

# Olympic Data Feed

## ODF Squash Data Dictionary for the XX Commonwealth Games

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Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document is a Derivative Work (as defined in the License hereto) prepared by Glasgow 2014 Limited for the purpose of the XX Commonwealth Games.

## 1.2 Objective

The objective of this document is to provide a formal definition of the ODF Squash Data Dictionary for the XX Commonwealth Games, with the intention that the information message producer and the message consumer can successfully interchange the information as the Squash competition is run.

## 1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, Glasgow 2014, 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

Acronym	Description
<b>IF or International Federation</b>	The international governing body of an Olympic Sport as recognized by the IOC
<b>IOC</b>	International Olympic Committee
<b>IPC</b>	International Paralympic Committee
<b>CGA</b>	Commonwealth Games Associations
<b>ODF</b>	Olympic Data Feed
<b>ODF-PiT</b>	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
<b>ODF-RT</b>	Olympic Data Feed Real Time, messages that are generated when available
<b>RSC</b>	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
<b>Sport</b>	is administered by an international federation and can be composed of one or more disciplines
<b>WNPA</b>	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/INT142	ODF General Messages Interface Document	This document describes the ODF general messages for the XX Commonwealth Games

## 2 Overall Perspective

### 2.1 Objective

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

### 2.2 End to End data flow

In the following sections, for each ODF General 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 Squash.

Any ODF Squash 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 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC@Bracket	Code	Description
	FNL	Current Phase in the competition
CC @BracketItems	Code	Description
	R128	Round of 128 ( <i>only for Singles</i> )
	R64	Round of 64 ( <i>only for Singles</i> )
	R32	Round of 32 ( <i>only for Singles</i> )
	R16	Round of 16
	QFL	Quarterfinal
	SFL	Semifinal
	FNL	Final
	C16	Classic Plate Round of 16 ( <i>only for Singles</i> )
	CQF	Classic Plate Quarerfinal ( <i>only for Singles</i> )
	CSF	Classic Plate Semifinal ( <i>only for Singles</i> )
	CF	Classic Plate Final ( <i>only for Singles</i> )
	P64	Plate Round of 64 ( <i>only for Singles</i> )
	P32	Plate Round of 32 ( <i>only for Singles</i> )
	P16	Plate Round of 16 ( <i>only for Singles</i> )
	PQF	Plate Quarerfinal ( <i>only for Singles</i> )
	PSF	Plate Semifinal ( <i>only for Singles</i> )
	PF	Plate Final ( <i>only for Singles</i> )
	L32	Consolation Plate Round of 32 ( <i>only for Singles</i> )
	L16	Consolation Plate Round of 16 ( <i>only for Singles</i> )
LQF	Consolation Plate Quarerfinal ( <i>only for Singles</i> )	



	LSF	Consolation Plate Semifinal (only for Singles)
	LF	Consolation Plate Final (only for Singles)
CC @CompetitorPlace	<b>Code</b>	<b>Description</b>
	BYE	There is no competitor, the other team/athlete passes directly to the next round
	UNK	The competitor is not known yet
CC @Hand	<b>Code</b>	<b>Description</b>
	R	Right
	L	Left
	B	Both
CC @IRM	<b>Code</b>	<b>Description</b>
(The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	DSQ	Disqualified
	RET	Retired
	WO	Walkover
CC @Period	<b>Code</b>	<b>Description</b>
	G1	1 <sup>st</sup> Game
	G2	2 <sup>nd</sup> Game
	G3	3 <sup>rd</sup> Game
	G4	4 <sup>th</sup> Game (only for Singles)
	G5	5 <sup>th</sup> Game (only for Singles)
CC @PeriodNo	<b>Code</b>	<b>Description</b>
	1	1 <sup>st</sup> Game
	2	2 <sup>nd</sup> Game
	3	3 <sup>rd</sup> Game
	4	4 <sup>th</sup> Game (only for Singles)
	5	5 <sup>th</sup> Game (only for Singles)
CC @ResultType	<b>Code</b>	<b>Description</b>
	SCORE	Score
	IRM	Invalid Result Mark

## 4 Point in Time

### 4.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Squash, as well as the category of each message, which identifies if the message structure definition can be found in the ODF General 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 used in this sport” 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 in this document” 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 used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	X
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_HISTORIC_RECORD	Historical records		
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings	X	X
DT_RANKING	Event Final ranking	X	
DT_STATS	Statistics table		
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	

DT_RECORD	Records		
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets	X	X
DT_GM	Discipline/venue good morning	X	
DT_GN	Discipline/venue good night	X	
DT_FED_RANKING	Federation Ranking		
DT_CONFIG	Discipline configuration	X	X
DT_WEATHER	Event Unit Weather conditions		
DT_SERIAL	List of Current PiT Serial	X	

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

### 4.1.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes, as described in the ODF General Messages Interface Document.

### 4.1.1.2 Header Values

The definition in the ODF General Messages Interface Document is valid

### 4.1.1.3 Trigger and Frequency

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

### 4.1.1.4 Message Structure

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

- EventEntry

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

### 4.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant	BirthDate	O	YYYYMMDD	It will be included if this information is available.
Discipline	InternationalFederationId	O	S(16)	WSF ID (competitor's federation number for the discipline). It will be included.

The following table describes in more detail the EventEntry element in the case of Squash.

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_HAND	CC@Hand	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send the proposed code
	E_RANK	N(3) 999	For @Type: Send proposed type
		Or “*”	For @Code: Send proposed code
		(if the athlete has not ranking in any event)	For @Value: World Rank
E_SEED		N(2)	For @Type: Send proposed type
		99	For @Code: Send proposed code

			For @Value: Seed Number
--	--	--	----------------------------

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
E_ENTRY / E_HAND	Handedness	Always, as soon as this information is known and this athlete has Handedness (this information can be sent in both messages)
E_ENTRY / E_RANK	Rank	Always, as soon as this information is known and this athlete has rank (this information only will be sent in the update message)
E_ENTRY / E_SEED	Seed Number	Always, as soon as this information is known and this athlete has Seed Number (this information only will be sent in the update message)

#### 4.1.1.6 Message sort

Please, follow the general definition.

## 4.1.2 List of teams by discipline

### 4.1.2.1 Description

This message is the List of teams by discipline as described in the ODF General Messages Interface Document.

### 4.1.2.2 Header Values

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

### 4.1.2.3 Trigger and Frequency

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

### 4.1.2.4 Message Structure

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

- EventEntry

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

### 4.1.2.5 Message Values

The following table describes in more detail the EventEntry element in the case of Tennis.

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_SEED	N(2)	For @Type: Send proposed type
		99	For @Code: Send proposed code
			For @Value: Seed Number

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
E_ENTRY / E_SEED	Seed Number	Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)

### 4.1.2.6 Message sort

Please, follow the general definition.

### 4.1.3 Start List

#### 4.1.3.1 Description

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

#### 4.1.3.2 Header Values

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

#### 4.1.3.3 Trigger and Frequency

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

#### 4.1.3.4 Message Structure

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

- UnitDateTime (following the general rules for this element)

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

#### 4.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Start	SortOrder	M	Numeric	1 for Home and 2 for Away
Start /Competitor	Code	M	S(20) with no leading zeroes or TBD	Send the competitor identifier if known or TBD (for To be determined)
Start /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes or TBD	Send the athlete identifier if known or TBD (for To be determined)

#### 4.1.3.6 Message sort

Please, follow the general definition.

## 4.1.4 Event Unit Results

### 4.1.4.1 Description

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

### 4.1.4.2 Header Values

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

### 4.1.4.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- UNOFFICIAL / OFFICIAL: after the match (unit).

### 4.1.4.4 Message Structure

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

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfo
- Period
- Result /Competitor /ExtendedResults /ExtendedResult (only for Doubles events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (only for Singles events)

### 4.1.4.5 Message Values

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

The following table describes in more detail the Result element in the case of Squash.

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type, either score or IRM for the corresponding event unit, Mandatory when the match is finished
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
	Result	O	Numeric	Result for the particular event unit, i.e. the numbers of games won
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match Mandatory when the match is finished
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home and the Visitor.

The following table describes in more detail the Competition /UnitInfos /UnitInfo element in the case of Squash.

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description



Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_SQ	SQ_DURATION		HHhMMmin	For @Type: Send proposed type
			99h99min	For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Match elapsed time HH is hours MM is minutes

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_SQ / SQ_DURATION	Duration of the match	Always

The following table describes in more detail the Period element in the case of Squash.

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC@Period	Game Number
	HomeScore	M	Numeric	Overall score of the home competitor at the end of the game
	AwayScore	M	Numeric	Overall score of the away competitor at the end of the game
	HomePeriodScore	M	Numeric	Home competitor score achieved in the current game
	AwayPeriodScore	M	Numeric	Away competitor score achieved in the current game
	Duration	M	MMmin 99min	Duration of the game. MM is minutes

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element, which should be used in the case of Doubles events, or the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Singles events.

Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles) Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (in the case of Singles)				
Type	Code	Pos	Value	Description
ER_SQ	CC @Period	Numeric	S(2)	For @Type: Send proposed type
				For @Code: Send proposed extension code
				For @Pos: Send the point number.
				For @Value: Send Score for each point.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_SQ / CC@Period	Score in the Game	Always

**4.1.4.6**

**Message sort**

Please, follow the general definition.

## 4.1.5 Pool Standings

### 4.1.5.1 Description

This message is the Pool standings competition message as described in the ODF General Messages Interface Document.

In the case of Squash, the message has to be sent for Doubles events, as listed in the header values section.

### 4.1.5.2 Header Values

The DocumentCode attribute (DDG002900) in the ODF header will be sent according for all the Doubles events at phase level of the preliminaries to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be:

- Pool A: A
- Pool B: B
- Pool C: C
- Pool D: D
- Pool E: E
- Pool F: F
- Pool G: G
- Pool H: H

### 4.1.5.3 Trigger and Frequency

Please, follow the general definition.

- INTERIM:
  - After the draw has been made & signed off
  - After each game of the preliminaries is official of the relevant group
- OFFICIAL:
  - After last game of the preliminaries

### 4.1.5.4 Message Structure

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

- Result /Competitor /ExtendedResults /ExtendedResult
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions

### 4.1.5.5 Message Values

The following table lists the Pool standings of group in a team competition optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Squash, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average. It is optional because the team can be disqualified
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /ExtendedResults /ExtendedResult							
Type	Code	Extension Code	Pos	Value	Description		
ER_SQ	SQ_MATCHES				For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Do not send anything		
		SQ_POINTS				N(1) 9	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the group points. Do not send anything in case of IRM.
		SQ_PLAYED				N(1) 9	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the number of matches played. Do not send anything in case of IRM.
		SQ_WON				N(1) 9	For @Type: Send proposed code (as type)
							For @Code: Send proposed extension code
							For @Pos: Do not send anything
							For @Value: Send the number of matches won. Do not send anything in case of IRM.
SQ_LOST				N(1) 9	For @Type: Send proposed code (as type)		
					For @Code: Send proposed extension code		
					For @Pos:		

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Do not send anything
					For @Value: Send the number of matches lost. Do not send anything in case of IRM.
	SQ_GAMES SQ_PTS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		SQ_WON		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of Games/Points won. Do not send anything in case of IRM.
		SQ_LOST		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of Games/Points lost. Do not send anything in case of IRM.
		SQ_DIFF		+/-N(2) +/-99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Difference of games/points won/lost. Do not send anything in case of IRM.

For the table above, we have the following additional/summary information:

Type /Code	Extension Code	Description	Expected
ER_SQ /SQ_MATCHES	SQ_POINTS	Number of points obtained by the team at the group	If available
	SQ_PLAYED	Number of matches played by the team at the group	If available
	SQ_WON	Number of matches won by the team at the group	If available
	SQ_LOST	Number of matches lost by the team at the group	If available
ER_SQ /SQ_GAMES ER_SQ /SQ_PTS	SQ_WON	Total of Games/points won	If available
	SQ_LOST	Total of Games/Points lost	If available
	SQ_DIFF	Difference of games/points won/lost	If available

**4.1.5.6**

**Message sort**

Please, follow the general definition.

## 4.1.6 Brackets

### 4.1.6.1 Description

This message is the Brackets message as described in the ODF General Messages Interface Document.

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

### 4.1.6.2 Header Values

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

### 4.1.6.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

Singles events:

- After the Draw.
- After every match.

Doubles events:

- After the last match of preliminaries is officialised.
- After every match during final phases.

### 4.1.6.4 Message Structure

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

- Competitor and its child element

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of Round of 128, Round of 64, Round of 32, Round of 16, the quarterfinals and semi-finals.
- BracketItem /NextUnitLoser should be informed just in the case of the semi-finals.
- CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game (finals), semi-finals, Quarterfinals, Round of 16, Round of 32.

### 4.1.6.5 Message Values

The following table lists the Bracket optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Squash, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Code	Bracket code to identify a bracket item. (example, it could be finals and classification games)
Bracket /BracketItems	Code	M	CC @BracketItemsC ode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.  For FNL send both Gold Medal Match and Bronze Medal Match.

Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem	Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1.  For Gold and Bronze Finals send: - 1 for Gold Medal Match - 2 for Bronze Medal Match.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace  or  CC @IRM	It will be sent when there is no competitor (BYE) or when it is not known yet (UNK) or when it has an Invalid Result Mark (for example, DSQ).

#### 4.1.6.6 Message sort

Please, follow the general definition.



## 4.1.7 Discipline configuration

### 4.1.7.1 Description

This message is the Discipline Configuration message as described in the ODF General Messages Interface Document.

### 4.1.7.2 Header Values

Please, follow the general definition.

### 4.1.7.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.7.4 Message Structure

Please, follow the general definition.

### 4.1.7.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Discipline configuration optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Squash, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Config	Gender	M	CC @Gender	Gender
	Event	M	CC @Event	Event
	Phase	M	CC @Phase	Phase
	Unit	M	CC @Unit	Event Unit

The following table describes in more detail the Competition /Configs /Config/ ExtendedConfig element.

Type	Code	ExtendedConfigItem Code	Pos	Value	Description
EC_SQ	SQ_SESSION			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Session number for one specific event unit
	SQ_COURT			S(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Court designation "GL" for Glass Court and single number (1-6) for the other courts

For the table above, we have the following additional/summary information

Type /Code	ExtendedConfigItem Code	Description	Expected
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Type /Code	ExtendedConfigItem Code	Description	Expected
EC_SQ /SQ_SESSION		Session number for one specific event unit	Always
EC_SQ /SQ_COURT		Court designation for one specific event unit "GL" for Glass Court and single number (1-6) for the other courts	Always

#### 4.1.7.6 Message sort

Please, follow the general definition.

## 5 Real time

The following chapter describes the ODF-RT part of Squash.

### 5.1 Real Time Applicable Messages

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

Message Type	Message name	Message used in this sport	Message extended in this document
DT_RT_RESULT	RT Event Unit Results	X	X
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results		
DT_RT_CLOCK	RT Clock		
DT_RT_GM	RT Discipline/Venue good morning	X	
DT_RT_GN	RT Discipline/venue good night	X	
DT_RT_KA	RT Discipline/venue keep alive	X	

## 5.1.1 RT Event Unit Results

### 5.1.1.1 Description

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

### 5.1.1.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

### 5.1.1.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE\_MANDATORY"
  - T1: Start of Match. Once
  - T2: During Match. One message after every point
  - T3: After each game. Once
- ResultStatus="LIVE\_LAST"
  - T4: After Match (unit). Once

### 5.1.1.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfo
- Period
- Result /Competitor /ExtendedResults /ExtendedResult (only for Doubles events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (only for Singles events)

Please, follow the general considerations for all ResultStatus.

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

### 5.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	Expected
Result	ResultType	O	CC @ResultType	Result type, either score or IRM for the corresponding event unit	T1 , T2, T3, T4
	IRM	O	CC @IRM	IRM for the particular event unit  Send just in the case @ResultType is IRM	T1 , T2, T3, T4
	Result	O	N(2) 90	Result for the particular event unit, i.e. the numbers of games won	T1 , T2, T3, T4
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L) the match Mandatory when the match is finished	T3, T4

Element	Attribute	M/O	Value	Comments	Expected
	SortOrder	M	N(1) 9	This attribute is a sequential number with the order of the Home and the Visitor.	T1 , T2, T3, T4

The following table describes in more detail the UnitInfo element in the case of Squash.

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_SQ	SQ_DURATION		HHhMMmin	For @Type: Send proposed type
			99h99min	For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Match elapsed time HH is hours MM is minutes

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_SQ / SQ_DURATION	Duration of the match	T1 , T2, T3, T4

The following table describes in more detail the Period element in the case of Squash.

Element	Attribute	M/O	Value	Comments	Expected
Period	Code	M	CC@Period	Game Number	T1 , T2, T3, T4
	HomeScore	M	N(2) 90	Overall score of the home competitor at the end of the game	T1 , T2, T3, T4
	AwayScore	M	N(2) 90	Overall score of the away competitor at the end of the game	T1 , T2, T3, T4
	HomePeriod Score	M	N(2) 90	Home competitor score achieved in the current game	T1 , T2, T3, T4
	AwayPeriod Score	M	N(2) 90	Away competitor score achieved in the current game	T1 , T2, T3, T4
	Duration	M	MMmin 99min	Duration of the game. MM is minutes	T1 , T2, T3, T4

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element, which should be used in the case of Doubles events, or the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Singles events.

Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles) Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (in the case of Singles)					
Type	Code	Extension Code	Pos	Value	Description
ER_SQ	SQ_SERVICE_INDICATOR			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Result /Competitor /ExtendedResults /ExtendedResult (in the case of Doubles) Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (in the case of Singles)					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Send 'Y' if the competitor has the service, and "N" otherwise (if not and it has changed).

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_SQ /SQ_SERVICE_INDICATOR	Indicates which player is currently serving.	T1, T2

#### 5.1.1.6 Message sort

Please, follow the general definition.

## 6 PDF feed

Please refer to the same section of the ODF General Messages Interface Document.

# DOCUMENT CONTROL

## Version history

Version	Date	Comments
R1 v1.0	15 March 2013	First version SFR
R1 v2.0	12 April 2013	SFA
R1 v2.1	19 April 2013	APP
R1 v3.0	14 June 2013	APP
R1 v3.1	14 November 2013	Minor correction
R1 v3.2	16 January 2014	CR0000197
R1 v3.3	8 May 2014	CR0000231
R1 v3.4	16 June 2014	CR0000353
<b>R1 v3.5</b>	<b>11 July 2014</b>	<b>CR0000392</b>

**File reference:** ODF/INT135 R1 v3.5 APP (SQ)



## Change Log

Version	Status	Changes on version
R1 v1.0	SFR	<ul style="list-style-type: none"> <li>• First version</li> </ul>
R1 v2.0	SFA	<ul style="list-style-type: none"> <li>• Removed Real Time section</li> <li>• Event Unit Results: updated Trigger and Frequency</li> <li>• Event Unit Results: added SQ_SERVICE_INDICATOR extension</li> </ul>
R1 v2.1	APP	<ul style="list-style-type: none"> <li>• Approved version</li> </ul>
R1 v3.0	APP	<ul style="list-style-type: none"> <li>• Event Unit Results: removed INTERMEDIATE trigger</li> <li>• Event Unit Results: removed SQ_SERVICE_INDICATOR extension</li> <li>• Added RT Event Unit Results. ResultStatus will be only LIVE_MANDATORY and LIVE_LAST</li> <li>• Pool standings: renamed "Intermediate" to "INTERIM"</li> </ul>
R1 v3.1	APP	<ul style="list-style-type: none"> <li>• Event Unit Results / RT Event Unit Results: added HomePeriodScore, AwayPeriodScore and redefined HomScore, AwayScore attributes in Period element</li> </ul>
R1 v3.2	APP	<ul style="list-style-type: none"> <li>• CR0000197:           <ul style="list-style-type: none"> <li>- Codes: CC @BracketItems Code R16 also applies for Doubles events</li> </ul> </li> </ul>
R1 v3.3	APP	<ul style="list-style-type: none"> <li>• CR0000231:           <ul style="list-style-type: none"> <li>- DT_CONFIG message modified SQ_COURT format and description to allow "GL" and numbers 1-6 as values</li> </ul> </li> </ul>
R1 v3.4	APP	<ul style="list-style-type: none"> <li>• CR0000353:           <ul style="list-style-type: none"> <li>- Codes: added R128 to CC @BracketItems</li> <li>- DT_BRACKETS: added Round of 128 in Message Structure</li> </ul> </li> </ul>
R1 v3.5	APP	<ul style="list-style-type: none"> <li>• CR0000392:           <ul style="list-style-type: none"> <li>- Codes: added P64 and L32 to CC @BracketItems</li> </ul> </li> </ul>

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