NFL/NCAAF Data Feed

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6. **TEAM SEASON STATS FEED**
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12. **HEAD 2 HEAD COMPARISON FEED (H2H)**

Basic feed format description and common flags to be used

- **feed time zone is Eastern Timezone.**
- **JSON format - to convert feed into JSON add "?json=1" parameter to the feed URL.**

```
https://www.goalserve.com/getfeed/---------/football/nfl-scores?json=1
https://www.goalserve.com/getfeed/---------/football/fbs-scores?json=1
```

- **all ID values are always static and not change every season**
- **all ID values are unique in single sport scope, not globally**

1) COVERAGE LIST FEED

- feed display available leagues with appropriate IDs

```
https://www.goalserve.com/getfeed/---------/football/coverage
```

`<league country="USA" name="NFL" id="1">`		
id	int	tournament id
country	string	country name
name	String	tournament name

`<schedule>`		
current season schedules/results		
`<standings>`		
leagues standings feed. League teams list feed that show all teams in the league		
`<livescore>`		
live game boxscores including detailed player statistics		
`<play_by_play>`		
live play by play feed		

2) TOURNAMENT SCHEDULE FEED

- refresh period once every 1 hour

```
https://www.goalserve.com/getfeed/---------/football/nfl-shedule
https://www.goalserve.com/getfeed/---------/football/fbs-shedule
https://www.goalserve.com/getfeed/---------/football/fcs-shedule
https://www.goalserve.com/getfeed/---------/football/div3-shedule
```

`<tournament name="Pre Season" id="1">`		
id	int	tournament id
name	string	tournament stage name. Possible values: **Pre Season** **Regular Season** **Post Season**

`<week name="1">` `<week name="Wild Card">`		
tournament stage element. indicate game week number/name		
name	String	week name. Possible values can be numeric (1,2,3,4 etc.) or string **Wild Card** **Divisional Round** **Conference Championships** **Pro Bowl** **Super Bowl** **Bowls – for all College bowls matches**

`<matches date="Thursday, August 5, 2021" timezone="EST" formatted_date="5.08.2021">`		
date	string	match start date in string
timezone	string	match start timezone. Apply to all "date", "time" and "formatted_date" attributes in the feed. Depending on period can be: **EST** **EDT**
formatted_date	date (d.MM.yyyy)	match start date

`<match time="8:00 PM" contestID="96756" hipassing="Garrett Gilbert 104" hirushing="Rico Dowdle 43" hireceiving="Chase Claypool 62" formatted_date="5.08.2021" status="Final" datetime_utc="22.10.2021 00:20">`		
time	string	match start time in feed timezone
contestID	int	unique match ID
formatted_date	date (d.MM.yyyy)	match start date in Eastern (EST) timezone
status	string	match status. Not updating in LIVE. Possible values: **Not Started** **Postponed** **Cancelled** **Final**
datetime_utc	datetime (dd.MM.yyyy HH:mm)	match start datetime in UTC timezone

3) LEAGUE STANDINGS FEED (LEAGUE TEAMS)

- refresh period every 1 hour
- display current league standings with team points and provide all teams that play in this league

URL format

```
https://www.goalserve.com/getfeed/---------/football/nfl-standings
https://www.goalserve.com/getfeed/---------/football/fbs-standings
```

Feed elements description

`<league name="American Football Conference">`		
conference element		
name	string	conference name

`<division name="North">`		
conference division element		
name	string	division name

`<team position="1" name="Buffalo Bills" won="1" lost="1" ties="0" win_percentage=".500" home_record="0-1" road_record="1-0" division_record="1-0" conference_record="1-1" points_for="51" points_against="23" difference="+28" streak="W1" id="1689" />`		
position	int	team ranking position
name	string	team name
won	int	total games won
lost	int	total games lost
ties	int	tolal games tied
win_percentage	string	winning percentage
home_record	string	home games team record (win-losses) in all games
road_record	string	away games team record (win-losses) in all games
division_record	string	record in all home/away games only with same division teams (win-losses)
conference_record	string	record in all home/away games only with same conference teams (win-losses)
points_for	int	points scored
points_against	int	points agains
difference	string	difference between points_for and points_against
string	string	current team winining or loosing streak (consecutive games with same result)
id	int	team ID

4) TEAM ROSTER FEED

- refresh period every 2 hours
- feed display current active team roster. Suspended players are not included. They are available in separate injuries feed.
- feed is accessible by team ID

URL format

```
https://www.goalserve.com/getfeed/---------/football/1698_rosters
```

Feed elements description

<team name="Green Bay Packers" abbreviation="GB" id="1698">		
name	string	team name
abbreviation	string	team abbreviation
id	int	team ID

<position name="Offense">		
name	string	position name. Possible values **Offense** **Defense** **Special Teams**
<player number="7" name="Kurt Benkert" position="QB" age="26" height="6' 3"" weight="218 lbs" experience_years="2" college="Virginia" salarycap="$165,600" id="3040535" />		
number	stirng	player jersey number if available
name	string	player name
position	string	player position. Possible values QB Quarterback RB Running Back FB Fullback WR Wide Receiver TE Tight End OL Offensive Lineman C Center G Guard LG Left Guard RG Right Guard T Tackle LT Left Tackle RT Right Tackle PK Kicker DL Defensive Lineman DE Defensive End DT Defensive Tackle NT Nose Tackle LB Linebacker P Punter LS Long Snapper
age	string	player age in years
height	string	player hight in feets
weight	string	player weight in pounds
experience_years	string	number of years of experience in NFL league
salarycap	string	player yearly salary info
id	string	player id
<image>		
team logo image in .png format encoded in base64 string		

- base64 conversion into image

```
https://stackoverflow.com/questions/55795998/how-to-fully-decode-a-base64-string-in-php
```

5) TEAM SEASON PLAYER STATS FEED

- refresh period every 1 hour
- display accumulated players statistics for a given team
- feed is accessible by team ID
- player season statistics are available for NFL and College. Season team statistics are available only for NFL

URL format

https://www.goalserve.com/getfeed/---------/football/**1698_player_stats ---- player stats**

Feed elements description

`<statistic team="Green Bay Packers" season="2021" id="1698">`		
team	string	team name
season	string	season value
id	int	team ID

`<category name="Passing">`		
name	string	stats category name. Possible values: **Passing** **Rushing** **Receiving** **Defence** **Scoring** **Returning** **Kicking** **Punting**

Passing statistics:

`<player rank="1" name="Aaron Rodgers" passing_attempts="55" completions="37" completion_pct="67.3" yards="388" yards_per_pass_avg="7.1" yards_per_game="197.0" longest_pass="50" passing_touchdowns="4" passing_touchdowns_pct="" interceptions="2" interceptions_pct="" sacks="4" sacked_yards_lost="39" quaterback_rating="96.6" id="8439" />`		
rank	int	player ranking
name	string	player name
passing_attempts	int	total passing attempts by player. **Anytime an offensive player throws the ball forward in an attempt to complete a pass to a teammate.** Pass attempts must occur behind the line of scrimmage, and only one forward pass may be attempted per play.
completions	int	total completed passes made by player. Occurs when an eligible receiver (usually a wide receiver or a tight end) successfully catches a forward pass thrown by the quarterback without the ball touching the ground.
completions_pct	decimal	average completions percentage
yards	int	total number of successful positive passing yards made by player. Display SUM of all passing yards in all games of the season.
yards_per_pass_avg	decimal	average value of successful positive passing yards per single completion.
yards_per_game	decimal	average value of successful positive passing yards per single game played.
longest_pass	int	total yards values of the most longest completion in whole season.
passing_touchdowns	int	number of touchdowns completed by receivers after they received a pass from this player. A touchdown pass is a pass thrown from the passer (usually the quarterback) to a receiver that results in a touchdown being scored
interceptions	int	number of times when pass was intercepted by players of the opposite team.
sacks	int	total number of sacks during the season. A sack in football is when a defensive player tackles the quarterback behind the line of scrimmage while he tries to pass the football

sacked_yards_lost	int	total number of yards that player lost after being sacked
quarterback_rating	decimal	average quarterback rating during the season.
id	int	player ID

Rushing statistics:

`<player rank="1" name="Aaron Jones" rushing_attempts="22" yards="76" yards_per_rush_avg="3.5" longest_rush="9" over_20_yards="0" rushing_touchdowns="1" yards_per_game="38.0" fumbles="0" fumbles_lost="0" rushing_first_downs="5" id="3042519" />`

rank	int	player ranking
name	string	player name
rushing_attempts	int	total rushing attempts by player which counts all the times a player attempted to advance the ball up the field via a rush.
yards	int	total rushing yards by player in all games. Rushing Yards is a statistic in football that measures how many yards a player gained or lost when rushing with the ball, without receiving a pass
yards_per_rush_avg	decimal	average yards per single rush during the season.
longest_rush	int	longest rush yards that player made in current season.
over_20_yards	int	number of successful rushing attempts made by player when he gained 20+ yards per attempt.
rushing_touchdownds	int	number of rushing touchdowns made by player. A scoring play in football requiring a quarterback (or other player on the same team) in possession of the ball) to keep the football, hand off or lateral the football to another offensive player, who then must break the plane of the opponent's end-zone goal line while maintaining possession of the ball
yards_per_game	decimal	average number of yards of succesfull rushing attempts
fumbles	int	total number of fumbles. Fumble it is a play in football where the ball carrier loses control of the ball before the conclusion of the play.
fumbles_lost	int	total number of fumbles lost by player. This is act in in which the ball carrier loses the football, and it is recovered by the opposing team.
rushing_first_downs	int	number of gained first downs after successful rushing attempts made by player
id	int	player ID

Receiving statistics:

`<player rank="1" name="Davante Adams" receptions="13" receiving_targets="16" receiving_yards="177" yards_per_reception_avg="13.6" receiving_touchdowns="0" longest_reception="50" over_20_yards="3" yards_per_game="88.5" fumbles="0" fumbles_lost="0" yards_after_catch="47" receiving_first_downs="6" id="16800" />`

rank	int	player ranking
name	string	player name
receptions	int	total receptions made by player.
receiving_targets	int	total targets on this player. This term refers to the number of times a quarterback throws the receiver the ball.
receiving_yards	int	The number of yards gained by a receiver on a passing play. Included in the calculation of this statistic is the distance the ball was passed and any additional yardage the player gained after the every reception
yards_per_reception_avg	decimal	average of yards received yards per single reception
receiving_touchdownds	int	number of receptions that player made in end-zone.
longest_reception	int	longest yards gained by player on a passing play.
over_20_yards	int	number of successful reception with 20+ yards gained
fumbles	int	total number of fumbles. Fumble it is a play in football where the ball carrier loses control of the ball before the conclusion of the play.
fumbles_lost	int	total number of fumbles lost by player. This is act in in which the ball carrier loses the football, and it is recovered by the opposing team.
yards_per_catch	decimal	average number of yards gained per single passing play
receiving_first_downs	int	number of gained first downs after successful receptions made by player
id	int	player ID

Defense statistics:

<player rank="2" name="Adrian Amos" unassisted_tackles="16" assisted_tackles="2" total_tackles="18" sacks="0" yards_lost_on_sack="0" tackles_for_loss="0" passes_defended="0" interceptions="0" intercepted_returned_yards="0" longest_interception_return="0" interceptions_returned_for_touchdowns="0" forced_fumbles="0" fumbles_recovered="0" fumbles_returned_for_touchdowns="0" blocked_kicks="0" id="2582132" />

rank	int	player ranking
name	string	player name
unassisted_tackles	int	total number of unassisted tackles made by player. An unassisted tackle is a tackle by just that one player.
assisted_tackles	int	total number of assisted tackles by player. An assisted tackle is when two or more defenders tackle an opponent at the same time.
total_tackles	int	SUM of unassisted_tackles and assisted_tackles
sacks	int	number of sacks made by player
yards_lost_on_sack	int	number of yards lost on sacks by player
tackles_for_loss	int	number of tackles made by player that results the lost of yards
passes_defended	int	number of passes defended by player. A pass defended is an incomplete pass that is caused by a defensive player. This is done by slapping or blocking the ball with a hand or part of the arm, knocking the ball to the ground.
incerceptions	int	number of interceptions made by player
interceptions_returned_yards	int	total SUM of yards returned yards after interception. It shows how many yards player gained after it gets possession of the ball.
longest_interception_return	int	longest interception return yards made by player during the season
interception_returned_for_td	int	number of touchdowns made by player after interception return
forces_fumbles	int	total number of forced fumbles during the season. A forced fumble in football is when an offensive player loses the ball due to the actions of a defensive player.
fumbles_recovered	int	total number of recovered fumbles by player. A fumble recovery is counted when an offensive player in possession of the ball fumbles, and the ball is recovered by either team. A fumble recovery is counted even when the same team that fumbled regains possession.
fumbles_returned_for_td	int	number of touchdowns scored after fumble recovery by player.
blocked_kicks	int	number of total blocked kicks by player.
int	int	player ID

Scoring statistics:

<player rank="1" name="Aaron Jones" rushing_touchdowns="1" receiving_touchdowns="3" return_touchdowns="0" total_touchdowns="4" field_goals="0" extra_points="0" two_point_conversions="0" total_points="24" total_points_per_game="12.0" id="3042519" />

rank	int	player ranking
name	string	player name
rushing_touchdowns	int	total rushing touchdowns scored by player
receiving_touchdowns	int	total receiving touchdownds scored by player
return_touchdowns	int	total return touchdowns scored by player
total_touchdownds	int	total touchdowns scored by player. SUM of all touchdownds types.
field_goals	int	total number of field goals scored
extra_point	int	total number of successful extra points scored
two_point_conversion	int	total number of 2pt conversions. A two-point conversion is a play a team attempts instead of kicking a one-point conversion immediately after it scores a touchdown.
total_points	int	total points scored by player. Including touchdownds, field goals and 2pt conversions.
total_points_per_game	decimal	average number of points per game scored by player
id	int	player ID

Returning statistics:

<player rank="1" name="Kylin Hill" kickoff_returned_attempts="4" kickoff_return_yards="89" yards_per_kickoff_avg="22.3" longes_kickoff_return="41" kickoff_return_touchdows="0" punts_returned="0" yards_returned_on_punts="0" yards_per_punt_avg="0.0" longest_punt_return="0" punt_return_touchdowns="0" fair_catches="0" id="4259805" />

rank	int	player ranking
name	string	player name
kickoff_returned_attempts	int	number of return attempts after kickoff
kickoff_return_yards	int	total number of yards returned after kickoff return attempt
yards_per_kickoff_avg	decimal	average number of yards per game after kickoff return attempt
longes_kickoff_return	int	longest kickoff return attempt yards during the season
kickoff_return_touchdowns	int	number of touchdowns scored after kickoff return attempt
punts_returned	int	number of return attempts after punt
yards_returned_on_punts	int	total number of yards returned after punt return attempt
yards_per_punt_avg	decimal	average number of yards per game after punt return attempt
longest_punt_return	int	longest punt return attempt yards during the season
punt_return_touchdowns	int	number of touchdowns scored after punt return attempt
fair_catches	int	A fair catch is a feature, in which a player attempting to catch a ball kicked by the opposing team – either on a kickoff or punt – is entitled to catch the ball without interference from any member of the kicking team. A ball caught in this manner becomes dead once caught, i.e., the player catching the ball is not entitled to advance the ball, and the receiving team begins its drive at the spot where the ball was caught
id	int	player ID

Kicking statistics:

<player rank="1" name="Mason Crosby" field_goals_made="1" field_goals_attempts="1" field_goals_made_pct="100.0" longest_goal_made="39" field_goals_from_1_19_yards="0-0" field_goals_from_20_29_yards="0-0" field_goals_from_30_39_yards="1-1" field_goals_from_40_49_yards="0-0" field_goals_from_50_yards="0-0" extra_points_made="5" extra_points_attempts="5" extra_points_made_pct="100.0" id="10636" />

rank	int	player ranking
name	string	player name
field_goals_made	int	number of successful field goal attempts.
field_goals_attempts	int	total number of field goal attempts
longest_goal_made	int	longest successful field goal score attempt in yards
FG_from_1_19_yards	string	number of total FG attempts from 1-19 yards – number of successful FG attempts from 1-19 yards
FG_from_20_29_yards	string	number of total FG attempts from 20-29 yards – number of successful FG attempts from 20-29 yards
FG_from_30_39_yards	string	number of total FG attempts from 30-19 yards – number of successful FG attempts from 30-39 yards
FG_from_40_49_yards	string	number of total FG attempts from 40-49 yards – number of successful FG attempts from 40-49 yards
FG_from_50_yards	string	number of total FG attempts from 50+ yards – number of successful FG attempts from 50+ yards
extra_points_made	int	number of successful extra point attempts during the season
extra_points_attempts	int	total number of extra point attempts during the season
id	int	player ID

Punting statistics:

<player rank="1" name="Corey Bojorquez" punts="7" gross_punt_yards="316" longest_punt="59" gross_punting_avg="45.1" net_punting_avg="41.9" blocked_punts="0" inside_20_yards_punt="3" touchbacks="0" fair_catches="1" punts_returned="2" yards_returned_on_punts="23" yards_returned_on_punts_avg="11.5" id="4039396" />

rank	int	player ranking
name	string	player name
punts	int	total number of punts during the season
gross_punt_yards	int	total number of punt kicked yards
longest_punt	int	longest punt kicked yards
gross_punting_avg	decimal	gross average yards per punt
net_punting_avg	decimal	net average yards per include (measure punt return yards of opposite team)
blocked_punts	int	number of punt attempts blocked by opposite team
inside_20_yards_punt	int	number of punt attemps from inside the own team 20 yards

		zone
touchbacks	int	number of touchbacks made by the opposite team after punt attempt
fair_catches	int	number of fair catches made by the opposite team after punt attempt
punts_returned	int	number of punts that where returned by the opposite team after punt attempt
yards_returned_on_punts	int	total number of yards returned by the opposite team after punt attempt
yards_returned_on_punts_avg	decimal	average number of yards returned by the opposite team after punt attempt
id	int	player ID

6) TEAM SEASON STATS FEED

- refresh period every 1 hour
- display accumulated players statistics for a given team
- feed is accessible by team ID
- season team statistics are available only for NFL

URL format

https://www.goalserve.com/getfeed/---------/football/**1698_team_stats** **---- team stats**

Feed elements description

`<statistic team="Green Bay Packers" season="2021" id="1698">`		
team	string	team name
season	string	season value
id	int	team ID

`<category name="Passing">`		
name	string	stats category name. Possible values: **Passing** **Rushing** **Downs** **Kicking** **Returning**

Every statistic section is divided into 2 parts. Team statistics gained and the opposite teams statistics allowed by the team.

`<team ...>`		
team statistics		

`<opponents ...>`		
opponents statistics in matches with the team		

Passing statistics:

`<team passing_attempts="42" completions="62" yards="413" yards_per_pass_avg="7.4" yards_per_game="206.5" passing_touchdowns="4" interceptions="2" sacks="5" sacked_yards_lost="43" />`		
passing_attempts	int	total number of passing attempts by team
completions	int	total number of passing completions by team
yards	int	total number of yards of completions by team
yards_per_pass_avg	decimal	average number of yards per completion by team
yards_per_game	decimal	average number of yards per game by team
passing_touchdowns	int	total number of touchdowns scored after passing completion
interceptions	int	number of passes intercepted by opposite teams
sacks	int	total number of sacks made by opposite teams
sacked_yards_lost	int	total yards lost by team after sacks

Rushing statistics:

`<team rushing_attempts="46" yards="139" yards_per_rush_avg="3.0" rushing_touchdowns="1" yards_per_game="69.5" fumbles="1" fumbles_lost="1" rushing_first_downs="7" />`		
rushing_attempts	int	total number of rushing attempts by team
yards	int	total number of yards gained after all rushing attempts
yards_per_rush_avg	decima	average number of yards per rushing attempt

rushing_touchdowns	int	total number of rushing touchdowns scored
fumbles	int	total number of fumbles
fumbles_lost	int	total number of fumbles lost
rushing_first_downs	int	total number of first downs gained after rushing attempt

Downs statistics:

<team total_first_downs="39" rushing_first_downs="7" passing_first_downs="25" penalty_first_downs="7" third_downs_conversions="6" third_downs_attempts="19" third_downs_pct="31.58" fourth_downs_conversions="2" fourth_downs_attempts="3" fourth_downs_pct="66.67" penalties="10" penalties_yards="83" />

total_first_downs	int	total number of first downs gained by team. SUM of rushing_first_downds + passing_first_downs + penalty_first_downds
rushing_first_downs	int	total number of rushing first downs
passing_first_downs	int	total number of passing first downs
penalty_first_downs	int	total number of first downs gained after opposite team penalty
third_down_conversions	int	total number of successful conversion of third down into first down
third_downs_attempts	int	total number of third downs
third_downs_pct	decimal	percentage of successful third down conversions
fourth_downs_conversions	int	total number of successful conversion of fourth down into first down
fourth_downs_attempts	int	total number of fourth downs
fourth_downs_pct	decimal	percentage of successful fourth down conversions
penalties	int	total number of penalties received
penalries_yards	int	total number of yards lost after penalties received

Returning statistics:

<team kickoff_returned_attempts="4" kickoff_return_yards="89" yards_per_kickoff_avg="22.3" punts_returned="2" yards_returned_on_punts="19" yards_per_punt_avg="11.5" />

kickoff_returned_attempts	int	total number of kickoff return attempts
kickoff_return_yards	int	total yards returned after kickoff
yards_per_kickoff_avg	decimal	average yards per kickoff return
punts_returned	int	total punts returned
yards_returned_on_punts	int	total yards gained after punt return
yards_per_punt_avg	decima	average yards per punt return

Kicking statistics:

<team field_goals_made="1" field_goals_attempts="1" />

field_goals_made	int	total successful field goal attempts scored
field_goals_attempts	int	total field goal attempts

7) TEAM PLAYER INJURIES REPORTS FEED

- refresh period every 1 hour
- display suspended players list
- feed is accessible by team ID

URL format

```
https://www.goalserve.com/getfeed/---------/football/1698_injuries    ---- team stats
```

Feed elements description

`<statistic team="Green Bay Packers" id="1698">`		
team	string	team name
id	int	team ID

`<report date="12.09.2021" player_name="Josiah Deguara" player_id="3914151" status="Sidelined" description="Concussion" />`		
date	datetime (dd.MM.yyyy)	date when player was sidelined / injuried
player_name	string	player name
player_id	int	player id
status	string	suspension status. Possible values: **Sidelined** **I.L.** **PUP** **Active**
description	string	additional injury/suspension description if available

- refresh period every 20 seconds
- live game score, timer, current drive info and detailed individual player statistics
- individual player stats for fantasy applications
- display all games in current game week. To get current date matches only please use "date" attribute in "dd.MM.yyyy" format.s
- old games history and full box scores for past dates are available using "date" attribute since 01.01.2010

URL format

```
https://www.goalserve.com/getfeed/---------/football/nfl-scores   ---- NFL live score
https://www.goalserve.com/getfeed/---------/football/fbs-scores   ---- FBS College live score
https://www.goalserve.com/getfeed/---------/football/fcs-scores   ---- FCS College live score
```

Feed elements description

<match contestID="96693" date="21.10.2021" timezone="EST" status="Final" time="8:20 PM" timer="" formatted date="21.10.2021" datetime utc="22.10.2021 00:20">		
contestID	int	unique match ID
date	datetime date (dd.MM.yyyy)	match start date in Eastern (EST) timezone
status	string	match status.Updating in LIVE. Possible values: **Not Started** – game is not started **Postponed** – game is postponed to another date **Cancelled** – game is canceled **Final** – game is finished after regular time **After Over Time** – game is finished after over time **1st Quarter** – first quarter is in progress **2nd Quarter** – second quarter is in progress **3rd Quarter** – third quarter is in progress **4th Quarter** – fourth quarter is in progress **Break Time** – break time between quarters **Overtime** – over time is in progress **Delayed** – match start is delayed **Interrupted** – match is interrupted
time	datetime time (H:mm)	match start time in Eastern (EST) timezone
timer	minutes:seconds (mm:ss)	match timer. updating in live. Starts from 15:00.
datetime_utc	datetime date (dd.MM.yyyy HH:mm)	match start datetime in UTC timezone

<hometeam name="Chicago Bears" drive="" ball_on="" q1="7" q2="0" q3="0" q4="13" ot="" totalscore="20" number="0" id="1703" />		
name	string	team name
drive	string	current team drive down. Example:
ball_on	string	current ball yards and position description. Example:
q1	int	team Quarter 1 score. Empty if not available.
q2	int	team Quarter 2 score. Empty if not available.
q3	int	team Quarter 3 score. Empty if not available.
q4	int	team Quarter 4 score. Empty if not available.
ot	int	team Over Time score. Empty if not available.
totalscore	int	team total score (sum of all quarters and overtime).
number	int	rotation number if available
id	int	team ID

```
<events>
    <firstquarter>  </firstquarter>
    <secondquarter></secondquarter>
    <thirdquarter> </thirdquarter>
    <fourthquarter> </fourthquarter>
    <overtime></overtime>
</events>
```

match events array divided into quarters. Display only scored events (successful events).

`<event team="hometeam" min="9:58" player="Allen Robinson II 11 Yd pass from Andy Dalton (Cairo Santos Kick)" type="TD" home_score="7" away_score="0" player_id="16799" id="966171" />`

team	string (hometeam/awayteam)	team flag
min	time (mm:ss)	event minute
player	string	event description
type	string	event type. Possible values **TD** - touchdown **FG** - field goal
home_score	int	home score after scoring event
away_score	int	away score after scoring event
player_id	int	scored player ID
id	int	event unique ID

Team match statistics:

```
    <team_stats>
      <hometeam>
        <first_downs total="16" passing="7" rushing="6" from_penalties="3" third_down_efficiency="6-15" fourth_down_efficiency="0-1" />
        <plays total="61" />
        <yards total="206" yards_per_play="10" total_drives="3.4" />
        <passing total="83" comp_att="15-24" yards_per_pass="3.1" interceptions_thrown="1" sacks_yards_lost="3-33" />
        <rushings total="123" attempts="34" yards_per_rush="3.6" />
        <red_zone made_att="1-3" />
        <penalties total="8-70" />
        <turnovers total="1" lost_fumbles="0" interceptions="1" />
        <posession total="31:21" />
        <interceptions total="3" />
        <fumbles_recovered total="1" />
        <sacks total="4" />
        <safeties total="0" />
        <int_touchdowns total="1" />
        <points_against total="17" />
      </hometeam>
      <awayteam>  </awayteam>
</team_stats>
```

Player passing statistics:

`<player name="Justin Fields" comp_att="6/13" yards="60" average="4.6" passing_touch_downs="0" interceptions="1" sacks="2-25" rating="4.4" two_pt="0" id="4362887" />`

name	string	player name
com_att	string	completed passes/total passing attempts
yards	int	total passing yards in the game
average	decimal	average yards per completed pass
passing_touch_downs	decimal	total number of touchdowns scored after passing completion
interceptions	int	number of passes intercepted by opposite teams
sacks	int	total number of sacks made by opposite teams - total yards lost by team after sacks
rating	decimal	player passing rating in the match
two_pt	int	Two-point conversions completed by player
id	int	player ID

Player rushing statistics:

`<player name="David Montgomery" total_rushes="20" yards="61" average="3.1" rushing_touch_downs="0" longest_rush="11" two_pt="0" kick_return_td="0" exp_return_td="0" id="4035538" />`		
name	string	player name
total_rushes	int	total rushing attempts by player which counts all the times a player attempted to advance the ball up the field via a rush.
yards	int	total rushing yards by player in all games. Rushing Yards is a statistic in football that measures how many yards a player gained or lost when rushing with the ball, without receiving a pass
average	decimal	average yards per single rush during the season.
rushing_touch_downs	int	number of rushing touchdowns made by player. A scoring play in football requiring a quarterback (or other player on the same team) in possession of the ball) to keep the football, hand off or lateral the football to another offensive player, who then must break the plane of the opponent's end-zone goal line while maintaining possession of the ball
longest_rush	int	longest rush yards that player made in current season.
two_pt	int	Two-point conversions completed by player
kick_return_td	int	number of touchdowns after kick returns
exp_return_td	int	number of touchdowns after returned blocked extra point attempt
id	int	player ID

Player receiving statistics:

`<player name="Darnell Mooney" targets="8" total_receptions="6" yards="66" average="11.0" receiving_touch_downs="0" longest_reception="21" two_pt="0" id="4040655" />`		
name	string	player name
targets	int	total targets in the game. The number of times a player has had a pass thrown his way, regardless of whether a catch was made.
total_receptions	int	total receptions made by player.
yards	int	The number of yards gained by a receiver on a passing play. Included in the calculation of this statistic is the distance the ball was passed and any additional yardage the player gained after the every reception
average	decimal	average of yards received yards per single reception
receiving_touch_downs	int	number of receptions that player made in end-zone.
longest_reception	int	longest yards gained by player on a passing play.
two_pt	int	Two-point conversions completed by player
id	int	player ID

Player fumbles statistics:

`<player name="Tashaun Gipson Sr." total="0" lost="0" rec="1" rec_td="0" id="15235" />`		
name	string	player name
total	int	total of fumbles
lost	int	total of fumbles lost
rec	int	total of fumbles recovered
rec_td	int	fumble recovery for touchdown. This is the act after the ball has been fumbled. Once recovered by the defensive team they take the back and score a touchdown.
id	int	player ID

Player interceptions statistics:

`<player name="Roquan Smith" total_interceptions="1" yards="53" intercepted_touch_downs="1" id="3915189" />`		
name	string	player name
total_interceptions	int	total interceptions made
yards	int	total yards of intercepted passes
intercepted_touch_downs	int	touch downs after interceptions
id	int	player ID

Player defense statistics:

<player name="Roquan Smith" tackles="8" unassisted_tackles="5" sacks="1" tfl="1" passes_defended="1" qb_hts="1" interceptions_for_touch_downs="1" blocked_kicks="0" kick_return_td="0" exp_return_td="0" ff="0" id="3915189" />		
name	string	player name
tackles	int	total tackles made by player. SUM of unassisted_tackles and assisted_tackles
unassisted_tackles	int	total number of unassisted tackles made by player. An unassisted tackle is a tackle by just that one player.
sacks	int	number of sacks made by player
tfl	int	number of tackles made by player that results the lost of yards
qb_hts	int	number of QB hits. A quarterback hit is any play where a defender knocks the quarterback to the ground after a pass attempt.
interception_ for_touch_downs	int	number of touchdowns made by player after interception return
blocked_kicks	int	number of total blocked kicks by player.
kick_return_td	int	number of touchdowns after kick returns
exp_return_td	int	number of touchdowns after returned blocked extra point attempt
ff	int	total number of forced fumbles. A forced fumble in football is when an offensive player loses the ball due to the actions of a defensive player.
int	int	player ID

Player kickoff returning statistics:

<player name="Darnell Mooney" total="1" yards="10" average="10.0" lg="10" td="0" kick_return_td="0" exp_return_td="0" id="4040655" />		
name	string	player name
total	int	number of return attempts after kickoff
yards	int	total number of yards returned after kickoff return attempt
average	decimal	average number of yards per game after kickoff return attempt
longest	int	longest kickoff return attempt yards
kick_return_td	int	number of touchdowns scored after kickoff return attempt
exp_return_td	int	number of touchdowns after returned blocked extra point attempt
id	int	player ID

Player punt returning statistics:

<player name="Darius Phillips" total="1" yards="15" average="15.0" lg="15" td="0" id="3042785" />		
name	string	player name
total	int	number of return attempts after punt
yards	int	total number of yards returned after punt return attempt
average	decimal	average number of yards per game after punt return attempt
lg	int	longest punt return attempt yards
td	int	number of touchdowns scored after punt return attempt
id	int	player ID

Player kicking statistics:

```xml
<player name="Cairo Santos" field_goals="2/2" pct="100.0" long="28" extra_point="2/2" points="8" field_goals_from_1_19_yards="0"
field_goals_from_20_29_yards="2" field_goals_from_30_39_yards="0" field_goals_from_40_49_yards="0" field_goals_from_50_yards="0"
id="17427">
    <attempt result="GOOD" yards="28" />
    <attempt result="GOOD" yards="22" />
</player>
```

name	string	player name
field_goals	int	number of successful field goal attempts / total number of field goal attempts
pct	decimal	percentage of successful FG attempts
long	int	longest successful field goal score attempt in yards
extra_point	int	number of successful extra point attempts / total number of extra point attempts.
points	int	points scored in the game
field_goals_from_1_19_yards	string	number of total FG attempts from 1-19 yards – number of successful FG attempts from 1-19 yards
field_goals _from_20_29_yards	string	number of total FG attempts from 20-29 yards – number of successful FG attempts from 20-29 yards
field_goals _from_30_39_yards	string	number of total FG attempts from 30-19 yards – number of successful FG attempts from 30-39 yards
field_goals _from_40_49_yards	string	number of total FG attempts from 40-49 yards – number of successful FG attempts from 40-49 yards
field_goals _from_50_yards	string	number of total FG attempts from 50+ yards – number of successful FG attempts from 50+ yards
id	int	player ID

```xml
<attempt result="GOOD" yards="28" />
```
single FG attempt status element

result	string	attempt status **(GOOD/MISS)**
yards	int	attempt yards

Player punting statistics:

```xml
<player name="Pat O'Donnell" total="4" yards="169" average="42.3" touchbacks="1" in20="2" lg="47" id="16863" />
```

name	string	player name
total	int	total number of punts
yards	int	total number of punt kicked yards
average	decimal	gross average yards per punt
gross_punting_avg	decimal	gross average yards per punt
touchbacks	decimal	number of touchbacks made by the opposite team after punt attempt
in20	int	number of punt attemps from inside the own team 20 yards zone
lg	int	longest punt
id	int	player ID

Available feed filtering options

- By date – return matches for a given date. History is available starting from 01.01.2010.

  `https://www.goalserve.com/getfeed/--------- /football/`**nfl-scores?date=19.09.2021**

  date – date parameter in dd.MM.yyyy format.

9) LIVE PLAY BY PLAY FEED

- refresh period every 20 seconds
- live game text commentary, play by play.
- display all games in current game week. To get current date matches only please use "date" attribute in "dd.MM.yyyy" format
- old games history and full box scores for past dates are available using "date" attribute since 01.01.2010

URL format

```
https://www.goalserve.com/getfeed/---------/football/nfl-playbyplay-scores   ---- NFL live pbp
https://www.goalserve.com/getfeed/---------/football/fbs-playbyplay-scores   ---- FBS College
live pbp
```

Feed elements description

`<match contestID="96693" date="21.10.2021" timezone="EST" status="Final" time="8:20 PM" timer="" formatted_date="21.10.2021" datetime_utc="22.10.2021 00:20">`		
contestID	int	`unique match ID`
date	datetime date (dd.MM.yyyy)	`match start date in Eastern (EST) timezone`
status	string	`match status.Updating in LIVE. Possible values:` **Not Started** `– game is not started` **Postponed –** `game is postponed to another date` **Cancelled –** `game is canceled` **Final –** `game is finished after regular time` **After Over Time –** `game is finished after over time` **1st Quarter –** `first quarter is in progress` **2nd Quarter –** `second quarter is in progress` **3rd Quarter –** `third quarter is in progress` **4th Quarter –** `fourth quarter is in progress` **Break Time** `– break time between quarters` **Overtime –** `over time is in progress` **Delayed –** `match start is delayed` **Interrupted –** `match is interrupted`
time	datetime time (H:mm)	`match start time in Eastern (EST) timezone`
timer	minutes:seconds (mm:ss)	`match timer. updating in live. Starts from 15:00.`
datetime_utc	datetime date (dd.MM.yyyy HH:mm)	`match start datetime in UTC timezone`

Drive element:

`<drive team="hometeam" name="Chicago Bears" minute="5:02" totals="9 plays, 75 yards, 5:02" id="9661721">` `</drive>`		
`drive information`		
team	string (hometeam/awayteam)	`team flag`
name	string	`team name`
minute	time (m:ss)	`total drive length`
totals	string	`drive descriptions. Number of players, yards, length.`
id	int	`drive unique ID`

Play event element:

<play minute="11:53 - 3rd" down="2nd & 4 at BAL 40" description="Byron Pringle Pass From Patrick Mahomes for 40 Yrds H.Butker extra point is GOOD, Center-J.Winchester, Holder-T.Townsend." localscore="17" awayscore="27" type="PASS TD" yards="40 Yrds" penalty="False" pl_id1="4036416" pl_id2="3139477" pl_id3="" pl_id4="" id="1156492" />

minute	string	play minute attribute. **Format "minute (mm:ss) – QUARTER"**
		Possible QUARTER values:
		1st – 1st quarter
		2nd – 2nd quarter
		3rd – 3rd quarter
		4th – 4th quarter
		OT – over time
down	string	down description and ball position
description	string	playe event description
localscore	int	home team score after play event
awayscore	int	away team score after play event
type	string	play event type. Possible values
		Drive events:
		PASS
		RUSH
		SACK
		PENALTY
		FUMBLE
		FUMBLE REC
		Scoring events:
		TD - touchdown
		PASS TD – pass reception TD
		RUSH TD – rushing TD
		INT TD – interception return TD
		FUMBLE REC TD – fumble recovery return TD
		KICK REC TD – blocked kick return TD
		FG – successful field goal attempt
		FG BLOCKED – blocked field goal attempt
		2PT – successful 2 point conversion attempt
		EXTRAPOINT – succesful extra point attempt
		Kicking events:
		KICK
		PUNT
yards	string	play yards if available
penalty	bool (True/False)	is penalty flag
pl_id1	int	play event main player ID
pl_id2	int	additional play event player ID if available
pl_id3	int	additional play event player ID if available
pl_id4	int	additional play event player ID if available
id	int	unique play ID

Available feed filtering options

- By date – return matches for a given date. History is available starting from 01.01.2010.

```
https://www.goalserve.com/getfeed/--------- /football/nfl-scores?date=19.09.2021_pbp
https://www.goalserve.com/getfeed/--------- /football/fbs-scores?date=19.09.2021_pbp
```

date – date parameter in dd.MM.yyyy format.

10) PREGAME ODDS COMPARISON FEED

- pregame odds comparison feed between various bookmakers
- feed display only NOT started games. There is no flag that indicate if game was started. You need to use game start time and close betting before kickoff time
- odds are updating average every 30 seconds depending on bookmaker
- removed / suspended odds are removed from the feed output on next request.
- use date1 and date2 attribute to filter odds output with selected date range.
- feed compressed using GZIP - use GZIP compression while you download the feed minimize bandwidth. Without using GZIP compression you may receive timeouts when feed size is big over weekend
- feed does NOT provide results or scores. Only odds

URL format

```
https://www.goalserve.com/getfeed/---------/football/nfl-shedule?showodds=1
https://www.goalserve.com/getfeed/---------/football/fbs-shedule?showodds=1
https://www.goalserve.com/getfeed/---------/football/nfl-
shedule?date1=17.11.2021&date2=20.11.2021&showodds=1
```

this is the main feed which return all possible bets/bookmakers. It contain all available bookmakers/markets. Feed can have large file size. Apply GZIP compression in your parser to minimize bandwidth and speed up download.

```
contentEncondings.add( "gzip" );
httpHeaders.put( "Content-Encoding", contentEncondings );
context.put( MessageContext.HTTP_REQUEST_HEADERS, httpHeaders );
```

Feed elements description

`<match time="8:20 PM" contestID="96839" formatted_date="18.11.2021" status="Not Started" datetime_utc="19.11.2021 01:20">`		
time	string	match start time in feed timezone
contestID	int	unique match ID
formatted_date	date (d.MM.yyyy)	match start date in Eastern (EST) timezone
status	string	match status. Not updating in LIVE. Possible values: **Not Started** **Postponed** **Cancelled** **Final**
datetime_utc	datetime (dd.MM.yyyy HH:mm)	match start datetime in UTC timezone

`<odds ts="1637154745703" rotation_home="312" rotation_away="311">`		
ts	bigint	last odds updated timestamp in ticks
rotation_home	int	home team rotation number
rotation_away	int	away team rotation number

`<type value="Home/Away" id="1">`		
betting market node.		
value	string	market name
id	int	market unique id
Available markets list with ID (New markets can appear in the feed any time. To get updated please always read feed for new markets ids and save them if they will appear):		

market ID	market name
1	Home/Away **(Moneyline)**
4	Handicap **(Spread)**
3	Over/Under **(Totals)**

5	1st Half Winner
7	1st Half Goals Over/Under
8	2nd Half Goals Over/Under
9	1st Half Handicap
10	2nd Half Handicap
12	HT/FT Double
55	2nd Half Winner
91	Highest Scoring Half
111	Margin Betting
2211	1st Scoring Play
2216	1st Team Touchdown
2226	Race To 20
2232	Race To 10
2266	Race To 25
2267	1st Quarter Winner
2268	2nd Quarter Winner
2273	3rd Quarter Winner
2274	4thQuarter Winner
2275	1st Quarter Total
2276	2nd Quarter Total
2279	Highest Scoring Quarter
2290	Race To 15
22120	Race To 30
22121	Race To 40
22124	Total - Home
22125	Total - Away
22126	Win Both Halves - Home
22127	Win Both Halves - Away
22161	First Touchdown Scorer
22162	Last Touchdown Scorer
22163	Anytime Touchdown Scorer
22178	Team With Longest Field Goal
22183	Will The Game Go To Overtime
22262	Touchdown - Home
22263	Touchdown - Away
22366	Tri-Bets 7.5
22601	Handicap 1st Qtr
22602	Handicap 2nd Qtr

<bookmaker name="Pinnacle" extra=" id="82">		
bookmaker node		
name	string	bookmaker name
extra	string	bookmaker deeplink string/id if available
id	int	bookmaker id

Available bookmaker list with ID (New bookmakers can appear in the feed any time. To get updated please always read feed for new bookmaker ids and save them if they will appear):

bookmaker ID	bookmaker ID
14	10bet
20	5 Dimes
470	Ballybet
463	Barstool
3	Bet At Home
32	Betclic
21	Betfair Exchange
453	BetMGM
206	Betonline
460	Betrivers
43	Betsson
191	BetUS
158	Betway
87	Bodog
454	Borgota
2	bwin
453	Caesars
461	Casumo
5	Coral
232	Dafabet

455	Draftkings
469	Elite
451	Fanduel
464	FOXbet
226	Marathonbet
260	Mybookie
256	Neds
458	Parx
502	Pinnacle
452	PointsBet
179	Sbobet
93	Skybook
229	Sportsbet
457	SugarHouse
468	theScore
459	TwinSpires
82	Unibet
335	WagerBet
15	William Hill
243	Winlinebet
466	WynnBet
133	You Wager

`<total name="3.5" ismain="0">`		
Available only for **Total/Over Under** markets. Additional element that show **OverUnder / Total** value.		
name	string	over/under value
ismain	bool (0/1)	flag indicate if given over/under value is main line at this moment **1** – main line **0** – alternative line

`<handicap name="-1.75" ismain="0" stop="False">`		
Available only for **Handicap/Spread** markets. Additional element that show **Handicap/Spread** value.		

name	string	handicap value. every child odd element have additional handicap attribute for correct handicap mapping. Example
		
		`<handicap name="-5.5" main="1">`
		`        <odd name="2" `**`handicap="-5.5"`**` value="1.91" dp3="1.909" us="-110" id="6782546413321742" />`
		`        <odd name="1" `**`handicap="+5.5"`**` value="1.91" dp3="1.909" us="-110" id="6782546413311751" />`
		`        </handicap>`

ismain	bool (0/1)	flag indicate if given handicap value is main line at this moment **1** – main line **0** – alternative line

`<odd name="Under" value="1.95" dp3="1.952" us="-105" id="6782546795136617" />`		
name	string	odd selection name
value	decimal	odd value in decimal format
dp3	decimal	odd value in declimal format with 3 point rounding
us	int	display odd in US format.

Available feed filtering options

- By date period – return matches for selected period

```
https://www.goalserve.com/getfeed/---------/football/nfl-
shedule?date1=17.11.2021&date2=20.11.2021&showodds=1
```

date1 – start date period in dd.MM.yyyy
date2 – end date period in dd.MM.yyyy. **Always apply date2 attribute even if searching just for 1 day**

- By bookmaker id (multiple ids separated with comma ",")

```
https://www.goalserve.com/getfeed/---------/football/nfl-shedule?showodds=1&bm=82,
https://www.goalserve.com/getfeed/---------/football/ nfl-shedule?showodds=1&bm=93,82
```

bm – bookmaker ID
to filter by single bookmaker add "," after bookmaker id ("showodds=1&bm=82,")

- By market id (multiple ids separated with comma ",")

```
https://www.goalserve.com/getfeed/---------/football/nfl-shedule?showodds=1&market=2,
https://www.goalserve.com/getfeed/---------/football/nfl-shedule?showodds=1&market=2,4
```

market – market ID
to filter by single market add "," after market id ("showodds=1&market=2,")

11) PLAYER IMAGES (HEADSHOTS)

- can be requested using player ID
- images are encoded in base64 string

```
NFL player images:

https://www.goalserve.com/getfeed/---------/football/usa?playerimage=4048736

College player images:

https://www.goalserve.com/getfeed/---------/football/usa?fbsplayerimage=4048736
```

12) HEAD 2 HEAD COMPARISON FEED (H2H)

- refresh period every 1 hour
- can be accessed using 2 team IDs

```
https://www.goalserve.com/getfeed/---------/football/h2h_1690-1681
```

1690-1681 – 2 team IDs to compare (1690 and 1681 divided by "-")

top50		
last 50 games between 2 teams		

overall		
total number of team 1 wins, losses and team 2 wins and losses		

leagues		
matches comparison divided by tournaments		

top50		
last 50 games between 2 teams		