



INTERNATIONAL OLYMPIC COMMITTEE

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## Olympic Data Feed

### **ODF Paralympic Goalball Data Dictionary**

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Technology Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Paralympic Goalball Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Paralympic Goalball, as well as defines the codes used in these messages.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Paralympic Goalball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Paralympic Goalball competition is run.

## 1.3 Main Audience

The main audience of this document is the IPC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

## 1.4 Glossary

The following abbreviations are used in this document

- **GB** – Paralympic Goalball
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **IPC** – International Paralympic Committee
- **NOC** – National Olympic Committee
- **NPC** - National Paralympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **WNPA** – World News Press Agencies



## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



## 2 Overall Perspective

### 2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Paralympic Goalball Data Dictionary.

### 2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Paralympic Goalball Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Paralympic Goalball.

Any ODF Paralympic Goalball message should follow all the previous definitions in order to be considered as an ODF compliant message.



### 3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Function	Defined in ODF Common Codes Document  See entity Function <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @IRM	Code	Description
	DNS	Did Not Start
	DNF	Did Not Finish
	DSQ	Disqualified
CC @ResultType	Code	Description
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Goals
CC @SportClass	Defined in ODF Common Codes Document  See entity Sports Class - Paralympic  The code to be used is found in the Class column.	
CC @WLT	Code	Description
	L	Lost
	T	Tied
	W	Won





## 4 Paralympic Goalball Data Extension

### 4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

#### 4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

#### 4.1.2 Attributes Definition

The attributes types are explained in the section “5.1.2 Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information



## 5 Point in Time

### 5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Paralympic Goalball, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used	Message extended
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records update	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	
DT_GLOBAL_GN	Global good night	Central	Global	



Message Type	Message name	Message documented	Message used	Message extended
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports		
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports		
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline Configuration	Sports		
DT_WEATHER	Event Unit Weather conditions	Sports		
DT_SERIAL	List of Current PiT Serial	Sports	X	



## 5.1.1 List of participants by discipline/ List of participants by discipline update

### 5.1.1.1 Description

This message is the List of participants by discipline/ List of participants by discipline update message as described in the ODF Central Messages Interface Document.

### 5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid.

### 5.1.1.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

### 5.1.1.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Paralympic Goalball are:

- Participant /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

### 5.1.1.5 Message Values

The following table lists the “List of participants by discipline/ update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Paralympic Goalball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Participant	BirthDate	O	YYYYMMDD	Date of birth for the athlete
Competition /Participant /Discipline /RegisteredEvent	Class	M	CC @SportClass	Code to identify the Sport class
	Bib	O	String	Uniform number for the athlete Example: 1, 2, 3

### 5.1.1.6 Message sort

Please, follow the general definition.



## 5.1.2 List of teams / List of teams update

### 5.1.2.1 Description

This message is the List of teams by discipline (and the update) as described in the ODF Central Messages Interface Document.

### 5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid.

### 5.1.2.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

### 5.1.2.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Paralympic Goalball are:

- Team /TeamOfficials /Official (for coaches)
- Team /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

### 5.1.2.5 Message Values

The following table lists the “List of teams/update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Paralympic Goalball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Team /TeamOfficials /Official	Function	M	CC @Function	Official's function for the team

### 5.1.2.6 Message sort

Please follow the general definition.



### 5.1.3 Start List

#### 5.1.3.1 Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

#### 5.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

#### 5.1.3.3 Trigger and Frequency

The definition in the ODF Sport Messages Interface Document is valid.

#### 5.1.3.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Paralympic Goalball are:

- N/A

#### 5.1.3.5 Message Values

The following table lists the “Start List” optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Paralympic Goalball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	SortOrder	M	Numeric	According to the sport rules

#### 5.1.3.6 Message sort

Please, follow the general definition.



## 5.1.4 Event Unit Results

### 5.1.4.1 Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

### 5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

### 5.1.4.3 Trigger and Frequency

The definition in the ODF Sport Messages Interface Document is valid.

### 5.1.4.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Paralympic Goalball are:

- N/A

### 5.1.4.5 Message Values

The following table lists the “Event Unit Results” optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding match (see codes section). Only will be informed (it is mandatory) at the end of the match.
	Result	O	N(1) 0	Result for the particular event unit, i.e. the number of games won in the corresponding match. Send either in the case @ResultType is points or IRM with points (see codes section).
	IRM	O	CC @IRM	Invalid Result Mark (or suspension) for the particular event unit, in case it is assigned.  Send just in the case @ResultType is both IRM and Points for some period; the match will have finished (see codes section).
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L) the match. Only will be informed (it is mandatory) at the end of the match.
	SortOrder	M	Numeric	According to the sport rules.

### 5.1.4.6 Message sort

Please, follow the general definition.



## 5.1.5 Event's Medallists

### 5.1.5.1 Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Paralympic Goalball, the message has to be sent for all the competition events, as listed in the header values section.

### 5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

### 5.1.5.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.5.4 Message Structure

Please, follow the general definition.

### 5.1.5.5 Message Values

Please, follow the general definition.

### 5.1.5.6 Message sort

Please, follow the general definition.





## **5.1.6 Discipline/venue good morning**

### **5.1.6.1 Description**

This message is the Discipline/venue good morning as described in the ODF Sport Messages Interface Document.

### **5.1.6.2 Header Values**

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.1.6.3 Trigger and Frequency**

Please, follow the general definition.

### **5.1.6.4 Message Structure**

Please, follow the general definition.

### **5.1.6.5 Message Values**

Please, follow the general definition.

### **5.1.6.6 Message sort**

Please, follow the general definition.



## **5.1.7 Discipline/venue good night**

### **5.1.7.1 Description**

This message is the Discipline/venue good night as described in the ODF Sport Messages Interface Document.

### **5.1.7.2 Header Values**

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.1.7.3 Trigger and Frequency**

Please, follow the general definition.

### **5.1.7.4 Message Structure**

Please, follow the general definition.

### **5.1.7.5 Message Values**

Please, follow the general definition.

### **5.1.7.6 Message sort**

Please, follow the general definition.



## 6 PDF feed

The following chapter describes the ODF-PDF part of Paralympic Goalball.

### 6.1 PDF Applicable Messages

The next table is a full list of all ODF-PDF messages and describes the list of messages used in Paralympic Goalball the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_PDF	PDF messages, these messages includes a PDF file inside of them based in the ORIS (or PRIS) type	Sports	X	X
DT_PDF_GM	PDF Discipline/Venue good morning	Sports	X	
DT_PDF_GN	PDF Discipline/venue good night	Sports	X	
DT_PDF_SERIAL	List of Current PDF Serial	Sports	X	



## 6.1.1 DT PDF

### 6.1.1.1 Description

This message is the PDF message as described in the ODF Sport Messages Interface Document.

### 6.1.1.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the PDF as described in the ODF Common Codes document.

For PDF outputs which contain information for a single team, use DocumentSubcode to specify the Organisation code (NOC code) of the team. The DocumentCode attribute in the ODF header will be sent for all competition events according to the ODF Common Codes document (ODF Header Values sheet). (e.g., DT\_PDF: C33 Team Roster; DT\_PDF:C84x Team Statistics).

### 6.1.1.3 Trigger and Frequency

Please, follow the general definition.

### 6.1.1.4 Message Structure

Please, follow the general definition.

### 6.1.1.5 Message Values

Please, follow the general definition.

### 6.1.1.6 Message sort

Please, follow the general definition.



# DOCUMENT CONTROL

## Version history

Version	Date	Comments
R2 v1.0	08 Apr 2011	Submitted for review version
R2 v1.0	06 May 2011	Submitted for approval version
R2 v1.0	20 May 2011	Approved version
R2 v2.0	01 Jul 2011	CR3094 and some minor issues
R2 v3.0	09 Nov 2011	CR5751
R2 v4.0	12 Mar 2012	IR101
R2 v4.1	13 Apr 2012	Some minor issues
<b>R2 v4.2</b>	<b>25 May 2012</b>	<b>Some minor issues</b>

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## Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none"><li>• First version</li></ul>
R2 v1.0	SFA	<ul style="list-style-type: none"><li>• No changes</li></ul>
R2 v1.0	APP	<ul style="list-style-type: none"><li>• No changes</li></ul>
R2 v2.0	APP	<ul style="list-style-type: none"><li>• CR3094: Uniform colours have been removed.</li><li>• Codes: "T" code has been added in CC @WLT entity.</li><li>• List of participants by discipline (and update): Attribute Guide has been removed as participants do not use guides.</li></ul>
R2 v3.0	APP	<ul style="list-style-type: none"><li>• CR5751:<ul style="list-style-type: none"><li>▪ Section for DT_PDF messages has been added with a sub-section for Header Values in special cases.</li></ul></li></ul>
R2 v4.0	APP	<ul style="list-style-type: none"><li>• IR101: DT_SERIAL message added in the PiT messages.</li></ul>
R2 v4.1	APP	<ul style="list-style-type: none"><li>• Codes:<ul style="list-style-type: none"><li>▪ CC @SportClass value has been updated (#66621).</li></ul></li></ul>
<b>R2 v4.2</b>	<b>APP</b>	<ul style="list-style-type: none"><li>• <b>List of participants by discipline and update:</b><ul style="list-style-type: none"><li>▪ <b>Competition /Participant /Discipline /RegisteredEvent @Bib attribute has been added (#70932).</b></li></ul></li></ul>



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