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Olympic Data Feed

ODF Football Data Dictionary

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1 Introduction

1.1 This document

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

- **FB** – Football
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **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 Football 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 Football 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 Football.

Any ODF Football 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 @Action	Code	Description
	CAU	Cautions (Yellow card)
	CRN_K	Corner
	EXP	Expulsions (Red card)
	FO	Foul
	FRK	Free-Kick
	G	Goal
	OFF	Offside
	OG	Own goal
	PTY	Penalty shot
	SHT	Shots
	SHT_G	Shots on goal
	STARTP	Start Of Period (only for RT)
	SUBST	Player substituted
	R	2Y = Red Card
CC @ActionRole	Code	Description
	IN	In
	OUT	Out
	FOC	Foul committed
	FOS	Foul suffered
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	FNL	Finals
	SFL	Semi-finals
CC @CompetitorPlace	Code	Description
	BYE	There is not 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	



Code Entity	Code Entity Set of Values	
	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
	12	Group C
	13	Group D
	0	Lost
	1	Won
CC @DisciplinaryCode	Code	Description
	<i>(for Cautions):</i>	
	A	Unsporting behaviour
	B	Dissent by word or action
	C	Persistently infringing the Laws of the Game
	D	Delaying the restart of play
	E	Failing to retreat the required distance when play is restarted with a corner kick, free kick or throw-in
	F	Entering or re-entering the field of play without the referee's permission
	G	Deliberately leaving the field of play without the referee's permission
	H	Serious foul play
	<i>(for Expulsions):</i>	
	I	Violent conduct
	J	Spitting at an opponent or any other person
	K	Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
	L	Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
	M	Using offensive, insulting or abusive language and/or gestures
	N	Receiving a second caution during the same match (cf. art. 17 par. 2 FDC)
CC @EntryIRM	Code	Description
	DSQ	Disqualified
	RP	Replaced
CC @Function	Defined in ODF Common Codes Document See entity Function	



Code Entity	Code Entity Set of Values	
	<ul style="list-style-type: none"> The entity's attribute to be used is Code <p>In case of officials in DT_START_LIST use:</p> <p>For Official@Function use:</p> <p>RE Referee AR1 Assistant Referee 1 AR2 Assistant Referee 2 4O 4th Official</p>	
CC @IRM	Code	Description
	ABD	Abandoned
	DSQ	Disqualified
CC @Organisation	Defined in ODF Common Codes Document See entity Organisation <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Period	Code	Description
	H1	First Half
	H2	Second Half
	OT1	First Extra Time
	OT2	Second Extra Time
	PSO	Penalty shoot-out.
	TOT	Total
CC @PeriodNo	Code	Description
	0	For the totals
	1	H1
	2	H2
	3	OT1
	4	OT2
	5	PSO
CC @PeriodStatus	Code	Description
	E	Match End
	R	Running
	S	Break (Stop)
CC @PlayerStatus	Code	Description
	A	Absent
	I	Injured
	N	Not eligible to play
	X	Misses next match if booked
CC @Position	Code	Description
	DF	Defender
	FW	Forward
	GK	Goalkeeper
	MF	Midfielder
CC @ResultType	Code	Description
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Goals
CC @ShotType	Code	Description



Code Entity	Code Entity Set of Values	
	B	Blocked
	G	Goal
	M	Misses
	P	Crossbar/Post
	S	Saved
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 Football.

- 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 athletes 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		
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 (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 Football 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 of Football, 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
	Nationality	M	CC @Country	Official's nationality.
Participant /Discipline	International FederationId	O	S(16)	FIFA ID (competitor's federation number for the discipline). It will be included.
Participant /Discipline /RegisteredEvent	Bib	M	S(4)	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, 17 ...

The following table describes in more detail the Participant /Discipline /RegisteredEvent /EventEntry element for the athletes in the case of Football.

Element: Participant /Discipline /RegisteredEvent /EventEntry			
Type	Code	Value	Description
E_ENTRY	E_IRM	CC @EntryIRM	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Athlete's status in the team. When the athlete has been replaced or disqualified.
	E_SUBSTITUTE	S(1) (Y)	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value:



Element: Participant /Discipline /RegisteredEvent /EventEntry			
Type	Code	Value	Description
			Send "Y" if the competitor is an alternative player
	E_POSITION	CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position of the player in the team
	E_SHIRT_NAME	S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Shirt Name
	E_CLUB_NAME	String	For @Type: Send proposed type For @Code: Send proposed code For @Value: Club name
	E_CLUB_ORG	S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Club Country Code
	E_FIFA_POP_NAME	S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Fifa Popular Name

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

Type /Code	Description	Expected
E_ENTRY /E_IRM	Athlete's status - replaced or disqualified - in the team.	As soon as it is known
E_ENTRY /E_SUBSTITUTE	When the competitor it's an alternative player.	As soon as it is known, when it applies
E_ENTRY /E_POSITION	Position of the player in the team.	As soon as it is known
E_ENTRY /E_SHIRT_NAME	Shirt Name of the player.	As soon as it is known
E_ENTRY /E_CLUB_NAME E_ENTRY /E_CLUB_ORG	The name and country from the Club of the player where now playing.	As soon as it is known
E_ENTRY /E_FIFA_POP_NAME	Popular Name of the player	As soon as it 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 Football are:

- Team /TeamOfficials /Official (for coaches)
- 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 of Football, 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 Football.

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, 2 to indicate the number of shirt
				For @Value: Colour's Shirt
	E_SHORTS	N(1) 0	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1, 2 to indicate the number of shorts
				For @Value: Colour's Shorts
	E SOCKS	N(1) 0	String	For @Type: Send proposed type
For @Code: Send proposed code				



Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Pos: Send 1, 2 to indicate the number of socks
				For @Value: Colour's Socks
	E_GROUP		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Preliminary Group of the team
	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.

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

Type /Code	Description	Expected
E_ENTRY /E_SHIRT	1st /2 nd team shirt colour.	As soon as it is known
E_ENTRY /E_SHORTS	1st /2 nd team shorts colour.	As soon as it is known
E_ENTRY /E SOCKS	1 st /2 nd team socks colour.	As soon as it is known
E_ENTRY /E_GROUP	Preliminary Group of the team.	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 Football are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- Officials /Official
- Start /Competitor /Coaches /Coach
- Start /Competitor /EventUnitEntry
- Start /Competitor /Composition /Athlete /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 Football, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @Function	Send according to the codes.
	Order	M	Numeric	Send by order for each official: Referee, Assistant Referee 1, Assistant Referee 2, and 4th Official.
Start	StartOrder	M	Numeric	Send 1 for Home team, send 2 for Away team.
	SortOrder	M	Numeric	
Start /Competitor /Coaches /Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	Send order for coaches, sequential number if more than one (order as they are presented on NOC entry form)
Start /Competitor /Composition /Athlete	Bib	M	S(2)	Athlete's Shirt number.
	Order	M	N(3) 990	For starting line-up player, send order according to goalkeeper position first (Start @Code=FB_POSITION and @Value=GK), and Shirt number (Athlete@Bib). For starting substitute player, send order according to the player status (Start @Code=FB_STATUS, that will be: space or X-Eligible, N-Not eligible to play, I-Injured, A-Absent), and Shirt number (Athlete@Bib).

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



Element: Start /Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_FB	E_SHIRT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Shirt
	E_SHORTS	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Shorts
	E SOCKS	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Socks

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

Type /Code	Description	Expected
EUE_FB / E_SHIRT	Colour's Shirt for the team	If it is available
EUE_FB / E_SHORTS	Colour's Shorts for the team	If it is available
EUE_FB / E SOCKS	Colour's Socks for the team	If it is available

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	
EUE_FB	FB_STARTER		S(1) (Y/N)	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
	FB_CAPTAIN			S(1) (Y)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	FB_STATUS			CC @PlayerStatus	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos:



Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
				Do not send anything For @Value: Status of the player (only for substitute players).
	FB_IRM		CC @EntryStatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Athlete's status in the team. When the athlete has been disqualified.
	FB_POSITION		CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Position of the player in the team.

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

Type /Code	Description	Expected
EUE_FB /FB_STARTER	Send if the competitor is a starter or not.	As soon as it is known
EUE_FB /FB_CAPTAIN	Captain indicator.	Send the code just for the captain
EUE_FB /FB_IRM	For know if the athlete was disqualified.	As soon as it is known
EUE_FB /FB_STATUS	Player status.	As soon as it is known
EUE_FB /FB_POSITION	Position of the player in the team.	As soon as it is known

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 (half)
- After last extra time or shoot-out (if any)
- After the match (unit)
- After each goal

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 Football are:

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

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
Periods /Period	Code	M	CC @Period	Times, usually there are 2 half times.
	HomeScore	M	N(2) 90	Overall score of the home competitor at the end of the period.
	AwayScore	M	N(2) 90	Overall score of the away competitor at the end of the period
	HomePeriodScore	O	N(2) 90	Score of the home competitor just for each period.
	AwayPeriodScore	O	N(2) 90	Score of the away competitor just for each period.
UnitActions /UnitAction	Status	M	S(1) (N)	Status of the action to indicate if the action is new ("N").
	Time	M	MMM 990 Or MMM +aa 990+90	Time in minutes in which the action occurred. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time). Show "+" on time of match followed by "aa" minutes of additional time to avoid confusion between an action occurred in one period where there is a period that follows (e.g. "45+3" for 3rd minute of additional time in the first half but "95" where match ends without additional time or "90+5" if there is additional time).
UnitActions /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 sections which roles should be used for which actions.
Result	ResultType	M	CC @ResultType	Result type, either goals 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
	Result	O	N(2) 90	Result (until finish the extra times if are available) of the Team for the particular event unit. Not included the goals for penalty Shoot-out.
	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 (1) and the Away team (2)

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

Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_FB	FB_DURATION	MMM:SS 990:00	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match Duration time MMM is minutes, SS is seconds
	FB_ATTENDANCE	N(7) 999,990	For @Type: Send proposed type



Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
			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_FB /FB_DURATION	Match duration	Send just if it is available
UI_FB /FB_ATTENDANCE	Number of spectators at the match	Send just if it is available

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_TIME	FB_ADDITIONAL		MM 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Additional time for that period. Send 0 if doesn't exist an additional time for that period.
EP_PTY	FB_SCORE	N(2) 90	N(2)-N(2) 90-90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n.
				For @Value: Send result of shooting. Home team – Away team.
	FB_ACTION	N(2) 90	CC @Action	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n.
	FB_SHOT_TYPE	N(2) 90	CC @ShotType	For @Type: Send proposed type
				For @Code: Send proposed code
For @Pos: Unique sequential number for all the participants in the penalties shoot-out of				



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
				the match, from 1 to n. For @Value: Action description for the penalty. Only use "G","S","P","M"
	FB_ATHLETE	N(2) 90	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n. For @Value: Players who participated in penalty shoot-out.
	FB_TEAM	N(2) 90	CC @Organisation	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n. For @Value: It is the team where the athlete (who made the penalty) is playing.

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

Type /Code	Description	Expected
EP_TIME /FB_ADDITIONAL	Additional time for each period.	5 minutes after the end of the match. Don't send for the half periods or penalty shot out.
EP_PTY /FB_SCORE EP_PTY /FB_ACTION EP_PTY /FB_SHOT_TYPE EP_PTY /FB_ATHLETE EP_PTY /FB_TEAM	Players who participated in penalty shoot-out, and how it happened.	Always

The following table describes in more detail the UnitActions /UnitAction element in the case of Football.

Element: UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_FB	CC @Period	N(2) 90	CC @Action	For @Type: Send proposed type For @Code: Send one period code. For @Pos: Unique sequential number for all the actions of the period, from 1 to n (from the first action of the Period to the last one). For @Value: Send one action code.



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

Type /Code	Description	Expected
UAC_FB /CC @Period	Actions in the game. For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN). For Foul action either one or two competitor elements will be sent: 1st Player Foul committed (ActionRole=FOC) 2nd Player Foul suffered (ActionRole=FOS) (optional).	5 minutes after the end of the match.

The following table describes in more detail the UnitActions /UnitAction /ExtendedAction element in the case of Football.

Element: UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_FB	FB_SCR_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home team score of the game after the action
	FB_SCR_A	N(2) 90	For @Type: Send proposed type
For @Code: Send proposed code			
For @Value: Away team score of the game after the action			
FB_SHOT_TYPE	CC @ShotType	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value: Goal, Missed, Crossbar, Saved, Blocked. Send when any shot occurs.	
FB_DESC	String	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value: Time description	

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

Type /Code	Description	Expected
EA_FB /FB_SCR_H	Home team score of the game after the action.	5 minutes after the end of the match.
EA_FB /FB_SCR_A	Away team score of the game after the action.	5 minutes after the end of the match.
EA_FB /FB_SHOT_TYPE	Goal, Missed, Crossbar, Saved, Blocked (see	2 min after the results of the match are



Type /Code	Description	Expected
	codes section). Send when any shot occurs.	approved.
EA_FB /FB_DESC	Time description	Always, if the information is available

The following table describes in more detail the Result /Competitor /Stats /Stat element and its child element ExtendedStat in the case of Football.

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_FB	FB_PTIME		CC @PeriodNo	MMM 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals- all periods)
					For @Value: Actual playing time (related to ball possession) for the team by period number in the event unit (in minutes).
	FB_GF_OG		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals- all periods)
					For @Value: Total Goals for the team by period number, due to own goals scored by the opposite team, in the event unit.
	FB_GF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals- all periods)
					For @Value: Total Goals for the team by period number in the event unit (not including the own goals of the opposite team).
	FB_GA		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals- all periods)
					For @Value: Total Goals against for team by period number in the event unit.
	FB_SHT		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 (0 for totals-all periods)
					For @Value: Total Shots for the team by period number in the event unit.
		FB_G		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total shots on goal.
	FB_PTY_K		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Penalty kicks for the team by period number in the event unit.
		FB_G		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total goals.
	FB_CRN_K		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total corner kicks for the team by period number in the event unit.
	FB_OFF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total offsides for the team by period number in the event unit.
	FB_FOC		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code:



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total fouls committed for the team by period number in the event unit.
	FB_FOS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total fouls suffered for the team by period number in the event unit.
	FB_CAU		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Cautions (yellow cards) for the team by period number in the event unit.
	FB_R		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Expulsions (2 nd yellow card = red card) for the team by period number in the event unit.
	FB_EXP		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Expulsions (red cards) for the team by period number in the event unit.
	FB_T_EXP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for the team in the event unit.
	FB_FRK		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (0 for totals-all periods) For @Value: Total free kicks for the team by period number in the event unit.
	FB_OG		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (0 for totals-all periods) For @Value: Total own goals for the team by period number in the event unit.
	FB_BP		CC @PeriodNo	N(3) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (0 for totals-all periods) For @Value: Total ball possession for the team by period number in the event unit. Send in %.

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

Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_PTIME	Actual played time in that game where the team was participating.	Always, if the information is available
ST_FB /FB_GF_OG	Total Goals for (due to own goals scored by the opposite team) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_GF	Total Goals for (not including the own goals of the opposite team) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_GA	Total Goals against in that game where the team was participating.	Always, if the information is available
ST_FB /FB_SHT /FB_G	Total Shots for the team by period number in the event unit and total Shots on goal in that game where the team was participating.	Always, if the information is available
ST_FB /FB_PTY_K /FB_G	Total Penalty kicks for the team by period number in the event unit and total goals in that game where the team was participating.	Always, if the information is available



Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_CRN_K	Total corner kicks in that game where the team was participating.	Always, if the information is available
ST_FB /FB_OFF	Total offsides in that game where the team was participating.	Always, if the information is available
ST_FB /FB_FOC	Total fouls committed in that game where the team was participating.	Always, if the information is available
ST_FB /FB_FOS	Total fouls suffered in that game where the team was participating.	Always, if the information is available
ST_FB /FB_CAU	Total Cautions (yellow cards) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_R	Total Expulsions (2nd yellow card = red card) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_EXP	Total Expulsions (red cards) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_T_EXP	Total Red Cards (sum of 2nd yellow cards and red cards) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_FRK	Total free kicks in that game where the team was participating.	Always, if the information is available
ST_FB /FB_OG	Total own goals in that game where the team was participating.	Always, if the information is available
ST_FB /FB_BP	Total ball possession in that game where the team was participating.	Always, if the information is available

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_DMATTERS	FB_REASON	N(1)	CC @DisciplinaryCode	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Use 1 for Caution, 2 for 2Yellow Cards and 3 for Expulsions For @Value: Reason code
	FB_SANCTION		String	For @Type: Send proposed type For @Code: Send proposed code For @Value: Sanction
ER_FB	FB_STARTER		S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send "Y" if the competitor is a Starter and send "N" if he/she is a Substitute.
	FB_CAPTAIN		S(1) (Y)	For @Type: Send proposed type For @Code:



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				Send proposed code For @Value: Send "Y" if the competitor is the Captain. Don't send for substitute players
	FB_STATUS		CC @PlayerStatus	For @Type: Send proposed type For @Code: Send proposed code For @Value: Status of the player (only for substitute players). Does not use the value "X".
	FB_POSITION		CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position of the player in the team.

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

Type /Code	Description	Expected
ER_DMATTERS /FB_REASON ER_DMATTERS /FB_SANCTION	Disciplinary Matters for the athletes in each match.	Morning after competition day.
ER_FB /FB_STARTER	Send if the competitor is a starter or not.	As soon as it is known
ER_FB /FB_CAPTAIN	Captain indicator.	As soon as it is known
ER_FB /FB_STATUS	Player status.	As soon as it is known
ER_FB /FB_POSITION	Position in the team.	As soon as it is known

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element and its child element ExtendedStat in the case of Football.

Element: Result /Competitor /Composition /Athlete /Stats /Stat				
Type	Code	ExtendedStat Code	Value	Description
ST_FB	FB_PTIME		MMM 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Minutes played for the athlete in the game.
	FB_STIME		MMM 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Time a player is substituted into or out of the game.
	FB_GF		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value:



Element: Result /Competitor /Composition /Athlete /Stats /Stat				
Type	Code	ExtendedStat Code	Value	Description
				Total Goals for athlete in the event unit.
	FB_GA		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Goals against for athlete in the event unit.
	FB_SHT FB_PTY_K		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total "Shots on goal/Shots" (FB_SHT code) and "Penalty kicks" (FB_PTY_K code) for athlete in the event unit.
		FB_G	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Value: Total goals.
	FB_FOC		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total fouls committed for athlete in the event unit.
	FB_FOS		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total fouls suffered for athlete in the event unit.
	FB_CRN_K		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total corner kicks for the athlete in the event unit.
	FB_OFF		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total offside for the athlete in the event unit.
	FB_CAU		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Cautions (yellow cards) for athlete in



Element: Result /Competitor /Composition /Athlete /Stats /Stat				
Type	Code	ExtendedStat Code	Value	Description
				the event unit.
	FB_CAU_T		MMM' 990'	For @Type: Send proposed type
			Or	For @Code: Send proposed code
			MMM'+aa 990'+90	For @Value: Minutes when the athlete has the first yellow card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time).
	FB_R		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (2 nd yellow card = red card) for athlete in the event unit.
	FB_R_T		MMM' 990'	For @Type: Send proposed type
			Or	For @Code: Send proposed code
			MMM'+aa 990'+90	For @Value: Minutes when the athlete has the 2 nd yellow card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time).
	FB_EXP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (red cards) for athlete in the event unit.
	FB_EXP_T		MMM' 990'	For @Type: Send proposed type
			Or	For @Code: Send proposed code
			MMM'+aa 990'+90	For @Value: Minutes when the athlete has a red card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time).

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

Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_PTIME	Actual played time in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_STIME	Time a player is substituted into or out of the game.	Always, if the information is available
ST_FB /FB_GF	Total Goals for in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_GA	Total Goals against in that game where the athlete was	Always, if the information is available



Type /Code /ExtendedStat Code	Description	Expected
	participating.	
ST_FB /FB_SHT ST_FB /FB_PTY_K /FB_G	Total "Shots on goal/Shots", "Penalty kicks" for athlete in the event unit and total goals in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_FOC	Total fouls committed in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_FOS	Total fouls suffered in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_CRN_K	Total corner kicks for the athlete in the event unit.	Always, if the information is available
ST_FB /FB_OFF	Total offsides for the athlete in the event unit.	Always, if the information is available
ST_FB /FB_CAU	Total Cautions (yellow cards) in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_CAU_T	Minutes when the athlete has the first yellow card.	Always, if the information is available
ST_FB /FB_R	Total Expulsions (2 nd yellow card = red card) in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_R_T	Minutes when the athlete has a 2 nd yellow card.	Always, if the information is available
ST_FB /FB_EXP	Total Expulsions (red cards) in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_EXP_T	Minutes when the athlete has a red card.	Always, if the information is available

4.1.4.6 Message sort

Please follow the general definition.



4.1.5 Pool standings

4.1.5.1 Description

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

4.1.5.2 Header Values

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

The DocumentSubtype attribute will be:

- For Women
 - Group A: A
 - Group B: B
- For Men
 - Group C: C
 - Group D: D

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 Football are:

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

4.1.5.5 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 Football, 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 difference after end of each match. It is optional because the team can be disqualified.
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.



Element	Attribute	M/O	Value	Comments
	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 for the particular group. Send just in the case @ResultType is IRM.
	QualificationMark	O	S(1)	Qualified indicator. Send "q" for team qualified as best 3rd. Send only for Woman.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Element: Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_FB	FB_OPPONENT		N(1) 9	CC @Organisation	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Number to identify each one of the opponents.	
					For @Value: Send the NOC of the opponent competitor	
		FB_RES		N(2):N(2) 90:90		For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Match result.
		FB_COMP_DATE				Date
						For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Value: Match date
FB_GAMES				For @Type: Send proposed type		
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Do not send anything		
FB_PLAYED				N(2) 90		
				For @Type: Send proposed code (as type)		
				For @Code: Send proposed extension code		
					For @Pos: Do not send anything	



Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Number of matches played
		FB_WON		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of matches won
		FB_TIED		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of matches draw
		FB_LOST		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of matches lost
		FB_CP		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Points for the team
	FB_RES				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything
		FB_WON		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Goals for
		FB_LOST		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos:



Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Do not send anything
					For @Value: Goals against
		FB_DIFF		N(2) 90	For @Type: Send proposed code (as type)
				Or	For @Code: Send proposed extension code
				-N(2) -90	For @Pos: Do not send anything
					For @Value: Goals difference, between goals for and goals against

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

Type /Code /Extension Code	Description	Expected
ER_FB /FB_OPPONENT /FB_RES /FB_COMP_DATE	Competitor opponent at the group. The score obtained by the team when played with this opponent and date of the match.	Always
ER_FB /FB_GAMES /FB_PLAYED /FB_WON /FB_TIED /FB_LOST	The total matches played, won, draw and lost by the team in that group.	Always
ER_FB /FB_GAMES /FB_CP	The points obtained by the team for all the games played in that group.	Always
ER_FB /FB_RES /FB_WON	The total goals for the team in that group.	Always
ER_FB /FB_RES /FB_LOST	The total goals against for the team in that group.	Always
ER_FB /FB_RES /FB_DIFF	The total goals difference (goals for and goals against) for the team in that group.	Always

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.

4.1.6.2 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).

4.1.6.3 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 Football are:

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

4.1.6.5 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 Football, 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 or has abandoned the game.
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	Send just if the team has been disqualified or has abandoned the game.
	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 Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /ExtendedResults /ExtendedResult				
Type	Code	Extension Code	Value	Description
ER_FB	FB_GAMES			For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Do not send anything
		FB_PLAYED	N(2) 90	For @Type: Send proposed code (as type)
			For @Code: Send proposed extension code	
			For @Value:	



Element: Result /Competitor /ExtendedResults /ExtendedResult				
Type	Code	Extension Code	Value	Description
				Matches played
		FB_WON	N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Number of matches won
		FB_LOST	N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Number of matches lost

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

Type /Code /Extension Code	Description	Expected
ER_FB /FB_GAMES /FB_PLAYED /FB_WON /FB_LOST	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.

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:

- 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 Football 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 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 Final (Gold Medal Match and the Bronze Medal Match).

4.1.7.5 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 Football, 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.
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	Send the game number for each bracket item (e.g.: 25, 26, 27, 28 ...)
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_FB	FB_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 group, winner or the loser. For @Value: Send the match number or rank in the group.

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

Type /Code	Description	Expected
ECP_FB /FB_COMP_INF	The competitor is the winner or the loser of the specified game number. Example: @pos=10 @Value=1 -> "A1" @pos=11 @Value=2 -> "B2" @pos=1 @Value=25 -> "Winner 25"	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 Nov 2013	Submitted for review version
R2 v1.1	5 Dec 2013	Submitted for approval version
R2 v1.2	28 Feb 2014	Approved version
R2 v1.3	28 Mar 2014	Some minor issues
R2 v1.4	4 June 2014	Entries changes after Conformance Test

File reference: ODF/INT313-R2-v1.4 APP (FB)

Change Log

Version	Status	Changes on version
R2v 1.0	SFR	<ul style="list-style-type: none">• First version
R2 v1.1	SFA	<ul style="list-style-type: none">• No change
R2 v1.2	APP	<ul style="list-style-type: none">• It has been specified that the document is for Nanjing 2014 Youth Olympics.• 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 v1.3	APP	<ul style="list-style-type: none">• DT_PARTIC:<ul style="list-style-type: none">▪ E_ENTRY /E_SHIRT_NAME code has been added.
R2 v1.5	APP	<ul style="list-style-type: none">• DT_PARTIC:<ul style="list-style-type: none">▪ E_ENTRY /E_FIFA_POP_NAME code has been added.▪ E_CLUB_ORG type changed to S(25)



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