



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT324 R2 v1.3 APP (RU)

## Olympic Data Feed

### **ODF Rugby Data Dictionary**

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Technology and Information Department  
© International Olympic Committee



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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>7</b>
2.1	Objective .....	7
2.2	End to End data flow .....	7
<b>3</b>	<b>Codes .....</b>	<b>8</b>
<b>4</b>	<b>Messages .....</b>	<b>10</b>
4.1	Applicable Messages .....	10
4.1.1	List of participants by discipline .....	11
4.1.1.1	Description.....	11
4.1.1.2	Header Values.....	11
4.1.1.3	Trigger and Frequency .....	11
4.1.1.4	Message Structure .....	11
4.1.1.5	Message Values .....	11
4.1.1.6	Message sort .....	12
4.1.2	List of teams.....	13
4.1.2.1	Description.....	13
4.1.2.2	Header Values.....	13
4.1.2.3	Trigger and Frequency .....	13
4.1.2.4	Message Structure .....	13
4.1.2.5	Message Values .....	13
4.1.2.6	Message sort .....	14
4.1.3	Event Unit Start List and Results .....	15
4.1.3.1	Description.....	15
4.1.3.2	Header Values.....	15
4.1.3.3	Trigger and Frequency .....	15
4.1.3.4	Message Structure .....	15
4.1.3.5	Message Values .....	15
4.1.3.6	Message sort .....	20
4.1.4	Pool standings .....	21
4.1.4.1	Description.....	21
4.1.4.2	Header Values.....	21
4.1.4.3	Trigger and Frequency .....	21
4.1.4.4	Message Structure .....	21
4.1.4.5	Message Values .....	21
4.1.4.6	Message sort .....	23
4.1.5	Brackets .....	24
4.1.5.1	Description.....	24
4.1.5.2	Header Values.....	24
4.1.5.3	Trigger and Frequency .....	24
4.1.5.4	Message Structure .....	24
4.1.5.5	Message Values .....	24
4.1.5.6	Message sort .....	25
	<b>DOCUMENT CONTROL .....</b>	<b>26</b>





# 1 Introduction

## 1.1 This document

This document includes the ODF Rugby Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Rugby, 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 Rugby Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Rugby 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
- **RU** – Rugby
- **WNPA** – World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents



Document Reference	Document Title	Document Description
ODF/INT300	ODF General Messages Interface Document	This document describes the ODF General messages
ODF2/INT335	ODF2 General Messages Interface Document	This document describes the ODF2 General messages



## 2 Overall Perspective

### 2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Rugby 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 ODF2 General Messages Interface since this ODF Rugby 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 Rugby.

Any ODF Rugby message should follow all the previous definitions in order to be considered as an ODF compliant message.



### 3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF2 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values		
CC @Bracket	Code	Description	
	FNL	Finals	
	BRN	Bronze	
	5_6	5-6 Play-Off	
CC @BracketItems (dependent on @Bracket)	Code	Description	Notes
	SFL	Semi-finals	When CC @Bracket = FNL
	FNL	Finals	When CC @Bracket = FNL (Final), BRN (Bronze Match) and 5_6
CC @CompetitorPlace	Code	Description	
	BYE	There is no competitor, the other team passes directly to the next round	
	TBD	The competitor is not known yet	
CC @Country	Defined in ODF Common Codes Document  See entity Country  The entity's attribute to be used is Code		
CC @Pool	Code	Description	
	A1	1st in Pool A	
	A2	2nd in Pool A	
	A3	3rd in Pool A	
	A4	4th in Pool A	
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>		
CC @Home	Code	Description	
	HOME	Home	
	AWAY	Away	
CC @IRM	Code	Description	
	DSQ	Disqualified	
CC @Organisation	Defined in ODF Common Codes Document  See entity Organisation <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>		
CC @Period	Code	Description	
	H1	First Half	
	H2	Second Half	





Code Entity	Code Entity Set of Values	
	OT	Extra Time
	TOT	Total
CC @Position	<b>Code</b>	<b>Description</b>
	BK	Back
	FW	Forward
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	<b>Code</b>	<b>Description</b>
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Points
CC @AthleteStatus	<b>Code</b>	<b>Description</b>
	SUSPEND	Suspended
CC @WLT	<b>Code</b>	<b>Description</b>
	L	Lost
	T	Tied
	W	Won



## 4 Messages

### 4.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Rugby.

- 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.
- The column “ODF version” indicates the version of ODF that will be used for this sport.

Message Type	Message name	Message used in this sport	Message extended in this document	ODF version
DT_SCHEDULE	Competition schedule	X		ODF
<b>DT_SCHEDULE_UPDATE</b>	<b>Competition schedule update</b>	<b>X</b>		<b>ODF</b>
DT_PARTIC	List of athletes by discipline	X	X	ODF
DT_PARTIC_TEAMS	List of teams	X	X	ODF
DT_RESULT	Event Unit Results	X	X	ODF2
DT_PHASE_RESULT	Phase Results			
DT_CUMULATIVE_RESULT	Cumulative Results			
DT_POOL_STANDING	Pool Standings	X	X	ODF2
DT_RANKING	Event Final ranking	X		ODF2
DT_MEDALLISTS	Medallists of one event	X		ODF2
DT_BRACKETS	Brackets	X	X	ODF2



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

Element	Attribute	M/O	Value	Comments
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 Rugby.

Element: Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
E_ENTRY	E_POSITION		CC @Position	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: Position Code for position in the team	
E_IRM			CC @IRM	For @Type: Send proposed type	Only in the case that the athlete has been disqualified.
				For @Code: Send proposed code	
				For @Value: Athlete's status in the team	
E_CLUB_NAME			S(25)	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	



Element: Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
				For @Value: Club name	
	E_CLUB_CITY		S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Club City	As soon as this information is known.
	E_CLUB_ORG		S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Club Country Code	As soon as this information is known.
	E_CAPTAIN		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Captain. Send "Y" in case the participant is a captain, "N" just if the value of the attribute has changed	As soon as this information is known.
	E_KNOWN_NAME		S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Player popular name	As soon as this information is known.

**4.1.1.5.1 Sample**

```
<Discipline Code="RU" InternationalFederationId="203258" >
  <RegisteredEvent Gender="M" Event="400" >
    <EventEntry Type="E ENTRY" Code="E POSITION" Value="BK" />
    <EventEntry Type="E ENTRY" Code="E CLUB NAME" Value="Sydney Stars" />
    <EventEntry Type="E ENTRY" Code="E CLUB CITY" Value="Sydney" />
    <EventEntry Type="E ENTRY" Code="E CLUB ORG" Value="Australia" />
    <EventEntry Type="E ENTRY" Code="E_KNOWN_NAME" Value="Australian Chamal" />
  </RegisteredEvent>
</Discipline>
```

**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 Rugby are:

- Team /TeamOfficials /Official
- 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 Rugby, 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 Rugby.

Element: Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
E_ENTRY	E_UNIFORM	Numeric 0	S(25)	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Pos: Send 1, 2 to indicate the number of the shirt: 1 - Primary (1st uniform) 2 - Alternate (2nd uniform)	
				For @Value: Shirt Colour	
E_SHORTS	Numeric 0	S(25)	S(25)	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Pos: Send 1, 2 to indicate the number of the shirt: 1 - Primary (1st uniform) 2 - Alternate (2nd uniform)	
				For @Value: Shorts colour for men / Skirts colour for women	



#### 4.1.2.5.1 Sample

```
<Team Code="FBM400BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  .....
  </Composition>
  <Discipline Code="RU" >
    <RegisteredEvent Gender="M" Event="400" >
      <EventEntry Type="E_ENTRY" Code="E_UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="E_ENTRY" Code="E_SHORTS" Pos="1" Value="Red" />
      <EventEntry Type="E_ENTRY" Code="E_UNIFORM" Pos="2" Value="White" />
    .....
    </RegisteredEvent>
  </Discipline>
</Team>
```

#### 4.1.2.6 Message sort

Please follow the general definition.



### 4.1.3 Event Unit Start List and Results

#### 4.1.3.1 Description

This message is the Event Unit Start List and Results message as described in the ODF2 General Messages Interface Document.

#### 4.1.3.2 Header Values

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

#### 4.1.3.3 Trigger and Frequency

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

- As soon as the team/teams are known (START\_LIST)
- As soon as any of the line-up and starters are known and any change/addition to these.
- At the beginning and end of each period (LIVE)
- After every change in any data [scores, substitute, DQ etc] (LIVE)
- INTERMEDIATE: At half time
- UNCONFIRMED: As soon as the match is finished, unless UNOFFICIAL or OFFICIAL messages are imminent.
- UNOFFICIAL / OFFICIAL: After the match (unit)

#### 4.1.3.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rugby are:

- ExtendedInfos /UnitDateTime (following the general rules for this element)
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Periods /Period
- Periods /Period /ExtendedPeriod
- Result /Competitor /Coaches /Coach
- Result /Competitor /EventUnitEntry
- Result /Competitor /Stats /Stat
- Result /Competitor /Composition /Athlete /EventUnitEntry
- Result /Competitor /Composition /Athlete /Stats /Stat

#### 4.1.3.5 Message Values

The following table lists the Event Unit Start List and Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.



Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Function	M	CC @ResultsFunction	Send the officials (1 Referee, 2 Assistant Referees and 2 In-Goal Judges) according to the codes
	Order	M	Numeric	Send by Order as on official score sheet
Period	Code	M	CC @Period	
	HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
	AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
	HomePeriodScore	O	Numeric #0	Score of the first named competitor just for each period.
	AwayPeriodScore	O	Numeric #0	Score of the second named competitor just for each period.
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	Numeric ##0	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)
	StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor /Coaches/Coach	Function	M	CC @ResultsFunction	Coach function
	Order	M	Numeric	Send the responsible coach of the team
Result /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	Numeric ##0	Order the competitor should appear in the Start List. By Shirt number, suspended player at the bottom (SUSPENDED).

Send UnitDateTime including also the @EndDate attribute

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

Element: Result /Competitor /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	HOME_AWAY	CC @Home	For @Type: Send proposed type	When available
			For @Code: Send proposed code	
			For @Value: Send Home or Away	
EUE	UNIFORM	S(25)	For @Type: Send proposed type	Always
			For @Code: Send the proposed code	
			For @Value: Team Uniform Colour	





Element: Result /Competitor /EventUnitEntry				
Type	Code	Value	Description	Expected
	SHORTS	S(25)	For @Type: Send proposed type	Always
			For @Code: Send proposed code	
			For @Value: Shorts Colour	

#### 4.1.3.5.1 Sample

```
<Competitor Code="RUW400RSA01" Type="T">
  <Description TeamName="South Africa"/>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME" />
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="Black" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="Black" />
```

The following table describes in more detail the Competitor/ Stats /Stat elements in the case of Rugby for the team statistics.

Element: Result /Competitor/ Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	PTS			Numeric #0	For @Type: Send proposed type	Always, if the information is available, shots and goals must always be sent at the same time
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Points scored	
TRY				Numeric #0	For @Type: Send proposed type	Always, if the information is available, shots and goals must always be sent at the same time
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tries made	
CONV				Numeric #0	For @Type: Send proposed type	Always, if the information is available, shots and goals must always be sent at the same time
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Conversions made	
DROP				Numeric #0	For @Type: Send proposed type	Always, if the information is available, shots and goals must always be sent at the same time
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Drop goals	
PTY				Numeric #0	For @Type: Send proposed type	Always, if the information is available



Element: Result /Competitor/ Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty goals	
	YC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Yellow Cards	
	RC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Red Cards	

**4.1.3.5.2 Sample**

```
<Stats>
  <Stat Type="ST" Code="PTS" Value="14" />
  <Stat Type="ST" Code="TRY" Value="2" />
  <Stat Type="ST" Code="CONV" Value="1" />
  <Stat Type="ST" Code="DROP" Value="2">
  <Stat Type="ST" Code="PTY" Value="1" />
</Stats>
```

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	PARTIC_STATUS	CC @AthleteStatus	For @Type: Send proposed type	Send only for those suspended players
			For @Code: Send proposed code	
			For @Value: Player status. Send 'SUSPEND' if the player is suspended	
	CAPTAIN	S(1)	For @Type: Send proposed type	Send the code just for the captain (when this information is known)
			For @Code: Send proposed code	
			For @Value: Captain. Send 'Y' only if the player is captain	
	STARTER	S(1)	For @Type: Send proposed type	Send just for those Starter players
			For @Code: Send proposed code	



Element: Result /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Value	Description	Expected
			For @Value: Starting Player. Send "Y" if the competitor is a Starter	

**4.1.3.5.3 Sample**

```
<Composition>
  <Athlete Code="1133768" Bib="1" Order="1">
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RSA"
    BirthDate="1995-12-12" />
    <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
  </Athlete>
</Composition>
```

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element in the case of Rugby for the athlete statistics.

Element: Result /Competitor /Composition /Athlete /Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	PTS			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Points scored	
TRY				Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tries made	
CONV				Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Conversions made	
DROP				Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Drop goals	
PTY				Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	



Element: Result /Competitor /Composition /Athlete /Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Pos: Do not send anything	
					For @Value: Penalty goals	
	YC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Yellow Cards	
	RC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Red Cards	
	SUB_TIME			mm:ss	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Time of substitution	

#### 4.1.3.5.4 Sample

```

.....
<Stats>
  <Stat Type="ST" Code="PTS" Value="11" />
  <Stat Type="ST" Code="SUB_TIME" Value="1" />
</Stats>
.....

```

#### 4.1.3.6 Message sort

Please follow the general definition.



## 4.1.4 Pool standings

### 4.1.4.1 Description

This message is the Pool standings message as described in the ODF2 General Messages Interface Document.

### 4.1.4.2 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).

DocumentSubtype attributes will be:

- Preliminary Round Group A: A

### 4.1.4.3 Trigger and Frequency

Please follow the general definition.

### 4.1.4.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rugby are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /Competitor /ExtendedResults /ExtendedResult

### 4.1.4.5 Message Values

The following table lists the Pool standings optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Rugby, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
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
	Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
	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.
	Won		Numeric 0	Number of games won by the team at the group
	Lost		Numeric 0	Number of games lost by the team at the group
Tied		Numeric 0	Number of games tied by the team at the group	



Element	Attribute	M/O	Value	Comments
	Played		Numeric 0	Number of games played by the team at the group
	For		Numeric ##0	Total number of points for
	Against		Numeric ##0	Total number of points against
	Diff		Numeric +/- ##0	Difference of points for/against
Opponent	Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
	Type	M	T	T for team
	Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
	Organisation	O	CC @Organisation	Competitors' organisation (code). Must include if the data is available
	Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
	Time	O	hh:mm	Time of match (example hh:mm) Must include if the data is available.
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.
Opponent /Unit	Phase	M	CC @Phase	Phase code for the pool item
	Unit	M	CC @Unit	Unit code for the pool item

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	Expected
ER	SUB_RES	WON		Numeric #0	For @Code: Send proposed Extension code	If available
					For @Pos: Do not send anything	
					For @Value: Total number of tries for	
		LOST		Numeric #0	For @Code: Send proposed Extension code	If available
					For @Pos: Do not send anything	
					For @Value: Total number of tries against	
		DIFF		Numeric +/-#0	For @Code: Send proposed Extension code	If available
					For @Pos: Do not send anything	
					For @Value: Difference of tries for/against	



#### 4.1.4.5.1 Sample

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="0" Tied="1"
Lost="1" For="24" Against="46" Diff="-22">
  <Competitor Code="RUM400EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="SUB_RES">
        <Extension Code="WON" Value="2" />
        <Extension Code="LOST" Value="11" />
        <Extension Code="DIFF" Value="-9" />
      </ExtendedResult>
    </ExtendedResults>
  </Competitor>
  <Opponent Code="RUW400BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Result="12:3">
    <Unit Phase="A" Unit="01"/>
    <Description TeamName="Brazil"/>
  </Opponent>
  <Opponent Code="RUW400BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" >
    <Unit Phase="A" Unit="03"/>
    <Description TeamName="Belarus"/>
  </Opponent>
  <Opponent Code="RUW400NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Result="21:3">
    <Unit Phase="A" Unit="05"/>
    <Description TeamName="New Zealand"/>
  </Opponent>
</Competitor>
</Result>
```

#### 4.1.4.6 Message sort

Please follow the general definition.



## 4.1.5 Brackets

### 4.1.5.1 Description

This message is the Brackets message as described in the ODF2 General Messages Interface Document.

### 4.1.5.2 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).

### 4.1.5.3 Trigger and Frequency

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

- Before the competition
- After every match in the preliminaries which determines a position in the bracket.
- After every match during final phases

### 4.1.5.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rugby are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtCompPlaces and its child element

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of the classifications and semi-finals.
- BracketItem /NexUnitLoser should be informed just in the case of the quarterfinals and semi-finals.
- CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game, the bronze medal game, plate final, bowl final and semi-finals.

### 4.1.5.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Rugby, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in the competition format.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the semifinals, quarterfinals or finals phases.





Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem	Code	M	Numeric #0	It will be sent the game number for each bracket item (e.g.: 17, 18, 19, 20 ...)
	Date	O	Date	YYYY-MM-DD. Must be filled is known
	Time	O	hh:mm	Must be filled is known
	Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS.
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 (TBD).
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item when participant unknown.
	Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. Not sent when from group or match complete.
	Value	O	CC @Pool	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
	WLT	O	W or L	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

#### 4.1.5.5.1 Sample

```

.....
<Bracket Code="FNL">
  <BracketItems Code="QFL">
    <BracketItem Code="28" Order="1" Date="2012-08-07" Time="12:00" Result="20:12" >
      <Unit Phase="3" Unit="01" />
      <NextUnit Phase="2" Unit="01" />
      <CompetitorPlace Pos="1">
        <Competitor Code="RUM400GBR01" Type="T" Organisation="GBR" >
          <Description TeamName="Great Britain"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="RUM400KOR01" Type="T" Organisation="KOR" >
          <Description TeamName="Korea"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
.....

```

#### 4.1.5.6 Message sort

Please follow the general definition.



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R2 v1.0	5 Dec 2013	First version SFR
R2 v1.1	17 Jan 2014	SFA version
R2 v1.2	28 Feb 2014	APP version
R2 v1.3	4 June 2014	Conformance Test issue 444

**File reference:** ODF/INT324 R2 v1.3 APP (RU)

### 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>• It has been specified that the document is for Nanjing 2014 Youth Olympics and a reference to Glasgow has been removed.</li><li>• Codes:<ul style="list-style-type: none"><li>▪ OT description has been updated to Extra Time in CC @Period as Overtime is not used in Rugby.</li></ul></li><li>• List of participants &amp; List of teams:<ul style="list-style-type: none"><li>▪ All entries types and codes have been modified, adding "E_".</li></ul></li><li>• Event Unit Start List and Results:<ul style="list-style-type: none"><li>▪ UnitInfos element has been changed to ExtendedInfos.</li><li>▪ Sample 4.1.3.5.4 has been updated: "MINS" example has been removed and replaced by "PTS", and "SUB_TIME" example has been updated to "FOS".</li></ul></li></ul>
R2 v1.2	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 v1.3	APP	<ul style="list-style-type: none"><li>• Event Entry E_KNOWN_NAME added</li><li>• Event entry E_CLUB_ORG type changed to S(25)</li></ul>



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