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Olympic Data Feed

ODF Boxing Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Boxing Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Boxing, 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 Boxing Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Boxing 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

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
NOC	National Olympic 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 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
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2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Boxing 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 Boxing 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 Boxing.

Any ODF Boxing 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 Sport 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
	QFL	Quarterfinals
	SFL	Semi-finals
	FNL	Finals
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team/athlete passes directly to the next round
	UNK	The competitor is not known yet
CC @Period	Code	Description
	1	Round 1
	2	Round 2
	3	Round 3
	4	Round 4 (only for Women's)
CC @PeriodNo	Code	Description
	0..4	0 for the Totals 1..3 for Men's Rounds 1..4 for Women's Rounds
CC @ResultMark	Code	Description
	DQ	Win by Disqualification
	KO	Win by Knockout
	NC	No Contest
	TKO	Win by Technical Knockout
	TKO-I	Win by Technical Knockout Injury
	WO	Win by Walkover
	WP	Win on 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 @ResultType	Code	Description
	POINTS	Points



	RM	Result Mark
CC @WLT	Code	Description
	L	Lost
	T	No winner
	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 Boxing.

- 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		
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		
DT_RANKING	Event Final ranking	X	X
DT_BRACKETS	Brackets	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 (current athletes, officials and historical athletes) 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 Boxing are:

- Participant /Discipline /RegisteredEvent

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 Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if this information is available.
	Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in case of officials/referees.
	Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in case of officials/referees.

4.1.1.6 Message sort

Please, follow the general definition.



4.1.2 Start List

4.1.2.1 Description

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

4.1.2.2 Header Values

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

4.1.2.3 Trigger and Frequency

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

- As soon as draw is done for the first phase of the event and at the end of one phase for next phase.

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 Boxing are:

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

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

4.1.2.5 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 Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Code	M	S(20) with no leading zeroes	Official's code (key of the official, to uniquely identify this element)
	Function	M	CC @ResultsFunction	Official's function for the event unit Send the function code: RE - Referee J1 - Judge 1 J2 - Judge 2 J3 - Judge 3 J4 - Judge 4 J5 - Judge 5
	Order	M	Numeric	Official's order The Referee should be the first one and next the judges ordered by the judge number
Start	StartOrder	N/A	N/A	Not used in BX
	SortOrder	M	Numeric	According to the sport rules. Send 1 for RED and 2 for BLUE.

The following table describes in more detail the UnitInfos /UnitInfo element and its child element Extensions in the case of Boxing.



Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_BX	BX_MATCH_NUMBER			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Bout number for one specific event unit

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

Type /Code /Extension Code	Description	Expected
UI_BX /BX_MATCH_NUMBER	Bout number of one specific event unit	Always

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

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_BX	BX_DETAILED		S(n)	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Text to be placed instead of the competitor name when it is not known yet, i.e., when the competitor code is equal to TBD

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

Type /Code	Description	Expected
EUE_BX /BX_DETAILED	Text to be placed instead of the competitor name when it is not known yet, for example, if no winner is advanced from the previous bout because of both disqualified, this field should be "BDSQ from bout nnn".	Just when the competitor code is equal to TBD, it is, when the competitor is not known yet.

4.1.2.6 Message sort

Please, follow the general definition.



4.1.3 Event Unit Results

4.1.3.1 Description

This message is the Event Unit Results 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, taking also into account the following:

- At the end of each match
- At the end of each event that day or at the end of each event phase, whatever comes first

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 Boxing are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

4.1.3.5 Message Values

The following table lists the “Event Unit Results” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	CC @ResultType	Result type. If informed, it will be POINTS or RM for the corresponding bout (see codes section). Only will be informed (it is mandatory) at the end of the bout.
	Result	O	N(2) 90	Result for the particular event unit, i.e. Points obtained. Send just in the case @ResultType is POINTS. Result contains the total of competitor points at the end of the bout.
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L) the bout. Send T just in case of No Winner, i.e., BX_RM = BDSQ (both disqualified) or NC (no contest) Only will be informed (it is mandatory) at the end of the bout.



Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the RED (1) and of the BLUE (2).

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

Element: UnitInfos /UnitInfo					
Type	Code	Pos	Value	Description	
UI_BX	BX_RM		CC @ResultMark	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the bout result mark (see codes section)	
	BX_ROUND			CC @Period	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the round in which bout stopped according to the winning decision
	BX_TIME			MM:SS 90:00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Stop Time, ascending from 0:00 according to the winning decision Use Time format: MM is minutes SS is seconds
BX_JUDGE		N(1) 9	N(1) 9	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Judge's sequential number (1, ..., 3)	
				For @Value: Send No. 1..5 of Judge who is (first) participating on scoring	
BX_SUBST			N(1) 9	For @Type: Send proposed type	
				For @Code: Send proposed code	



Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Send No. 1..5 of the Judge, who in following scores for the failed Judge

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

Type /Code	Description	Expected
UI_BX /BX_RM	Send the bout result mark.	Just if available
UI_BX /BX_ROUND	Send the round in which bout stopped according to the winning decision.	Just if applies
UI_BX /BX_TIME	Send the Stop Time, ascending from 0:00 according to the winning decision.	Just if applies
UI_BX /BX_JUDGE	Send the No.1..5 of Judge who is (first) participating on scoring	Just if applies
UI_BX /BX_SUBST	Send the No. 1..5 of the Judge, who in following scores for the failed Judge	Just if applies

The following table describes in more detail the Periods /Period element in the case of Boxing.

Element	Attribute	M/O	Value	Comments
Periods /Period Sent just if the bout doesn't finish before that round	Code	M	CC @Period	Round number
	HomeScore	M	Numeric	Cumulative score red at the end of the round (@Code period)
	AwayScore	M	Numeric	Cumulative score blue at the end of the round (@Code period)

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_BX	BX_SCR_H	N(1) 9	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Judge's sequential number (1, ..., 3).
	BX_SCR_A	N(1) 9	N(2) 90	For @Value: Send judge score for red competitor at this round. Only send the valid score for the round
				For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Judge's sequential number (1, ..., 3).



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				For @Value: Send judge score for blue competitor at this round Only send the valid score for the round

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

Type /Code	Description	Expected
EP_BX /BX_SCR_H	Judge score for red competitor at this round. Only send the valid score for the round	If applies, when available
EP_BX /BX_SCR_A	Judge score for blue competitor at this round Only send the valid score for the round	If applies, when available

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_BX	BX_SCR		N(1) 9	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Judge's sequential number (1, ..., 3).
	BX_PREF		N(1) 9	S(1) (Y/N)	For @Value: Send Total judge score for the competitor
					For @Type: Send proposed type
					For @Code: Send proposed code
	BX_WARNING		CC @PeriodNo	N(2) 90	For @Pos: Judge's sequential number (1, ..., 3).
					For @Type: Send proposed type
					For @Code: Send proposed code
	BX_KD		CC @PeriodNo	N(2) 90	For @Pos: Round number
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Value: Warnings given in each round (@pos=1, ..) and totals (@pos=0)



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Round number
					For @Value: Counts given in each round (@pos=1, ..) and totals (@pos=0)

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

Type /Code /Extension Code	Description	Expected
ER_BX /BX_SCR	Total judge score for the competitor	If applies, when available
ER_BX /BX_PREF	Send "Y" for preferred winner in case of ties in Total judge score	If applies, when available
ER_BX /BX_WARNING	In case of @pos=0, Total number of warnings given to the competitor In case of @pos=1, .. Number of warnings given to the competitor in each round.	If applies, when available
ER_BX /BX_KD	In case of @pos=0, Total number of counts given to the competitor In case of @pos=1, .. Number of counts given to the competitor in each round.	If applies, when available

4.1.3.6 Message sort

Please, follow the general definition.



4.1.4 Event Final Ranking

4.1.4.1 Description

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

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

4.1.4.2 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).

4.1.4.3 Trigger and Frequency

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

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 Boxing are:

- N/A

4.1.4.5 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 Boxing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	M	Numeric	Final rank of the competitor in the corresponding event
	RankEqual	O	S(1) (Y)	Send “Y” in case of an equalled Rank
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitor for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. The boxers with standings from 5 th to 8 th places should be sorted by NOC.

4.1.4.6 Message sort

Please, follow the general definition.



4.1.5 Brackets

4.1.5.1 Description

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

In the case of Boxing, 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 attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

4.1.5.3 Trigger and Frequency

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

- INTERMEDIATE:
 - After the draw
 - After every bout during final phases
- UNOFFICIAL / OFFICIAL:
 - After last bout of the final phases

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 Boxing are:

- N/A

Moreover, the following should be considered:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Preliminaries and Semi-finals.
- Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of Preliminaries and Semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Finals (Gold Medal Match and the Bronze Medal Match) and Semi-finals.

4.1.5.5 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 Boxing, 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.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items (see codes section) It is referred to the phase of event (round). It will be sent preliminaries, semi-finals or finals phase (e.g.: SFL <i>Semi-finals...</i>)



Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem	Code	M	Numeric Or TBD	Bracket code to identify a bracket item. It is referred to the related unit of phase. In general, it will be sent the bout number (e.g.: 17, 18... 20 ...). However, it may include "TBD" for to be defined, if the bout number is not known.
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor for this bracket item (BYE) or when it is not known yet (UNK).

4.1.5.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	20 Dec 2013	First version (SFR version)
R2 v1.1	17 Jan 2014	Reviewers comments included (SFA version)
R2 v1.2	28 Feb 2014	Some minor issues (APP version)

File reference: ODF/INT308 R2 v1.2 APP (BX)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version (Submitted for Review version)
R2 v1.1	SFA	<ul style="list-style-type: none">• Submitted for Approval version• Codes: Updated the entity codes CC @BracketItems, included the QFL code for "Quarterfinals" (instead of QLF). Also updated the entity codes CC @ResultMark, has been added the code NC for "No Contest".• DT_START_LIST: Updated the StartOrder attribute to N/A (since not be used in BX), and also the SortOrder attribute to include the comments from the StartOrder.• DT_RESULT: Changed the code (BX_PREF_WINNER) to BX_PREF (at the element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult).
R2 v1.2	APP	<ul style="list-style-type: none">• Approved version• Removed the DT_PARTIC_HORSES message (in section 4.1).• Added the DT_SCHEDULE_UPDATE message (in section 4.1).



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