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Olympic Data Feed

ODF 3x3 Basketball Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF 3x3 Basketball Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for 3x3 Basketball, as well as defines the codes used in these messages.

1.2 Objective

The objective of this document is to provide a formal definition of the ODF 3x3 Basketball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the 3x3 Basketball competition for Nanjing 2014 Youth Olympics is run.

1.3 Main Audience

The main audience of this document is the IOC 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

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **BK** – 3x3 Basketball
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT300	ODF General Messages Interface Document	This document describes the ODF General messages



2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF 3x3 Basketball 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 General Messages Interface since this ODF 3x3 Basketball Data Dictionary is a particularization of this document.

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 3x3 Basketball.

Any ODF 3x3 Basketball 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, or more particularly for one sport in each ODF General Data Dictionary. 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	Finals
CC @BracketItems	Code	Description
	1_8	1/8 Finals
	QFL	Quarter-finals
	SFL	Semi-finals
	FNL	Finals
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team passes directly to the next round
	UNK	The competitor is not known yet
CC @Country	Defined in ODF Common Codes Document See entity Country <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Desc	Code	Description
	10	Group A
	11	Group B
	1	Winner
	0	Loser
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @IRM	Code	Description
	DSQ	Disqualified
CC @Organisation	Defined in ODF Common Codes Document See entity Organization <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Period	Code	Description
	P1	Period 1



Code Entity	Code Entity Set of Values	
	Q2	Quarter 2
	Q3	Quarter 3
	Q4	Quarter 4
	Q1_H	Half of Quarter 1
	Q2_H	Half of Quarter 2
	Q3_H	Half of Quarter 3
	Q4_H	Half of Quarter 4
	OT1..OTn	Overtime 1..n
	OT	Overtime total
	HT	Half Time
TOT	Total	
CC @PeriodNo	Code	Description
	0	All periods (for totals)
	1	Period 1
	2	All Overtimes
CC @PeriodStatus	Code	Description
	R	Running
	S	Stop (Break)
	E	Match End
CC @Position	Code	Description
	G	Guard
	F	Forward
	C	Centre
CC @PositionNumber	Code	Description
	1	Point Guard
	2	Shooting Guard
	3	Small Forward
	4	Power Forward
	5	Centre
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. <ul style="list-style-type: none"> The Attribute to be used is ID 	
CC @ResultType	Code	Description
	POINTS	Points
	IRM_POINTS	For both, Points and invalid result mark
CC @Uniform	Code	Description
	LIGHT	Light Uniform
	DARK	Dark Uniform



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 3x3 Basketball.

- 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_TEAMS	List of teams	X	X
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_POOL_STANDING	Pool Standings	X	X
DT_BRACKETS	Brackets	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	



4.1.1 List of participants by discipline

4.1.1.1 Description

This message is the List of participants by discipline 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 3x3 Basketball are:

- Participant /Discipline /RegisteredEvent /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” optional attributes that are used in the case 3x3 Basketball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	Height	O	N(3) 999	It will be included if this information is available.
Participant /Discipline	International FederationId	O	S(16)	FIBA ID (competitor’s federation number for the discipline). It will be included.
Participant /Discipline /RegisteredEvent	Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 ...

The following table describes in more detail the Participant /Discipline /RegisteredEvent /EventEntry element in the case of 3x3 Basketball.

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_IRM		"DSQ"	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send proposed Value
E_ENTRY	E_CLUB_NAME		S(n)	For @Type: Send proposed type
				For @Code: Send proposed code



Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Pos Do not send anything
				For @Value: Club name
	E_RANK		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: U18 World Ranking
	E_MQS		N(6) 999999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: U18 Ranking Points
	E_INT_GAMES_P		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: International games played

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

Type /Code	Description	Expected
E_ENTRY /E_IRM	Invalid Result Mark	Only in the case that the athlete has been Disqualified
E_ENTRY /E_CLUB_NAME	Club Name	As soon as this information is known
E_ENTRY /E_RANK	U18 World Ranking	As soon as this information is known
E_ENTRY /E_MQS	U18 Ranking Points	Always, as soon as this information is known
E_ENTRY /E_INT_GAMES_P	International games played	Always, as soon as this information is known

4.1.1.6 Message sort

Please follow the general definition.



4.1.2 List of teams

4.1.2.1 Description

This message is the List of teams 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 3x3 Basketball are:

- Team /TeamOfficials and its child element
- Team /Discipline /RegisteredEvent /EventEntry

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

4.1.2.5 Message Values

The following table lists the “List of accredited teams by discipline” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case 3x3 Basketball, 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

The following table describes in more detail the Team /Discipline /RegisteredEvent /EventEntry element in the case of 3x3 Basketball.

Element: Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	
E_ENTRY	E_SHIRT	N(1) 0	String	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos Send 1 for Light uniform and 2 for Dark uniform	
				For @Value: Colour's Uniform	
	E_GROUP			String	For @Type: Send proposed type
					For @Code: Send proposed code
For @Pos Do not send anything					
E_SEED			N(2)	For @Type: Send proposed type	



Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @ Pos Do not send anything
				For @Value: Seed number

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

Type /Code	Description	Expected
E_ENTRY /E_SHIRT	Light/ Dark team uniform colour	As soon as this information is known
E_ENTRY /E_GROUP	Team's Group	As soon as this information is known
E_ENTRY /E_SEED	Seed number	As soon as this information is known

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

Please follow the general definition.

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 3x3 Basketball are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo (only for Team competition events)
- Officials /Official
- Start /Competitor /Coaches /Coach (only for Team competition events)
- Start /Competitor /EventUnitEntry (only for Team competition events)
- Start /Competitor /Composition /Athlete /EventUnitEntry (only for Team competition events)

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 General Messages Interface Document) that are used in the case of 3x3 Basketball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @ResultsFu nction	Team competition: Send according to the codes, the referee, the umpires and the commissioner Dunk or Shoot-out Contest: Send Judges for Dunk Contents Send Officials for Shoot-out Contest
	Order	M	Numeric	Send by Order as on official score sheet
Start	StartOrder	M	Numeric	Team competition: Send 1 for home team, send 2 for away team Dunk or Shoot-out Contest: Send Start Order
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor /Coaches/Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	Send 1 if just one coach, sequential number if more than one (order as they are presented on NOC entry form)
Start /Competitor /Composition	Bib	M	S(2)	Shirt number



Element	Attribute	M/O	Value	Comments
/Athlete	Order	M	N(3) 990	Firstly, send order according to Start @Bib, Family Name and Given Name. Next, send suspended players at the period.

The following table describes in more detail the UnitInfos /UnitInfo element in the case of 3x3 Basketball.

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_BK	BK_SESSION_DAY		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of the match session at the day

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

Type /Code	Description	Expected
UI_BK /BK_SESSION_DAY	Number of the match session at the competition match day	Always

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of 3x3 Basketball.

Element: Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_BK	BK_STARTER	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for starter players
			For @Value: Send Y in case of the athlete is an starter
	BK_SUSPENDED	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for suspended players
			For @Value: Send Y in case of the athlete is has been suspended
	BK_AGE	N(2)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Age of the competitor

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

Type /Code	Description	Expected
EUE_BK /BK_STARTER	Send Y for the starter players	Send just for athletes in the starting line-up at the beginning of the game (when available)



EUE_BK /BK_SUSPENDED	Send Y for the suspended players	Send just for those suspended players
EUE_BK /BK_AGE	Player's Age	Always

The following table describes in more detail the Start /Competitor /EventUnitEntry element in the case of 3x3 Basketball.

Element: Start /Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_BK	BK_UNIFORM	CC @Uniform	For @Type: Send proposed type
			For @Code: Team Uniform
			For @Value: Send the proposed code

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

Type /Code	Description	Expected
EUE_BK /BK_UNIFORM	Team uniform	Always

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).

For Men's Dunk Contest event, there will be two units for the qualification (First Round and Second Round) and four units for the final (First Final Stage Round 1 and Round 2 and Second Final Stage Round 1 and Round 2).

For Women's Shoot-out Contest event, there will be two units. One for the Qualification and one for the Final.

4.1.4.3 Trigger and Frequency

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

- Team competition events
 - After each period (half/set/third/quarter)
 - After last extra time or shoot-out (if any)
 - After the game/match/bout/contest (unit)
- Dunk or Shoot-out Contest
 - After each competitor

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 3x3 Basketball are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo (Only Team competition events)
- Periods /Period (Only Team competition events)
- Periods /Period /ExtendedPeriods /ExtendedPeriod (Only Team competition events)
- Result /Competitor /Stats /Stat (Only Team competition events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /Stats /Stat (Only Team competition 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.



Element	Attribute	M/O	Value	Comments
Period	Code	M	CC @Period	
	HomeScore	M	N(3) 990	Home competitor score up to the end of the @Code period
	AwayScore	M	N(3) 990	Away competitor score up to the end of the @Code period
	HomePeriodScore	O	N(3) 990	Score of the home competitor just for this period (for all periods except for HT and TOT)
	AwayPeriodScore	O	N(3) 990	Score of the away competitor just for this period (for all periods except for HT and TOT)
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.
Result	Rank	O	Text	Team competition events: Rank of the competitor in the corresponding event unit. Dunk or Shoot-out Contest This attribute is optional because the player could get an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	IRM	O	CC @IRM	Team competition events: IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section) Dunk or Shoot-out Contest IRM of the Athlete for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	N(3) 990	Result of the Team/athlete for the particular event unit.
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L). This only applies to Team competition events.
	SortOrder	M	Numeric	Team competition events: This attribute is a sequential number with the order of the Home (1) and the Visitor (2) Dunk or Shoot-out Contest: Order of the athletes after the event

Send UnitDateTime

The following table describes in more detail the UnitInfos /UnitInfo element in the case of 3x3 Basketball.

Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_BK	BK_ATTENDANCE	N(3),N(3) 999,990	For @Type: Send proposed type For @Code: Send proposed code For @Value: Number of spectators at the match
	BK_PERIOD	CC @Period	For @Type: Send proposed type For @Code: Send proposed code



Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
			For @Value: Send current period
	BK_STATUS	CC @PeriodStatus	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send period Status

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

Type /Code	Description	Expected
UI_BK /BK_ATTENDANCE	Number of spectators at the match	Send just if this information is available
UI_BK /BK_PERIOD	Send current period	Send just if this information is available
UI_BK /BK_STATUS	Send period status	Send just if this information is available

The following table describes in more detail the Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of 3x3 Basketball.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_BK	BK_HOME_STARTER	N(1) 0	S(20) with no leading zeroes	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1 to 3 to say the three athletes that Start the Period or Overtime
				For @Value: Athlete's home team ID
EP_BK	BK_AWAY_STARTER	N(1) 0	S(20) with no leading zeroes	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1 to 3 to say the three athletes that Start the Period or Overtime
				For @Value: Athlete's away team ID

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

Type /Code	Description	Expected
EP_BK/ BK_HOME_STARTER	Home team starter for each Period	When the information is available
EP_BK/ BK_AWAY_STARTER	Away team starter in each Period	When the information is available

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of 3x3 Basketball.



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extended Code	Pos	Value	Description
ER_BK	BK_SUSPENDED			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code for suspended players
					For @Pos: Do not send anything
					For @Value: Send Y if the athlete has been suspended
	BK_PTS		N(1) 9 Or TOT	N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Women's Shoot-out Contest final: Send the Position number (1,2,3,4) and TOT Women's Shoot-out Contest Qualification and Men's Dunk Contest: Send TOT
For @Value: Total Points or Points per Position scored for the Round					
BK_MARK_J1				N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: First Judge Mark
BK_MARK_J2				N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Second Judge Mark
BK_MARK_J3				N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Third Judge Mark
BK_TIME					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time used for the Shoot-out Contest
	BK_ATTEMPTS			S(3)	For @Type:



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extended Code	Pos	Value	Description
					Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Attempts needed for the successful dunk in the round Send "---" if no successful dunk Send "--+" if third try was successful Send "-+" if second try was successful Send "+" if first try was successful
	BK_TIE_BREAK_RANK			Numeric	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Tie Break Rank of the competitor in case of Tie Break for Women's Shoot-out Contest
	BK_TB_RANK			N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Tie Break Rank

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

Type /Code	Description	Expected
ER_BK /BK_SUSPENDED	Status Suspended of the athlete	For Team competition events if the athlete has been suspended
ER_BK /BK_PTS	Points for each round	For Men's Dunk Contest and Women's Shoot-out Contest
ER_BK /BK_MARK_J1	First Judge Mark for each round	For Men's Dunk Contest
ER_BK /BK_MARK_J2	Second Judge Mark for each round	For Men's Dunk Contest
ER_BK /BK_MARK_J3	Third Judge Mark for each round	For Men's Dunk Contest
ER_BK /BK_TIME	Time Used	For Women's Shoot-out Contest
ER_BK /BK_ATTEMPTS	Attempts needed	For Men's Dunk Contest
ER_BK /BK_TIE_BREAK_RANK	Tie break rank	For Women's Shoot-out Contest
ER_BK /BK_TB_RANK	Tie-Break Rank	For Men's Dunk Contest and Women's Shoot-out Contest

The following table describes in more detail the Result /Competitor /Stats /Stat element in the case of 3x3 Basketball for the team statistics.

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description



Element: Result /Competitor /Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	
ST_BK	BK_PTS				For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	
		BK_TOT		N(3) 990	For @Type: Send proposed Stat code	
		For @Code: Send proposed ExtendedStat code				
		For @Pos: Do not send anything				
		For @Value: Total Points				
	BK_FG BK_P1 BK_P2 BK_FT		CC @PeriodNo			For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Send the period number or 0 (for all the periods)
						For @Value: Do not send anything
		BK_MADE		N(2) 90	For @Type: Send proposed Stat code	
		For @Code: Send proposed ExtendedStat code				
		For @Pos: Do not send anything				
		For @Value: Points				
BK_ATT		N(2) 90	For @Type: Send proposed Stat code			
For @Code: Send proposed ExtendedStat code						
For @Pos: Do not send anything						
For @Value: Attempts						
BK_PERC		N(3) 990	For @Type: Send proposed Stat code			
For @Code: Send proposed ExtendedStat code						
For @Pos: Do not send anything						
For @Value: Shooting Percentage						
BK_PF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type		
For @Code: Send proposed code						



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Fouls

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

Type /Code	Description	Expected
ST_BK /BK_PTS /BK_TOT	Total Points for all the athletes of the team	Always, if the information is available
ST_BK /BK_FG	Total of Field Goals made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_P1	Total of 1 Point made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_P2	Total of 2 Points made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_FT	Total of Free Throws made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_PF	Total of Personal Fouls for all the athletes of the team	Always, if the information is available

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element in the case of 3x3 Basketball for the team statistics.

Element: Result /Competitor/Composition/Athlete/Stats/Stat							
Type	Code	Extended Code	Pos	Value	Description		
ST_BK	BK_FG BK_P1 BK_P2 BK_FT	BK_MADE		N(2) 90	For @Type: Send proposed type		
					For @Code: Send proposed type		
					For @Pos: Do not send anything		
							For @Value: Points
		BK_ATT		N(2) 90		For @Type: Send proposed type	
						For @Code: Send proposed type	
						For @Pos: Do not send anything	
							For @Value: Attempts
		BK_PERC				N(3) 990	For @Type: Send proposed type
For @Code: Send proposed type							
For @Pos: Do not send anything							
For @Value: Shooting Percentage							



Element: Result /Competitor/Composition/Athlete/Stats/Stat						
Type	Code	Extended Code	Pos	Value	Description	
	BK_PF			N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed type	
					For @Pos: Do not send anything	
					For @Value: Fouls	
	BK_PTS				N(3) 990	For @Type: Send proposed type
						For @Code: Send proposed type
						For @Pos: Do not send anything
						For @Value: Total Points
	BK_MIN				MM:SS 90:00	For @Type: Send proposed type
						For @Code: Send proposed type
						For @Pos: Do not send anything
						For @Value: Minutes Played

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

Type /Code	Description	Expected
ST_BK /BK_FG	Field Goals made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_P1	1 Point made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_P2	2 Points made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_FT	Free Throws made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_PF	Personal Fouls	Always, if the information is available
ST_BK /BK_PTS	Total Points	Always, if the information is available
ST_BK /BK_MIN	Minutes Played for the athlete. The number of minutes could be greater than 60, e.g. 64:21 (64 minutes, 21 seconds)	Always, if the information is available

4.1.4.6 Message sort

Please follow the general definition.



4.1.5 Cumulative Results

4.1.5.1 Description

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

The Cumulative Results message is used to send the accumulated results (including rank) between the different Rounds (First Round and Second Round) for the Dunk Contest event.

4.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent at event level (DDGEEE000) following the GeneralDefinition.

The DocumentSubtype attribute in the ODF header will be sent at unit level (DDGEEPUU). That would represent the cumulative results up to the end of the referenced event unit (First Round and Second Round).

4.1.5.3 Trigger and Frequency

Please, follow the general definition.

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 3x3 Basketball are:

- Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

4.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	Text	Accumulated Rank of the competitor. This attribute is optional because the competitor could get an invalid rank mark. Dunk Contents. After Qualification send the overall rank (First and Second Round) of the Qualification phase After the First Final Stage send the overall rank (First and Second Round) of the First Final Stage After the Second Final Stage send the overall rank (First and Second Round) of the Second Final Stage
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	M	CC @ResultType	Accumulated Result type, either points or IRM with points
	IRM	O	CC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM



Element	Attribute	M/O	Value	Comments
	Result	O	N(2) 99	Dunk Contents: After Qualification send the overall Total Points (First and Second Round) of the Qualification phase After the First Final Stage send the overall Total Points (First and Second Round) of the First Final Stage After the Second Final Stage send the overall Total Points (First and Second Round) of the Second Final Stage
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result.
CumulativeResult /ResultItems /ResultItem /Result	Rank	O	Text	Rank of the competitor in the result for the event unit (Round) identified by /ResultItems /ResultItem.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Either points or IRM with points
	Result	O	N(2) 99	Dunk Contents: Round Points
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM
	SortOrder	M	Numeric	Used to sort all results in an event unit identified by /ResultItems /ResultItem

The following table describes in more detail the Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Element: Competition /CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_BK	BK_TIE_BREAK_RANK			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Tie Break Rank of the competitor in case of Tie Break

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

Type /Code	Code Extension	Description	Expected
ER_BK / BK_TIE_BREAK_RANK		Tie Break Rank of the competitor in case of Tie Break	Send just for competitors that participate in a Tie Break

4.1.5.6 Message sort

Please, follow the general definition.



4.1.6 Pool standings

4.1.6.1 Description

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

4.1.6.2 Header Values

The DocumentCode attribute (DDGEEE900) in the ODF header will be sent for all the competition events at phase level according to the ODF Common Codes document (header values sheet).

DocumentSubtype attributes will be:

- Preliminary Round Group A: A
- Preliminary Round Group B: B
- Preliminary Round: 9

4.1.6.3 Trigger and Frequency

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

- Interim: After each game of the preliminaries is official of the relevant group
- Official: After last game of the preliminaries

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 3x3 Basketball are:

- Result /Competitor /ExtendedResults /ExtendedResult

4.1.6.5 Message Values

The following table lists the Pool standings optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of 3x3 Basketball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	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)	Send Y if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	IRM	O	CC @IRM	IRM Send just in the case @ResultType is points and 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.

Element: Competitor /ExtendedResults /ExtendedResult							
Type	Code	Extension Code	Pos	Value	Description		
ER_BK	BK_OPPONENT		N(1)	CC @Organisation	For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Send a numeric, from 1 to n		
					For @Value: Send the NOC of the opponent competitor		
		BK_RES				Text	For @Type: Send proposed type
							For @Code: Send proposed code
							For @Pos: Do not send anything
							For @Value: Game Results
		BK_COMP_DATE				Date	For @Type: Send proposed type
	For @Code: Send proposed code						
	For @Pos: Do not send anything						
	For @Value: Date of the match						
BK_GAMES	BK_PLAYED			N(1) 0	For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Send the number of games played		
	BK_WON				N(1) 0	For @Type: Send proposed type	
						For @Code: Send proposed code	
						For @Pos: Do not send anything	
	BK_LOST				N(1) 0	For @Type: Send proposed type	
						For @Code: Send proposed code	
BK_RES	BK_WON			N(3) 990	For @Type: Send proposed type		



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Points obtained by the team
		BK_LOST		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of points against the team

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

Type /Code	Extension Code	Description	Expected
ER_BK /BK_OPPONENT		Competitor opponent at the group	If available, for all the opponent teams
	BK_RES	Result of the game played with this opponent	Just if the match has finished
	BK_COMP_DATE	Competition date of the match	Just if the match has not finished
ER_BK /BK_GAMES/ BK_PLAYED		Number of games played by the team at the group	If available
ER_BK /BK_GAMES/ BK_WON		Number of games won by the team at the group	If available
ER_BK /BK_GAMES/ BK_LOST		Number of games lost by the team at the group	If available
ER_BK /BK_GAMES/ BK_CF		Classification points of the team at the group	If available, for not disqualified teams
ER_BK /BK_RES/ BK_WON		Total points of the team at the group	If available
ER_BK /BK_RES/ BK_LOST		Total points against the team at the group	If available

4.1.6.6 Message sort

Please follow the general definition.



4.1.7 Event Final Ranking

4.1.7.1 Description

This message is the Event Final Ranking message as described in the ODF General Messages Interface Document.

4.1.7.2 Header Values

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

4.1.7.3 Trigger and Frequency

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

- After each event

4.1.7.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of 3x3 Basketball are:

- N/A

4.1.7.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of 3x3 Basketball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
	RankEqual	O	S(1)	Send Y if the Rank is equalled.
	IRM	O	CC @IRM	Send just if the team has been disqualified
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

4.1.7.6 Message sort

Please follow the general definition.



4.1.8 Brackets

4.1.8.1 Description

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

4.1.8.2 Header Values

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

4.1.8.3 Trigger and Frequency

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

- Before competition
- After the last game of preliminaries is officialised
- After every game during final phases

4.1.8.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included in the case of 3x3 Basketball are:

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)

Moreover, the following should be considered:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of the 1/8 finals, quarterfinals and semi-finals.
- Bracket /BracketItems /BracketItem /NexUnitLoser should be informed just in the case of the semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game, semi-finals and quarterfinals.

4.1.8.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of 3x3 Basketball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the 1/8 finals, quarterfinals, semi-finals or finals phase.
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	It will be sent the game number for each bracket item (e.g.: 17, 18, 19, 20 ...)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) o when it is not known yet (UNK).



The following table describes in more detail the Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_BK	BK_COMP_INF	CC @Desc	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the winner or the loser
				For @Value: Send the game number

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

Type /Code	Description	Expected
ECP_BK /BK_COMP_INF	The competitor is the winner or the loser of the specified game number	Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK)

4.1.8.6 Message sort

Please follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 1.0	5 Dec 2013	Submitted for review version
R2 1.1	20 Dec 2013	Submitted for approval version
R2 1.2	28 Feb 2014	Approved version
R2 1.3	25 Abr 2014	Additional redefinitions for Dunk or Shoot-out Contest events

File reference: ODF/INT306-R2 v1.3 APP (BK)

Change Log

Version	Status	Changes on version
R2 1.0	SFR	<ul style="list-style-type: none">• First version
R2 1.1	SFA	<ul style="list-style-type: none">• Codes:<ul style="list-style-type: none">▪ CC @ResultsFunction code has been added.• List of participants by discipline:<ul style="list-style-type: none">▪ Some entries have been removed: E_POSITION, E_POSITION_NUMBER, E_CAPTAIN, E_CLUB_CITY and E_CLUB_ORG.▪ Some entries have been added: E_RANK and E_MQS.• Start List:<ul style="list-style-type: none">▪ Officials /Official value is now CC @ResultsFunction instead of CC @Function.▪ EUE_BK /BK_CAPTAIN code has been removed.
R2 1.2	APP	<ul style="list-style-type: none">• DT_SCHEDULE_UPDATE message has been added as Message used in this sport.• DT_PARTIC_HORSES message reference has been removed.• DT_PARTIC and DT_PARTIC_TEAMS:<ul style="list-style-type: none">▪ References to update messages have been removed.
R2 1.3	APP	<ul style="list-style-type: none">• DT_CUMULATIVE_RESULTS message to be used for Dunk Contest• DT_RESULTS: BK_ATTEMPTS added to indicate number of tries needed for a successful dunk• DT_RESULTS AND DT_CUMULATIVE_RESULTS : BK_TIE_BREAK_RANK extension added to indicate Tie Break Rank in Dunk or Shoot-out Contest• Codes: CC @Position and CC @PositionNumber removed• DT_POOL_STANDINGS: DocumentSubtype="9" removed• DT_RESULTS: BK_HOME_STARTER, BK_AWAY_STARTER: Only three players in the field of play• Codes and several messages: Changed Quarters Q1, Q2, Q3, Q4 to one single Period 1 (P1)



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