



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT320 R2 v1.5 APP (HO)

## Olympic Data Feed

### **ODF Hockey Data Dictionary**

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Technology and Information Department  
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**TABLE OF CONTENT**

<b>1</b>	<b>Introduction .....</b>	<b>5</b>
1.1	This document.....	5
1.2	Objective .....	5
1.3	Main Audience.....	5
1.4	Glossary .....	5
1.5	Related Documents.....	5
<b>2</b>	<b>Overall Perspective .....</b>	<b>6</b>
2.1	Objective .....	6
2.2	End to End data flow .....	6
<b>3</b>	<b>Codes .....</b>	<b>7</b>
<b>4</b>	<b>Point in Time.....</b>	<b>9</b>
4.1	Point in Time Applicable Messages .....	9
4.1.1	List of participants by discipline .....	10
4.1.1.1	Description.....	10
4.1.1.2	Header Values.....	10
4.1.1.3	Trigger and Frequency .....	10
4.1.1.4	Message Structure .....	10
4.1.1.5	Message Values .....	10
4.1.1.6	Message sort .....	11
4.1.2	List of teams.....	12
4.1.2.1	Description.....	12
4.1.2.2	Header Values.....	12
4.1.2.3	Trigger and Frequency .....	12
4.1.2.4	Message Structure .....	12
4.1.2.5	Message Values .....	12
4.1.2.6	Message sort .....	13
4.1.3	Start List.....	14
4.1.3.1	Description.....	14
4.1.3.2	Header Values.....	14
4.1.3.3	Trigger and Frequency .....	14
4.1.3.4	Message Structure .....	14
4.1.3.5	Message Values .....	14
4.1.3.6	Message sort .....	16
4.1.4	Event Unit Results .....	17
4.1.4.1	Description.....	17
4.1.4.2	Header Values.....	17
4.1.4.3	Trigger and Frequency .....	17
4.1.4.4	Message Structure .....	17
4.1.4.5	Message Values .....	17
4.1.4.6	Message sort .....	19
4.1.5	Pool standings .....	20
4.1.5.1	Description.....	20
4.1.5.2	Header Values.....	20
4.1.5.3	Trigger and Frequency .....	20
4.1.5.4	Message Structure .....	20
4.1.5.5	Message Values .....	20
4.1.5.6	Message sort .....	23
4.1.6	Event Final Ranking.....	24
4.1.6.1	Description.....	24
4.1.6.2	Header Values.....	24



- 4.1.6.3 Trigger and Frequency ..... 24
- 4.1.6.4 Message Structure ..... 24
- 4.1.6.5 Message Values ..... 24
- 4.1.6.6 Message sort ..... 25
- 4.1.7 Brackets ..... 26
  - 4.1.7.1 Description..... 26
  - 4.1.7.2 Header Values..... 26
  - 4.1.7.3 Trigger and Frequency ..... 26
  - 4.1.7.4 Message Structure ..... 26
  - 4.1.7.5 Message Values ..... 26
  - 4.1.7.6 Message sort ..... 27
- DOCUMENT CONTROL ..... 28**



# 1 Introduction

## 1.1 This document

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

## 1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

## 1.4 Glossary

The following abbreviations are used in this document

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

Any ODF Hockey 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	<b>Code</b>	<b>Description</b>
	SHT	Shot
	YLW_C	Yellow Card
	RED_C	Red Card
	INJ	Injury
	SUS_E	Suspension ends
	SUBST	Substitution
CC @ActionRole	<b>Code</b>	<b>Description</b>
	IN	In
	OUT	Out
CC @Bracket	<b>Code</b>	<b>Description</b>
	FNL	Finals
CC @BracketItems	<b>Code</b>	<b>Description</b>
	QFL	Quarterfinals
	SFL	Semi-finals
	FNL	Finals
CC @CompetitorPlace	<b>Code</b>	<b>Description</b>
	BYE	There is no competitor, the other team passes directly to the next round
	UNK	The competitor is not known yet
CC @Country	Defined in ODF Common Codes Document  See entity Country <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @Desc	<b>Code</b>	<b>Description</b>
	10	Group A
	11	Group B
	0	Loser
	1	Winner
CC @EntryStatus	<b>Code</b>	<b>Description</b>
	DSQ	Disqualified
	RP	Replaced
CC @Function	Defined in ODF Common Codes Document  See entity Function <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	



Code Entity	Code Entity Set of Values	
CC @IRM	Code	Description
	DSQ	Disqualified
	WD	Withdrawn
CC @Organisation	Defined in ODF Common Codes Document  See entity Organization <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @Period	Code	Description
	H1	First Period
	H2	Second Period
	H3	Third Period
	SOC	Shoot-Out
CC @Position	Code	Description
	GK	Goalkeeper
	D	Defender
	M	Midfielder
	F	Forward
CC @ResAction	Code	Description
	M	Miss
	G	Goal
	S	GK save
	B	Player save
	P	Post
	F	Fault
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. <ul style="list-style-type: none"> <li>The Attribute to be used is ID</li> </ul>	
CC @ResultType	Code	Description
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Points
CC @StartingCode	Code	Description
	X	Starting Player
	I	Substitute Player
CC @WLT	Code	Description
	L	Lost
	T	Tie
	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 Hockey.

- 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	
<b>DT_SCHEDULE_UPDATE</b>	<b>Competition schedule update</b>	<b>X</b>	
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 Hockey 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 Hockey, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	Height	O	N(3) 999	It will be included if this information is available.
	Weight	O	N(3) 999	It will be included if this information is available.
Participant /Discipline /RegisteredEvent	Bib	O	S(2)	Shirt number.  Although this attribute is optional, it will be updated and informed as soon as this information is known.  Example: 8, 10 ...

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

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_POSITION		CC @Position	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Position Code
E_IRM			CC @EntryStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Athlete’s status in the team
E_CLUB_NAME			S(25)	For @Type:



Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				Send proposed type
				For @Code: Send proposed code
				For @Value: Club name
	E_CLUB_CITY		S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Club City
	E_CLUB_ORG		S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Club Country Code
	E_CAPTAIN		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send "Y" in case the participant is a captain
	E_SUBSTITUTE		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send "Y" if the competitor is an alternative player

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

Type /Code	Description	Expected
E_ENTRY /E_POSITION	Position Code in the Team	As soon as this information is known.
E_ENTRY /E_IRM	Invalid Result Mark	As soon as this information is known.
E_ENTRY /E_CLUB_NAME	Club Name	As soon as this information is known.
E_ENTRY /E_CLUB_CITY	Club city	As soon as this information is known.
E_ENTRY /E_CLUB_ORG	Club Country	As soon as this information is known.
E_ENTRY /E_CAPTAIN	Captain	As soon as this information is known.
E_ENTRY /E_SUBSTITUTE	Flag that indicates when the competitor is an alternate.	As soon as this information is known.

#### 4.1.1.6 Message sort

Please follow the general definition.



## 4.1.2 List of teams

### 4.1.2.1 Description

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

### 4.1.2.2 Header Values

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

### 4.1.2.3 Trigger and Frequency

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

### 4.1.2.4 Message Structure

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

- Team /TeamOfficials
- 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 Hockey, 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 Hockey.

Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_GROUP		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Team's Group
	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 the shirt
				For @Value: Shirt Colour
	E_SHORTS	N(1) 0	String	For @Type: Send proposed type
For @Code:				



Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				Send proposed code
				For @Pos: Send 1,2 to indicate the number of the shorts/skirts
				For @Value: Shorts/Skirts Colour
	E SOCKS	N(1) 0	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1,2 to indicate the number of the socks
				For @Value: Socks Colour
	E_GK_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 the shirt
				For @Value: Goalkeeper's Shirt Colour
	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_GROUP	Team's Group	As soon as this information is known.
E_ENTRY /E_SHIRT	Shirt colour	As soon as this information is known.
E_ENTRY /E_SHORTS	Shorts colour for men / Skirts colour for women	As soon as this information is known.
E_ENTRY /E SOCKS	Socks colour	As soon as this information is known.
E_ENTRY /E_GK_SHIRT	Goalkeeper's shirt colour	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 Hockey are:

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

#### 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 Hockey, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @ResultsFunction	Send the umpires (2 Umpires, 1 Reserve Umpire and 1 Video Umpire) according to the codes
	Order	M	Numeric	Send by Order as on official score sheet
Start	StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor /Coaches/Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	1 - Function (as per sample: manager, coach, stand-in manager, doctor, physiotherapist)
Start /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	N(3) 990	Order the competitor should appear in the Start List. Start with starters, substitutes and then suspended.

The following table describes in more detail the Officials /Official /ExtOfficial element in the case of Hockey.

Element: Officials /Official /ExtOfficial			
Type	Code	Value	Description
EO_HO	HO_SHIRT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value:



Element: Officials /Official /ExtOfficial			
			Colour's Shirt

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

Type /Code	Description	Expected
EO_HO /HO_SHIRT	Colour's Shirt for the official	If it is available

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

Element: Start /Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_HO	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/Skirts
	E SOCKS	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Socks
	E_GK_SHIRT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Goalkeeper's Shirt Colour

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

Type /Code	Description	Expected
EUE_HO / E_SHIRT	Colour's Shirt for the team	If it is available
EUE_HO / E_SHORTS	Colour's Shorts (for men) / Colour's Skirts (for women) for the team	If it is available
EUE_HO / E SOCKS	Colour's Socks for the team	If it is available
EUE_HO /E_GK_SHIRT	Goalkeeper's shirt colour	If it is available

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_HO	HO_SUSPENDED	S(1)	For @Type: Send proposed type



Element: Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
			For @Code: Send proposed code
			For @Value: Send 'Y' if the player is suspended
	HO_CAPTAIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send 'Y' only if the player is captain
	HO_AGE	N(2)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Age of the competitor
	HO_STARTER	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "Y" if the competitor is a Starter

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

Type /Code	Description	Expected
EUE_HO /HO_SUSPENDED	Suspended players	Send just for those suspended players
EUE_HO /HO_CAPTAIN	Captain	Send the code just for the captain (when this information is known)
EUE_HO /HO_AGE	Player's Age	Always
EUE_HO /HO_STARTER	Starter player	Send just for those Starter players

#### 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 shootout competition (if any).
- 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 Hockey are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriod
- UnitActions /UnitAction
- UnitActions /UnitAction /ExtendedAction
- UnitActions /UnitAction /Competitor
- UnitActions /UnitAction /Competitor /Composition /Athlete
- Result /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	
	HomeScore	M	N(3) 990	Overall score of the first named competitor at the end of the period.
	AwayScore	M	N(3) 990	Overall score of the second named competitor at the end of the period.
	HomePeriodScore	O	N(2) 90	Score of the first named competitor just for each period.
	AwayPeriodScore	O	N(2) 90	Score of the second named competitor just for each period.
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.



Element	Attribute	M/O	Value	Comments
Result	ResultType	M	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 is both Points and IRM
	Result	O	N(3) 990	Result of the Team for the particular event unit.
	WLT	O	CC @WLT	The code whether a competitor won, lost or tied.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)

Send UnitDateTime including also the @EndDate attribute

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

Element: UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_HO	CC @Period	N(2) 90	CC @Action	For @Type: Send proposed type
				For @Code: Send one period code, except for TOT
				For @Pos: Unique sequential number for all the action of the period, from 1 to n (from the first action of the Set 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_HO /CC @Period	Actions in the game	Send always 2 minutes after 1 <sup>st</sup> and 2 <sup>nd</sup> periods and 2 minutes after the game

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

Element: UnitActions /UnitAction /ExtendedAction				
Type	Code	Value	Description	
EA_HO	HO_RES_ACTION	CC @ResAction	For @Type: Send proposed type	
			For @Code: Send proposed code	
			For @Value: Result of the Action for the player/team	
	HO_SCR_H	N(2) 90		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: First named Score of the game after the action
	HO_SCR_A	N(2) 90		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Code: Send proposed code



Element: UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
			For @Value: Second named Score of the game after the action

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

Type /Code	Description	Expected
EA_HO /HO_RES_ACTION	Result of the Action for the player/team	Send always 2 minutes after 1 <sup>st</sup> and 2 <sup>nd</sup> periods and 2 minutes after the game
EA_HO /HO_SCR_H	First named Score of the match after the action	Send when the action of change score happen
EA_HO /HO_SCR_A	Second named Score of the match after the action	Send when the action of change score happen

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_HO	HO_STARTER	S(1) (Y)	For @Type: Send proposed type
			For @Code: Send proposed code
	HO_SUSPENDED	N(2) 90	For @Value: Send "Y" if the competitor is a Starter
			For @Type: Send proposed type
		For @Code: Send proposed code	
		For @Value: Send Y if the player has been Suspended	

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

Type /Code	Description	Expected
ER_HO /HO_STARTER	Starter player	Always, if the information is available
ER_HO /HO_SUSPENDED	Suspended player	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).

DocumentSubtype attribute will be:

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

### 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 Hockey are:

- Result /Competitor /ExtendedResults /ExtendedResult

### 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 Hockey, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	IRM	O	CC @IRM	IRM Send just in the case @ResultType is points and IRM
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_HO	HO_OPPONENT		N(1) 9	CC @Organisation	For @Type: Send proposed type



Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Send a numeric, from 1 to n
					For @Value: Send the CGA of the opponent competitor
		HO_SCORE		N(2):N(2) 90:90	For @Type: Send proposed code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Match result
		HO_DATE		Date	For @Type: Send proposed code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Date of the match
	HO_GAMES	HO_PLAYED		N(1) 0	For @Type: Send proposed code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the number of games played
		HO_WON		N(1) 0	For @Type: Send proposed code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the number of games won
		HO_TIED		N(1) 0	For @Type: Send proposed code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the number of games drawn
		HO LOST		N(1) 0	For @Type: Send proposed code
					For @Code: Send proposed Extension code
					For @Pos: Do not send anything
					For @Value: Send the number of games lost



Element: Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
		HO_CP		N(2) 90	For @Type: Send proposed code	
					For @Code: Send proposed Extension code	
					For @Pos: Do not send anything	
					For @Value: Send the classification points a team has accrued during the pool stage	
	HO_RES	HO_WON			N(2) 90	For @Type: Send proposed code
						For @Code: Send proposed Extension code
						For @Pos: Do not send anything
						For @Value: Number of Goals for
	HO_LOST				N(2) 90	For @Type: Send proposed code
						For @Code: Send proposed Extension code
						For @Pos: Do not send anything
						For @Value: Number of Goals against
HO_DIFF				+/-N(2) +/-90	For @Type: Send proposed code	
					For @Code: Send proposed Extension code	
					For @Pos: Do not send anything	
					For @Value: Difference of goals for/against	

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

Type /Code	Extension Code	Description	Expected
ER_HO /HO_OPPONENT		Competitor opponent at the group	If available, for all the opponent teams
	HO_SCORE	Match result	Just if the match has finished
	HO_DATE	Competition date of the match	Just if the match has not finished
ER_HO /HO_GAMES	HO_PLAYED	Number of games played by the team at the group	If available
	HO_WON	Number of games won by the team at the group	If available
	HO_TIED	Number of games drawn by the team at the group	If available
	HO_LOST	Number of games lost by the team at the group	If available
	HO_CP	Classification points	If available
ER_HO /HO_RES	HO_WON	Total of Goals For	If available
	HO_LOST	Total of goals against	If available
	HO_DIFF	Difference of goals for/against	If available



#### 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 Hockey are:

- Result /Competitor /ExtendedResults /ExtendedResult

### 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 Hockey, as well as the attributes that have an extended definition.

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

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

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_HO	HO_GAMES	HO_PLAYED		N(1) 0	For @Type: Send proposed code
					For @Code: Send proposed Extension code
		For @Pos: Do not send anything			
		For @Value: Send number of games played			
		HO_WON		N(1) 0	For @Type: Send proposed code
		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: Send the number of games won
		HO_TIED		N(1) 0	For @Type: Send proposed code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send the number of games tied
		HO_LOST		N(1) 0	For @Type: Send proposed code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send the number of games lost

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

Type /Code	Description	Expected
ER_HO /HO_GAMES /HO_PLAYED	Number of games played at the end of the event	Always, if available
ER_HO /HO_GAMES /HO_WON	Number of games won by the team at the end of the event	Always, if available
ER_HO /HO_GAMES /HO_TIED	Number of games tied by the team at the end of the event	Always, if available
ER_HO /HO_GAMES /HO_LOST	Number of games lost by the team at the end of the event	Always, if available

#### 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 Hockey are:

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces and its child element

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of the quarterfinals and semi-finals (semi-finals and classifications 5<sup>th</sup>-8<sup>th</sup>).
- BracketItem /NexUnitLoser should be informed in the case of the semi-finals (semi-finals and classifications 5<sup>th</sup>-8<sup>th</sup>).
- CompetitorPlace /PreviousUnit should be informed in the case of the finals (gold medal game, bronze medal game, classification 5<sup>th</sup>-6<sup>th</sup> and classification 7<sup>th</sup>-8<sup>th</sup>) and semi-finals (semi-finals and classifications 5<sup>th</sup>-8<sup>th</sup>).

### 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 Hockey, 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. Send QFL for Quarterfinals. Send SFL for Semi-finals and Classifications 5 <sup>th</sup> -8 <sup>th</sup> . Send FNL for Gold Medal Match, Bronze Medal Match, Classification 5 <sup>th</sup> -6 <sup>th</sup> , Classification 7 <sup>th</sup> -8 <sup>th</sup> and Classification 9 <sup>th</sup> -10 <sup>th</sup> .
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	Send the game number for each bracket item (e.g.: 17, 18, 19, 20 ...)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) o when it is not known yet (UNK).



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

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

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

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

#### 4.1.7.6 Message sort

Please follow the general definition.



# DOCUMENT CONTROL

## Version history

Version	Date	Comments
R2 v1.0	8 Nov 2013	First version SFR
R2 v1.1	22 Nov 2013	SFA version
R2 v1.2	5 Dec 2013	SFA version
R2 v1.3	20 Dec 2013	SFA version
R2 v1.4	28 Feb 2014	APP version
R2 v1.5	4 June 2014	Conformance Test issue 530

**File reference:** ODF/INT320 R2 v1.5 APP (HO)

## Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none"><li>• First version</li></ul>
R2 v1.1	SFA	<ul style="list-style-type: none"><li>• Submitted for Approval version</li></ul>
R2 v1.2	SFA	<ul style="list-style-type: none"><li>• Codes:<ul style="list-style-type: none"><li>▪ Some CC @Action codes have been removed as they don't apply to Hockey 5s (no Penalty, no Video Umpire).</li><li>▪ CC @Period: H3 has been added and descriptions of the periods have been updated.</li></ul></li><li>• Event Unit Results:<ul style="list-style-type: none"><li>▪ Comment about "after half time" has been updated to "after 2<sup>nd</sup> and 3<sup>rd</sup> periods".</li></ul></li></ul>
R2 v1.3	SFA	<ul style="list-style-type: none"><li>• Codes:<ul style="list-style-type: none"><li>▪ GRN_C code has been removed from CC @Action.</li></ul></li><li>• Event Unit Result:<ul style="list-style-type: none"><li>▪ Comment about "after 2<sup>nd</sup> and 3<sup>rd</sup> periods" has been updated to "after 1<sup>st</sup> and 2<sup>nd</sup> periods".</li></ul></li></ul>
R2 v1.4	APP	<ul style="list-style-type: none"><li>• DT_SCHEDULE_UPDATE message has been added as Message used in this sport.</li><li>• DT_PARTIC_HORSES message reference has been removed.</li></ul>
R2 v1.5	APP	<ul style="list-style-type: none"><li>• Event entru E_CLUB_ORG type changed to S(25)</li></ul>



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