_info](#) , [tournamentInfoEndpoint.groups](#) ,  
[tournamentInfoEndpoint.competitors](#) , [tournamentInfoEndpoint.children](#) ,  
[tournamentInfoEndpoint.generated\\_at](#) , [tournamentInfoEndpoint.generated\\_atSpecified](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Class sport

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class sport
```

## Inheritance

[object](#) ← sport

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

# Class sportCategoriesEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportCategoriesEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← sportCategoriesEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### categories

```
public category[] categories { get; set; }
```

### Property Value

[category\[\]](#)

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## sport

```
public sport sport { get; set; }
```

### Property Value

[sport](#)

# Class sportEvent

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportEvent
```

## Inheritance

[object](#) ← sportEvent

## Derived

[fixture](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## additional\_parents

```
public parentStage[] additional_parents { get; set; }
```

## Property Value

[parentStage\[\]](#)

## competitors

```
public teamCompetitor[] competitors { get; set; }
```

## Property Value

[teamCompetitor\[\]](#)

**id**

```
public string id { get; set; }
```

**Property Value**

[string](#) ↗

**liveodds**

```
public string liveodds { get; set; }
```

**Property Value**

[string](#) ↗

**name**

```
public string name { get; set; }
```

**Property Value**

[string](#) ↗

**next\_live\_time**

```
public string next_live_time { get; set; }
```

**Property Value**

[string](#) ↗

## parent

```
public parentStage parent { get; set; }
```

## Property Value

[parentStage](#)

## races

```
public sportEventChildrenSport_event[] races { get; set; }
```

## Property Value

[sportEventChildrenSport\\_event\[\]](#)

## replaced\_by

```
public string replaced_by { get; set; }
```

## Property Value

[string](#)

## scheduled

```
public DateTime scheduled { get; set; }
```

## Property Value

[DateTime](#)

## scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

Property Value

[bool](#)

scheduled\_end

```
public DateTime scheduled_end { get; set; }
```

Property Value

[DateTime](#)

scheduled\_endSpecified

```
public bool scheduled_endSpecified { get; set; }
```

Property Value

[bool](#)

season

```
public seasonExtended season { get; set; }
```

Property Value

[seasonExtended](#)

sport\_event\_conditions

```
public sportEventConditions sport_event_conditions { get; set; }
```

Property Value

[sportEventConditions](#)

stage\_type

```
public string stage_type { get; set; }
```

Property Value

[string](#)

start\_time\_tbd

```
public bool start_time_tbd { get; set; }
```

Property Value

[bool](#)

start\_time\_tbdSpecified

```
public bool start_time_tbdSpecified { get; set; }
```

Property Value

[bool](#)

status

```
public string status { get; set; }
```

Property Value

[string](#) ↗

tournament

```
public tournament tournament { get; set; }
```

Property Value

[tournament](#)

tournament\_round

```
public matchRound tournament_round { get; set; }
```

Property Value

[matchRound](#)

type

```
public string type { get; set; }
```

Property Value

[string](#) ↗

venue

```
public venue venue { get; set; }
```

## Property Value

[venue](#)

# Class sportEventChildrenSport\_event

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportEventChildrenSport_event
```

## Inheritance

[object](#) ← sportEventChildrenSport\_event

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

## replaced\_by

```
public string replaced_by { get; set; }
```

### Property Value

[string](#)

## scheduled

```
public DateTime scheduled { get; set; }
```

### Property Value

[DateTime](#)

## scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

### Property Value

[bool](#)

## scheduled\_end

```
public DateTime scheduled_end { get; set; }
```

### Property Value

[DateTime](#)

## scheduled\_endSpecified

```
public bool scheduled_endSpecified { get; set; }
```

Property Value

[bool](#) ↗

stage\_type

```
public string stage_type { get; set; }
```

Property Value

[string](#) ↗

start\_time\_tbd

```
public bool start_time_tbd { get; set; }
```

Property Value

[bool](#) ↗

start\_time\_tbdSpecified

```
public bool start_time_tbdSpecified { get; set; }
```

Property Value

[bool](#) ↗

type

```
public string type { get; set; }
```

## Property Value

[string](#) ↗

# Class sportEventConditions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportEventConditions
```

## Inheritance

[object](#) ← sportEventConditions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### attendance

```
public string attendance { get; set; }
```

### Property Value

[string](#)

### match\_mode

```
public string match_mode { get; set; }
```

### Property Value

[string](#)

## pitcherHistory

```
public pitcher[] pitcherHistory { get; set; }
```

### Property Value

[pitcher\[\]](#)

## pitchers

```
public pitcher[] pitchers { get; set; }
```

### Property Value

[pitcher\[\]](#)

## referee

```
public referee referee { get; set; }
```

### Property Value

[referee](#)

## venue

```
public venue venue { get; set; }
```

### Property Value

[venue](#)

## weather\_info

```
public weatherInfo weather_info { get; set; }
```

## Property Value

[weatherInfo](#)

# Class sportTournamentsEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportTournamentsEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← sportTournamentsEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

## sport

```
public sport sport { get; set; }
```

## Property Value

sport

## tournaments

```
public tournament[] tournaments { get; set; }
```

## Property Value

tournament[]

# Class sportsEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class sportsEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← sportsEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

## sport

```
public sport[] sport { get; set; }
```

Property Value

[sport\[\]](#)

# Class stagePeriodEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stagePeriodEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← stagePeriodEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

## period\_statuses

```
public periodStatus[] period_statuses { get; set; }
```

### Property Value

[periodStatus\[\]](#)

## sport\_event

```
public sportEvent sport_event { get; set; }
```

### Property Value

[sportEvent](#)

# Class stageResult

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageResult
```

## Inheritance

[object](#) ← stageResult

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### competitor

```
public stageResultCompetitor[] competitor { get; set; }
```

## Property Value

[stageResultCompetitor\[\]](#)

### coverage

```
public string coverage { get; set; }
```

## Property Value

[string](#)

# Class stageResultCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageResultCompetitor
```

## Inheritance

[object](#) ← stageResultCompetitor

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### climber

```
public double climber { get; set; }
```

### Property Value

[double](#)

### climberSpecified

```
public bool climberSpecified { get; set; }
```

### Property Value

[bool](#)

## climber\_ranking

```
public int climber_ranking { get; set; }
```

### Property Value

[int](#)

## climber\_rankingSpecified

```
public bool climber_rankingSpecified { get; set; }
```

### Property Value

[bool](#)

## distance

```
public double distance { get; set; }
```

### Property Value

[double](#)

## distanceSpecified

```
public bool distanceSpecified { get; set; }
```

### Property Value

[bool](#)

## grid

```
public int grid { get; set; }
```

Property Value

[int](#)

gridSpecified

```
public bool gridSpecified { get; set; }
```

Property Value

[bool](#)

id

```
public string id { get; set; }
```

Property Value

[string](#)

points

```
public double points { get; set; }
```

Property Value

[double](#)

pointsSpecified

```
public bool pointsSpecified { get; set; }
```

Property Value

[bool](#) ↗

position

```
public int position { get; set; }
```

Property Value

[int](#) ↗

positionSpecified

```
public bool positionSpecified { get; set; }
```

Property Value

[bool](#) ↗

result

```
public stageResultCompetitorResult[] result { get; set; }
```

Property Value

[stageResultCompetitorResult](#)[]

sprint

```
public double sprint { get; set; }
```

Property Value

[double](#)

sprintSpecified

```
public bool sprintSpecified { get; set; }
```

Property Value

[bool](#)

sprint\_ranking

```
public int sprint_ranking { get; set; }
```

Property Value

[int](#)

sprint\_rankingSpecified

```
public bool sprint_rankingSpecified { get; set; }
```

Property Value

[bool](#)

status

```
public string status { get; set; }
```

Property Value

[string](#) ↗

status\_comment

```
public string status_comment { get; set; }
```

Property Value

[string](#) ↗

time

```
public string time { get; set; }
```

Property Value

[string](#) ↗

time\_ranking

```
public int time_ranking { get; set; }
```

Property Value

[int](#) ↗

time\_rankingSpecified

```
public bool time_rankingSpecified { get; set; }
```

Property Value

[bool](#)

wc\_points

```
public double wc_points { get; set; }
```

Property Value

[double](#)

wc\_pointsSpecified

```
public bool wc_pointsSpecified { get; set; }
```

Property Value

[bool](#)

# Class stageResultCompetitorResult

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageResultCompetitorResult
```

## Inheritance

[object](#) ← stageResultCompetitorResult

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### specifiers

```
public string specifiers { get; set; }
```

### Property Value

[string](#)

### type

```
public string type { get; set; }
```

### Property Value

[string](#)

## value

```
public string value { get; set; }
```

## Property Value

[string](#) ↗

# Class stageSportEventStatus

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageSportEventStatus
```

## Inheritance

[object](#) ← stageSportEventStatus

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### period\_of\_leader

```
public int period_of_leader { get; set; }
```

#### Property Value

[int](#)

### period\_of\_leaderSpecified

```
public bool period_of_leaderSpecified { get; set; }
```

#### Property Value

[bool](#)

## results

```
public stageResult results { get; set; }
```

### Property Value

[stageResult](#)

## status

```
public string status { get; set; }
```

### Property Value

[string](#)

## winner\_id

```
public string winner_id { get; set; }
```

### Property Value

[string](#)

# Class stageSummaryEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class stageSummaryEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← stageSummaryEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

## sport\_event

```
public sportEvent sport_event { get; set; }
```

### Property Value

[sportEvent](#)

## sport\_event\_status

```
public stageSportEventStatus sport_event_status { get; set; }
```

### Property Value

[stageSportEventStatus](#)

# Class standardTournamentInfoEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class standardTournamentInfoEndpoint : tournamentInfoEndpoint
```

## Inheritance

[object](#) ← [RestMessage](#) ← [tournamentInfoEndpoint](#) ← standardTournamentInfoEndpoint

## Inherited Members

[tournamentInfoEndpoint.tournament](#) , [tournamentInfoEndpoint.season](#) ,  
[tournamentInfoEndpoint.round](#) , [tournamentInfoEndpoint.season\\_coverage\\_info](#) ,  
[tournamentInfoEndpoint.coverage\\_info](#) , [tournamentInfoEndpoint.groups](#) ,  
[tournamentInfoEndpoint.competitors](#) , [tournamentInfoEndpoint.children](#) ,  
[tournamentInfoEndpoint.generated\\_at](#) , [tournamentInfoEndpoint.generated\\_atSpecified](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Class streamingChannel

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class streamingChannel
```

## Inheritance

[object](#) ← streamingChannel

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public int id { get; set; }
```

### Property Value

[int](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

# Class team

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class team
```

## Inheritance

[object](#) ← team

## Derived

[raceDriver](#), [raceTeam](#), [teamCompetitor](#), [teamExtended](#)

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),  
[object.ToString\(\)](#)

# Properties

## abbreviation

```
public string abbreviation { get; set; }
```

## Property Value

[string](#)

## age\_group

```
public string age_group { get; set; }
```

## Property Value

[string](#)

## country

```
public string country { get; set; }
```

### Property Value

[string](#)

## country\_code

```
public string country_code { get; set; }
```

### Property Value

[string](#)

## division

```
public int division { get; set; }
```

### Property Value

[int](#)

## divisionSpecified

```
public bool divisionSpecified { get; set; }
```

### Property Value

[bool](#)

## division\_name

```
public string division_name { get; set; }
```

### Property Value

[string](#) ↗

## gender

```
public string gender { get; set; }
```

### Property Value

[string](#) ↗

## id

```
public string id { get; set; }
```

### Property Value

[string](#) ↗

## name

```
public string name { get; set; }
```

### Property Value

[string](#) ↗

## players

```
public playerCompetitor[] players { get; set; }
```

## Property Value

[playerCompetitor\[\]](#)

## reference\_ids

```
public competitorReferenceIdsReference_id[] reference_ids { get; set; }
```

## Property Value

[competitorReferenceldsReference\\_id\[\]](#)

## short\_name

```
public string short_name { get; set; }
```

## Property Value

[string](#)

## state

```
public string state { get; set; }
```

## Property Value

[string](#)

## virtual

```
public bool @virtual { get; set; }
```

Property Value

[bool](#) ↗

virtualSpecified

```
public bool virtualSpecified { get; set; }
```

Property Value

[bool](#) ↗

# Class teamCompetitor

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class teamCompetitor : team
```

## Inheritance

[object](#) ← [team](#) ← teamCompetitor

## Inherited Members

[team.reference\\_ids](#) , [team.players](#) , [team.id](#) , [team.name](#) , [team.abbreviation](#) ,  
[team.short\\_name](#) , [team.country](#) , [team.country\\_code](#) , [team.virtual](#) ,  
[team.virtualSpecified](#) , [team.age\\_group](#) , [team.gender](#) , [team.state](#) , [team.division](#) ,  
[team.divisionSpecified](#) , [team.division\\_name](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### qualifier

```
public string qualifier { get; set; }
```

### Property Value

[string](#)

# Class teamExtended

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class teamExtended : team
```

## Inheritance

[object](#) ← [team](#) ← teamExtended

## Inherited Members

[team.reference\\_ids](#) , [team.players](#) , [team.id](#) , [team.name](#) , [team.abbreviation](#) ,  
[team.short\\_name](#) , [team.country](#) , [team.country\\_code](#) , [team.virtual](#) ,  
[team.virtualSpecified](#) , [team.age\\_group](#) , [team.gender](#) , [team.state](#) , [team.division](#) ,  
[team.divisionSpecified](#) , [team.division\\_name](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### category

```
public category category { get; set; }
```

### Property Value

[category](#)

### sport

```
public sport sport { get; set; }
```

### Property Value

[sport](#)

# Class teamStatistics

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class teamStatistics
```

## Inheritance

[object](#) ← teamStatistics

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### id

```
public string id { get; set; }
```

### Property Value

[string](#)

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

## statistics

```
public teamStatisticsStatistics statistics { get; set; }
```

### Property Value

[teamStatisticsStatistics](#)

# Class teamStatisticsStatistics

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class teamStatisticsStatistics
```

## Inheritance

[object](#) ← teamStatisticsStatistics

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### cards

```
public string cards { get; set; }
```

### Property Value

[string](#)

### corner\_kicks

```
public string corner_kicks { get; set; }
```

### Property Value

[string](#)

## red\_cards

```
public string red_cards { get; set; }
```

### Property Value

[string](#) ↗

## yellow\_cards

```
public string yellow_cards { get; set; }
```

### Property Value

[string](#) ↗

## yellow\_red\_cards

```
public string yellow_red_cards { get; set; }
```

### Property Value

[string](#) ↗

# Enum timeType

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public enum timeType
```

## Fields

fixed = 1

interval = 0

# Class tournament

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournament
```

## Inheritance

[object](#) ← tournament

## Derived

[tournamentExtended](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Properties

## category

```
public category category { get; set; }
```

## Property Value

[category](#)

## exhibition\_games

```
public bool exhibition_games { get; set; }
```

## Property Value

[bool](#)

## exhibition\_gamesSpecified

```
public bool exhibition_gamesSpecified { get; set; }
```

### Property Value

[bool](#)

## id

```
public string id { get; set; }
```

### Property Value

[string](#)

## name

```
public string name { get; set; }
```

### Property Value

[string](#)

## scheduled

```
public DateTime scheduled { get; set; }
```

### Property Value

[DateTime](#)

## scheduledSpecified

```
public bool scheduledSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## scheduled\_end

```
public DateTime scheduled_end { get; set; }
```

### Property Value

[DateTime](#) ↗

## scheduled\_endSpecified

```
public bool scheduled_endSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## sport

```
public sport sport { get; set; }
```

### Property Value

[sport](#)

## tournament\_length

```
public tournamentLength tournament_length { get; set; }
```

## Property Value

[tournamentLength](#)

# Class tournamentExtended

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournamentExtended : tournament
```

## Inheritance

[object](#) ← [tournament](#) ← tournamentExtended

## Inherited Members

[tournament.tournament\\_length](#) , [tournament.sport](#) , [tournament.category](#) , [tournament.id](#) ,  
[tournament.name](#) , [tournament.exhibition\\_games](#) , [tournament.exhibition\\_gamesSpecified](#) ,  
[tournament.scheduled](#) , [tournament.scheduledSpecified](#) , [tournament.scheduled\\_end](#) ,  
[tournament.scheduled\\_endSpecified](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### competitors

```
public team[] competitors { get; set; }
```

### Property Value

[team\[\]](#)

### current\_season

```
public currentSeason current_season { get; set; }
```

### Property Value

[currentSeason](#)

## season\_coverage\_info

```
public seasonCoverageInfo season_coverage_info { get; set; }
```

Property Value

[seasonCoverageInfo](#)

# Class tournamentGroup

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournamentGroup
```

## Inheritance

[object](#) ← tournamentGroup

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### competitor

```
public team[] competitor { get; set; }
```

## Property Value

[team\[\]](#)

### id

```
public string id { get; set; }
```

## Property Value

[string](#)

name

```
public string name { get; set; }
```

Property Value

[string](#) ↗

# Class tournamentInfoEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournamentInfoEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← tournamentInfoEndpoint

## Derived

[raceTournamentInfoEndpoint](#), [simpleTournamentInfoEndpoint](#),  
[standardTournamentInfoEndpoint](#)

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),  
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),  
[object.ToString\(\)](#)

# Properties

## children

```
public tournamentExtended[] children { get; set; }
```

## Property Value

[tournamentExtended\[\]](#)

## competitors

```
public team[] competitors { get; set; }
```

## Property Value

[team\[\]](#)

## coverage\_info

```
public tournamentLiveCoverageInfo coverage_info { get; set; }
```

### Property Value

[tournamentLiveCoverageInfo](#)

## generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

## generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#)

## groups

```
public tournamentGroup[] groups { get; set; }
```

### Property Value

[tournamentGroup\[\]](#)

## round

```
public matchRound round { get; set; }
```

### Property Value

[matchRound](#)

## season

```
public seasonExtended season { get; set; }
```

### Property Value

[seasonExtended](#)

## season\_coverage\_info

```
public seasonCoverageInfo season_coverage_info { get; set; }
```

### Property Value

[seasonCoverageInfo](#)

## tournament

```
public tournamentExtended tournament { get; set; }
```

### Property Value

[tournamentExtended](#)

# Class tournamentLength

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournamentLength
```

## Inheritance

[object](#) ← tournamentLength

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### end\_date

```
public DateTime end_date { get; set; }
```

#### Property Value

[DateTime](#)

### end\_dateSpecified

```
public bool end_dateSpecified { get; set; }
```

#### Property Value

[bool](#)

## start\_date

```
public DateTime start_date { get; set; }
```

### Property Value

[DateTime](#) ↗

## start\_dateSpecified

```
public bool start_dateSpecified { get; set; }
```

### Property Value

[bool](#) ↗

# Class tournamentLiveCoverageInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tournamentLiveCoverageInfo
```

## Inheritance

[object](#) ← tournamentLiveCoverageInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### live\_coverage

```
public string live_coverage { get; set; }
```

## Property Value

[string](#)

# Class tournamentSchedule

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tournamentSchedule : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← tournamentSchedule

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

## sport\_events

```
public sportEvent[] sport_events { get; set; }
```

### Property Value

[sportEvent\[\]](#)

## tournament

```
public tournamentExtended[] tournament { get; set; }
```

### Property Value

[tournamentExtended\[\]](#)

# Class tournamentSeasons

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class tournamentSeasons : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← tournamentSeasons

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

### Property Value

[bool](#)

## seasons

```
public seasonExtended[] seasons { get; set; }
```

## Property Value

[seasonExtended\[\]](#)

## tournament

```
public tournament tournament { get; set; }
```

## Property Value

[tournament](#)

# Class tournamentsEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tournamentsEndpoint : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← tournamentsEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

#### Property Value

[DateTime](#)

### generated\_atSpecified

```
public bool generated_atSpecified { get; set; }
```

#### Property Value

[bool](#)

# tournament

```
public tournamentExtended[] tournament { get; set; }
```

## Property Value

[tournamentExtended\[\]](#)

# Class tvChannel

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class tvChannel
```

## Inheritance

[object](#) ← tvChannel

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### name

```
public string name { get; set; }
```

### Property Value

[string](#)

### start\_time

```
public DateTime start_time { get; set; }
```

### Property Value

[DateTime](#)

## start\_timeSpecified

```
public bool start_timeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## stream\_url

```
public string stream_url { get; set; }
```

### Property Value

[string](#) ↗

# Class variant\_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class variant_descriptions : RestMessage
```

## Inheritance

[object](#) ← [RestMessage](#) ← variant\_descriptions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

### response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#)

## variant

```
public desc_variant[] variant { get; set; }
```

Property Value

[desc\\_variant\[\]](#)

# Class variant\_mappingsMapping

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class variant_mappingsMapping
```

## Inheritance

[object](#) ← variant\_mappingsMapping

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### mapping\_outcome

```
public variant_mappingsMappingMapping_outcome[] mapping_outcome { get; set; }
```

### Property Value

[variant\\_mappingsMappingMapping\\_outcome\[\]](#)

### market\_id

```
public string market_id { get; set; }
```

### Property Value

[string](#)

## product\_id

```
public int product_id { get; set; }
```

### Property Value

[int](#)

## product\_ids

```
public string product_ids { get; set; }
```

### Property Value

[string](#)

## product\_market\_id

```
public string product_market_id { get; set; }
```

### Property Value

[string](#)

## sov\_template

```
public string sov_template { get; set; }
```

### Property Value

[string](#)

## sport\_id

```
public string sport_id { get; set; }
```

Property Value

[string](#) ↗

valid\_for

```
public string valid_for { get; set; }
```

Property Value

[string](#) ↗

# Class variant\_mappingsMappingMapping\_outcome

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class variant_mappingsMappingMapping_outcome
```

## Inheritance

[object](#) ← variant\_mappingsMappingMapping\_outcome

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### outcome\_id

```
public string outcome_id { get; set; }
```

### Property Value

[string](#)

### product\_outcome\_id

```
public string product_outcome_id { get; set; }
```

### Property Value

[string](#)

## product\_outcome\_name

```
public string product_outcome_name { get; set; }
```

### Property Value

[string](#) ↗

# Class venue

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class venue
```

## Inheritance

[object](#) ← venue

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### capacity

```
public int capacity { get; set; }
```

### Property Value

[int](#)

### capacitySpecified

```
public bool capacitySpecified { get; set; }
```

### Property Value

[bool](#)

## city\_name

```
public string city_name { get; set; }
```

### Property Value

[string](#)

## country\_code

```
public string country_code { get; set; }
```

### Property Value

[string](#)

## country\_name

```
public string country_name { get; set; }
```

### Property Value

[string](#)

## course

```
public course[] course { get; set; }
```

### Property Value

[course\[\]](#)

## id

```
public string id { get; set; }
```

## Property Value

[string](#) ↗

## map\_coordinates

```
public string map_coordinates { get; set; }
```

## Property Value

[string](#) ↗

## name

```
public string name { get; set; }
```

## Property Value

[string](#) ↗

## state

```
public string state { get; set; }
```

## Property Value

[string](#) ↗

# Class venueSummaryEndpoint

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class venueSummaryEndpoint
```

## Inheritance

[object](#) ← venueSummaryEndpoint

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### generated\_at

```
public DateTime generated_at { get; set; }
```

### Property Value

[DateTime](#)

### home\_teams

```
public teamExtended[] home_teams { get; set; }
```

### Property Value

[teamExtended\[\]](#)

## venue

```
public venue venue { get; set; }
```

## Property Value

[venue](#)

# Class void\_reasons\_descriptions

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]
public class void_reasons_descriptions
```

## Inheritance

[object](#) ← void\_reasons\_descriptions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### location

```
public string location { get; set; }
```

### Property Value

[string](#)

### response\_code

```
public response_code response_code { get; set; }
```

### Property Value

[response\\_code](#)

## response\_codeSpecified

```
public bool response_codeSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## void\_reason

```
public desc_void_reason[] void_reason { get; set; }
```

### Property Value

[desc\\_void\\_reason](#)[]

# Class weatherInfo

Namespace: [Sportradar.OddsFeed.SDK.Messages.Rest](#)

Assembly: Sportradar.OddsFeed.SDK.dll

```
[Serializable]  
public class weatherInfo
```

## Inheritance

[object](#) ← weatherInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### pitch

```
public string pitch { get; set; }
```

### Property Value

[string](#)

### temperature\_celsius

```
public int temperature_celsius { get; set; }
```

### Property Value

[int](#)

## temperature\_celsiusSpecified

```
public bool temperature_celsiusSpecified { get; set; }
```

### Property Value

[bool](#) ↗

## weather\_conditions

```
public string weather_conditions { get; set; }
```

### Property Value

[string](#) ↗

## wind

```
public string wind { get; set; }
```

### Property Value

[string](#) ↗

## wind\_advantage

```
public string wind_advantage { get; set; }
```

### Property Value

[string](#) ↗