Olympic Data Feed

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

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Handball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Handball 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 used across all ODF documents.

Document Reference	Document Title	Document Description
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 Handball.

- 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_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.

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).

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		
				Description (0,1)		
					TeamName	

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) or a code set to be defined discipline by discipline	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by")

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

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

2.2.1.6 Message Sort

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.

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
    - Gender
    - Organisation
    - BirthDate
    - Height
    - Weight
    - PlaceofBirth
    - CountryofBirth
    - PlaceofResidence
    - CountryofResidence
    - Nationality
    - MainFunctionId
    - Current
    - OlympicSolidarity
    - ModificationIndicator
    - Discipline (1,1)
      - Code
      - IFId
      - RegisteredEvent (0,N)
        - Gender
        - Event

		Bib	
		EventEntry (0,N)	
			Code
			Type
			Pos
			Value

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
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
PlaceofResidence	O	S(75)	Place of Residence

CountryofResidence	O	CC @Country	Country ID of Residence
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)	IF ID (competitor's federation number for the discipline). Include if available.

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	String	Uniform number for the athlete. Although this attribute is optional, it will be updated and informed as soon as it is known. Example: 1, 2,.... (for athlete), A..E (for Team official)

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: As soon as it is known (this information only will be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	When the athlete has been disqualified or replaced.
ENTRY		SUBSTITUTE	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is an alternate player.
ENTRY		POSITION	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position in the team.
ENTRY		HAND	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @Hand	Handedness for the athlete.

ENTRY		SHIRT_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Shirt name
ENTRY		CLUB_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Club name
ENTRY		CLUB_CITY	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Club City
ENTRY		CLUB_ORG	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	CC @Country	Club Country Code
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	International matches played.
ENTRY		INTERNAT_GOALS	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	International matches goals.

Sample (General)

```
<Discipline Code="HB" IFId="203258" >
        <RegisteredEvent Gender="M" Event="400" >
                <EventEntry Type="ENTRY" Code="POSITION" Value="LB" />
                <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Badel 1862" />
                <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Zagreb" />
                <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CRO" />
                <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="42" />
                <EventEntry Type="ENTRY" Code="INTERNAT_GOALS" Value="2" />
        </RegisteredEvent>
</Discipline>
```


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.

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.
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
ENTRY	UNIFORM	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)
Attribute	**M/O**	**Value**	**Description**
Value	O	S(25)	Colour's Shirt
ENTRY	SHORTS	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shorts Element Expected: As soon as it is known (it can be sent in both messages)

	Attribute	M/O	Value	Description
	Value	O	S(25)	Colour's Shorts
ENTRY		UNIFORM_GK	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Colour's Shirt for Goalkeeper
ENTRY		SHORTS_GK	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shorts Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Colour's Shorts for Goalkeeper
ENTRY		GROUP	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Preliminary Group of the team
ENTRY		SEED	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Seed number.

Sample (General)

```
<Team Code="HBM400BLR01" 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="7380748" Function="COACH"/>
		<Official Code="7380750" Function="AST_COA"/>
		<Official Code="7380744" Function="TM_OFFIC"/>
		<Official Code="7380753" Function="DOCTOR"/>
		<Official Code="7380752" Function="PHYSIO"/>
	</TeamOfficials>
	<Discipline Code="HB" >
		<RegisteredEvent Gender="M" Event="400" >
			<EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
			<EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
			<EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
...
			<EventEntry Type="ENTRY" Code="GROUP" Value="A" />
			<EventEntry Type="ENTRY" Code="SEED" Value="4" />
		</RegisteredEvent>
	</Discipline>
</Team>
```


2.2.3.6 Message Sort

The message is sorted by Team @Code.

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 in HB	Not used in HB
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

-START LIST: As soon as the team/teams are known, before the match begins.
-START LIST: As soon as any of the line-up are known and any change/addition to these, only before the start of the match.
-LIVE: At the beginning of each period.
-LIVE: After every change in any data (scores, substitute, DQ etc).
-INTERMEDIATE: After each period (if it is not the last period).

-UNOFFICIAL / OFFICIAL: After the match (unit) assuming there is not delay.

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					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Officials (0,1)							
		Official (1,N)						
			Code					
			Function					
			Order					
			Description (1,1)					
				GivenName				

- FamilyName
- Gender
- Organisation
- Periods (0,1)
  - Home
  - Away
  - Period (1,N)
    - Code
    - HomeScore
    - AwayScore
    - HomePeriodScore
    - AwayPeriodScore
- 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
        - Bib

- 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

- EventUnitEntry (0,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.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	ATTENDANCE	N/A	Element Expected: Send just if it is available

	Attribute	M/O	Value	Description
	Value	O	Numeric ####0	Number of spectators at the match
UI		PERIOD	N/A	Element Expected: Send when LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @Period	Send current period
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: SD, W, LD, PTY, FB, BT, ASSIST, TO, ST, BLC, YC, RC, TMS, EXC, SD_GK, W_GK, LD_GK, PTY_GK, FB_GK and BT_GKPos 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	O	S(20)	Send the competitor ID of the athlete or team who was updated

Sample (General)

```
<ExtendedInfos>
        <UnitDateTime StartDate="2016-07-25T17:00:00+01:00" />
        <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="18090" />
....
</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: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send according to the codes.
Order	M	Numeric	Send by order for each official in each function, for example: Referee(s) followed by Reserve Referee(s), if more than one referees then sort by name.

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

Element: Periods (0,1)

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	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	Times, usually there are 2 halves.
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 that period.
AwayPeriodScore	O	Numeric #0	Score of the away competitor just for that period.

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 (totals goals in that game) of the Team for the particular event unit.
IRM	O	SC @IRM	IRM of the Team for the particular event unit. A team may be disqualified from the tournament due to breach of sport ethics, rules, etc Send just in the case @ResultType both Points and IRM
WLT	O	SC @WLT	The code whether a competitor won or lost.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
StartOrder	O	Numeric	Send 1 for Home team, send 2 for Away team
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	See table comment	Result type

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	Competitor's ID
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. This code is normally expected though there may be rare exceptions.
Order	M	Numeric	Send 1 if just one coach, sequential number if more than one (order as they are presented in ORIS)
Function	M	CC @ResultsFunction	Coach function
Bib	O	S(2)	Official Bib number

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	HOME_AWAY	N/A	Element Expected: Always

	Attribute	M/O	Value	Description
	Value	O	SC @Home	Send Home or Away

Element: Result /Competitor /Stats /Stat (1,N)

Type	Code	Pos	Description
ST	SD W	SC @Period	Pos Description: Send the period. TOT for total of all

		LD PTY FB BT SHOT		periods Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Number of shots for each of 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs and Total Shots / Penalties in the event unit.
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	BLC		
	Pos	N/A	N/A	
	Value	S(3)	Total Blocked. If doesn't apply send "N/A"	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric #0	Total goals.	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	MISS		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Missed.	
	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	Shooting percentage (%)	

		##0		
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	POST		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Post.	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Saves.	
ST		TL ML BL TC MC BC TR MR BR	SC @Period	Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Shots in the event unit.
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric #0	Total goals for this destination	
ST		ASSIST TO ST	SC @Period	Pos Description: Send the period TOT for total of all periods

		BLC YC RC EXC TFT		Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total assists/ Turnovers /steals/blocked/ yellow cards/ red cards/Exclusions BenchTeam TOs in the event unit.
ST		TO_TEAM	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total turnovers bench/team in the event unit
ST		EXC_COACH RC_COACH YC_COACH	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Yellow cards/Red cards/Exclusions for the Coach in the event unit.
ST		TMS_COACH	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	2 Minute Suspensions for the Coach in the event unit. Send + for "2 minutes + 2 minutes suspensions".
ST		TMS	SC @Period	Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	2 Minute Suspensions in the event unit. Send + for "2 minutes + 2 minutes suspensions"
ST		ATC	SC @Period	Pos Description: Send the period Element Expected:

				Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total Attacks for the team in the event unit.
	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	Scoring Efficiency.	
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK (Only for Goalkeepers)	SC @Period	Code Description: Only for Goalkeepers Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs shots for the Goalkeepers in the event unit.
	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	Efficiency (%).	
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric	Total saves.	

		#0		
ST		TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK (Only for Goalkeepers)	SC @Period	Code Description: Only for Goalkeepers Pos Description: Send the period TOT for total of all periods (only for Teams statistics) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Shots for the Goalkeepers in the event unit.
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric #0	Total save for this destination	

Sample (General)

```
<Stat Type="ST" Code="LD" Pos="H1" Value="12">
        <ExtendedStat Code="GOAL" Value="4" />
        <ExtendedStat Code="SAVE" Value="2" />
        <ExtendedStat Code="MISS" Value="1" />
        <ExtendedStat Code="POST" Value="2" />
        <ExtendedStat Code="BLC" Value="2" />
        <ExtendedStat Code="PERCENT" Value="48" />
</Stat>
....
<Stat Type="ST" Code="ASSIST" Pos="H1" Value="16" />
<Stat Type="ST" Code="TO" Pos="H1" Value="23" />
<Stat Type="ST" Code="ST" Pos="H1" Value="3" />
<Stat Type="ST" Code="BLC" Pos="H1" Value="4" />
<Stat Type="ST" Code="YC" Pos="H1" Value="4" />
<Stat Type="ST" Code="TMS" Pos="H1" Value="7" />
<Stat Type="ST" Code="SHOT" Pos="H1" Value="24">
        <ExtendedStat Code="GOAL" Value="15" />
        <ExtendedStat Code="PERCENT" Value="63" />
</Stat>
<Stat Type="ST" Code="SD" Pos="H1" Value="1">
        <ExtendedStat Code="GOAL" Value="0" />
        <ExtendedStat Code="PERCENT" Value="0" />
</Stat>
```

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	Order attribute used to sort team members in a team. Before the game starts it is the same as StartSortOrder, after the game starts then sort by Uniform number.
StartSortOrder	M	Numeric #0	Sort first goalkeepers by Uniform number then rest of the team by uniform number.
Bib	M	S(2)	Uniform 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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		STATUS	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended, replaced or disqualified.
EUE		POSITION	N/A	Element Expected: As soon as known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	CC @Position	Position player in the team.

Element: Result /Competitor /Composition /Athlete /Stats /Stat (1,N)				
Type		**Code**	**Pos**	**Description**
ST		SHOT	N/A	Element Expected: Always, if the information is available team
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total Shots/penalties on goals in the event unit.
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	BLC		
	Pos	N/A	N/A	
	Value	S(3)	Total Blocked. If doesn't apply send "N/A"	
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	GOAL		

	Pos	N/A	N/A	
	Value	Numeric #0	Total goals.	
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	MISS		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Missed.	
	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 Efficiency (%).	
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	POST		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Post.	
ST		SD W LD PTY FB BT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs in the event unit.
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available for total**			
	Attribute	**Value**	**Description**	
	Code	GOAL		

	Pos	N/A	N/A	
	Value	Numeric #0	Total goal.	
ST		TL ML BL TC MC BC TR MR BR	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Shots in the event unit.
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric #0	Total goals for this destination	
ST		ASSIST TO ST BLC YC RC EXC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total assists/ Turnovers /steals/blocked/ yellow cards/ red cards/Exclusions in the event unit.
ST		TMS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	2 Minute Suspensions in the event unit. Send + for "2 minutes + 2 minutes suspensions".

ST		MINS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss	Time played for the athlete in the game.
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK (Only for Goalkeepers)	N/A	Element Expected: Always, if the information is available (Only for Goalkeepers)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs shots for the Goalkeepers in the event unit.
	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	Efficiency (%).	
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric #0	Total saves.	
ST		TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK	N/A	Element Expected: Always, if the information is available

		(Only for Goalkeepers)		
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Shots for the Goalkeepers in the event unit.
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric #0	Total save for this destination	

Sample (General)

```
<Stat Type="ST" Code="LD" Value="12">
        <ExtendedStat Code="GOAL" Value="4" />
        <ExtendedStat Code="SAVE" Value="2" />
        <ExtendedStat Code="MISS" Value="1" />
        <ExtendedStat Code="POST" Value="2" />
        <ExtendedStat Code="BLC" Value="2" />
        <ExtendedStat Code="PERCENT" Value="48" />
</Stat>
...
<Stat Type="ST" Code="ASSIST" Value="1" />
<Stat Type="ST" Code="TO" Value="2" />
<Stat Type="ST" Code="ST" Value="3" />
<Stat Type="ST" Code="BLC" Value="4" />
<Stat Type="ST" Code="YC" Value="4" />
<Stat Type="ST" Code="SHOT" Value="4">
        <ExtendedStat Code="GOAL" Value="1" />
        <ExtendedStat Code="PERCENT" Value="63" />
</Stat>
<Stat Type="ST" Code="SD" Value="1">
        <ExtendedStat Type="SD" Code="GOAL" Value="0" />
        <ExtendedStat Type="SD" Code="PERCENT" Value="0" />
</Stat>
```

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 in HB	Not used in HB
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

-LIVE: After every action
-LIVE: At the start of every period/extra time
-INTERMEDIATE: After each period (if it is not the last period)
-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
    - TimeStamp
    - ExtendedAction (0,N)
      - Code
      - Pos
      - Value
    - Competitor (0,N)
      - Code
      - Type
      - Order
      - Organisation
      - Composition (0,1)
        - Athlete (1,N)
          - Code
          - Order
          - Role
          - Description (1,1)
            - GivenName

						FamilyName
						Gender
						Organisation
						BirthDate
		Coaches (0,1)				
			Coach (1,N)			
				Code		
				Order		
				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: Send one period code (full periods only, no half periods) Pos Description: Unique sequential number for all the actions of the match, from 1 to n (from the first action to the last one).Element Expected:
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @Action	Value of the @Code (+ @Pos) referenced UnitAction Actions in the game. Send one action code. The first action of each period should always be "STARTP". For GK substituted action send two Athlete Elements: 1st GK Out (ActionRole=OUT), 2nd GK In (ActionRole=IN).
	Time	O	m:ss	Time in which the action occurred. No leading zeros.
	Result	O	SC @ResAction	Result of the Action for the player/team
	ScoreH	O	Numeric ##0	Total Home Score of the game after the action.

				Send if there is a score change for either team.
	ScoreA	O	Numeric ##0	Total 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). + if home team leading, - if away team leading and 0 for tied.
	LeadA	O	Numeric +/-#0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative). - if home team leading, + if away team leading and 0 for tied.
	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	DEST_TYPE		
	Pos	N/A	N/A	
	Value	SC @DestType	Shot destination: Top Left, Top Right ..., and Bottom Left. In case of goal or shots saved.	
	Sub Element: UnitActions /UnitAction /ExtendedAction **Expected: When available**			
	Attribute	**Value**	**Description**	
	Code	PSO_A		
	Pos	N/A	N/A	
	Value	Numeric #0	Away Score in penalty shootout	
	Sub Element: UnitActions /UnitAction /ExtendedAction **Expected: When available**			
	Attribute	**Value**	**Description**	
	Code	PSO_H		
	Pos	N/A	N/A	
	Value	Numeric #0	Home Score in penalty shootout	

	Sub Element: UnitActions /UnitAction /ExtendedAction Expected: Send when applicable		
	Attribute	**Value**	**Description**
	Code	SHOT_POS	
	Pos	N/A	N/A
	Value	SC @Res_Sub	Additional information for the action

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.
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

Sample (General)

```
<UnitAction Type="UAC" Code="H1" Pos="2" Value="SHOT" Result="SAVE" Time="00:57" >
        <ExtendedAction Code="DEST_TYPE" Value="ML" />
        <ExtendedAction Code="SHOT_POS" Value="LLD" />
        <Competitor Code="HBM400CZE01" 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" />
                        </Athlete>
                </Composition>
        </Competitor>
</UnitAction>
<UnitAction Type="UAC" Code="H1" Pos="3" Value="SHOT" Result="GOAL" Time="01:18" ScoreH="1"
ScoreA="0" LeadH="+1" LeadA="-1" >
        <ExtendedAction Code="DEST_TYPE" Value="BL" />
        <ExtendedAction Code="SHOT_POS" Value="FB" />
        <Competitor Code="HBM400FRA01" 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>
                        <Athlete Code="1102251" Order="2" Bib="24" Role="ASSIST">
                                <Description GivenName="John" FamilyName="Toony" Gender="M"
Organisation="FRA" BirthDate="1994-12-22" />
                        </Athlete>
                </Composition>
        </Competitor>
</UnitAction>
```


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.
Order	O	Numeric	Coach order (if more than one coach is needed).

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 in HB	Not used in HB
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)	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 first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.

Element: Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric ##0	Result of the Team for the particular 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	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
ResultType	M	SC @ResultType	Result type, 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	Competitor's ID
Type	M	T	T for team
Organisation	M	CC @Organisation	Competitor's organisation

Sample (General)

```
<Competition Code="OG2016">
	<Clock Period="H1" Time="1:34" Running="Y" />
	<Periods Home="HBM400USA01" Away="HBM400AUS01" >
		<Period	Code="H1"	HomeScore="19"	AwayScore="12"	HomePeriodScore="19"
AwayPeriodScore="12" />
	</Periods>
	<Result ResultType="POINTS" Result="19" SortOrder="1">
		<Competitor Code="HBM400USA01" Type="T" Organisation="USA"/>
	</Result>
	<Result ResultType="POINTS" Result="12" SortOrder="2">
		<Competitor Code="HBM400AUS01" 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	A,B,...	The DocumentSubtype attribute will be the Group code A, B,.. 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.

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
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
  - Tied
  - Played
  - For
  - Against
  - Diff
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Description (0,1)
      - TeamName
    - 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	String	Rank at the group. It is optional because the team can be disqualified.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
Result	O	Numeric Or "CANCELLED"	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC @IRM	IRM for the particular group Send just in the case @ResultType is 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. Initial by 1 - Draw number, later when competition starts by 1 - Rank
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
Tied	O	Numeric #0	Number of games tied 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 goals for
Against	O	Numeric #0	Total number of goals against
Diff	O	Numeric ##0 Or -Numeric -##0	Difference, between goals for and goals 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 /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 for team	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	Competitors' 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.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 31-16). 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. May be "Cancelled" or other appropriate term.

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.

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

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

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	Level 9	Level 10
Competition (1,1)									
	Code								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
	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
    - Description (0,1)
      - TeamName
    - Composition (0,1)
      - Athlete (1,N)
        - Code
        - Order
        - Description (1,1)
          - GivenName
          - FamilyName

	Gender Organisation BirthDate

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: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

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 quarterfinals, semifinals or finals phase.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	Numeric #0	Identifier of the bracket item, it will be the match number of each match
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)	HH:MM. Must be filled if known
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (example "26-27"). May include an IRM.

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 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	It will be sent when the competitor is not known yet (TBD) for this bracket item.
WLT	O	S(1)	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.
WLT	O	S(1)	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

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a team member
Order	M	Numeric	Order attribute used to sort team members in a team.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /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

Sample (General)

```
<Bracket Code="FNL">
        <BracketItems Code="SFL">
                <BracketItem Code="33" Order="1" Date="2016-08-10" Time="15:00" >
                        <Unit Phase="2" Unit="01" />
                        <NextUnit Phase="1" Unit="01" />
                        <NextUnitLoser Phase="1" Unit="02" />
                        <CompetitorPlace Pos="1">
                                <Competitor Code="HBW400NED01" Type="T" Organisation="NED">
                                        <Description TeamName="Netherlands"/>
                                </Competitor>
                        </CompetitorPlace>
                        <CompetitorPlace Pos="2">
                                <Competitor Code="HBW400NZL01" Type="T" Organisation="NZL">
                                        <Description TeamName="New Zealand"/>
                                </Competitor>
                        </CompetitorPlace>
                </BracketItem>
```

2.2.8.6 Message Sort

The following order applies:
* Bracket @Code if more than one '@Code' is possible.
* BracketItems according to its @Code 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	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level)
DocumentSubcode	String	For DocumentSubtype=CUM, the DocumentSubcode is the organisation code concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation code has more than one team.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	String	-CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. -TEAM_RANKING: Ranking of team tournament statistics. -IND_RANKING: Ranking of individual tournament statistics, for the best athletes. -TOU: 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 "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.

2.2.9.3 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)							
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
		VenueDescription (0,1)						

- Venue
- VenueName
- 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
    - 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
    - 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 /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: Stats (1,1)

Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed.

Element: Stats /StatsItems /StatsItem (1,N)

Statistics for the event unit / phase or event - depending on the headers' DocumentCode.

Type	Code	Pos	Description
ST	SHOT SD W LD PTY FB BT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total Shots / 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs shots for team.

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=TOU

Attribute	Value	Description
Code	GOAL	
Pos	N/A	N/A
Value	Numeric ##0	Total goals.

	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Shooting percentage Efficiency (%).	
ST		ASSIST TO ST BLC YC RC EXC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total assists, turnovers / steals / blocked / yellow cards / red cards / Exclusions for the team.
ST		TMS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	2 Minute Suspensions for the team. Send + for "2 minutes + 2 minutes suspensions"
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype= TOU**			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	

	Value	Numeric ##0	Efficiency (%).
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype= TOU**		
	Attribute	**Value**	**Description**
	Code	SAVE	
	Pos	N/A	N/A
	Value	Numeric ##0	Total saves.

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 TEAM_RANKING: For each team: 1 -Rank, 2 -Team NOC code If teams share equal rank, present teams in alphabetical order by team NOC code Always show rank for each team

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	SD W LD PTY FB BT SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Total shots for the team.
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	**Value**	**Description**	
Code	BLC		
Pos	N/A	N/A	
Value	S(3)	Total Blocked. If doesn't apply send "N/A"	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	**Value**	**Description**	
Code	GOAL		
Pos	N/A	N/A	
Value	Numeric ##0	Total goal.	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	**Value**	**Description**	
Code	MISS		
Pos	N/A	N/A	
Value	Numeric ##0	Total Missed.	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	**Value**	**Description**	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Shooting percentage (%).	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	**Value**	**Description**	
Code	POST		
Pos	N/A	N/A	

	Value	Numeric ##0	Total Post.	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total Saves.	
ST		TOTAL	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total shots for the team (SD+W+LD+PTY+FB+BT)
	Rank	O	Numeric	Team's rank on total shots
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
ST		TL ML BL TC MC BC TR MR BR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Shots for the teams.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric	Total goals for this destination	

		#0		
ST		ASSIST ST BLC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total assists/ steals/ blocked for the team.
ST		TO YC RC EXC TFT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total turnovers/ yellow cards/ red cards/ Exclusions for the team. Total turnovers bench/team
ST		TO_TEAM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total turnovers bench/team in the event unit
ST		EXC_COACH RC_COACH YC_COACH	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Yellow cards/Red cards/Exclusions for the Coach/Bench.
ST		TMS_COACH	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	2 Minute Suspensions for the Coach in the event unit. Send + for "2 minutes + 2 minutes suspensions".
ST		TMS	N/A	Element Expected: Always, if the information is available

				for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	2 Minute Suspensions for the team. Send + for "2 minutes + 2 minutes suspensions"
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total match played for team.
ST		PTY_PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Send Y in case the @Rank is an equalled
	Rank	O	String	Team's rank on penalty points.
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype= TEAM_RANKING**			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average penalty points	
ST		SD_R_GRA SD_C_GRA SD_L_GRA W_R_GRA W_L_GRA LD_R_GRA LD_C_GRA LD_L_GRA PS_GRA FP_GRA BT_GRA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

	Attribute	M/O	Value	Description
	Value	O	Numeric #0/#0	Right/Centre/Left 6 metres, Right/Left Wing, Right/Centre/Left 9 metres, 7 metres, Fast Breaks, Breakthroughs Goals/shots for the team.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric #0/#0	Goals / saves.	
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK (Only for Goalkeepers)	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs shots for the Goalkeepers.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Efficiency (%).	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: For @Code:** **Send proposed extension code Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	SAVE		

	Pos	N/A	N/A	
	Value	Numeric ##0	Total saves.	
ST		TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK (Only for Goalkeepers)	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Saves for the Goalkeepers.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric #0	Total save for this destination	

Sample (General)

```
<Stat Type="ST" Code="LD" Value="12">
        <ExtendedStat Code="GOAL" Value="4" />
        <ExtendedStat Code="SAVE" Value="2" />
        <ExtendedStat Code="MISS" Value="1" />
        <ExtendedStat Code="POST" Value="2" />
        <ExtendedStat Code="BLC" Value="2" />
        <ExtendedStat Code="PERCENT" Value="48" />
</Stat>
...
<Stat Type="ST" Code="ASSIST" Value="16" />
<Stat Type="ST" Code="TO" Value="23" />
<Stat Type="ST" Code="ST" Value="3" />
<Stat Type="ST" Code="BLC" Value="4" />
<Stat Type="ST" Code="YC" Value="4" />
<Stat Type="ST" Code="TMS" Value="7" />
<Stat Type="ST" Code="SHOT" Value="24">
        <ExtendedStat Code="GOAL" Value="15" />
        <ExtendedStat Code="PERCENT" Value="63" />
</Stat>
<Stat Type="ST" Code="SD" Value="1">
        <ExtendedStat Code="GOAL" Value="0" />
        <ExtendedStat Code="PERCENT" Value="0" />
</Stat>
```

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 for CUM: Uniform number or disqualification, family name , given name Sort order for IND_RANKING: 1 -Rank, 2 -family name, 3 -given name

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) **Team member's stats item according to competitors' rules.**				
	Type	**Code**	**Pos**	**Description**
	ST	SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total Shots for athlete in the event unit.
	Rank	O	String	Athlete's rank on goals for goal scores. (DocumentSubtype= IND_RANKING)
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Numeric	Sort Order for @Rank. (DocumentSubtype= IND_RANKING)
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	BLC		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total blocked.	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total goals.	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	MISS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total misses.	

	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING**			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Shooting percentage Efficiency (%).	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	POST		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total post.	
ST		SD W LD PTY FB BT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of PTY also send when DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs shots for the athlete in the event unit.
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of PTY also send when DocumentSubtype= IND_RANKING**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total goal.	
ST		TL ML BL TC MC BC TR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

		MR BR		
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Shots for the athlete
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric #0	Total goals for this destination	
ST		ASSIST TO YC RC EXC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of ASSIST also send when DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total assists / turnovers / yellow cards / red cards / Exclusions for the athlete in the event unit.
	Rank	O	String	Athlete's rank on assists. Send for ASSIST only. (DocumentSubtype= IND_RANKING)
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send. Send for ASSIST only. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Numeric	Sort Order for @Rank Send for ASSIST only. (DocumentSubtype= IND_RANKING)
ST		ST BLC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total steals / blocked for the athlete in the event unit.

	Rank	O	String	Athlete's rank on steals/total blocked. (DocumentSubtype= IND_RANKING)
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Numeric	Sort Order for @Rank (DocumentSubtype= IND_RANKING)
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average.	
ST		TMS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	2 Minute Suspensions for the athlete in the event unit. Send + for "2 minutes + 2 minutes suspensions"
ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	hh:mm:ss	Time played for the athlete in all games where the athlete was participated. Do not send leading zeros
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total matches played for athlete.
ST		GOAL_ASSIST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=IND_RANKING

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total goals shots + Assists.
	Rank	O	String	Athlete's rank on goals + assists.
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		PTY_PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total penalty points for the athlete.
	Rank	O	String	Athlete's rank on average penalty points.
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send.
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average.	
ST		SHOT_GK SD_GK W_GK LD_GK PTY_GK FB_GK BT_GK (Only for Goalkeepers)	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of SHOT_GK & PTY_GK also send when DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers in the event unit.

	Rank	O	String	Goalkeeper's rank on efficiency of saves for total shots/penalty saves. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
	SortOrder	O	Numeric	Sort Order for @Rank. For SHOT_GK & PTY_GK only. (DocumentSubtype= IND_RANKING)
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of SHOT_GK & PTY_GK also send when DocumentSubtype= IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Efficiency (%).	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM. In the case of SHOT_GK & PTY_GK also send when DocumentSubtype= IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total saves.	
ST		TL_GK ML_GK BL_GK TC_GK MC_GK BC_GK TR_GK MR_GK BR_GK (Only for Goalkeepers)	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Top/Middle/Bottom Left, Top/Middle/Bottom centre,

				Top/Middle/Bottom right: Total Shots for the Goalkeepers in the event unit.
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	SAVE		
	Pos	N/A	N/A	
	Value	Numeric #0	Total save for this destination	

Sample (General)

```
<Stat Type="ST" Code="LD" Value="12">
        <ExtendedStat Code="GOAL" Value="4" />
        <ExtendedStat Code="SAVE" Value="2" />
        <ExtendedStat Code="MISS" Value="1" />
        <ExtendedStat Code="POST" Value="2" />
        <ExtendedStat Code="BLC" Value="2" />
        <ExtendedStat Code="PERCENT" Value="48" />
</Stat>
...
<Stat Type="ST" Code="ASSIST" Value="1" />
<Stat Type="ST" Code="TO" Value="2" />
<Stat Type="ST" Code="ST" Value="3" />
<Stat Type="ST" Code="BLC" Value="4" />
<Stat Type="ST" Code="YC" Value="4" />
<Stat Type="ST" Code="SHOT" Value="4">
        <ExtendedStat Code="GOAL" Value="1" />
        <ExtendedStat Code="PERCENT" Value="63" />
</Stat>
<Stat Type="ST" Code="SD" Value="1">
        <ExtendedStat Type="SD" Code="GOAL" Value="0" />
        <ExtendedStat Type="SD" Code="PERCENT" Value="0" />
</Stat>
```

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.

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				
		Tied				
		IRM				
		SortOrder				
		Competitor (1,1)				
			Code			

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

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)	Text short description, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit.

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	String	Rank of the competitor in the result. It is optional because the team can be disqualified.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send

Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
Tied	O	Numeric #0	Send number of matches tied
IRM	O	SC @IRM	Send just if the team has been disqualified.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors, if they were to be presented. It is based on the rank.

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

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 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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
        <Competitor Code="HBM400CRO01" Type="T" Organisation="CRO">
                <Description TeamName="Croatia"/>
                <Composition>
                        <Athlete Code="1085534" Order="1" >
```

2.2.10.6 Message Sort

Sort by Result @SortOrder

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	19 December 2014	Submitted for review version
v1.1	27 February 2015	SFA version
v1.2	6 August 2015	APP version and CR4785, CR5196 and CR5270
v1.3	5 November 2015	External delivery: CR8016 and some minor issues
v1.4	18 December 2015	External delivery
v1.5	5 February 2016	External delivery
v1.6	24 March 2016	External delivery

File Reference: ODF/INT165- R-SOG-2016-v1.6 APP (HB)

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
v1.1	SFA	* List of participants by discipline: - Participant /Discipline /RegisteredEvent @Bib has been updated as value could be A..E for Team official. * Event Unit Start List and Results - Trigger INTERMEDIATE has been updated to "After each period (if it is not the last period)". - SHOT code has been moved in the table Competition /Result /Competitor /Stats /Stat (cosmetic issue). - ST /*_COACH @Pos has been removed in Competition /Result /Competitor /Stats /Stat element. -ExtendedStat codes MISS, POST and BLC have been added to SHOT code in Competition /Result /Competitor /Composition /Athlete /EventUnitEntry element. - TOT code and MISS, POST and BLC ExtendedStat codes have been removed from Competition /Result /Competitor /Composition /Athlete /EventUnitEntry element. - EUE /TFT code has been removed from 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)" - DESC code has been renamed SHOT_POS in 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, RankEqual and SortOrder attributes. - SHOT code has been moved in the table Competition /Stats /Competitor /StatsItems /StatsItem (cosmetic issue). - "_GRA" has been added to the codes used for graphics in Competition /Stats /Competitor /StatsItems /StatsItem element. For these codes, @Pos has been removed and MADE ExtendedStat code has been added for Goals /saves. - ExtendedStat codes MISS, POST and BLC have been added to SHOT code in Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element. - TOT code has been removed from Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element. - ST /GOAL_AS code has been renamed GOAL_ASSIST in Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element.
v1.2	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). * List of teams: - Added Order attribute to TeamOfficials/Official element (CR5196). * Event Unit Start List and Results: - Added ST /TO_TEAM code to Competition /Result /Competitor /Stats /Stat element. * Play by Play: - Added element UnitActions /UnitAction /Competitor /Coaches /Coach (CR5270).
v1.3	APP	* Competition Schedule - Clarification for the DateTime attribute in case of HideStartDate="Y" removed as it does not apply for team sports. - Composition element has been removed from Competition /Unit /StartList /Start /Competitor element. It doesn't apply for team sports (Defect #120420). * List of participants by discipline: - ENTRY /SHIRT_NAME code has been added to Participant /Discipline /RegisteredEvent /EventEntry element (CR8016). * Event Unit Start List and Results: - Home and Away attributes have been added to Periods element (Defect #121090). - Organisation attribute has been added to Result /Competitor element (Defect #121091). - Bib attribute has been updated to Optional in Result /Competitor /Coaches /Coach element. * Play by Play: - LeadA attribute has been added to UnitActions /UnitAction element. Sample has been

		updated accordingly (Defect #120888). - Order attribute has been added to UnitActions /UnitAction /Competitor and to UnitActions /UnitAction /Competitor /Composition /Athlete element (Defect #120880).
v1.4	APP	* Competition schedule: - SessionCode attribute has been removed from Competition /Unit (Defect #121852). - StartOrder attribute has been added to Competition /Unit /StartList /Start (Defect #121852). * Event Unit Start List and Results: - ResultType attribute has been updated to optional in Result element (Defect #120995). * Pool Standings: - Location and LocationName attributes have been removed from ExtendedInfos /VenueDescription element.
v1.5	APP	* Event Unit Start List and Results: - Some codes have been added to the list in DISPLAY code (SD_GK, W_GK, LD_GK, PTY_GK, FB_GK and BT_GK) in ExtendedInfos /ExtendedInfo element (Defect #126648). * Play by Play: - UnitActions /UnitAction @ScoreA and @ScoreH descriptions have been updated (CR9125). - ExtendedAction PSO_A and PSO_H have been added to UnitActions /UnitAction element (CR9125). * Pool Standings: - Triggers have been updated, removing the last sentence "though unofficial may be used in some sports" (Defect #123804). - Result /Competitor /Composition and Result /Competitor /Opponent /Composition elements have been removed (Defect #126935). * Brackets: - Result attribute has been updated as it may include an IRM in Bracket /BracketItems /BracketItem element (CR9085).
v1.6	APP	* Event Unit Start List and Results: - ResultType attribute has been added, it had been removed by mistake (Defect #120995). - Order attribute has been updated to "Before the game starts it is the same as StartSortOrder, after the game starts then sort by Uniform number." in Result /Competitor /Composition /Athlete element (Defect #129897). * Statistics: - TOTAL code has been added to Stats /Competitor /StatsItems /StatsItem element (Defect #127063). - The comment "DocumentSubtype= IND_RANKING" has been added to some stats (Defect #126996).