INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Basketball Data Dictionary
Rio 2016 – Games of the XXXI Olympiad

Technology and Information Department
© International Olympic Committee

ODF/INT148- R-SOG-2016-v2.2 APP (BK)
8 July 2016

License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

   The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

Table of Contents

1Introduction....6
1.1This document....6
1.2Objective....6
1.3Main Audience....6
1.4Glossary....6
1.5Related Documents....6
2Messages....8
2.1Applicable Messages....8
2.2Messages....10
2.2.1Competition schedule / Competition schedule update....10
2.2.1.1Description....10
2.2.1.2Header Values....12
2.2.1.3Trigger and Frequency....13
2.2.1.4Message Structure....13
2.2.1.5Message Values....14
2.2.1.6Message Sort....18
2.2.2List of participants by discipline / List of participants by discipline update....19
2.2.2.1Description....19
2.2.2.2Header Values....19
2.2.2.3Trigger and Frequency....20
2.2.2.4Message Structure....21
2.2.2.5Message Values....22
2.2.2.6Message Sort....27
2.2.3List of teams / List of teams update....28
2.2.3.1Description....28
2.2.3.2Header Values....28
2.2.3.3Trigger and Frequency....29
2.2.3.4Message Structure....29
2.2.3.5Message Values....30
2.2.3.6Message Sort....33
2.2.4Event Unit Start List and Results....35
2.2.4.1Description....35
2.2.4.2Header Values....35
2.2.4.3Trigger and Frequency....36
2.2.4.4Message Structure....37
2.2.4.5Message Values....41
2.2.4.6Message Sort....62

2.2.5Play by Play....63
2.2.5.1Description....63
2.2.5.2Header Values....63
2.2.5.3Trigger and Frequency....64
2.2.5.4Message Structure....64
2.2.5.5Message Values....66
2.2.5.6Message Sort....72
2.2.6Current Information....73
2.2.6.1Description....73
2.2.6.2Header Values....73
2.2.6.3Trigger and Frequency....74
2.2.6.4Message Structure....74
2.2.6.5Message Values....75
2.2.6.6Message Sort....77
2.2.7Pool Standings....78
2.2.7.1Description....78
2.2.7.2Header Values....78
2.2.7.3Trigger and Frequency....79
2.2.7.4Message Structure....79
2.2.7.5Message Values....81
2.2.7.6Message Sort....85
2.2.8Brackets....86
2.2.8.1Description....86
2.2.8.2Header Values....86
2.2.8.3Trigger and Frequency....87
2.2.8.4Message Structure....87
2.2.8.5Message Values....89
2.2.8.6Message Sort....92
2.2.9Statistics....94
2.2.9.1Description....94
2.2.9.2Header Values....94
2.2.9.3Trigger and Frequency....95
2.2.9.4Message Structure....95
2.2.9.5Message Values....98
2.2.9.6Message Sort....124
2.2.10Event Final Ranking....125
2.2.10.1Description....125
2.2.10.2Header Values....125
2.2.10.3Trigger and Frequency....126
2.2.10.4Message Structure....126
2.2.10.5Message Values....127

2.2.10.6Message Sort....129
2.2.11Configuration....130
2.2.11.1Description....130
2.2.11.2Header Values....130
2.2.11.3Trigger and Frequency....131
2.2.11.4Message Structure....131
2.2.11.5Message Values....132
2.2.11.6Message Sort....133
3Document Control....134

1 Introduction

1.1 This document

This document includes the ODF Basketball Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Basketball.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Basketball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Basketball competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	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/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes

Document Reference	Document Title	Document Description
		used across all ODF documents.
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

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

- 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 extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	

DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

The Competition schedule is a bulk message provided for one particular discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages (and have status UNSCHEDULED or SCHEDULED).

The arrival of the competition schedule message resets all the previous schedule information for one particular discipline.

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

HATH Individual Head to Head units (e.g. AR, BD, TE etc)
HCOUP Pairs/Couples Head to Head units (e.g. BD, TE etc)
HNOC NOC Head to Head units (e.g. AR)
HTEAM Teams Head to Head units (e.g. BK, BV, HB etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines usually only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units

flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used.

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this).

If the discipline requires some text describing the order then StartText is used. Typical uses include 'Not before 17:00' or 'SUN 29 - 2nd match on CC' or 'Follows'.

Where HideStartDate='Y' is used then all start times for the units may be the same, usually the same as the first unit in the session or location (which generally will not use HideStartDate='Y') but this is not mandatory and approximate start times may be used. The specific way this is managed in each sport is detailed in the specific sport data dictionary.

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:
1. By day (or filter by day)
2. By location if applicable (in a small number of sports)
3. By Time (regardless if HideStartDate='Y')
4. By Order
 - The Order is sent for all units where HideStartDate='Y' else not sent. Start with 1 each new session each day
 - End users should display StartText if HideStartDate='Y'

Competition schedule update:

Competition schedule update is an update message. It is not a complete schedule information message, but only the schedule data being modified.

The arrival of this message updates the previous schedule information for one particular event unit, but does not notify any other change for the rest of the event units except for those contained in the message.

The key of the information updated is Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all this attribute.

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	DDGEEEPUU	Only used for DT_SCHEDULE_UPDATE. Should be the Code of the first Unit in the message. This attribute is mainly used for searching.
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H should be sent immediately when known and usually soon after the preceding unit changes to Official.

The triggers for status changes are described in each sport data dictionary where differences are needed.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)						
	Code					
	Unit (0,N)					
		Code				
		PhaseType				
		UnitNum				
		ScheduleStatus				
		StartDate				
		HideStartDate				
		EndDate				
		HideEndDate				
		ActualStartDate				
		ActualEndDate				
		Medal				

- Venue
- Location
- ModificationIndicator
- StartText (0,N)
  - Language
  - Value
- ItemName (1,N)
  - Language
  - Value
- VenueDescription (1,1)
  - VenueName
  - LocationName
- StartList (0,1)
  - Start (1,N)
    - StartOrder
    - SortOrder
    - Competitor (1,1)
      - Code
      - Type
      - Organisation
      - Description (0,1)
        - TeamName
        - IFId

2.2.1.5 Message Values

Element: Competition (1,1) **Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.) This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite

			variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element: Competition /Unit /StartText (0,N)

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

Element: Competition /Unit /ItemName (1,N)

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value

Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. For non-competition schedules (where the item description is not in common codes) then add the description.

Element: Competition /Unit /VenueDescription (1,1)			
Attribute	**M/O**	**Value**	**Description**
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

Element: Competition /Unit /StartList /Start (1,N) **StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)**			
Attribute	**M/O**	**Value**	**Description**
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team
Organisation	O	CC @Organisation	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	FIBA ID (competitor's federation number for the discipline).

2.2.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.
In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.

2.2.2 List of participants by discipline / List of participants by discipline update

2.2.2.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition

DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		
			IFId		

RegisteredEvent (0,N)
Gender
Event
Bib
EventEntry (0,N)
Code
Type
Pos
Value
OfficialFunction (0,N)
FunctionId

2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.

Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case) Not for use in Rio 2016
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case). Not for use in Rio 2016
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this

			information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one

discipline, it will be included in the participant message of both disciplines.			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	FIBA ID (Competitor's federation number for the corresponding discipline) Include if the discipline assigns international federation codes to athletes.

Element: Participant /Discipline /RegisteredEvent (0,N) **All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
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: 00, 0, 8, 10... This is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions. Send only in the Case of Current="true".

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		STATUS	N/A	Element Expected: Only in the case that the athlete has been Disqualified (this information will only be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Send DSQ if the athlete is disqualified else do not send

ENTRY		POSITION	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position Code
EENTRY		CAPTAIN	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" in case the participant is a captain else do not send.
ENTRY		CLUB_NAME	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club name
ENTRY		CLUB_ORG	N/A	Element Expected: As soon as this information is known (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Country	Club Country Code
ENTRY		CLUB_LEAGUE	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(10)	League of the Club
ENTRY		NATURALISED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the player is naturalised else do not send.
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: Always, as soon as this information is known (it only will be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric ##0	International games played

Sample (Sample)

```
<Discipline Code="BK" IFId="203258" >
        <RegisteredEvent Gender="M" Event="400" >
                <EventEntry Type="ENTRY" Code="POSITION" Value="PG" />
                <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Cibona" />
                <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CRO" />
                <EventEntry Type="ENTRY" Code="CLUB_LEAGUE" Value="A1" />
                <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="22" />
        </RegisteredEvent>
</Discipline>
```

Element: Participant /OfficialFunction (0,N) **Send if the official has optional functions. Do not send, otherwise.**			
Attribute	**M/O**	**Value**	**Description**
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.2.6 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number

FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.3.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				

- Team (1,N)
  - Code
  - Organisation
  - Number
  - Name
  - Gender
  - Current
  - ModificationIndicator
  - Composition (0,1)
    - Athlete (1,N)
      - Code
      - Order
  - TeamOfficials (0,1)
    - Official (1,N)
      - Code
      - Function
      - Order
  - Discipline (0,1)
    - Code
    - RegisteredEvent (0,1)
      - Event
      - Gender
      - EventEntry (0,N)
        - Code
        - Type
        - Pos
        - Value

2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition.

			Code is deprecated and value is duplicated in the header.

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (1,N) In the case of current teams the number of athletes is 2 or more.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /TeamOfficials /Official (1,N) Send if there are specific officials for the team. Does not apply to historical teams.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

Element: Team /Discipline (0,1) Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Element: Team /Discipline /RegisteredEvent (0,1) Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.			
Type	**Code**	**Pos**	**Description**
	UNIFORM	Numeric	Pos Description:

ENTRY			0	Send 1 for Light uniform and 2 for Dark uniform Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform colour
ENTRY		GROUP	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Pool of the team in the preliminaries
ENTRY		SEED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Seed position

Sample (Sample)

```
<Team Code="BKM400BLR01" 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>
        <TeamOfficials>
                <Official Code="7380750" Function="COACH" />
                <Official Code="7380751" Function="AST_COA" />
                <Official Code="7380752" Function="AST_COA" />
        </TeamOfficials>
        <Discipline Code="BK" >
                <RegisteredEvent Gender="M" Event="400" >
                        <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
                        <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="Red" />
....
                        <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
                </RegisteredEvent>
        </Discipline>
</Team>
```

2.2.3.6 Message Sort

The message is sorted by Participant @Bib, taking into account the federation rules (00, 0, 1, 2,...).

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus. The Start List is considered to be changed if any of the following changes: * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> Changing descriptions is not considered a start list change.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

* START LIST: As soon as the team/teams are known, before the match begins.
* START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

* LIVE: At the beginning of each period.
* LIVE: After every change in any data (scores, substitute, DQ etc).

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

* INTERMEDIATE: After each period (if it is not the last period).
* UNOFFICIAL / OFFICIAL: After the game.
* Trigger also after any change.

2.2.4.4 Message Structure

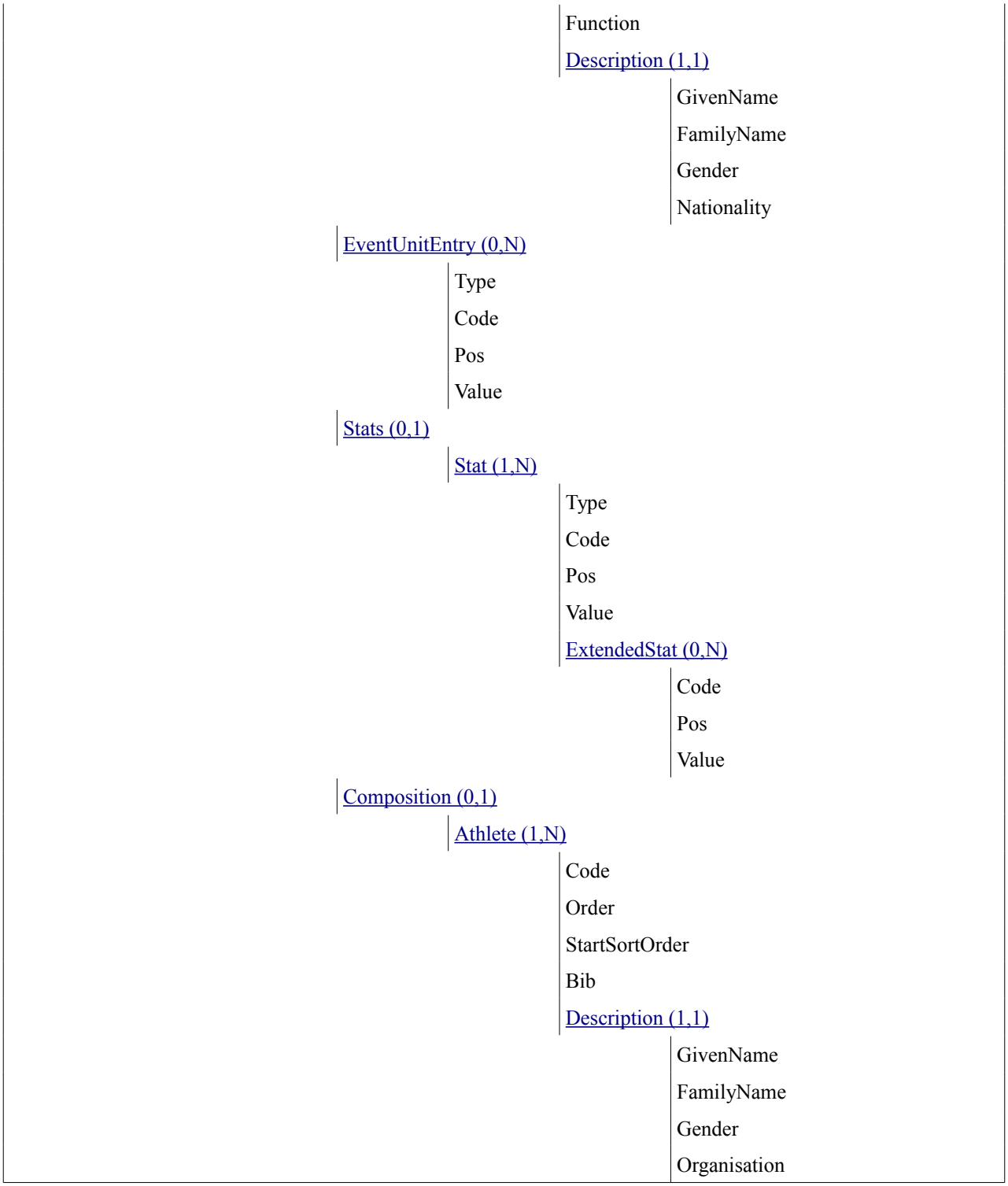
The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			EndDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					

- Gender
- SubEventName
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- PreviousResults (0,N)
  - Code
  - Win
  - Loss
  - PreviousResult (0,N)
    - Unit
    - Order
    - Opponent
    - WLT
    - Result
    - OppResult
    - ResultType
    - IRM
- Officials (0,1)
  - Official (1,N)
    - Code
    - Function
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - IFId
- Periods (0,1)

- Home
- Away
- Period (1,N)
  - Code
  - HomeScore
  - AwayScore
  - HomePeriodScore
  - AwayPeriodScore
  - ExtendedPeriods (0,1)
    - ExtendedPeriod (1,N)
      - Code
      - Type
      - Pos
      - Value

- Result (1,N)
  - Result
  - IRM
  - WLT
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Description (0,1)
      - TeamName
    - Coaches (0,1)
      - Coach (1,N)
        - Code
        - Order


Function
Description (1,1)
GivenName
FamilyName
Gender
Nationality
EventUnitEntry (0,N)
Type
Code
Pos
Value
Stats (0,1)
Stat (1,N)
Type
Code
Pos
Value
ExtendedStat (0,N)
Code
Pos
Value
Composition (0,1)
Athlete (1,N)
Code
Order
StartSortOrder
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation

- BirthDate
- IFId
- EventUnitEntry (0,N)
  - Type
  - Code
  - Pos
  - Value
- ExtendedResults (0,1)
  - ExtendedResult (1,N)
    - Type
    - Code
    - Pos
    - Value
- Stats (0,1)
  - Stat (1,N)
    - Type
    - Code
    - Pos
    - Value
    - ExtendedStat (0,N)
      - Code
      - Pos
      - Value

2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /UnitDateTime (0,1)
Scheduled start date and time. (where available update with actual start time)

Actual start -and/or end- dates and times.			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.
EndDate	O	DateTime	Actual end date-time (The attribute should only be included when required in the particular sport). Generally do not include.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		ATTENDANCE	N/A	Element Expected: Send if this information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Number of spectators at the match
UI		DURATION	N/A	Element Expected: Send at the end of the Game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm	Match Duration
UI		PERIOD	N/A	Element Expected: Send if this information is available and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send current period
STATS		LEAD_CHANGES	N/A	Element Expected: Send if this information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Lead Changes at the match
STATS		TIED_NUM	N/A	Element Expected: Send if this information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Times Tied at the match
DISPLAY		String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /Stats /Stat or

				Result /Competitor /Composition /Athlete /Stats /Stat May be: FG, P2, P3, FT, REB, ASSIST, TO, ST, BLC, PF, TREB, TTO, PF_COACH Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the athlete or team who was updated
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When applicable (for REB and TREB) and only when the unit is LIVE. Send multiple if applicable			
	Attribute	**Value**	**Description**	
	Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /Composition /Athlete /Stats /Stat. May be: OR or DR. Only applies to REB and TREB	
	Pos	N/A	N/A	
	Value	S(1)	Send "Y"	

Sample (Sample)

```
....
<ExtendedInfos>
        <UnitDateTime StartDate="2012-08-07T22:15:00+01:00" />
        <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="9174" />
        <ExtendedInfo Type="STATS" Code="TIED_NUM" Value="5" />
        <ExtendedInfo Type="STATS" Code="LEAD_CHANGES" Value="8" />
        <ExtendedInfo Type="DISPLAY" Code="P2" Pos="1" Value="2518090" />
        <ExtendedInfo Type="DISPLAY" Code="P2" Pos="2" Value=" BKM400GER01" />
</ExtendedInfos>
....
```

Element: ExtendedInfos /SportDescription (0,1) **Sport Descriptions in Text.**			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes

Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1) **Venue Names in Text.**			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: ExtendedInfos /PreviousResults (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Win	M	Numeric #0	Number of games won by the team
Loss	M	Numeric #0	Number of games lost by the team

Element: ExtendedInfos /PreviousResults /PreviousResult (0,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	O	S(40)	Full RSC of the previous event unit. Must always send unless it does not exist (like for a bye)
Order	M	Numeric #0	Order of the units. This will be chronological with the most recent at the bottom.
Opponent	M	S(20) with no leading zeroes or BYE	Competitor ID of the opponent or in the case of a bye send BYE
WLT	M	SC @WLT	Indicates if the competitor at PreviousResults/Code is the winner (W), loser (L)
Result	O	Numeric 0	Result for the particular event unit, i.e. the classification points in the corresponding match.
OppResult	O	Numeric 0	Result for the particular event unit, i.e. the classification points in the corresponding match.
ResultType	M	SC @ResultType	Result type, either points or IRM with points for the corresponding match

IRM	O	SC @IRM	IRM of the Team for the particular match Send just in the case @ResultType both Points and IRM

Element: Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Send according to the codes, the referee, the umpires and the commissioner
Order	M	Numeric	Send by Order as on official score sheet

Element: Officials /Official /Description (1,1) **Officials extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Element: Periods (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Periods /Period (1,N) **Period in which the event unit message arrives.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period

HomePeriodScore	O	Numeric ##0	Score of the home competitor just for this period. Only send for full quarters (not half quarter) and each overtime
AwayPeriodScore	O	Numeric ##0	Score of the away competitor just for this period Only send for full quarters (not half quarter) and each overtime

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)

ExtendedPeriod information.

Type	Code	Pos	Description
STARTER	HOME	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime Element Expected: When the information is available for each quarter and overtime.

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	ID of home team starter for each Period

Type	Code	Pos	Description
STARTER	AWAY	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime Element Expected: When the information is available for each quarter and overtime.

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	ID of away team starter in each Period

Sample (Sample)

```
....
<Periods>
        <Period Code="Q1_H" HomeScore="10" AwayScore="4" />
        <Period Code="Q1" HomeScore="16" AwayScore="12" HomePeriodScore="16" AwayPeriodScore="12">
                <ExtendedPeriods>
                        <ExtendedPeriod Type="STARTER" Code="HOME" Pos="1" Value="1102201" />
                        <ExtendedPeriod Type="STARTER" Code="HOME" Pos="2" Value="1102199" />
                        <ExtendedPeriod Type="STARTER" Code="HOME" Pos="3" Value="1102203" />
                        <ExtendedPeriod Type="STARTER" Code="HOME" Pos="4" Value="1102213" />
                        <ExtendedPeriod Type="STARTER" Code="HOME" Pos="5" Value="1102198" />
                        <ExtendedPeriod Type="STARTER" Code="AWAY" Pos="1" Value="1109414" />
                        <ExtendedPeriod Type="STARTER" Code="AWAY" Pos="2" Value="1109236" />
                        <ExtendedPeriod Type="STARTER" Code="AWAY" Pos="3" Value="1109275" />
                        <ExtendedPeriod Type="STARTER" Code="AWAY" Pos="4" Value="1109309" />
                        <ExtendedPeriod Type="STARTER" Code="AWAY" Pos="5" Value="1109417" />
                </ExtendedPeriods>
        </Period>
        <Period Code="Q2_H" HomeScore="20" AwayScore="20" />
        <Period Code="Q2" HomeScore="28" AwayScore="28" HomePeriodScore="12" AwayPeriodScore="16">
                <ExtendedPeriods>
....
```

Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team for the particular event unit.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)
StartOrder	O	Numeric	Competitor's start order Send 1 for Home, send 2 for Visitor
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1) **Competitors extended information.**			
Attribute	**M/O**	**Value**	**Description**
TeamName	O	S(73)	Name of the team.

Element: Result /Competitor /Coaches /Coach (1,N) **Competitor's Coach**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official code
Order	M	Numeric	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one (order as they are presented on NOC entry form)
Function	M	CC @ResultsFunction	Coach function

Element: Result /Competitor /Coaches /Coach /Description (1,1) **Coach extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Nationality	M	CC @Country	Coach's nationality

Element: Result /Competitor /EventUnitEntry (0,N) **For team event information**

Type		Code	Pos	Description
EUE		AGE_AVG	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Average Age of the team at the day of the match
EUE		HEIGHT_AVG	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.00	Average Height of the team in metres
EUE		UNIFORM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Send the uniform colour for the team
EUE		HOME_AWAY	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Home	Send Home or Away

Sample (Sample)

```
....
<EventUnitEntry Type="EUE" Code="AGE_AVG" Value="28.0" />
<EventUnitEntry Type="EUE" Code="HEIGHT_AVG" Value="1.92" />
<EventUnitEntry Type="EUE" Code="UNIFORM" Value="BLUE" />
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />S()
....
```

Element: Result /Competitor /Stats /Stat (1,N)				
Type		**Code**	**Pos**	**Description**
ST		PTS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points for the team
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	2CHANCE		

	Pos	N/A	N/A	
	Value	Numeric #0	Second Chance Points	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	BENCH		
	Pos	N/A	N/A	
	Value	Numeric #0	Bench Points	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	FAST_BRK		
	Pos	N/A	N/A	
	Value	Numeric #0	Fast Break Points	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	PAINT		
	Pos	N/A	N/A	
	Value	Numeric #0	Points in the Paint	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	TO		
	Pos	N/A	N/A	
	Value	Numeric #0	Points from Turnovers	
ST		LEAD_MAX	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Biggest Lead
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			

	Expected: Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	SCORE		
	Pos	N/A	N/A	
	Value	String	Current score when biggest lead occurs	
ST		SCORE_RUN_MAX	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Biggest Scoring Run.
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	SCORE		
	Pos	N/A	N/A	
	Value	String	Current score when biggest scoring run occurs	
ST		LEADING	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Total time leading
ST		FG P2 P3 FT PAINT	SC @Period	Code Description: Use FG for field goal Use P2 for2pt Use P3 for 3pt Use FT for Free Throw Use PAINT for Paint Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always except PAINT which is only for TOT.
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Attempts	

	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	MADE		
	Pos	N/A	N/A	
	Value	Numeric #0	Successful attempts	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Shooting Percentage	
ST		REB	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total rebounds
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Defensive Rebounds	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive Rebounds	
		TREB	N/A	Element Expected:

ST				Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Team Rebounds
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Defensive Rebounds	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Offensive Rebounds	
ST		ASSIST	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Assists
ST		TO	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Turnovers
ST		TTO	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Team turnovers
ST		ST	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Steals
ST		BLC	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Blocked Shots
ST		PF	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Fouls
ST		PF_TEAM	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Team Period fouls of the current period
ST		EFF	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team efficiency
ST		PF_COACH	N/A	Element Expected: Always, if the information is available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Coach Fouls
ST		FD	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Fouls Drawn
ST		PLUS_MINUS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / Minus for the team
ST		TOUT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of time outs totally taken

Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**		
Attribute	**Value**	**Description**
Code	MAX	
Pos	N/A	N/A
Value	Numeric #0	Maximum possible Time outs

Sample (Sample)

```
....
<Stats>
        <Stat Type="ST" Code="PTS" Value="71">
                <ExtendedStat Code="TO" Value="7" />
                <ExtendedStat Code="PAINT" Value="20" />
                <ExtendedStat Code="2CHANCE" Value="15" />
        </Stat>
        <Stat Type="ST" Code="LEAD_MAX" Value="9" />
        <Stat Type="ST" Code="SCORE_RUN_MAX" Value="6-0 (16-7)" />
        <Stat Type="ST" Code="TTO" Value="2" />
        <Stat Type="ST" Code="TREB" Value="3" >
                <ExtendedStat Code="OR" Value="1" />
                <ExtendedStat Code="DR" Value="2" />
        </Stat>
        <Stat Type="ST" Code="FG" Pos="TOT">
                <ExtendedStat Code="MADE" Value="25" />
                <ExtendedStat Code="ATT" Value="54" />
                <ExtendedStat Code="PERCENT" Value="46" />
        </Stat>
        <Stat Type="ST" Code="P2" Pos="TOT">
                <ExtendedStat Code="MADE" Value="20" />
                <ExtendedStat Code="ATT" Value="40" />
                <ExtendedStat Code="PERCENT" Value="50" />
        </Stat>
        <Stat Type="ST" Code="P3" Pos="TOT">
                <ExtendedStat Code="MADE" Value="5" />
                <ExtendedStat Code="ATT" Value="14" />
                <ExtendedStat Code="PERCENT" Value="36" />
        </Stat>

        <Stat Type="ST" Code="FT" Pos="TOT">
                <ExtendedStat Code="MADE" Value="16" />
                <ExtendedStat Code="ATT" Value="18" />
                <ExtendedStat Code="PERCENT" Value="89" />
        </Stat>
        <Stat Type="ST" Code="REB" Pos="TOT" Value="34" >
                <ExtendedStat Code="OR" Value="11" />
                <ExtendedStat Code="DR" Value="23" />
        </Stat>
        <Stat Type="ST" Code="ASSIST" Pos="TOT" Value="13" />
        <Stat Type="ST" Code="TO" Pos="TOT" Value="15" />
        <Stat Type="ST" Code="ST" Pos="TOT" Value="3" />
        <Stat Type="ST" Code="BLC" Pos="TOT" Value="2" />
        <Stat Type="ST" Code="PF" Pos="TOT" Value="14" />
        <Stat Type="ST" Code="FD" Pos="TOT" Value="14" />
....
```

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Firstly, send order according to Start @Bib, Family Name and Given Name. Next, send suspended players at the period. Order attribute used to sort team members in a team.
StartSortOrder	M	Numeric #0	Order the players should appear in the Start List. Order attribute used to sort team members in a team on the start list.
Bib	M	S(2)	Shirt number

Element: Result /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)

Individual athletes entry information.

Type		Code	Pos	Description
EUE		STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in case of the athlete is an starter else do not send
EUE		STATUS	N/A	Element Expected: Send just for those suspended players
	Attribute	**M/O**	**Value**	**Description**

	Value	M	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended.
EUE		CAPTAIN	N/A	Element Expected: Send just for the captain (when this information is known)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in case of the athlete is the captain else do not send
EUE		POSITION	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the player in the team.
EUE		AGE	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Player age at the day of the match.

Sample (Sample)

```
....
<EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
<EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
<EventUnitEntry Type="EUE" Code="POSITION" Value="G" />
<EventUnitEntry Type="EUE" Code="AGE" Value="22" />
....
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**				
Type		**Code**	**Pos**	**Description**
ER		CURRENT	N/A	Element Expected: Always when live for those on the court
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in case of the athlete is on the field else do not send.

Sample (Sample)

```
....
<ExtendedResults>
        <ExtendedResult Type="ER" Code="CURRENT" Value="Y" />
</ExtendedResults>
....
```

Element: Result /Competitor /Composition /Athlete /Stats /Stat (1,N)				
Type		**Code**	**Pos**	**Description**
ST		FG P2 P3 FT	N/A	Code Description: Use FG for Field goal Use P2 for 2pts Use P3 for 3pts Use FT for Free Throw Element Expected: Do not send if not applicable.
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Attempts	
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	MADE		
	Pos	N/A	N/A	
	Value	Numeric #0	Successful attempts	
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Shooting Percentage	
ST		REB	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total rebounds
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			

	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Defensive Rebounds	
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive Rebounds	
ST		ASSIST	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Assists
ST		TO	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Turnovers
ST		ST	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Steals
ST		BLC	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Blocked Shots
ST		PF	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Fouls

ST		FD	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Fouls Drawn
ST		EFF	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Player efficiency
ST		PTS	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points
ST		MINS	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss or S(3)	Minutes Played or DNP if the player did not play
ST		PLUS_MINUS	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / minus

Sample (Sample)

```
....
<Stats>
        <Stat Type="ST" Code="FG">
                <ExtendedStat Code="MADE" Value="1" />
                <ExtendedStat Code="ATT" Value="5" />
                <ExtendedStat Code="PERCENT" Value="20" />
        </Stat>
        <Stat Type="ST" Code="P2">
                <ExtendedStat Code="MADE" Value="1" />
                <ExtendedStat Code="ATT" Value="5" />
                <ExtendedStat Code="PERCENT" Value="20" />
        </Stat>
        <Stat Type="ST" Code="FT">
                <ExtendedStat Code="MADE" Value="7" />
                <ExtendedStat Code="ATT" Value="8" />
                <ExtendedStat Code="PERCENT" Value="88" />
        </Stat>
        <Stat Type="ST" Code="REB" Value="6" >
                <ExtendedStat Code="OR" Value="2" />
                <ExtendedStat Code="DR" Value="4" />
        </Stat>
        <Stat Type="ST" Code="ASSIST" Value="1" />
        <Stat Type="ST" Code="TO" Value="1" />
        <Stat Type="ST" Code="PF" Value="2" />
        <Stat Type="ST" Code="FD" Value="4" />
        <Stat Type="ST" Code="PTS" Value="9" />
        <Stat Type="ST" Code="MINS" Value="20:05" />
</Stats>
....
```

2.2.4.6 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

The Play by Play is a message containing official raw data from the results provider.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	Not used	Not used
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on

		which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.5.3 Trigger and Frequency

This message is sent:
* LIVE: After every action
* LIVE: At the start of every period/OT
* INTERMEDIATE: After each period (if it is not the last period)
* UNOFFICIAL/OFFICIAL: After the match (unit)

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				

- LocationName
- UnitActions (0,1)
  - Home
  - Away
  - UnitAction (1,N)
    - Code
    - Type
    - Pos
    - Value
    - Result
    - Time
    - ScoreH
    - ScoreA
    - LeadH
    - LeadA
    - Text
    - X
    - Y
    - Id
    - PId
    - TimeStamp
    - ExtendedAction (0,N)
      - Code
      - Pos
      - Value
    - Competitor (0,N)
      - Code
      - Type
      - Order
      - Organisation
      - Composition (0,1)
        - Athlete (1,N)

Code
Order
Bib
Role
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Coaches (0,1)
Coach (1,N)
Code
Description (1,1)
GivenName
FamilyName
Gender
Nationality

2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1) **Venue Names in Text.**			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: UnitActions (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: UnitActions /UnitAction (1,N)				
Type		**Code**	**Pos**	**Description**
UAC		SC @Period	Numeric ##0	Code Description: Period of the action. (1,2,3,4,...) Pos Description: Unique sequential number for all the actions of the match, from 1 to n (from the first action to the last one). It is used to sort UnitAction Element Expected: Send when applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Action	Actions in the game, Send one action code Value of the @Code (+ @Pos) referenced UnitAction
	Time	M	mm:ss	Time in which the action occurred. Action's time in minutes and seconds

				Example (02:05)
	Result	O	SC @ResAction	Result of the Action for the player/team
	ScoreH	O	Numeric ##0	Home Score of the game after the action. Send if there is a score change for either team.
	ScoreA	O	Numeric ##0	Away Score of the game after the action. Send if there is a score change for either team.
	LeadH	O	Numeric #0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
	LeadA	O	Numeric #0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
	Text	M	S(80)	Text information related to the action (in ENG)
	X	O	S(20)	X coordinate of the action location
	Y	O	S(20)	Y coordinate of the action location
	Id	O	S(20)	Unique identifier for the action
	PId	O	S(20)	If this is a related action then the ID of the original action appear here.
	TimeStamp	O	Time	Local time of the action (for alignment to video)
	Sub Element: UnitActions /UnitAction /ExtendedAction Expected: Send when applicable			
	Attribute	**Value**	**Description**	
	Code	DESC		
	Pos	N/A	N/A	
	Value	String	Additional information for the action	
	Sub Element: UnitActions /UnitAction /ExtendedAction Expected: Send when applicable Only in case of FT or FOUL			
	Attribute	**Value**	**Description**	
	Code	FREETHROWS		
	Pos	N/A	N/A	
	Value	SC @FreeThrow	For FOUL: Number of Free Throws awarded.	

			For FT: Number of Free Throws total.
	Sub Element: UnitActions /UnitAction /ExtendedAction **Expected: Send when applicable** **Only in case of FT or P2/P3**		
	Attribute	**Value**	**Description**
	Code	SHOT_FLAG	
	Pos	N/A	N/A
	Value	SC @ShotFlag	For FT and P2/P3: Shot Flag
	Sub Element: UnitActions /UnitAction /ExtendedAction **Expected: Send when applicable** **Only in case of P2/P3**		
	Attribute	**Value**	**Description**
	Code	SHOT_POS	
	Pos	N/A	N/A
	Value	SC @Sector	Shot Sector
	Sub Element: UnitActions /UnitAction /ExtendedAction **Expected: Send when applicable** **Only in case of FT or P2/P3**		
	Attribute	**Value**	**Description**
	Code	SHOT_TYPE	
	Pos	N/A	N/A
	Value	SC @FreeThrowOf Or SC @Res_Sub	For FT: Number of Shots For P2/P3: Shot Type

Element: UnitActions /UnitAction /Competitor (0,N) **Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	CC @Organisation	Competitors' organisation

Element: UnitActions /UnitAction /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Shirt number
Role	O	SC @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: UnitActions /UnitAction /Competitor /Composition /Athlete /Description (1,1) Athletes extended information			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Sample)

```
....
<UnitActions Home="BKW400CZE01" Away="BKW400FRA01" >
        <UnitAction Type="UAC" Code="Q1" Pos="1" Value="JB" Time="10:00" Text="Jump ball" Id="1"
TimeStamp="133000000" >
                <Competitor Code="BKW400CZE01" Type="T" Organisation="CZE" Order="1">
                        <Composition>
                                <Athlete Code="1109309" Order="1" Bib="41" Role="JBW" />
                                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="CZE" BirthDate="1994-12-15" />
                        </Composition>
                </Competitor>
                <Competitor Code="BKW400FRA01" Type="T" Organisation="FRA" Order="2">
                        <Composition>
                                <Athlete Code="1102201" Order="1" Bib="7" Role="JBL" />
                                <Description GivenName="John" FamilyName="Brown" Gender="M"
Organisation="FRA" BirthDate="1993-12-15" />
                        </Composition>
                </Competitor>
        </UnitAction>
        <UnitAction Type="UAC" Code="Q1" Pos="2" Value="P2O" Result="MISS" Time="09:41" Text="2 pt
shot outside paint missed" Id="2" TimeStamp="133900000" >
                <Competitor Code="BKW400CZE01" Type="T" Organisation="CZE" Order="1">
                        <Composition>
                                <Athlete Code="1109236" Order="1" Bib="22" />
                                <Description GivenName="Tom" FamilyName="Smith" Gender="M"
Organisation="CZE" BirthDate="1994-11-15" />
                        </Composition>
                </Competitor>
        </UnitAction>
        <UnitAction Type="UAC" Code="Q1" Pos="3" Value="TO" Result="TR" Time="09:32" Text="Turnover,
Travelling" Id="4" TimeStamp="134500000" >
                <Competitor Code="BKW400CZE01" Type="T" Organisation="CZE" Order="1">
                        <Composition>
                                <Athlete Code="1109275" Order="1" Bib="6" />
                                <Description GivenName="John" FamilyName="Thomas" Gender="M"
Organisation="CZE" BirthDate="1995-12-15" />
                        </Composition>
                </Competitor>
        </UnitAction>
        <UnitAction Type="UAC" Code="Q1" Pos="4" Value="P2I" Result="MADE" Time="09:18" ScoreH="2"
ScoreA="0" LeadH="2" LeadA="-2" Text="2 pt shot inside paint made, Lay-up" Id="5" TimeStamp="135900000" >
                <ExtendedAction Code="DESC" Value="LU" />
                <Competitor Code="BKW400FRA01" Type="T" Organisation="FRA" Order="1">
                        <Composition>
                                <Athlete Code="1102203" Order="1" Bib="4" Role="SCR" />
                                <Description GivenName="John" FamilyName="Parker" Gender="M"
Organisation="FRA" BirthDate="1994-10-15" />
                                <Athlete Code="1102251" Order="2" Bib="24" Role="ASSIST" />
                                <Description GivenName="John" FamilyName="Toony" Gender="M"
Organisation="FRA" BirthDate="1994-12-22" />
```

Element: UnitActions /UnitAction /Competitor /Coaches /Coach (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.

Element: UnitActions /UnitAction /Competitor /Coaches /Coach /Description (1,1) Coach extended information.			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Nationality	M	CC @Country	Coach's nationality

2.2.5.6 Message Sort

UnitActions /UnitAction @Code followed by @Pos will be used to sort actions (if actions are requested).

2.2.6 Current Information

2.2.6.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	Not used	Not used
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.

		Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.6.3 Trigger and Frequency

* At the start and end of every period (to start/stop clock).
* Immediately after every change in the score.
* Every time the clock starts and stops
* During play i.e. after start and not during breaks in play, every 30 seconds after the last DT_CURRENT message when there is no other activity triggering this message.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)			
	Code		
	Clock (0,1)		
		Period	
		Time	
		Running	
	Periods (0,1)		
		Home	
		Away	
		Period (1,N)	
			Code
			HomeScore
			AwayScore
			HomePeriodScore
			AwayPeriodScore
	Result (0,N)		
		Result	
		SortOrder	

	StartSortOrder	
	ResultType	
	Competitor (1,N)	
		Code
		Type
		Organisation

2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Clock (0,1) Clock Information			
Attribute	**M/O**	**Value**	**Description**
Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
Time	M	mm:ss	Value of the clock
Running	M	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running, N to indicate the clock is stopped.

Element: Periods (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Periods /Period (1,N) Period in which the event unit message arrives.			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Period's code

HomeScore	M	Numeric ##0	Overall score of the home competitor (first named competitor) at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away (second named competitor) competitor at the end of the period
HomePeriodScore	M	Numeric #0	Score of the home competitor (first named competitor) just for this period.Only send for full quarters (not half quarter) and each overtime
AwayPeriodScore	M	Numeric #0	Score of the away competitor (second named competitor) just for this period. Only send for full quarters (not half quarter) and each overtime

Element: Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric ##0	The result of the competitor in the event unit
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or IRM with points for the corresponding event unit

Element: Result /Competitor (1,N) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	T	T for team
Organisation	M	CC @Organisation	Competitor's organisation

Sample (Sample)

```
....
<Competition Code="OG2016">
        <Clock Period="Q1" Time="1:34" Running="Y" />
        <Periods Home="BKM400USA01" Away="BKM400AUS01" >
                <Period Code="Q1_H" HomeScore="12" AwayScore="12" />
                <Period Code="Q1" HomeScore="22" AwayScore="19" HomePeriodScore="22"
AwayPeriodScore="19" />
                <Period Code="Q2_H" HomeScore="34" AwayScore="30" />
                <Period Code="Q2" HomeScore="49" AwayScore="42" HomePeriodScore="27"
AwayPeriodScore="23" />
        </Periods>
        <Result ResultType="POINTS" Result="49" SortOrder="1">
                <Competitor Code="BKM400USA01" Type="T" Organisation="USA"/>
        </Result>
        <Result ResultType="POINTS" Result="42" SortOrder="2">
                <Competitor Code="BKM400AUS01" Type="T" Organisation="AUS"/>
        </Result>
</Competition>
....
```

2.2.6.6 Message Sort

Sort by Result @SortOrder.

2.2.7 Pool Standings

2.2.7.1 Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (game, match, etc.).

This report is sent independently for each of the groups / pools of the competition in a particular phase, and the group / pool can be determined from the message headers (DocumentCode and DocumentSubtype).

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	Group Code	DocumentSubtype attributes will be the Group code A, B... or pool phase 9 accordingly to the ODF Common Codes.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after

		midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

* Before the start of the competition to build in the initial tables. The message has status INTERMEDIATE

* When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.

* When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL

The status can be seen in ODF header (ResultStatus attribute).

Trigger also after any change.

However, if there is any kind of sport specific rule, overwrite it in each of the ODF Sport Data Dictionaries.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7

- Competition (1,1)
  - Code
  - ExtendedInfos (0,1)
    - SportDescription (0,1)
      - DisciplineName
      - EventName
      - SubEventName
      - Gender
    - VenueDescription (0,1)
      - Venue
      - VenueName
  - Result (1,N)
    - Rank
    - RankEqual
    - ResultType
    - Result
    - IRM
    - SortOrder
    - Won
    - Lost
    - Played
    - For
    - Against
    - Diff
    - Competitor (1,1)
      - Code
      - Type
      - Organisation
      - Description (0,1)
        - TeamName
      - ExtendedResults (0,1)
        - ExtendedResult (1,N)

Type
Code
Pos
Value
Extension (0,N)
Code
Pos
Value
Opponent (0,N)
Code
Type
Pos
Organisation
Date
Time
Result
Unit (0,1)
Phase
Unit
Description (0,1)
TeamName

2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text. Only included where the phase is contested at a single venue

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)

For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the group. It is optional because the team can be disqualified
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute, , 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	SC @IRM	The invalid rank mark, in case it is assigned. 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	O	Numeric #0	Number of games won by the team in the group
Lost	O	Numeric #0	Number of games lost by the team in the group
Played	O	Numeric #0	Number of games played by the team in the group
For	O	Numeric #0	Total number of points for

Against	O	Numeric #0	Total number of points against
Diff	O	Numeric ##0 Or -Numeric -##0	Points difference, between points for and points against

Element: Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1) **Competitors extended information.**			
Attribute	**M/O**	**Value**	**Description**
TeamName	O	S(73)	Name of the team. Only applies for teams / groups.

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N) **Team competitor's extended results, according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
ER		STREAK	Numeric 0	Pos Description: Send 1 (games won) or 2 (games lost) Element Expected: If available, for not disqualified teams
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games won or lost in row
	Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension **Expected: If available, for not disqualified teams**			
	Attribute	**Value**	**Description**	
	Code	DETAIL		
	Pos	Numeric 0	Send 1..n for the last n games	

	Value	S(1)	Send W if the games was won, L is the game was lost	
ER		WIN_PERCENT	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the winning percentage

Element: Result /Competitor /Opponent (0,N) **Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)**				
Type		**Code**	**Pos**	**Description**
T		S(20) with no leading zeroes	Numeric	Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor.Element Expected:
	Attribute	**M/O**	**Value**	**Description**
	Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
	Date	M	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	S(5)	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
	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.

Element: Result /Competitor /Opponent /Unit (0,1) **Unit related to the item where the competitor and opponent compete against each other.**

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code for the pool item
Unit	M	CC @Unit	Unit code for the pool item

Element: Result /Competitor /Opponent /Description (0,1) Competitors extended information.			
Attribute	**M/O**	**Value**	**Description**
TeamName	O	S(73)	Name of the opposition team. Only applies for teams / groups.

Sample (Sample)

```
....
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Lost="1" For="167" Against="156" Diff="11">
        <Competitor Code="BKM400EGY01" Type="T" Organisation="EGY">
                <Description TeamName="Egypt"/>
                <ExtendedResults>
                        <ExtendedResult Type="ER" Code="STREAK" Pos="1" Value="1" >
                                <Extension Code="DETAIL" Pos="1" Value="L" />
                                <Extension Code="DETAIL" Pos="2" Value="W" />
                        </ExtendedResult>
                </ExtendedResults>
                <Opponent Code="BKW400BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00" Result="92:80">
                        <Unit Phase="A" Unit="01"/>
                        <Description TeamName="Brazil"/>
                </Opponent>
                <Opponent Code="BKW400BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00" >
                        <Unit Phase="A" Unit="03"/>
                        <Description TeamName="Belarus"/>
                </Opponent>
                <Opponent Code="BKW400NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00" Result="81:73">
                        <Unit Phase="A" Unit="05"/>
                        <Description TeamName="New Zealand"/>
....
                </Opponent>
        </Competitor>
</Result>
....
```

2.2.7.6 Message Sort

The attribute used to sort the results is Result @SortOrder.

2.2.8 Brackets

2.2.8.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.

		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.8.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

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

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

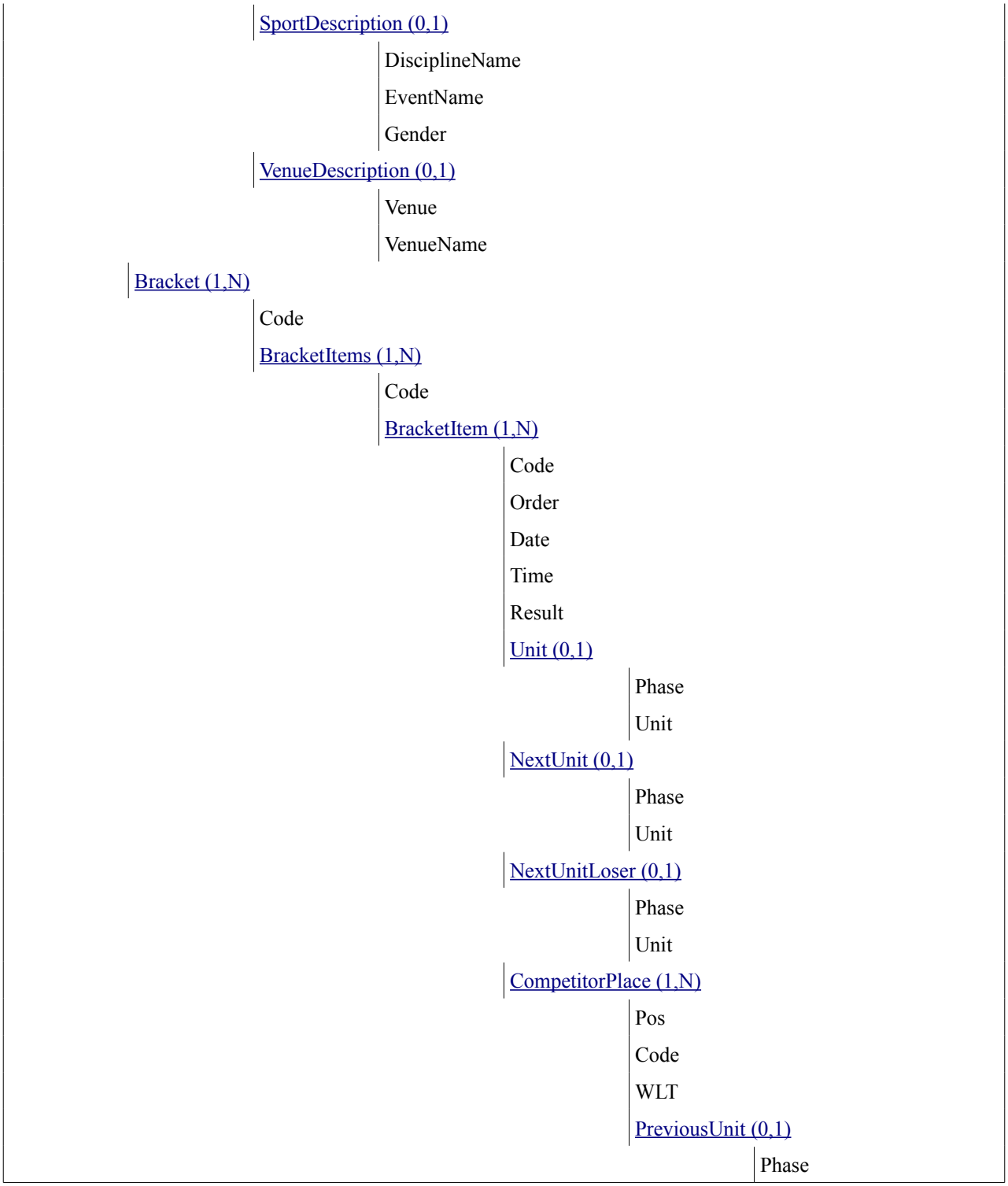
* Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						


SportDescription (0,1)
DisciplineName
EventName
Gender
VenueDescription (0,1)
Venue
VenueName
Bracket (1,N)
Code
BracketItems (1,N)
Code
BracketItem (1,N)
Code
Order
Date
Time
Result
Unit (0,1)
Phase
Unit
NextUnit (0,1)
Phase
Unit
NextUnitLoser (0,1)
Phase
Unit
CompetitorPlace (1,N)
Pos
Code
WLT
PreviousUnit (0,1)
Phase

							Unit
							Value
							WLT
						Competitor (0,1)	
							Code
							Type
							Organisation
							Description (0,1)
							TeamName

2.2.8.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1) Sport Description in Text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on ORIS presentation of the

			bracket.

Element: Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It refers to the phase BracketItem /Unit @Phase (quarterfinals, semifinals or finals phase)

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS. Result of the match if the 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

Element: Bracket /BracketItems /BracketItem /Unit (0,1) Unit related to the BracketItem.			
Attribute	**M/O**	**Value**	**Description**
Phase	M	CC @Phase	Phase code for the bracket item
Unit	M	CC @Unit	Unit code for the bracket item

Element: Bracket /BracketItems /BracketItem /NextUnit (0,1) Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.			
Attribute	**M/O**	**Value**	**Description**

Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.

Element: Bracket /BracketItems /BracketItem /NextUnitLoser (0,1)

Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)

- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. Send when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
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.

Value	O	SC @Pool	If there is no competitor team (TBD) and coming from Pool then send appropriate code. If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
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.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1) **CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Sample (Sample)

```
....
<Bracket Code="FNL">
        <BracketItems Code="SFL">
                <BracketItem Code="33" Order="1" Date="2012-08-10" Time="15:00" >
                        <Unit Phase="2" Unit="01" />
                        <NextUnit Phase="1" Unit="01" />
                        <NextUnitLoser Phase="1" Unit="02" />
                        <CompetitorPlace Pos="1">
                                <Competitor Code="BKW400NED01" Type="T" Organisation="NED">
                                        <Description TeamName="Netherlands"/>
                                </Competitor>
                        </CompetitorPlace>
                        <CompetitorPlace Pos="2">
                                <Competitor Code="BKW400NZL01" Type="T" Organisation="NZL">
                                        <Description TeamName="New Zealand"/>
                                </Competitor>
                        </CompetitorPlace>
                </BracketItem>
....
```

2.2.8.6 Message Sort

The following order applies:
* Every ODF Sport Data Dictionary making use of this message should specify the order for Bracket @Code if more than one '@Code' is possible.
* Every ODF Sport Data Dictionary should specify the order for BracketItems according to its @Code attribute. It will usually be referred to BracketItems /BracketItem /Unit @Phase (all BracketItem should be grouped by the BracketItem /Unit @Phase attribute).
* Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.

2.2.9 Statistics

2.2.9.1 Description

The Statistics message contains a list of statistics for a competitor (could be an individual athlete or a team), that applies at a DocumentCode level, which could be for an event unit, a phase or an event.

There will be a separate message (identified by the header's DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).
DocumentSubcode	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the organisation code concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation has more than one team. - TOU: For Tournament statistics (like Tournaments Total statistics) - IND_RANKING: Ranking of individual tournament statistics, for the best athletes. - TEAM_RANKING: Ranking of team tournament statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production	Test message or production message.

	"T"-Test	
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.9.3 Trigger and Frequency

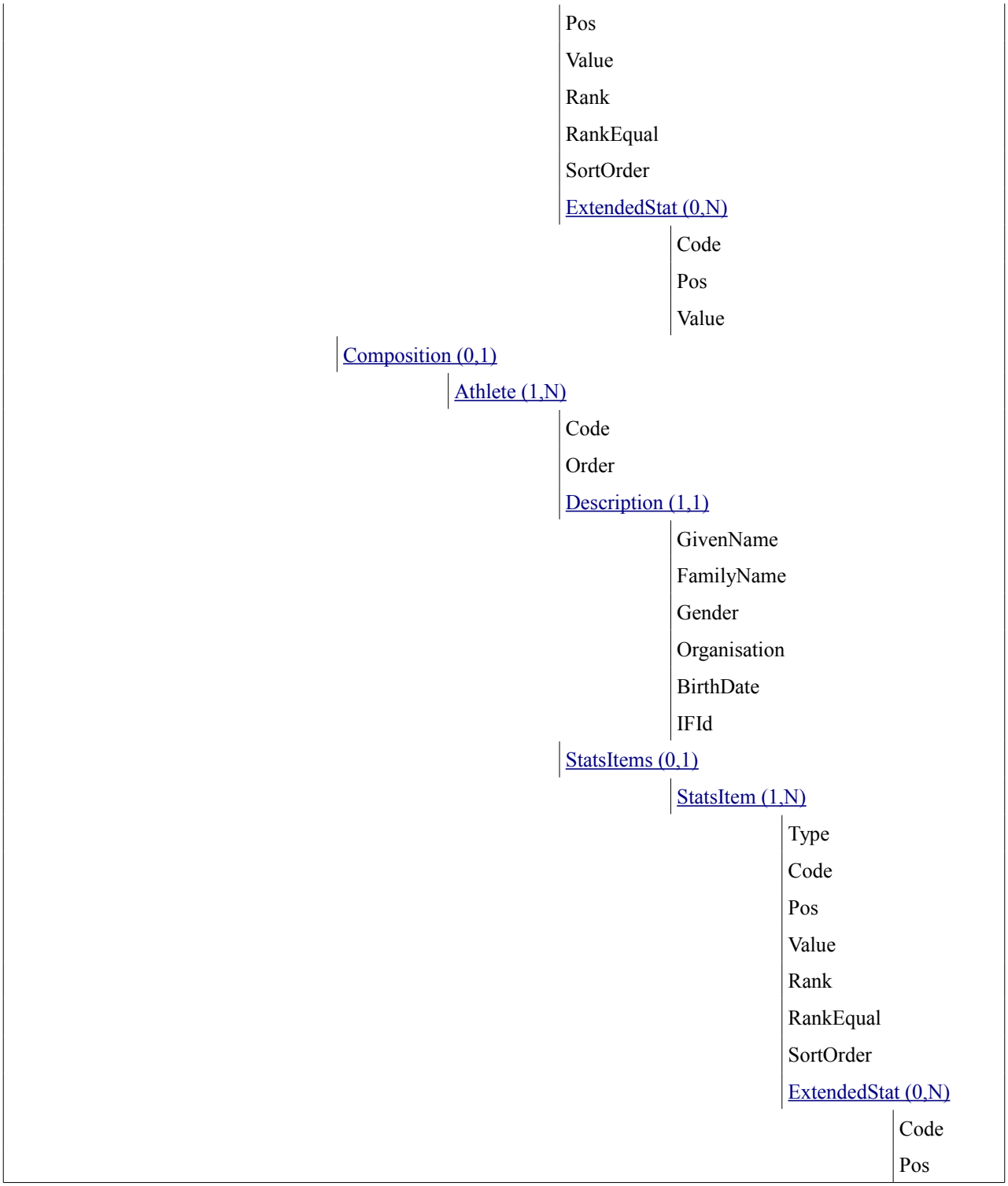
* After each match.

2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					

- Value
- Extension (0,N)
  - Code
  - Pos
  - Value
- SportDescription (0,1)
  - DisciplineName
  - EventName
  - Gender
- Stats (1,1)
  - Code
  - StatsItems (0,1)
    - StatsItem (1,N)
      - Type
      - Code
      - Pos
      - Value
      - ExtendedStat (0,N)
        - Code
        - Pos
        - Value
  - Competitor (0,N)
    - Code
    - Type
    - Order
    - Organisation
    - Description (0,1)
      - TeamName
    - StatsItems (0,1)
      - StatsItem (1,N)
        - Type
        - Code


Pos
Value
Rank
RankEqual
SortOrder
ExtendedStat (0,N)
Code
Pos
Value
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Rank
RankEqual
SortOrder
ExtendedStat (0,N)
Code
Pos

	Value

2.2.9.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
EI		VENUE	N/A	Element Expected: In TOU message when capacity available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @VenueCode	Send a venue code
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: In TOU message when available**			
	Attribute	**Value**	**Description**	
	Code	CAPACITY		
	Pos	N/A	N/A	
	Value	Numeric ####0	Venue Public capacity	
MIN_ATPG		FGP	N/A	Element Expected: Always in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Minimum number of attempts per game for the total field goals percentage athlete's ranking
MIN_ATPG		P2P	N/A	Element Expected: Always in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Minimum number of attempts per game for the total 2 points field goals percentage athlete's ranking
MIN_ATPG		P3P	N/A	Element Expected: Always in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Minimum number of attempts per game for the total 3 points field goals percentage athlete's ranking
MIN_ATPG		FTP	N/A	Element Expected: Always in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Minimum number of attempts per game for the total free throws percentage athlete's ranking

Sample (Stats Code="TOU")

```
....
<ExtendedInfos>
        <ExtendedInfo Type="EI" Code="VENUE" Value="BBA">
                <Extension Code="CAPACITY" Value="12000" />
        </ExtendedInfo>
        <ExtendedInfo Type="EI" Code="VENUE" Value="NGA">
                <Extension Code="CAPACITY" Value="18500" />
        </ExtendedInfo>
</ExtendedInfos>
....
```

Sample (Stats Code="IND_RANKING")

```
<ExtendedInfos>
        <ExtendedInfo Type="MIN_ATPG" Code="FGP" Value="8" />
        <ExtendedInfo Type="MIN_ATPG" Code="P2P" Value="6" />
        <ExtendedInfo Type="MIN_ATPG" Code="P3P" Value="2" />
        <ExtendedInfo Type="MIN_ATPG" Code="FTP" Value="3" />
</ExtendedInfos>
....
```

Element: ExtendedInfos /SportDescription (0,1) **Sport Description in Text**			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Stats (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Statistics	A code to identify the statistics being listed.

			It must be the same as the DocumentSubtype attribute in the header.

Element: Stats /StatsItems /StatsItem (1,N) **Statistics for the event unit / phase or event - depending on the headers' DocumentCode.**				
Type		**Code**	**Pos**	**Description**
ST		MP	N/A	Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the overall number of games (matches) played
ST		FG P2 P3 FT	N/A	Code Description: Use FG for (Field Goal Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw Element Expected: Always for the DocumentSubtype=TOU
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: If available, for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ####0	Total shot attempts	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: If available, for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	ATT_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0	Average shot attempts per game	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: If available, for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	MADE		

	Pos	N/A	N/A	
	Value	Numeric ####0	Total successful shot attempts	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	MADE_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0	Average successful shot attempts per game	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Shooting percentage	
ST		REB	N/A	Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Send the total number of rebounds
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0	Average rebounds per game	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric ###0	Send the total defensive rebounds	

	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	DR_AVG		
	Pos	N/A	N/A	
	Value	Numeric #0	Average defensive rebounds per game	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric ###0	rebounds	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	OR_AVG		
	Pos	N/A	N/A	
	Value	Numeric #0	Average offensive rebounds per game	
ST		ASSIST TO ST BLC PF FD PTS	N/A	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Foul Drawn Use PTS for Points Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	

	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0 Or Numeric ##0.0	Average per game Send ##0.0 for PTS.	
ATTEND		DATE	N/A	Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Date	Send a competition date
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	ATTENDANCE		
	Pos	N/A	N/A	
	Value	Numeric #####0	Total attendance at the matches of the day	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Average of Percentage of capacities of the venues occupied at the matches of the day	
ATTEND		RSC_TOTALS	N/A	Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(9)	Send an RSC. Totals by discipline, gender or phase: DD0000000 for Basketball tournaments total DDG000000 for Men's or Women's Tournaments total DDGEEEP00 for phase (preliminary or final) total
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU			

	Attribute	Value	Description
	Code	ATTENDANCE	
	Pos	N/A	N/A
	Value	Numeric #####0	Total attendance at all the matches
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=TOU		
	Attribute	**Value**	**Description**
	Code	PERCENT	
	Pos	N/A	N/A
	Value	Numeric ##0	Average of Percentage of capacities of the venues occupied at the matches

Sample (Stats Code="TOU")

```
....
<Stats Code="TOU">
        <StatsItems>
                <StatsItem Type="ST" Code="GP" Value="18" />
                <StatsItem Type="ST" Code="FG">
                        <ExtendedStat Code="MADE" Value="1037" />
                        <ExtendedStat Code="MADE_AVG" Value="58" />
                        <ExtendedStat Code="ATT" Value="2349" />
                        <ExtendedStat Code="ATT_AVG" Value="131" />
                        <ExtendedStat Code="PERCENT" Value="44" />
                </StatsItem>
                <StatsItem Type="ST" Code="P2">
                        <ExtendedStat Code="MADE" Value="797" />
                        <ExtendedStat Code="MADE_AVG" Value="44" />
                        <ExtendedStat Code="ATT" Value="1601" />
                        <ExtendedStat Code="ATT_AVG" Value="89" />
                        <ExtendedStat Code="PERCENT" Value="50" />
                </StatsItem>
                <StatsItem Type="ST" Code="P3">
                        <ExtendedStat Code="MADE" Value="240" />
                        <ExtendedStat Code="MADE_AVG" Value="13" />
                        <ExtendedStat Code="ATT" Value="748" />
                        <ExtendedStat Code="ATT_AVG" Value="42" />
                        <ExtendedStat Code="PERCENT" Value="32" />
                </StatsItem>
                <StatsItem Type="ST" Code="FT">
                        <ExtendedStat Code="MADE" Value="481" />
                        <ExtendedStat Code="MADE_AVG" Value="27" />
                        <ExtendedStat Code="ATT" Value="717" />
                        <ExtendedStat Code="ATT_AVG" Value="40" />
                        <ExtendedStat Code="PERCENT" Value="67" />
                </StatsItem>
                <StatsItem Type="ST" Code="REB" Value="1401" >
                        <ExtendedStat Code="AVG" Value="78" />
                        <ExtendedStat Code="OR" Value="417" />
                        <ExtendedStat Code="OR_AVG" Value="23" />
                        <ExtendedStat Code="DR" Value="984" />
                        <ExtendedStat Code="DR_AVG" Value="55" />
                </StatsItem>
                <StatsItem Type="ST" Code="ASSIST" Value="595" >
                        <ExtendedStat Code="AVG" Value="33" />
....
```

Element: Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Stats /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Stats /Competitor /StatsItems /StatsItem (1,N) **Team competitor's stats item, according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
ST		IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	IRM
ST		MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games (matches) played
ST		FG P2 P3 FT PAINT	Numeric 0	Code Description: Use FG for Field Goals P2 for 2pts P3 for 3pts FT for Free Throws PAINT for Paint Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (not required in

				TEAM_RANKING) Element Expected: Always
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING except PAINT			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ###0	Total attempts	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING except PAINT			
	Attribute	**Value**	**Description**	
	Code	MADE		
	Pos	N/A	N/A	
	Value	Numeric ###0	Total successful attempts	
ST		FG_PERCENT P2_PERCENT P3_PERCENT FT_PERCENT	N/A	Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Shooting percentage for the team
	Rank	O	Numeric #0	Team ranking percentage
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Average per game
	Rank	O	Numeric	Team ranking made average

			#0	
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		FG_ATT_AVG P2_ATT_AVG P3_ATT_AVG FT_ATT_AVG	N/A	Element Expected: If available, for the DocumentSubtype=TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Attempts average per game
	Rank	O	Numeric #0	Team ranking attempts average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		REB REB_OR REB_DR	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total rebounds
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		

	Pos	N/A	N/A	
	Value	Numeric #0.0	Average rebounds	
ST		TREB (Team Reb)	N/A	Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team Total Rebounds
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Team Total Rebounds Average	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Defensive Rebounds	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	DR_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Team Defensive Rebounds Average	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Offensive Rebounds	

	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: If available, for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	OR_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Team Offensive Rebounds Average	
ST		ASSIST TO ST BLC PF FD	Numeric 0	Code Description: Use ASSIST for Assists Use TO for Turnover Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Fouls DrawnPos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING**			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average	
ST		TTO	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Team turnovers
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Team turnovers Average	
ST		EFF	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team efficiency
ST		PF_COACH	N/A	Element Expected: If applies, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Coach Fouls
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Coach Fouls Average	
ST		PLUS_MINUS	N/A	Element Expected: If applies, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / minus for the team
ST		PTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for

				the opponent statistics Not required for TEAM_RANKINGElement Expected: If available, for the DocumentSubtype= TEAM_RANKING & CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	2CHANCE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Second chance points	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	2CHANCE_AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Second chance points (average per game)	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Per game average for the team	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	

	Code	PAINT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Points in the Paint	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	PAINT_AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Points in the Paint (average per game)	
ST		BENCH FAST_BRK TOPTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype= TEAM_RANKING & CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points from Bench, Fast Break, Turnovers Points
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average	

Sample (Stats Code="CUM")

```
<StatsItems>
        <StatsItem Type="ST" Code="MP" Value="5" />
        <StatsItem Type="ST" Code="FG_PERCENT" Value="38" />
        <StatsItem Type="ST" Code="P2_PERCENT" Value="43" />
        ...
        <StatsItem Type="ST" Code="FG_AVG" Value="24.6" />
        <StatsItem Type="ST" Code="FG_ATT_AVG" Value="24.6" />
        <StatsItem Type="ST" Code="P2_ATT_AVG" Value="16.6" />
        ...
        <StatsItem Type="ST" Code="FG" Pos="0">
                <ExtendedStat Code="MADE" Value="123" />
                <ExtendedStat Code="ATT" Value="324" />
        </StatsItem>
        <StatsItem Type="ST" Code="P2" Pos="0">
                <ExtendedStat Code="MADE" Value="83" />
                <ExtendedStat Code="ATT" Value="195" />
        </StatsItem>
        ...
        <StatsItem Type="ST" Code="PAINT" Pos="0">
                <ExtendedStat Code="MADE" Value="82" />
                <ExtendedStat Code="ATT" Value="114" />
        </StatsItem>
        <StatsItem Type="ST" Code="REB_OR" Pos="0">
                <ExtendedStat Code="TOT" Value="82" />
                <ExtendedStat Code="AVG" Value="16.4" />
        </StatsItem>
        <StatsItem Type="ST" Code="REB_DR" Pos="0">
                <ExtendedStat Code="TOT" Value="130" />
                <ExtendedStat Code="AVG" Value="26.0" />
        </StatsItem>
        <StatsItem Type="ST" Code="REB" Pos="0">
                <ExtendedStat Code="TOT" Value="212" />
                <ExtendedStat Code="AVG" Value="42.4" />
        </StatsItem>
        <StatsItem Type="ST" Code="ASSIST" Pos="0">
                <ExtendedStat Code="TOT" Value="64" />
                <ExtendedStat Code="AVG" Value="12.8" />
        </StatsItem>
...
```

Sample (Stats Code="TEAM_RANKING")

```
<StatsItems>
        <StatsItem Type="ST" Code="MP" Value="5" />
        <StatsItem Type="ST" Code="FG" Value="43">
                <ExtendedStat Code="ATT" Value="333" />
                <ExtendedStat Code="MADE" Value="143" />
        </StatsItem>
        <StatsItem Type="ST" Code="P2" Value="48">
                <ExtendedStat Code="ATT" Value="232" />
                <ExtendedStat Code="MADE" Value="111" />
        </StatsItem>
        <StatsItem Type="ST" Code="P3" Value="32">
                <ExtendedStat Code="ATT" Value="32" />
                <ExtendedStat Code="MADE" Value="32" />
        </StatsItem>
        <StatsItem Type="ST" Code="FT" Value="63">
                <ExtendedStat Code="ATT" Value="80" />
                <ExtendedStat Code="MADE" Value="50" />
        </StatsItem>
        <StatsItem Type="ST" Code="PAINT" Value="65" />
        <StatsItem Type="ST" Code="FG_PERCENT" Value="42.9" Rank="3" SortOrder="3" />
        <StatsItem Type="ST" Code="F2_PERCENT" Value="47.8" Rank="4" SortOrder="4" />
...
```

Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order: Within the team the players are sorted: For each player: 1 - Points per game (average) 2 - Games played 3 - Minutes per game 4 - Uniform number or disqualification identification 5 - Family name 6 - Given name; sort disqualified players to the bottom of the list Order attribute used to sort team members in a team.

Element: Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete

Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) **Team member's stats item.**				
Type		**Code**	**Pos**	**Description**
ST		IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Send in case of the athlete has IRM
ST		MP	N/A	Element Expected: If available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games (matches) played
ST		FG P2 P3 FT	N/A	Code Description: Use FG for Field Goal Use P2 for for 2pts Use P3 for 3pts Use FT for Free Throw Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: If available, for the DocumentSubtype=CUM and IND_RANKING**			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Attempts	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: If available, for the DocumentSubtype= IND_RANKING**			

	Attribute	**Value**	**Description**	
	Code	ATT_AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average attempts per game	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM and IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	MADE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype= IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	MADE_AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average per game	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM and IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Shooting percentage for the athlete	
ST		FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Rank	O	Numeric #0	Athlete's ranking based on Average per game
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

ST		FG_ATT P2_ATT P3_ATT FT_ATT	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Rank	O	Text	Athlete's ranking based on attempts
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric	Sort Order for @Rank
ST		FG_PERCENT P2_PERCENT P3_PERCENT FT_PERCENT	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Rank	O	Numeric #0	Athlete's ranking based on the shooting percentage
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		REB REB_DR REB_OR	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total, defensive and offensive Rebounds
	Rank	O	Numeric #0	Athlete's ranking based on the Rebounds per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric	Rebounds per Game average for the athlete	

		#0.0		
ST		ASSIST TO ST BLC FD	N/A	Code Description: Use ASSIST for Assists Use TO for Turnovers Use ST for Steals Use BLC for Blocks Use FD for Fouls DrawnElement Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total
	Rank	O	Numeric #0	Athlete's ranking based on the game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average for the athlete	
ST		PF	N/A	Element Expected: If available for the DocumentSubtype= CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total of personal fouls made by the athlete for all the games played
	Rank	O	Numeric #0	Athlete's ranking based on Fouls per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			

	Expected: If available, for the DocumentSubtype=IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Fouls per Game average for the athlete	
ST		EFF	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Player efficiency
ST		PTS	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points
	Rank	O	Numeric #0	Athlete's ranking based on Total Points
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		PTS_AVG	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Points per game average for the athlete
	Rank	O	Numeric #0	Athlete's ranking based on the Points per game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

ST		MINS	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss or S(3)	Time Played or DNP if did not play
	Rank	O	Numeric #0	Athlete's ranking based on MPG
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype= IND_RANKING and CUM			
	Attribute	**Value**	**Description**	
	Code	MPG		
	Pos	N/A	N/A	
	Value	m:ss	Minutes played per game average for the athlete	
ST		PLUS_MINUS	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0 or -##0	Plus / minus
	Rank	O	Numeric #0	Athlete's ranking based on Plus / Minus per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	

	Value	Numeric ##0 or -##0	Plus / Minus Game average	
ST		DBL_DBL	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total double doubles
	Rank	O	Numeric #0	Athlete's ranking based on double double game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric 0.0	Double double Game average	

Sample (Stats Code="CUM")

```
<StatsItems>
        <StatsItem Type="ST" Code="MP" Value="4" />
        <StatsItem Type="ST" Code="FG">
                <ExtendedStat Code="MADE" Value="7" />
                <ExtendedStat Code="ATT" Value="21" />
                <ExtendedStat Code="PERCENT" Value="33" />
        </StatsItem>
        <StatsItem Type="ST" Code="P2">
                <ExtendedStat Code="MADE" Value="3" />
                <ExtendedStat Code="ATT" Value="12" />
                <ExtendedStat Code="PERCENT" Value="25" />
        </StatsItem>
        <StatsItem Type="ST" Code="P3">
                <ExtendedStat Code="MADE" Value="4" />
                <ExtendedStat Code="ATT" Value="9" />
                <ExtendedStat Code="PERCENT" Value="44" />
        </StatsItem>
        <StatsItem Type="ST" Code="FT">
                <ExtendedStat Code="MADE" Value="9" />
                <ExtendedStat Code="ATT" Value="13" />
                <ExtendedStat Code="PERCENT" Value="69" />
        </StatsItem>
        <StatsItem Type="ST" Code="REB_OR" Value="6" />
        <StatsItem Type="ST" Code="REB_DR" Value="6" />
        <StatsItem Type="ST" Code="REB" Value="12" />
        <StatsItem Type="ST" Code="ASSIST" Value="8" />
...
```

Sample (Stats Code="IND_RANKING")

```
<StatsItems>
        <StatsItem Type="ST" Code="FG_AVG" Rank="1" SortOrder="1"/>
        <StatsItem Type="ST" Code="P2_AVG" Rank="1" SortOrder="1"/>
        ...
        <StatsItem Type="ST" Code="REB" Value="49" Rank="1" SortOrder="1">
                <ExtendedStat Code="AVG" Value="8.2"/>
        </StatsItem>
        <StatsItem Type="ST" Code="REB_DR" Rank="1" SortOrder="1">
                <ExtendedStat Code="AVG" Value="5.8"/>
        </StatsItem>
        <StatsItem Type="ST" Code="REB_OR" Value="14" Rank="4" SortOrder="4">
                <ExtendedStat Code="AVG" Value="2.3"/>
        </StatsItem>
        <StatsItem Type="ST" Code="TO" Value="19" Rank="3" SortOrder="3">
                <ExtendedStat Code="AVG" Value="3.2"/>
        </StatsItem>
        <StatsItem Type="ST" Code="BLC" Value="10" Rank="1" SortOrder="1">
                <ExtendedStat Code="AVG" Value="1.7"/>
        </StatsItem>
        <StatsItem Type="ST" Code="EFF" Value="12"/>
        <StatsItem Type="ST" Code="PTS_AVG" Value="12.8" Rank="1" SortOrder="1"/>
        <StatsItem Type="ST" Code="PTS" Value="77" Rank="3" SortOrder="3"/>
        <StatsItem Type="ST" Code="MINS" Value="171" Rank="2" RankEqual="Y" SortOrder="3">
                <ExtendedStat Code="MPG" Value="28.5"/>
        </StatsItem>
...
```

2.2.9.6 Message Sort

Sort according to the @Order attributes.

2.2.10 Event Final Ranking

2.2.10.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will

		all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.10.3 Trigger and Frequency

* After each final position is known for each team.

2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
	Result (1,N)					
		Rank				
		RankEqual				
		Played				
		Won				
		Lost				
		IRM				
		SortOrder				
		Competitor (1,1)				
			Code			

- Type
- Organisation
- Description (0,1)
  - TeamName
- Composition (1,1)
  - Athlete (1,N)
    - Code
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - BirthDate
      - IFId

2.2.10.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1) Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**

Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Played	O	Numeric #0	Number of matches played by the competitor in the event
Won	O	Numeric #0	Number of matches won by the competitor in the event
Lost	O	Numeric #0	Number of matches lost by the competitor in the event
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. 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.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T	T for team
Organisation	O	CC @Organisation	Competitors's organisation if known

Element: Result /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.

Order	M	Numeric	Order attribute used to sort team members in a team.

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Sample)

```
....
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
        <Competitor Code="BKM400CRO01" Type="T" Organisation="CRO">
                <Description TeamName="Croatia"/>
                <Composition>
                        <Athlete Code="1085534" Order="1" >
....
```

2.2.10.6 Message Sort

Sort by Result @SortOrder

2.2.11 Configuration

2.2.11.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value='').

2.2.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).

		The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.11.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one particular discipline (ODF Sport Data Dictionary).

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list.

2.2.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (1,1)				
	Code			
	Configs (1,1)			
		Config (1,N)		
			Gender	
			Event	
			Phase	
			Unit	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				Value

2.2.11.5Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	O	CC @Phase	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	O	CC @Unit	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		COMP_A	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Match seeding for home competitor
EC		COMP_B	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Match seeding for away competitor
EC		IF_ID	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Federation Id of Match

Sample (Sample)

```
....
<Configs>
 <Config Gender="M" Event="001" Phase="2" Unit="01">
                    <ExtendedConfig Type="EC" Code="COMP_A" Value="W65" />
                    <ExtendedConfig Type="EC" Code="COMP_B" Value="W66" />
 </Config>
 <Config Gender="M" Event="001" Phase="1" Unit="02">
                    <ExtendedConfig Type="EC" Code="COMP_A" Value="L71" />
                    <ExtendedConfig Type="EC" Code="COMP_B" Value="L72" />
 </Config>
....
```

2.2.11.6Message Sort

There is no general message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	19 December 2014	First version
v1.1	13 February 2015	SFA version
v1.2	9 March 2015	Internal version (CR5270 & CR4789)
v1.3	18 March 2015	Internal version (CR5270)
v1.4	14 May 2015	Approved version
v1.5	6 August 2015	CR5196
v1.6	1 October 2015	External delivery
v1.7	5 November 2015	External delivery
v1.8	18 December 2015	External delivery
v1.9	24 March 2016	External delivery
v2.0	1 June 2016	External delivery
v2.1	30 June 2016	External delivery
v2.2	8 July 2016	External delivery

File Reference: ODF/INT148- R-SOG-2016-v2.2 APP (BK)

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
v1.1	SFA	* List of participants - ENTRY /POSITION @Pos has been updated to "Do not send anything". * List of teams - ENTRY /SEED code can be sent in both messages. - Message sort has been updated as it doesn't follow the general definition. * Event Unit Start List and Results - Trigger INTERMEDIATE has been updated to "After each period (if it is not the last period)". - UI /PERIOD trigger should be only when the unit is LIVE. - The Type of TIED_NUM extension should be STATS instead of UI. - In Competition /Result /Competitor /EventUnitEntry element, it has been specified that EUE /AGE_AGV is the average age of the team at the day of the match. - ST /LEAD_MAX /SCORE and ST /SCORE_RUN_MAX /SCORE ExtendedStat Codes have

		been added to Competition /Result /Competitor /Stats /Stat element. - ST /REB_TEAM code has been updated to ST /TREB in Competition /Stats /Competitor /StatsItems /StatsItem element. - ST /TO_TEAM code has been updated to ST /TTO in Competition /Stats /Competitor /StatsItems /StatsItem element. - ST /EFF code has been added to Competition /Result /Competitor /ExtendedResults /ExtendedResult and Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult elements. - ST /TOUT and its ExtendedStat code MAX have been added to Competition /Result /Competitor /Stats /Stat element. - EUE /POSITION and AGE codes have been added to Competition /Result /Competitor /Composition /Athlete /EventUnitEntry element. * Play by Play - Trigger INTERMEDIATE has been updated to "After each period (if it is not the last period)". - SHOT_POS, SHOT_FLAG, SHOT_TYPE and GLOBAL_TIME codes have been added to Competition /UnitActions /UnitAction /ExtendedAction element. * Pool Standings - The list of DocumentSubtype attributes has been removed as it is defined in the Common Codes. * Statistics - All RANK and ERANK codes have been removed and replaced with Rank and RankEqual attributes. - ST /REB_TEAM code has been updated to ST /TREB in Competition /Stats /Competitor /StatsItems /StatsItem element. - ST /TO_TEAM code has been updated to ST /TTO in Competition /Stats /Competitor /StatsItems /StatsItem element. - ST /EFF code has been added to Competition /Stats /Competitor /StatsItems /StatsItem and Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem elements. * Configuration - Message has been added.
v1.2	SFA	* Event Unit Start List and Results - ExtendedInfos /PreviousResults and its child element PreviousResult have been added (CR4789). - WLT value has been updated to SC @WLT. - Code INJURED has been removed from Competition /Result /Competitor /Composition /Athlete /EventUnitEntry as it doesn't apply anymore. * Play by Play - Attributes Text, X, Y, Id, PId and TimeStamp have been added to UnitActions /UnitAction element (CR5270). * Brackets: - WLT value has been updated to SC @WLT.

v1.3	SFA	Event Unit Start List and Results: * ExtendedInfos /PreviousResults /PreviousResult element has been updated to be consistent with the General document. Play by Play * Element UnitAction /Coaches /Coach has been added (CR5270).
v1.4	APP	* Competition Schedule: - Unit_No has been updated to UnitNum. EstimatedStart/End have been updated to HideStart/End. EstimatedStartText has been updated to StartText (CR4785). Approved version
v1.5	APP	* List of teams: - Added Order attribute to TeamOfficials/Official element. * Competition Schedule: - ActualStartDate, ActualEndDate have been added to Unit element.
v1.6	APP	* Play by Play: - Attribute Order has been added to UnitActions /UnitAction /Competitor /Composition /Athlete element (Defect #119253).
v1.7	APP	* Competition schedule: - Composition element has been removed from Competition /Unit /StartList /Start /Competitor element. It doesn't apply for team disciplines (Defect #120420). * Event Unit Start List and Results: - Bib attribute has been removed from Result /Competitor (Defect #120420). - Code attribute has been added to Result /Competitor /Coaches /Coach element (Defect #120420).
v1.8	APP	* Competition schedule: - SessionCode attribute has been removed from Competition /Unit (Defect #121852). * Event Unit Start List and Results: - DISPLAY description has been updated to "May be: FG, P2, P3, FT, REB, ASSIST, TO, ST, BLC, PF, TREB, TTO, PF_COACH" in ExtendedInfos /ExtendedInfo element (Defect #122755). - DISPLAY @ExtendedStat value has been updated to: "May be: OR or DR. Only applies to REB and TREB". - Element's Expected has been updated to "Do not send if not applicable" in all the stats in Result /Competitor /Composition /Athlete /Stats /Stat element (CR8580). * Pool Standings: - Location and LocationName attributes have been removed from ExtendedInfos /VenueDescription element. * Statistics: - Element's Expected for PLUS_MINUS code has been updated to "If applies, for the DocumentSubtype=CUM" in Stats /Competitor /StatsItems /StatsItem element.

		- The samples have been updated.
v1.9	APP	* Play by Play: - Triggers have been updated to add "UNOFFICIAL/OFFICIAL" (Defect #127235). - Comment "No leading zeros." has been removed from UnitActions /UnitAction @Time attribute has it was contradictory (Defect #127235). - TimeStamp attribute has been udpated in the sample (Defect #127235). * Pool Standings: - Triggers have been updated, removing the last sentence "though unofficial may be used in some sports" (Defect #123804).
v2.0	APP	* Play by Play: - Value for SHOT_FLAG has been updated to SC @ShotFlag only (SC @FreeThrow removed) (CR9984). - ExtendedAction FREETHROWS has been added (CR9984). * Statistics: - Code TO has been updated to TOPTS for Turnover Points as it was duplicated (CR9984). - Extension AVG has been added to BENCH, FAST_BRK and TOPTS in Stats /Competitor /StatsItems /StatsItem element (CR9984). - Extensions AVG, DR_AVG and OR_AVG have been added to TREB in Stats /Competitor /StatsItems /StatsItem element (CR9984). - Extension AVG has been added to TTO and PF_COACH in Stats /Competitor /StatsItems /StatsItem element (CR9984). - MINS value has been updated from "Numeric ##0" to "h:mm:ss" in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element (CR10932).
v2.1	APP	* Event Unit Start List and Results: - @Pos has been removed from PF_TEAM code in Result /Competitor /Stats /Stat element. - Comment "(after match only)" has been removed from MINS description in Result /Competitor /Composition /Athlete /Stats /Stat element. - EFF value has been updated to #0 instead of #0.0 in Result /Competitor /Stats /Stat and Result /Competitor /Composition /Athlete /Stats /Stat elements (Defect #137647). - PLUS_MINUS value has been updated, removing the + values in Result /Competitor /Stats /Stat and Result /Competitor /Composition /Athlete /Stats /Stat elements (Defect #137735). * Play by Play: - TimeStamp value has been updated to "DateTime" in UnitActions /UnitAction element. - SHOT_POS CODE should only be sent in case of P2/P3. - Description of SHOT_TYPE has been updated to "Number of Shots". * Statistics: - Type has been updated to ST in Stats /StatsItems / StatsItem element (Defect #137871). - EFF value has been updated to #0 instead of #0.0 in Stats /Competitor /StatsItems /StatsItem and Stats /Competitor /Composition /Athlete /StatsItems /StatsItem elements (Defect #137647). - PLUS_MINUS value has been updated, removing the @Pos attribute in Stats /Competitor /StatsItems /StatsItem element (Defect #137869). - PLUS_MINUS value has been updated, removing the + values in Stats /Competitor /StatsItems /StatsItem and Stats /Competitor /Composition /Athlete /StatsItems /StatsItem

		elements (Defect #137735). - For codes REB, REB_OR, REB_DR, ASSIST, TO, ST, BLC, PF, FD, PTS, BENCH, FAST_BRK and TOPTS, the Pos attribute is not required for TEAM_RANKING stats (Defect #137877).
v2.2	APP	* Play by Play: - TimeStamp value has been changed back to "Time" in UnitActions /UnitAction element. * Statistics: - EFF value has been updated to #0 instead of #0.0 in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem elements (Defect #137647).