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Olympic Data Feed

ODF Beach Volleyball Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Beach Volleyball Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Beach Volleyball, 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 Beach Volleyball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Beach Volleyball 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, 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
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
ODF	Olympic Data Feed
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be composed of one or more disciplines
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes	This document describes the



	Document	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 Beach Volleyball 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 Beach Volleyball 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 Beach Volleyball.

Any ODF Beach Volleyball 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	Finals
CC @BracketItems	Code	Description
	FNL	Final
	QFL	Quarterfinal
	R16	Round of 16
	R24	Round of 24
	SFL	Semifinal
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 @Desc	Code	Description
	30	draw
	10	Group A
	11	Group B
	12	Group C
	13	Group D
	14	Group E
	15	Group F
	0	Lost
	1	Won
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 @Hand	Code	Description
	L	Left
	R	Right
	B	Left/Right
CC @IRM	Code	Description
	DSQ	Disqualified
	INJ	Injury



CC @Period	Code	Description
	S1	Set 1
	S2	Set 2
	S3	Set 3
CC @PeriodNo	Code	Description
	0	For the totals
	1	S1
	2	S2
CC @PeriodStatus (Only for RT)	Code	Description
	E	Match End
	R	Running
CC @PressureUnit	Code	Description
	Mb	Mb
CC @ResultType	Code	Description
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Points
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 @Role	Code	Description
	LB	Left Blocker
	LD	Left Defender
	RB	Right Blocker
	RD	Right Defender
	B/D	Blocker or Defender
CC @WLT	Code	Description
	L	Lost
	W	Won



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 Beach Volleyball, 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_TEAMS	List of teams	X	X
DT_PARTIC_HORSES	List of equestrian horses		
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 of group in a team competition	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_BRACKETS	Brackets	X	X



4.1.1 List of participants by discipline

4.1.1.1 Description

This message is the List of participants by discipline, 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

Please, follow the general definition in the ODF General Messages Interface Document, taking also into account the following:

- (With bib numbers): at latest one (1) hour before the Technical Meeting

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 Beach Volleyball 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” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	GivenName	M	S(25)	Given name in WNPA format (mixed case)
	BirthDate	O	YYYYMMDD	Date of birth for the athlete
	Height	O	N(3) 999	Height in centimetres for the athlete Send when this information is available
	MainFunctionId	M	CC @Function	Main function
RegisteredEvent	Bib	O	String	Shirt number for the athlete. Although this attribute is optional, it will be updated and informed As soon as it is known. Example: 1, 2

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

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_CAPTAIN		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send “Y” if the competitor is the Captain or N if it is not more.
	E_POSITION	N(1) 0	CC @Role	For @Type: Send proposed type



Element: EventEntry				
Type	Code	Pos	Value	Description
				For @Code: Send proposed type code
				For @Pos: Send 2 to indicate the role in the team.
				For @Value: Send the athlete role
	E_HAND		CC @Hand	For @Type: Send proposed type
				For @Code: Send proposed type code
				For @Pos: Do not send anything
				For @Value: Hand of the Player

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

Type /Code	Description	Expected
E_ENTRY /E_CAPTAIN	Captain	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_POSITION	Role in the team	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_HAND	Hand of the Player.	As soon as it is known (it can be sent in both messages)

4.1.1.6 Message sort

Please, follow the general definition.



4.1.2 List of accredited teams by discipline

4.1.2.1 Description

This message is the List of teams by discipline, for that discipline it is the list of athletes, 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

Please, follow the general definition in the ODF General Messages Interface Document,

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 Beach Volleyball are:

- 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 teams by discipline” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Team	Name	M	S(73)	The team's name shall consist of the family and/or given names of their athletes. Example :“RICARDO/EMANUEL”, “DIECKMANN M./RECKERMANN”, “HOLDREN/METZGER”

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

Element: EventEntry					
Type	Code	Pos	Value	Description	
E_ENTRY	E_SEED		N(2) 90	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Seed number.	
	E_SHIRT	N(1) 0		S(25)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send 1, 2, 3 to indicate the number of shirt
					For @Value: Colour's Shirt
	E_SHORTS	N(1) 0		S(25)	For @Type: Send proposed type
For @Code: Send proposed code					
Send 1, 2, 3 to indicate the number of shorts					



Element: EventEntry				
Type	Code	Pos	Value	Description
				For @Value: Colour's 1 st Shorts
	E_GROUP		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Preliminary Group of the team

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

Type /Code	Description	Expected
E_ENTRY /E_SEED	Seed number	As soon as it is known (it can be sent in update message)
E_ENTRY /E_SHIRT	1 st / 2 nd /3 rd team shirt colour	As soon as it is known (this information can be sent in both messages)
E_ENTRY /E_SHORTS	1 st / 2 nd /3 rd team shorts colour	As soon as it is known (this information can be sent in both messages)
E_ENTRY /E_GROUP	Preliminary Group of the team	As soon as this information is known (it can be sent in 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

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 Beach Volleyball are:

- UnitDateTime (following the general rules for this element)
- Officials /Official
- Competitor /EventUnitEntry

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 Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @ResultsFunction	Send according to the codes.
	Order	M	Numeric	Send by order for each official in each function, example: referee 1, referee 2.
Start	StartOrder	M	Numeric	Send 1 for first team, send 2 for the other team
	SortOrder	M	Numeric	
Start /Competitor	Bib	M	S(2)	Seed number
Start /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	N(3) 990	

The following table describes in more detail the Competitor /EventUnitEntry element in the case of Beach Volleyball.

Element: Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_BV	BV_SHIRT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Shirt
	BV_SHORTS	String	For @Type: Send proposed type
For @Code: Send proposed code			



Element: Competitor /EventUnitEntry			
Type	Code	Value	Description
			For @Value: Colour's 1 st Shorts/brief

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

Type /Code	Description	Expected
BV_SHIRT	team shirt colour	If it is available
BV_SHORTS	team shorts colour	

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

- After each period (set)
- 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 Beach Volleyball are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Competitor /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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	Set Number, usually there are 3 sets
	HomeScore	M	N(3) 990	Overall score of the home competitor at the end of the period. At the start of the game the result should be 0.
	AwayScore	M	N(3) 990	Overall score of the away competitor at the end of the period. At the start of the game the result should be 0.
	HomePeriodScore	M	N(3) 990	Score of the home competitor just for that period.
	AwayPeriodScore	M	N(3) 990	Score of the away competitor just for that period.
	Duration	O	MMm 90m	Playing time of each set.
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	IRM	O	CC @IRM	IRM of the Team 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 (Sets winning) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0.
	WLT	O	CC @WLT	The code whether a competitor won or lost.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and away team. 1 – for home team; 2 – for away team



Element	Attribute	M/O	Value	Comments
Result /Competitor/ EventUnitEntry	Code	M	E_HOME or E_AWAY	Key of the EventUnitEntry to uniquely identify if the Competitor is the Home or the Away Team

Send UnitDateTime including also the @EndDate attribute

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

Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_BV	BV_DURATION	HHh MMm 99h 90m	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match Duration time
	BV_PDURATION	HHh MMm 99h 90m	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Total playing time.
	BV_ATTENDANCE	N(5) 99990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of spectators at the match

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

Type /Code	Description	Expected
UI_BV /BV_DURATION	Match duration	Send at the end of the Game
UI_BV /BV_PDURATION	Total Playing time	Send at the end of the Game
UI_BV /BV_ATTENDANCE	Number of spectators at the match	Send just if this information is available

The following table describes in more detail the Competitor /Competitor /ExtendedResults /ExtendedResult element in the case of Beach Volleyball for the team.

Element: Competitor /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_BV	BV_PNT	N(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match point count
	BV_SPNT	N(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Set point count (Only for the current set)



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

Type /Code	Description	Expected
ER_BV /BV_PNT	Match point count	When the information is available
ER_BV /BV_SPNT	Set point count	When the information is available

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Beach Volleyball.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_BV	BV_CAPTAIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "Y" if the competitor is the Captain

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

Type /Code	Description	Expected
ER_BV /BV_CAPTAIN	Captain	As soon as it is known (it can be sent in both messages)

4.1.4.6 Message sort

Please, follow the general definition.



4.1.5 Pool standings ~~of group in a team competition~~

4.1.5.1 Description

This message is the Pool standings ~~of group in a team competition~~ message as described in the ODF General Messages Interface Document.

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

4.1.5.2 Header Values

The DocumentCode ([DD][G][EEE]900) attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

DocumentSubtype and Subtype attributes will be:

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

4.1.5.3 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

4.1.5.4 Message Structure

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

- Competitor /ExtendedResults /ExtendedResult

4.1.5.5 Message Values

The following table lists the Pool standings of group in a team competition 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
---------	-----------	-----	-------	----------



Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the corresponding Phase. Ranking in pools will be determined by the total number of points. It is optional because the team can be disqualified from the tournament or he can be without results
	RankEqual	O	Y	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	ResultType	O	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 for the particular group (or phase) Send just in the case @ResultType is IRM (see codes section)
	Qualification Mark	0	S(1)	Qualified indicator Send "q" for team qualified as best 3rd
	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 Competitor /ExtendedResults /ExtendedResult element

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extensions	Pos	Value	Description
ER_BV	BV_GAMES	BV_PLAYED		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of matches played
		BV_CP		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total points for the team for all the group games
		BV_WON		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Matches's number winner.
BV_LOST	N(2) 90	For @Type: Send proposed type			
		For @Code: Send proposed code			
		For @Pos: Do not send anything			
		For @Value: Matches's number lost.			
BV_RES BV_SUB_RES	BV_WON		N(3) 990	For @Type: Send proposed type	



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extensions	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Set's /Points's number winner.
		BV_LOST		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Set's /Points's number loser.
		BV_RATIO		String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Set's/Points's ratio. The "Ratio" to be calculated to three decimal points (Format 0.990). If the number of losses is zero, the value is "MAX".
	BV_OPPONENT		N(1)	CC @Organisation	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Order between the opponents
					For @Value: Send the NOC of the opponent competitor.
		BV_RES		N(3) - N(3) 990 – 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Match result EX. 2-0, 1-2
		BV_COMP_DATE		DDD DD MMM HH:MM Or DDD DD MMM TBD	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the date of the Match. Ex. FRI 27 JUL 9:00, FRI 27 JUL TBD

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

Type /Code	Description	Expected
ER_BV /BV_GAMES	Match Tally (matches played, won, lost)	When was available
ER_BV /BV_RES	Sets Tally (sets won, sets lost)	



Type /Code	Description	Expected
ER_BV /BV_SUB_RES	Points Tally (points won, points lost)	
ER_BV /BV_OPPONENT BV_OPPONENT /BV_RES BV_OPPONENT /BV_COMP_DATE	Match information. Opponent's NOC, Match's results, Match's Date	

4.1.5.6 Message sort

Please, follow the general definition.



4.1.6 Event Final Ranking

4.1.6.1 Description

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

In the case of Beach Volleyball, 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 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

- After each event

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 Beach Volleyball are:

- Competitor /ExtendedResults /ExtendedResult

4.1.6.5 Message Values

The following table lists the Event Final Ranking 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
Result	Rank	O	String	Final rank of the competitor in the corresponding event. It is optional because the team can be disqualified
	RankEqual	O	Y	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	IRM	O	CC @IRM	Send just if the team has been disqualified or is not even know.
	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.

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extensions	Pos	Value	Description
ER_BV	BV_GAMES	BV_PLAYED		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Matches played
		BV_WON		N(2) 90	For @Type: Send proposed type



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extensions	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of matches won
		BV_LOST		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of matches lost

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

Type /Code	Description	Expected
ER_BV /BV_GAMES	The total matches played, played won and played lost by the team.	Always

4.1.6.6 Message sort

Please, follow the general definition.



4.1.7 Brackets

4.1.7.1 Description

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

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

4.1.7.2 Header Values

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

4.1.7.3 Trigger and Frequency

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

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

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 Beach Volleyball are:

- ExtCompPlaces /ExtCompPlace
- Moreover, the following should be considered:
 - BracketItem /NextUnit should be informed in the case of the round of 24, round of 16, quarterfinal and semifinal.
 - BracketItem /NexUnitLoser should be informed just in the case of the semifinal.
 - CompetitorPlace /PreviousUnit should be informed in the case of the Final, Semifinal and Quarterfinal and round of 16.

4.1.7.5 Message Values

The following table lists the Brackets 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
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals. (see codes section)
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section)
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	It will be sent the matcher for each bracket item (e.g.: 39, 40, 41, 47 ...)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (UNK).



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

Element: CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_BV	BV_COMP_INF	CC @Desc	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the draw, group, winner or the loser. (see codes section)
				For @Value: Send the match number (with Format: 90) or rank in the group

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

Type /Code	Description	Expected
ECP_BV /BV_COMP_INF	The competitor is the winner or the loser of the specified game number. Example: @pos=10 @Value=1 -> "A1" @pos=30 @Value=2 -> "Draw(2nd from pool)" @pos=30 @Value=3 -> "Draw(Top two 3rd from pool)" @pos=1 @Value=39 -> "Winner Match 39"	Just when the competitor is not known yet. (when the CompetitorPlace @Code is UNK)

4.1.7.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	22 November 2013	First version SFR
R2 v1.1	5 December 2013	SFA
R2 v1.2	28 February 2014	APP, some minor issues
R2 v1.2	4 June 2014	Conformance Test issues CC@Role "B/D" Added

File reference: ODF/INT307 R2 v1.3 APP (BV)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version
R2 v1.1	SFA	<ul style="list-style-type: none">• SFA
R2 v1.2	APP	<ul style="list-style-type: none">• Update the description for DT_POOL_STANDING description• Update the "This document" and "Objective" sections• Remove the DT_PARTIC_HORSES message• Results: the ER_BV/BV_PNT, ER_BV/BV_SPNT are not defined in YORIS, so we will removed.• Add the DT_SCHEDULE_UPDATE message
R2 v1.3	APP	<ul style="list-style-type: none">• CC@Role "B/D" Added



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