



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT166- R-SOG-2016-v2.0 APP (HO)

Olympic Data Feed



ODF Hockey Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
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Table of Contents

1 Introduction.....	<u>6</u>
1.1 This document.....	<u>6</u>
1.2 Objective.....	<u>6</u>
1.3 Main Audience.....	<u>6</u>
1.4 Glossary.....	<u>6</u>
1.5 Related Documents.....	<u>6</u>
2 Messages.....	<u>8</u>
2.1 Applicable Messages.....	<u>8</u>
2.2 Messages.....	<u>10</u>
2.2.1 Competition schedule / Competition schedule update.....	<u>10</u>
2.2.1.1 Description.....	<u>10</u>
2.2.1.2 Header Values.....	<u>10</u>
2.2.1.3 Trigger and Frequency.....	<u>11</u>
2.2.1.4 Message Structure.....	<u>12</u>
2.2.1.5 Message Values.....	<u>13</u>
2.2.1.6 Message Sort.....	<u>16</u>
2.2.2 List of participants by discipline / List of participants by discipline update.....	<u>17</u>
2.2.2.1 Description.....	<u>17</u>
2.2.2.2 Header Values.....	<u>17</u>
2.2.2.3 Trigger and Frequency.....	<u>18</u>
2.2.2.4 Message Structure.....	<u>18</u>
2.2.2.5 Message Values.....	<u>20</u>
2.2.2.6 Message Sort.....	<u>24</u>
2.2.3 List of teams / List of teams update.....	<u>25</u>
2.2.3.1 Description.....	<u>25</u>
2.2.3.2 Header Values.....	<u>25</u>
2.2.3.3 Trigger and Frequency.....	<u>26</u>
2.2.3.4 Message Structure.....	<u>26</u>
2.2.3.5 Message Values.....	<u>27</u>
2.2.3.6 Message Sort.....	<u>31</u>
2.2.4 Event Unit Start List and Results.....	<u>32</u>
2.2.4.1 Description.....	<u>32</u>
2.2.4.2 Header Values.....	<u>32</u>
2.2.4.3 Trigger and Frequency.....	<u>33</u>
2.2.4.4 Message Structure.....	<u>34</u>
2.2.4.5 Message Values.....	<u>37</u>
2.2.4.6 Message Sort.....	<u>54</u>



2.2.5 Play by Play.....	<u>55</u>
2.2.5.1 Description.....	<u>55</u>
2.2.5.2 Header Values.....	<u>55</u>
2.2.5.3 Trigger and Frequency.....	<u>56</u>
2.2.5.4 Message Structure.....	<u>56</u>
2.2.5.5 Message Values.....	<u>58</u>
2.2.5.6 Message Sort.....	<u>61</u>
2.2.6 Current Information.....	<u>62</u>
2.2.6.1 Description.....	<u>62</u>
2.2.6.2 Header Values.....	<u>62</u>
2.2.6.3 Trigger and Frequency.....	<u>63</u>
2.2.6.4 Message Structure.....	<u>63</u>
2.2.6.5 Message Values.....	<u>64</u>
2.2.6.6 Message Sort.....	<u>66</u>
2.2.7 Pool Standings.....	<u>67</u>
2.2.7.1 Description.....	<u>67</u>
2.2.7.2 Header Values.....	<u>67</u>
2.2.7.3 Trigger and Frequency.....	<u>68</u>
2.2.7.4 Message Structure.....	<u>68</u>
2.2.7.5 Message Values.....	<u>70</u>
2.2.7.6 Message Sort.....	<u>73</u>
2.2.8 Brackets.....	<u>74</u>
2.2.8.1 Description.....	<u>74</u>
2.2.8.2 Header Values.....	<u>74</u>
2.2.8.3 Trigger and Frequency.....	<u>75</u>
2.2.8.4 Message Structure.....	<u>75</u>
2.2.8.5 Message Values.....	<u>76</u>
2.2.8.6 Message Sort.....	<u>79</u>
2.2.9 Statistics.....	<u>80</u>
2.2.9.1 Description.....	<u>80</u>
2.2.9.2 Header Values.....	<u>80</u>
2.2.9.3 Trigger and Frequency.....	<u>81</u>
2.2.9.4 Message Structure.....	<u>81</u>
2.2.9.5 Message Values.....	<u>83</u>
2.2.9.6 Message Sort.....	<u>94</u>
2.2.10 Event Final Ranking.....	<u>95</u>
2.2.10.1 Description.....	<u>95</u>
2.2.10.2 Header Values.....	<u>95</u>
2.2.10.3 Trigger and Frequency.....	<u>96</u>
2.2.10.4 Message Structure.....	<u>96</u>
2.2.10.5 Message Values.....	<u>97</u>



2.2.10.6Message Sort.....	<u>99</u>
2.2.11Event Unit Weather conditions.....	<u>100</u>
2.2.11.1Description.....	<u>100</u>
2.2.11.2Header Values.....	<u>100</u>
2.2.11.3Trigger and Frequency.....	<u>101</u>
2.2.11.4Message Structure.....	<u>101</u>
2.2.11.5Message Values.....	<u>101</u>
2.2.11.6Message Sort.....	<u>102</u>
3Document Control.....	<u>103</u>



1 Introduction

1.1 This document

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

1.2 Objective

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



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT166- R-SOG-2016-v2.0 APP (HO)

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 Hockey.

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message 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	



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT166- R-SOG-2016-v2.0 APP (HO)

DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") approximately 1 month before the Games and then sent multiple times until a date to be confirmed



after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

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

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

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

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

2.2.1.4 Message Structure

The following table defines the structure of the message.

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



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

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 Number
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>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).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>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.</p> <p>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'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>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.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started.</p> <p>Example: 2006-02-26T10:03:22+01:00</p>



ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

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

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

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



			description.
--	--	--	--------------

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

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

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

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available

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.

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

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		
	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 critical 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 attribute 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.

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	S(2)	Shirt number.



			<p>Although this attribute is optional, it will be updated and informed as soon as this information is known.</p> <p>Example: 8, 10...</p>
--	--	--	--

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	CC @Position
	Description		Position Code in the Team
ENTRY	STATUS	N/A	Element Expected: As soon as it is known (this information can be sent in update message).
	Attribute	M/O	Value
	Value	O	SC @AthleteStatus
	Description		Athlete's status in the team
ENTRY	CLUB_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	S(25)
	Description		Club name
ENTRY	CLUB_CITY	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	S(25)
	Description		Club City
ENTRY	CLUB_ORG	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	CC @Country
	Description		Club Country Code
ENTRY	INTERNAT_PLAYE D	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).



	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	International games played
ENTRY		INTERNAT_GOALS	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	O	Numeric ###	Goals scored in international matches
ENTRY		CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" in case the participant is a captain else do not send.
ENTRY		SUBSTITUTE	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player

Sample (General)

```
<Discipline Code="HO" IFId="203258" >
  <RegisteredEvent Gender="M" Event="400" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />
    <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="34" />
  </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.

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_UP DATE	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).



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

2.2.3.3 Trigger and Frequency

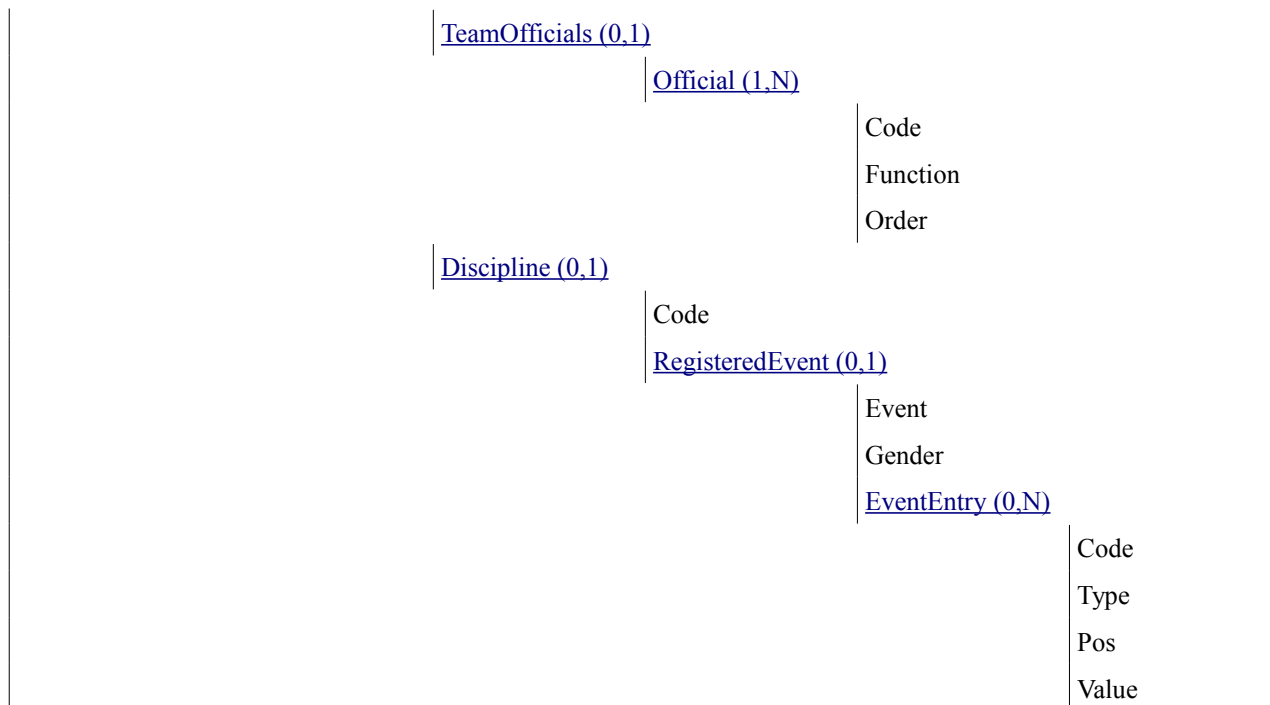
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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	



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	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>

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	<p>Athlete's ID of the listed team's member.</p> <p>Therefore, he/she makes part of the team's composition.</p>
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	<p>Official's ID of the listed team's official.</p> <p>Therefore, he/she makes part of the team's officials.</p>
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 to indicate the number of the shirt Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	M/O	Value	Description
Value	O	S(25)	Shirt Colour
ENTRY	SHORTS	Numeric 0	Pos Description: Send 1,2 to indicate the number of the shorts/skirts Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	M/O	Value	Description
Value	O	S(25)	Shorts/Skirts Colour
ENTRY	SOCKS	Numeric 0	Pos Description: Send 1,2 to indicate the number of the



				socks Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	O	S(25)	Socks Colour
ENTRY		UNIFORM_GK	Numeric 0	Pos Description: Send 1,2 to indicate the number of the shirt Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	O	S(25)	Goalkeeper's Shirt Colour
ENTRY		SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	The position in which the team is seeded for the competition.
ENTRY		GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	O	S(1)	Team's Preliminary Group

Sample (General)



```
<Team Code="VOM400BLR01" 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="TM_MGR" />
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="SI_MGR" />
    <Official Code="7380753" Function="DOCTOR" />
    <Official Code="7380754" Function="PHYSIO" />
  </TeamOfficials>
  <Discipline Code="VO" >
    <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	DDGEEPUU	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 HO	Not used in HO
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 INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	<p>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.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> * 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> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.4.3 Trigger and Frequency

- START LIST: As soon as the team/teams are known.
- START LIST: As soon as any of the line-up and starters are known and any change/addition to these.
- 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).



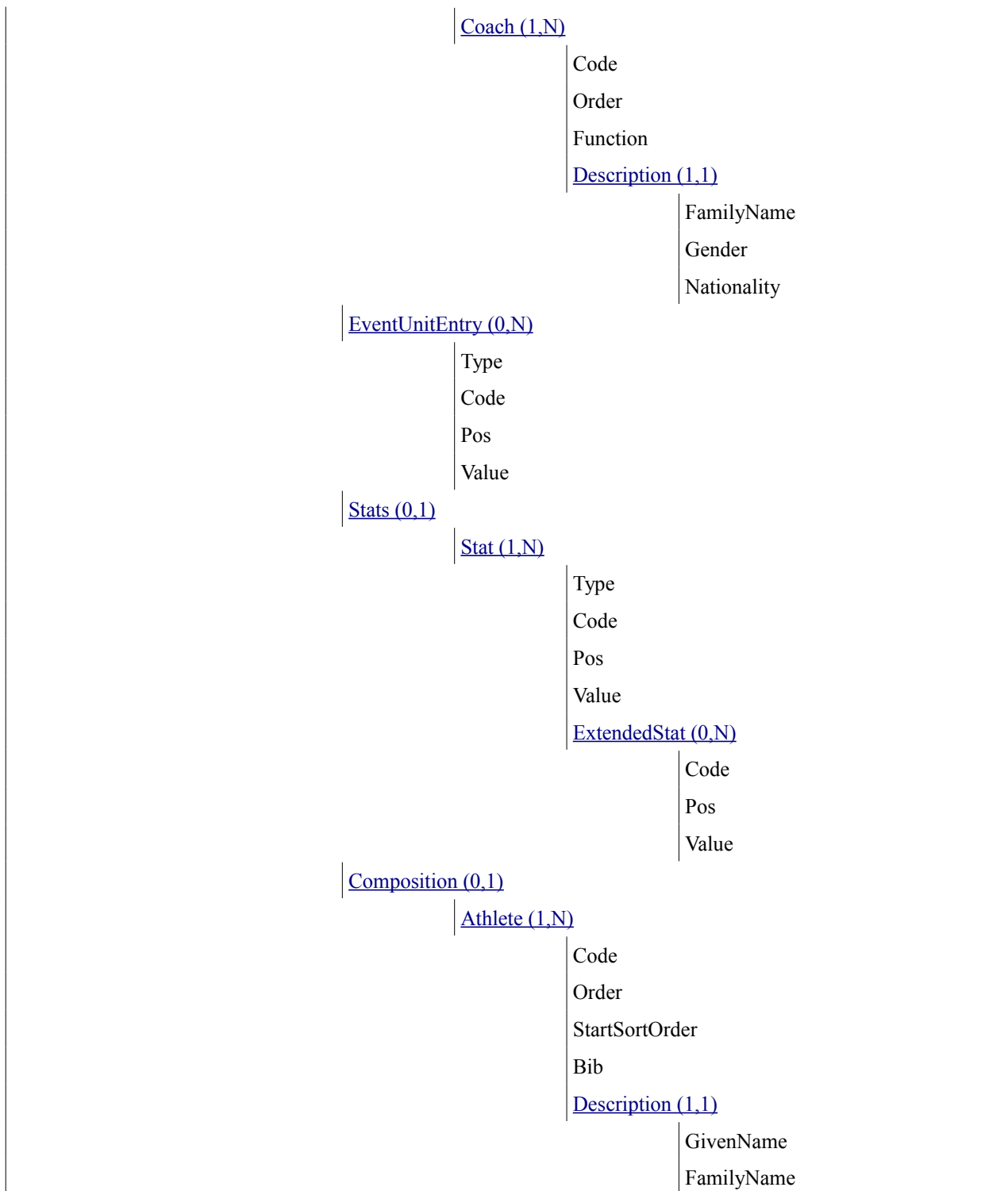
2.2.4.4 Message Structure

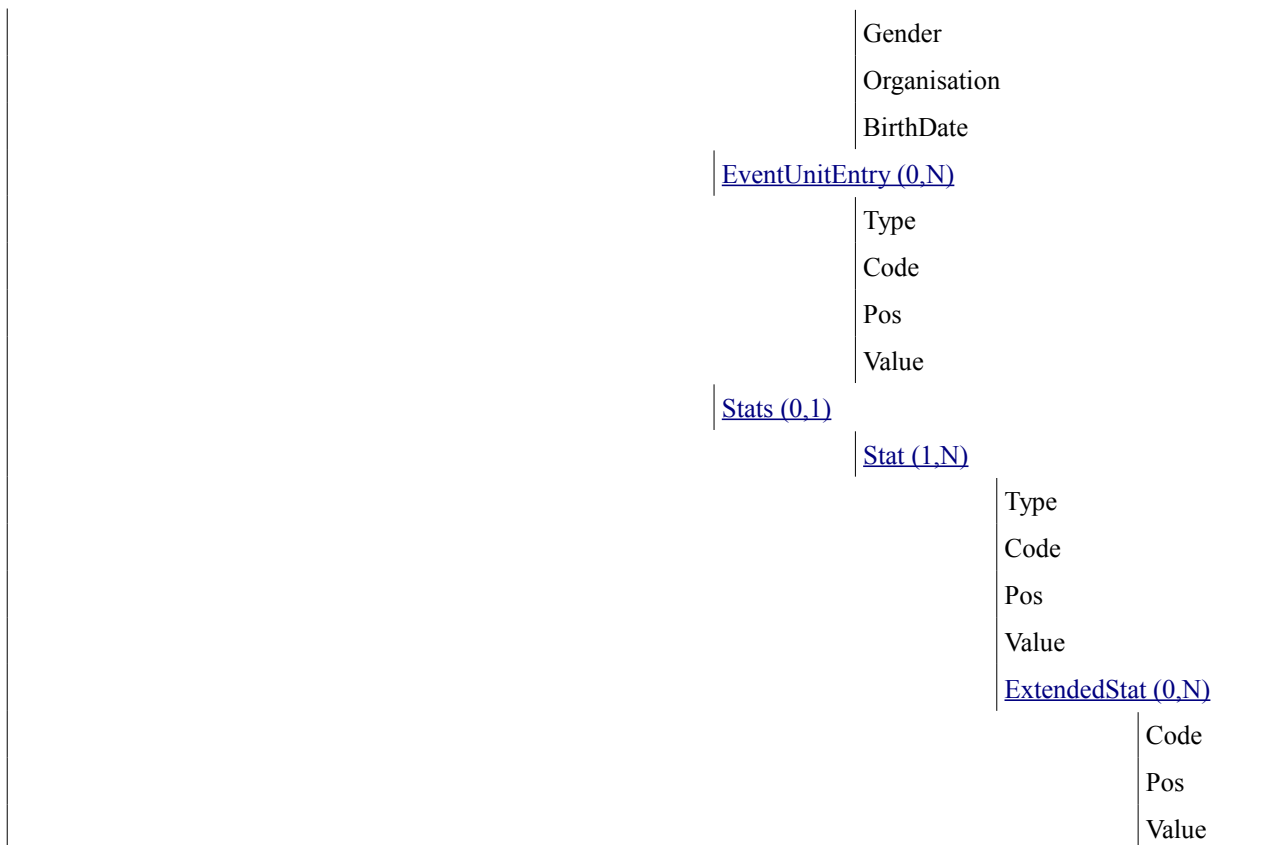
The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
			EndDate					
		<u>ExtendedInfo (0,N)</u>						
			Type					
			Code					
			Pos					
			Value					
			<u>Extension (0,N)</u>					
				Code				
				Pos				
				Value				
		<u>SportDescription (0,1)</u>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		<u>VenueDescription (0,1)</u>						
			Venue					
			VenueName					
			Location					
			LocationName					
	<u>Officials (0,1)</u>							
		<u>Official (1,N)</u>						
			Code					



	Function
	Order
	<u>Description (1,1)</u>
	FamilyName
	Gender
	Organisation
	<u>ExtOfficial (0,N)</u>
	Type
	Code
	Pos
	Value
<u>Periods (0,1)</u>	
Home	
Away	
<u>Period (1,N)</u>	
Code	
HomeScore	
AwayScore	
HomePeriodScore	
AwayPeriodScore	
<u>Result (1,N)</u>	
Result	
IRM	
WLT	
SortOrder	
StartOrder	
StartSortOrder	
ResultType	
<u>Competitor (1,1)</u>	
Code	
Type	
<u>Coaches (0,1)</u>	





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-time
EndDate	O	DateTime	Actual end date-time



Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Beginning of each period. Remove when official.
	Attribute	M/O	Value
	Value	O	SC @Period Send current period
STATS	ACP	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	O	Numeric ##0 Attack Circle Penetration
STATS	VTR	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	O	Numeric #0 Total Video Team Referral
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, if the information is available			
	Attribute	Value	Description
	Code	R	
	Pos	N/A	N/A
	Value	Numeric #0	Refused video referrals
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always, if the information is available			
	Attribute	Value	Description
	Code	U	
	Pos	N/A	N/A
	Value	Numeric #0	Upheld video referrals
STATS	SUB	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	O	Numeric #0 Number of Substitutions
		PC	N/A Element Expected:



STATS				Always, if the information is available
Attribute	M/O	Value	Description	
Value	O	Numeric ###0	Penalty Corners	
DISPLAY	String	Numeric ##0	Code Description: Send the @Code of the last updated Result /Competitor /Stats /Stat or Result /Competitor /Composition /Athlete /Stats /Stat May be: FG, PC, PTY, FG_GK, PC_GK, PTY_GK, GC, YC and RC. Pos Description: Unique sequential number for all the statistics to highlight 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 ID of the athlete/team who was updated in the @Code attribute	

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="H1" />
  <ExtendedInfo Type="DISPLAY" Code="PC" Pos="1" Value="2518090" />
</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 the umpires (2 Umpires, 1 Reserve Umpire and 1 Video Umpire) according to the codes
Order	M	Numeric	Send by Order as on official score sheet

Element: Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
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: Officials /Official /ExtOfficial (0,N)				
Type	Code	Pos	Description	
EO	UNIFORM	N/A	Element Expected: When it is available	
	Attribute	M/O	Value	Description
	Value	O	String	Shirt Colour of the official

Sample (General)



```

...
<Officials>
  <Official Code="1138266" Function="UM" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI" />
    <ExtOfficial Type="EO" Code="UNIFORM" Value="Yellow" />
  </Official>
  <Official Code="1105079" Function="UM" Order="2">
    <Description GivenName="Ann" FamilyName="Jones" Gender="W" Organisation="ESP" />
    <ExtOfficial Type="EO" Code="UNIFORM" Value="Yellow" />
  </Official>
...
</Officials>
...

```

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. Excluding goals scored at SOC
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period. Excluding goals scored at SOC
HomePeriodScore	O	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	O	Numeric #0	Score of the second named competitor just for each period.

Element: Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description



Result	O	Numeric ##0	Result of the Team for the particular event unit.
IRM	O	SC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
WLT	O	SC @WLT	The code whether a competitor won, lost or tied.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team

Element: Result /Competitor /Coaches /Coach (1,N)

Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	1 - Function (as per sample: manager, coach, stand-in manager, doctor, physiotherapist)
Function	M	CC @ResultsFunction	Coach function

Element: Result /Competitor /Coaches /Coach /Description (1,1)

Coach extended information.



Attribute	M/O	Value	Description
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: When available
	Attribute	M/O	Value
	Value	O	SC @Home
EUE	UNIFORM	N/A	Element Expected: If it is available
	Attribute	M/O	Value
	Value	O	String
EUE	SHORTS	N/A	Element Expected: If it is available
	Attribute	M/O	Value
	Value	O	String
EUE	SOCKS	N/A	Element Expected: If it is available
	Attribute	M/O	Value
	Value	O	String
EUE	UNIFORM_GK	N/A	Element Expected: If it is available
	Attribute	M/O	Value
	Value	O	String

Sample (General)



```

....
<Competitor Code="HOW400RSA01" Type="T" Organisation="RSA">
  <Description TeamName="South Africa"/>
  <Coaches>
    <Coach Code="1098910" Function="MGR" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="W" Nationality="RSA" />
    </Coach>
    <Coach Code="1161886" Function="COACH" Order="2">
      <Description GivenName="Ann" FamilyName="Jones" Gender="W" Nationality="AUT" />
    </Coach>
    <Coach Code="1104950" Function="AST_COA" Order="3">
      <Description GivenName="Jack" FamilyName="Spratt" Gender="M" Nationality="USA" />
    </Coach>
  </Coaches>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="White" />
  <EventUnitEntry Type="EUE" Code="SOCKS" Value="Red" />
....

```

Element: Result /Competitor /Stats /Stat (1,N)				
Type	Code	Pos	Description	
ST	TOTAL FG PC PTY	SC @Period	Code Description: TOTAL: Total Goals/ Shots & Conversion Percentage FG: Field goals/shots PC: Penalty corner goals/shots PTY: Penalty stroke goals/shots Pos Description: Send proposed pos Element Expected: Always, if the information is available, shots and goals must always be sent at the same time	
	Attribute	M/O	Value	Description
	Value	O	N/A	Do not send anything
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat				
Expected: Always, if the information is available, shots and goals must always be sent at the same time				
	Attribute	Value	Description	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric	Goals	



	###0		
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available, shots and goals must always be sent at the same time			
Attribute	Value	Description	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ###0	Total Conversion percentage Send only for TOTAL	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available, shots and goals must always be sent at the same time			
Attribute	Value	Description	
Code	SHOT		
Pos	N/A	N/A	
Value	Numeric ###0	Shots	
ST	TOTAL_GK FG_GK PC_GK PTY_GK	N/A	Code Description: TOTAL_GK: Total Saves/ Shots & Conversion Percentage FG_GK: Field saves /shots PC_GK: Penalty corner saves /shots PTY_GK: Penalty stroke saves /shots Element Expected: Always, if the information is available, saves and shots must always be sent at the same time
Attribute	M/O	Value	Description
Value	O	N/A	Do not send anything
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available, saves and shots must always be sent at the same time			
Attribute	Value	Description	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ###0	Total Conversion percentage Send only for TOTAL_GK	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available, saves and shots must always be sent at the same time			
Attribute	Value	Description	
Code	SAVE		



	Pos	N/A	N/A	
	Value	Numeric ###0	Saves	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available, saves and shots must always be sent at the same time				
	Attribute	Value	Description	
	Code	SHOT		
	Pos	N/A	N/A	
	Value	Numeric ###0	Shots	
ST		GC	SC@Period	Pos Description: Send proposed pos Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Green Cards
ST		YC	SC@Period	Pos Description: Send proposed pos Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Yellow Cards
ST		RC	SC@Period	Pos Description: Send proposed pos Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Red Cards
ST		GC_GK	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Green Cards Goalkeeper
		YC_GK	N/A	Element Expected:



ST				Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Yellow Cards Goalkeeper
ST		RC_GK	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Red Cards Goalkeeper
ST		MINS	SC @Period	Pos Description: Send proposed code Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Minutes Played
ST		POSSESS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Possession in %
ST		ACP	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Attack Circle Penetration
ST		VTR	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Video Team Referral
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat				
Expected: Always, if the information is available				
	Attribute	Value	Description	
	Code	R		
	Pos	N/A	N/A	
	Value	Numeric	Refused video referrals	



		#0	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
	Attribute	Value	Description
	Code	U	
	Pos	N/A	N/A
	Value	Numeric #0	Upheld video referrals
ST		SUB	N/A
			Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	O	Numeric #0
			Number of Substitutions

Sample (General)



```
<Stats>
  <Stat Type="ST" Code="TOTAL" Pos="TOT">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="5" />
    <ExtendedStat Code="PERCENT" Value="20" />
  </Stat>
  <Stat Type="ST" Code="FG" Pos="TOT">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="4" />
  </Stat>
  <Stat Type="ST" Code="PTY" Pos="TOT">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
  </Stat>
  <Stat Type="ST" Code="TOTAL_GK">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
    <ExtendedStat Code="PERCENT" Value="100" />
  </Stat>
  <Stat Type="ST" Code="MINS" Pos="TOT" Value="70" />
  <Stat Type="ST" Code="POSSESS" Value="23:35" />
  <Stat Type="ST" Code="ACP" Value="22" />
  <Stat Type="ST" Code="VTR" Value="2">
    <ExtendedStat Code="U" Value="1" />
    <ExtendedStat Code="R" Value="1" />
  </Stat>
  <Stat Type="ST" Code="SUB" Value="40" />
  <Stat Type="ST" Code="TOTAL" Pos="H1">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="1" />
    <ExtendedStat Code="PERCENT" Value="0" />
  </Stat>
  <Stat Type="ST" Code="FG" Pos="H1">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="1" />
  </Stat>
  <Stat Type="ST" Code="TOTAL_GK">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
    <ExtendedStat Code="PERCENT" Value="100" />
  </Stat>
  <Stat Type="ST" Code="MINS" Pos="H1" Value="35" />
  <Stat Type="ST" Code="TOTAL" Pos="H2">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="4" />
    <ExtendedStat Code="PERCENT" Value="25" />
  </Stat>
  <Stat Type="ST" Code="FG" Pos="H2">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="3" />
  </Stat>
</Stats>
```



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 competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
StartSortOrder	M	Numeric	Order the competitor should appear in the Start List. Start with starters, substitutes and then suspended.
Bib	M	S(2)	Shirt number

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: Send just for those suspended players
	Attribute	M/O	Value
	Value	O	SC @AthleteStatus Send "SUSPEND" if the player is suspended
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)
	Attribute	M/O	Value
			Description



	Value	O	S(1)	Send "Y" only if the player is captain
EUE		STARTER	N/A	Element Expected: Send just for those Starter players
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" if the competitor is a Starter
EUE		POSITION	N/A	Element Expected: As soon as it is known
	Attribute	M/O	Value	Description
	Value	O	CC @Position	Position of the player in the team.

Sample (General)

```
<Athlete Code="1125142" Bib="8" Order="4">
  <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="RSA"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="M" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
</Athlete>
```

Element: Result /Competitor /Composition /Athlete /Stats /Stat (1,N)				
Type	Code	Pos	Description	
ST	TOTAL FG PC PTY	N/A	Code Description: TOTAL: Total Goals/ Shots & Conversion Percentage FG: Field goals/shots PC: Penalty corner goals/shots PTY: Penalty stroke goals/shots Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	O	N/A	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	Do not send anything	
	Value	Numeric #0	Goals	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available				



Attribute	Value	Description	
Code	PERCENT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Conversion percentage (%) Send only for TOTAL	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available			
Attribute	Value	Description	
Code	SHOT		
Pos	N/A	Do not send anything	
Value	Numeric #0	Shots	
ST	TOTAL_GK FG_GK PC_GK PTY_GK	N/A	Code Description: TOTAL_GK: Total Saves/ Shots & Conversion Percentage FG_GK: Field saves/shots PC_GK: Penalty corner saves/shots PTY_GK: Penalty stroke saves/shots Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	O	N/A	N/A
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	Conversion percentage (%) Send only for TOTAL_GK	
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	Saves	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat			



Expected: Always, if the information is available				
Attribute		Value	Description	
Code		SHOT		
Pos		N/A	N/A	
Value		Numeric #0	Shots	
ST	GC		N/A	Element Expected: Always, if the information is available
Attribute		M/O	Value	Description
Value		O	Numeric #0	Green Cards
ST	YC		N/A	Element Expected: Always, if the information is available
Attribute		M/O	Value	Description
Value		O	Numeric #0	Yellow Cards
ST	RC		N/A	Element Expected: Always, if the information is available
Attribute		M/O	Value	Description
Value		O	Numeric #0	Red Cards
ST	MINS		N/A	Element Expected: Always, if the information is available
Attribute		M/O	Value	Description
Value		O	Numeric #0	Minutes Played

Sample (General)



```
<Stats>
  <Stat Type="ST" Code="TOTAL">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="4" />
    <ExtendedStat Code="PERCENT" Value="25" />
  </Stat>
  <Stat Type="ST" Code="FG">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="3" />
  </Stat>
  <Stat Type="ST" Code="PTY">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
  </Stat>
  <Stat Type="ST" Code="MINS" Value="66" />
</Stats>
```

2.2.4.6 Message Sort

Sort by Result @SortOrder



2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	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 HO	Not used in HO
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 UNCONFIRMED 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



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

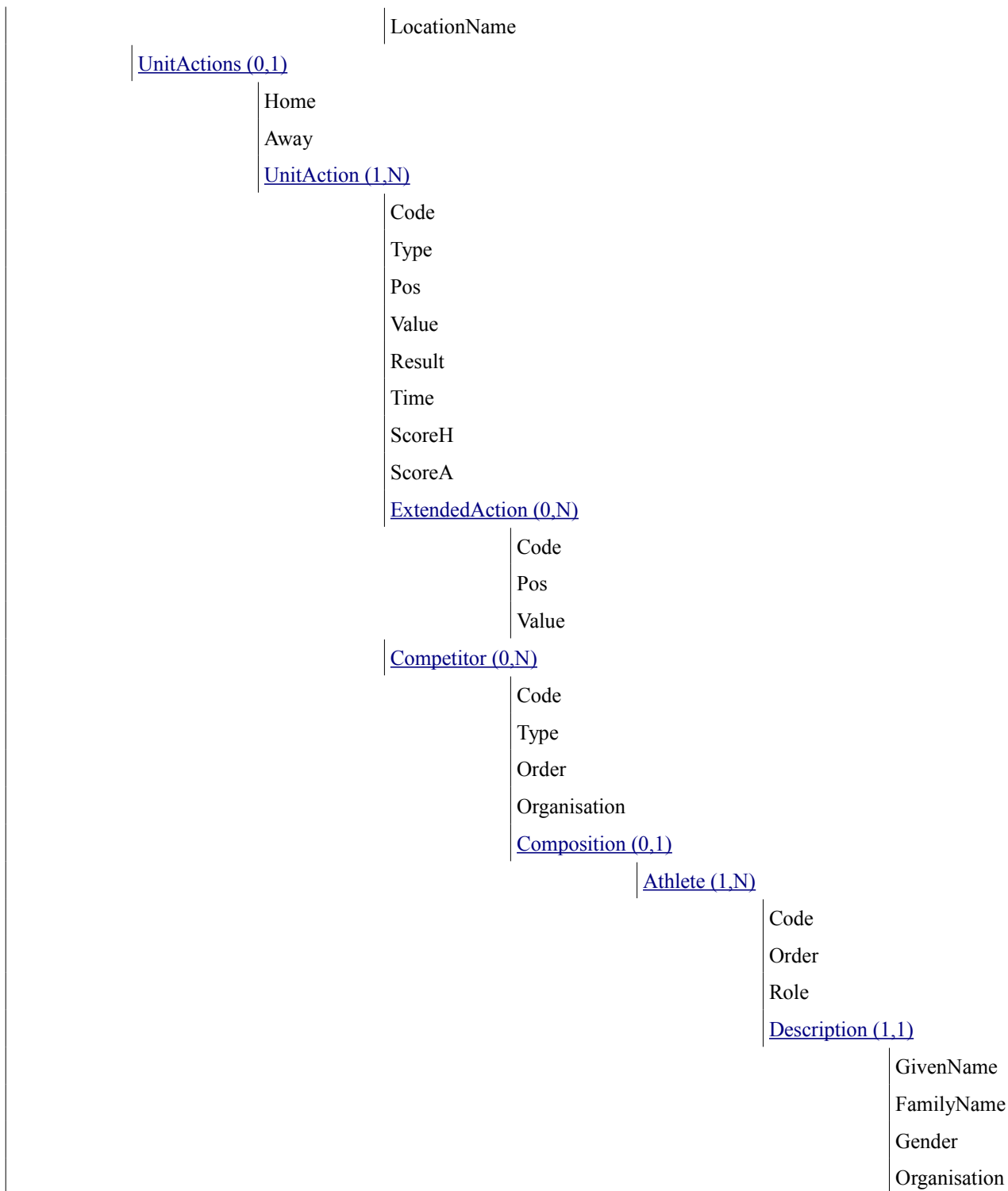
2.2.5.3 Trigger and Frequency

- After every action
- After each period (half).
- After extra time and shoot-out (if any).
- 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				





	BirthDate
--	-----------

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)	Text short description of the Event Unit, not code
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	Pos Description: Unique sequential number for all the actions of the match, from 1 to n (from the first action of the match to the last one).Element Expected:
Attribute	M/O	Value	Description
Value	O	SC @Action	Actions in the game, Send one action code The first action of each period should always be "STARTP". For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN).
Time	O	m:ss or mm+	Time in minutes and seconds in which the action occurred. Show "+" on time of match for additional time Remove 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
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

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="Q1" Pos="3" Value="SHOT" Result="GOAL" Time="2:14" ScoreH="0"
ScoreA="1" >
  <Competitor Code="HOW400RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="W"
Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
```

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	DDGEEPUU	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 HO	Not used in HO
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 of every period (to start clock)
- Immediately after every change in the score, including penalty shots.
- During play i.e. after start and not during half-time, Every 5 minutes after the last DT_CURRENT message when there is no other activity.

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
Time	M	mm:ss	Value of the clock
Running	M	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running, N to indicate the clock is stopped.

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

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



		##0	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	S(1)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

Sample (General)



```
<Competition Code="OG2016">
  <Clock Period="Q2" Time="1:34" Running="Y" />
  <Periods Home="HOW400RSA01" Away="HOW400NZL01" >
    <Period Code="Q1" AwayPeriodScore="3" HomePeriodScore="0" AwayScore="3"
HomeScore="0"/>
    <Period Code="Q2" AwayPeriodScore="1" HomePeriodScore="1" AwayScore="4"
HomeScore="1"/>
  </Periods>
  <Result ResultType="POINTS" Result="1" SortOrder="1" >
    <Competitor Code="HOW400RSA01" Type="T" Organisation="RSA"/>
  </Result>
  <Result ResultType="POINTS" Result="4" SortOrder="2" >
    <Competitor Code="HOW400NZL01" Type="T" Organisation="NZL"/>
  </Result>
</Competition>
```

2.2.6.6 Message Sort

Sort by Result @SortOrder.



2.2.7 Pool Standings

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	Group Code	DocumentSubtype attributes will be the Group code A, B,... 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) UNCONFIRMED (if last match is unconfirmed) 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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

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			
<u>ExtendedInfos (0,1)</u>			
	<u>SportDescription (0,1)</u>		
		DisciplineName	
		EventName	
		SubEventName	
		Gender	
	<u>VenueDescription (0,1)</u>		
		Venue	
		VenueName	
<u>Result (1,N)</u>			
	Rank		
	RankEqual		
	ResultType		
	Result		
	IRM		
	SortOrder		
	Won		
	Lost		
	Tied		
	Played		
	For		
	Against		
	Diff		
	<u>Competitor (1,1)</u>		
		Code	
		Type	
		Organisation	
		<u>Description (0,1)</u>	
			TeamName
		<u>Opponent (0,N)</u>	
			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)	Text short description of the Event Phase, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes



Element: Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank 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 S(8)	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. In case of DSQ, send "5-0, DSQ" or "0-5, DSQ". In case of WD, send "5-0, WD" or "0-5, WD".
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Tied	O	Numeric #0	Number of games tied by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group. Send 0 if the team has not played.
For	O	Numeric #0	Total number of goals for. Do not send if the team has not played.
Against	O	Numeric #0	Total number of goals against. Do not send if the team has not played.
Diff	O	Numeric #0 Or -Numeric -#0	Goals difference, between goals for and goals against. Do not send if the team has not played.

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.

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: Always
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 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

**Element: Result /Competitor /Opponent /Unit (0,1)**

Unit related to the item where the competitor and opponent compete against each other.

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

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

Competitors extended information.

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

Sample (General)

```

<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1"
For="3" Against="3" Diff="0">
  <Competitor Code="HOM400EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="HOW400BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Result="2:0">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="HOW400BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="HOW400NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Result="1:3">
      <Unit Phase="A" Unit="05"/>
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>

```

2.2.7.6 Message Sort

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



2.2.8 Brackets

2.2.8.1 Description

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) 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).



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

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
Competition (1,1)	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Bracket (1,N)					
		Code				
		BracketItems (1,N)				
			Code			
			BracketItem (1,N)			
						Code



Order	
Date	
Time	
Result	
Unit (0,1)	Phase
	Unit
NextUnit (0,1)	Phase
	Unit
NextUnitLoser (0,1)	Phase
	Unit
CompetitorPlace (1,N)	Pos
	Code
	WLT
PreviousUnit (0,1)	Phase
	Unit
	Value
	WLT

2.2.8.5 Message Values

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

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



EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text.

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

Element: Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. 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 is referred to the quarterfinals, semifinals or finals phases.

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

Attribute	M/O	Value	Description
Code	M	Numeric #0	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	YYYY-MM-DD. Must be filled if known
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. If the match is cancelled, "Cancelled" should be sent.

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 there is no competitor team (BYE) or when it is not known yet (TBD).
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.

Sample (General)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Date="2012-08-10" Time="15:00" >
      <Unit Phase="2" Unit="01" />
      <NextUnit Phase="1" Unit="01" />
      <NextUnitLoser Phase="1" Unit="02" />
      <CompetitorPlace Pos="1">
        <Competitor Code="HOW400NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="HOW400NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL">
```

2.2.8.6 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.



2.2.9 Statistics

2.2.9.1 Description

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

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

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values).
DocumentSubcode	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM, TOU or IND_RANKING	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation has more than one team. TOU: For Tournament statistics (like Tournaments Total statistics) IND_RANKING: Ranking of individual tournament statistics, for the best athletes.
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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

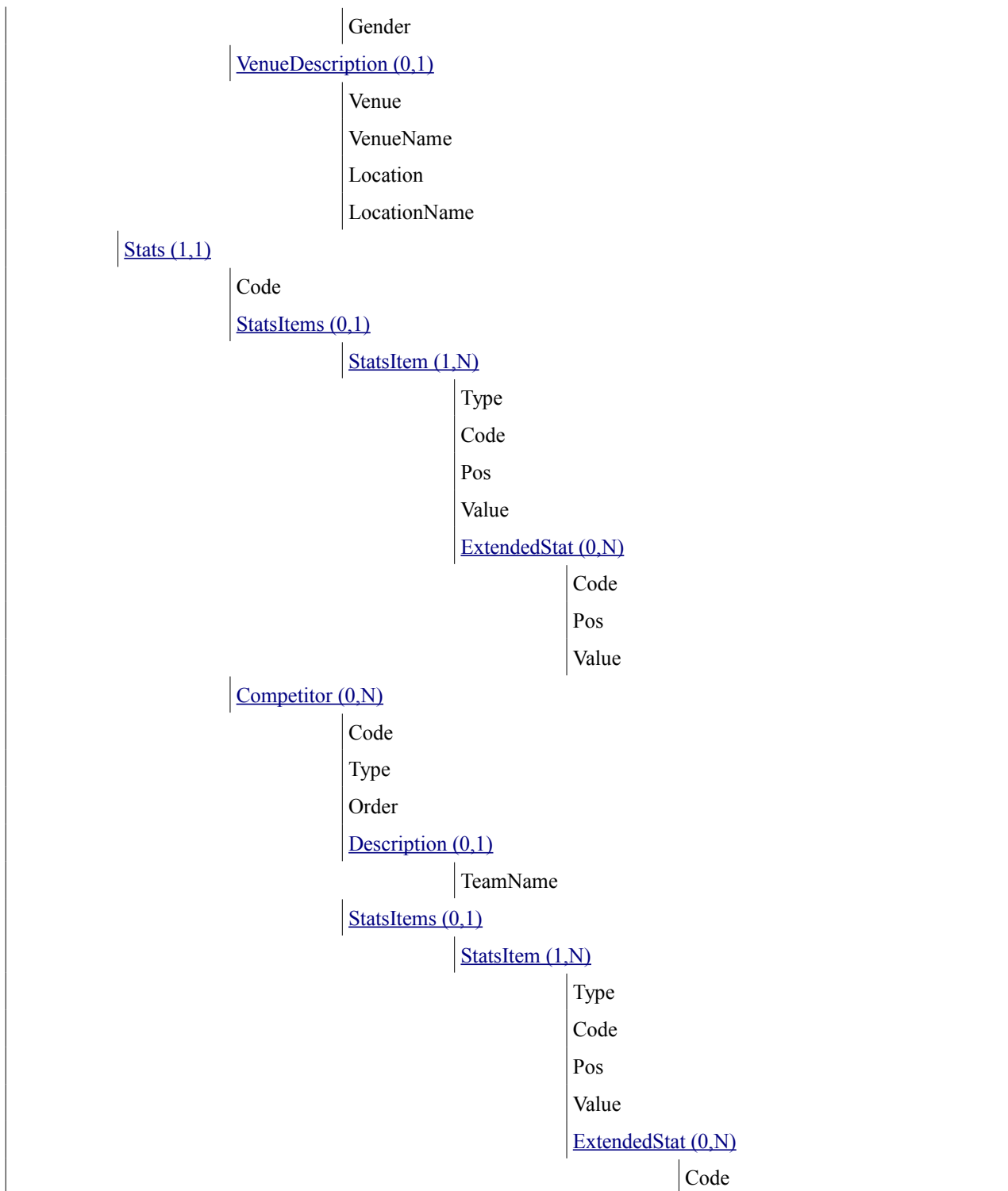
2.2.9.3 Trigger and Frequency

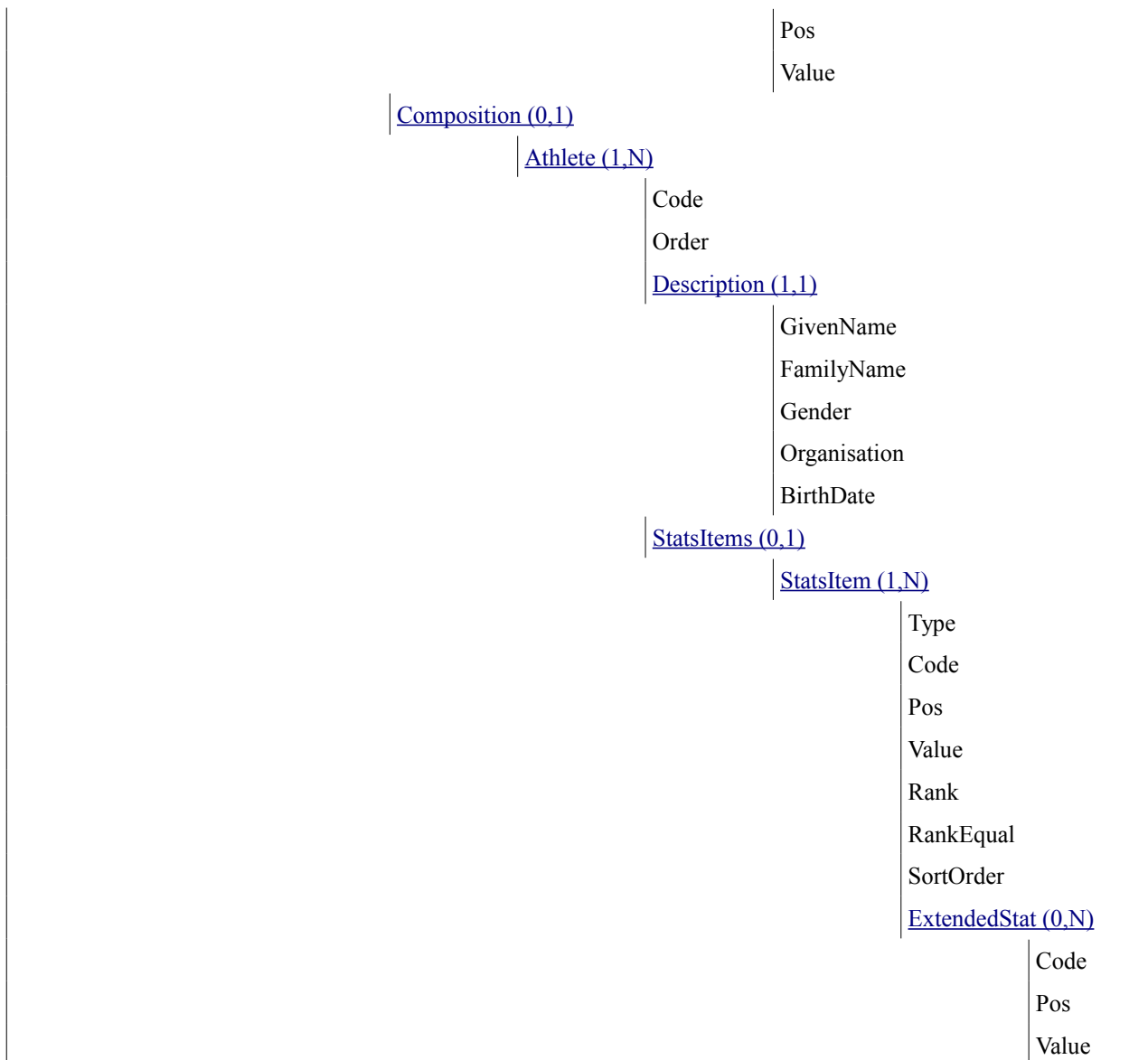
After each match

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					





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	O	S(40)	Event name (not code) from Common Codes.
Gender	O	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)	Text short description, not code

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	TOTAL FG PC PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value
	Value	O	Numeric ###0
	Description		Send the total number of Goals, Field Goals, Penalty Corners (PC), Penalty Strokes (PTY).
ST	GC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value
	Value	O	Numeric #0
	Description		Total Green Cards



ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Red Cards
ST		VTR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Video Team Referral
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	R		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Video Team Referral Refused	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	U		
	Pos	N/A	N/A	
	Value	Numeric #0	Total Video Team Referral Upheld	
ST		SUB	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of Substitutions

Sample (General)



```

<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="TOTAL" Value="185"/>
    <StatsItem Type="ST" Code="FG" Value="109" />
    <StatsItem Type="ST" Code="PC" Value="69" />
    <StatsItem Type="ST" Code="PTY" Value="7" />
    <StatsItem Type="ST" Code="GC" Value="82" />
    <StatsItem Type="ST" Code="YC" Value="26" />
  ...
  </StatsItems>
</Stats>

```

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.
Type	M	T	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list

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	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value
	Value	O	Numeric #0
ST	IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value
			Description



	Value	O	SC @IRM	IRM code (Disqualification indicator)
ST		TOTAL FG PC PTY	Numeric #	Pos Description: Send 1 only for Against Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric ###0	Send total number of goals, Field Goals (FG), Penalty Corner (PC), Penalty Strokes (PTY).
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	GOAL		
	Pos	Numeric #	Send 1 only for Against	
	Value	Numeric ###0	Send number of total goals, Field Goals goals (FG), Penalty Corner goals (PC) and Penalty Strokes goals (PTY).	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	SHOT		
	Pos	Numeric #	Send 1 only for Against	
	Value	Numeric ###0	Send number of total shots, Field Goals shots (FG), Penalty Corner shots (PC) and Penalty Strokes shots (PTY).	
ST		GC	Numeric #	Pos Description: Send 1 only for Against Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Green Cards
ST		YC	Numeric #	Pos Description: Send 1 only for Against Element Expected: Always, if the information is available



				for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Yellow Cards
ST		RC	Numeric #	Pos Description: Send 1 only for Against Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Red Cards
ST		TOTAL_GK FG_GK PC_GK PTY_GK	Numeric #	Pos Description: Send 1 only for Against Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric ###0	Send number of total goals, Field Goals (FG_GK), Penalty Corner (PC_GK) and Penalty Strokes (PTY_GK) saved/ shots on goal Goalkeeper.
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	SAVE		
	Pos	Numeric #	Send 1 only for Against	
	Value	Numeric ###0	Send number of total goals, Field Goals (FG_GK), Penalty Corner (PC_GK) and Penalty Strokes (PTY_GK) saved/ shots on goal Goalkeeper.	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	SHOT		
	Pos	Numeric #	Send 1 only for Against	



	Value	Numeric ###0	Send number of total goals, Field Goals (FG_GK), Penalty Corner (PC_GK) and Penalty Strokes (PTY_GK) saved/ shots on goal Goalkeeper.	
ST		GC_GK	Numeric #	Pos Description: Send 1 only for Against Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric ###0	Total Green Cards Goalkeeper
ST		YC_GK	Numeric #	Pos Description: Send 1 only for Against Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Yellow Cards Goalkeeper
ST		RC_GK	Numeric #	Pos Description: Send 1 only for Against Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Red Cards Goalkeeper

Sample (General)



```

<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="7" />
  <StatsItem Type="ST" Code="TOTAL" Value="20" />
  <StatsItem Type="ST" Code="FG" Value="15" />
  <StatsItem Type="ST" Code="PTY" Value="5" />
  <StatsItem Type="ST" Code="TOTAL" Pos="1" Value="14" />
  <StatsItem Type="ST" Code="FG" Pos="1" Value="8" />
  <StatsItem Type="ST" Code="PTY" Pos="1" Value="6" />
  <StatsItem Type="ST" Code="GC" Value="9" />
  <StatsItem Type="ST" Code="GC" Pos="1" Value="3" />
  <StatsItem Type="ST" Code="YC" Pos="1" Value="1" />
  <StatsItem Type="ST" Code="TOTAL_GK">
    <ExtendedStat Code="SAVES" Value="35" />
    <ExtendedStat Code="SHOTS" Value="49" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG_GK">
    <ExtendedStat Code="SAVE" Value="27" />
    <ExtendedStat Code="SHOT" Value="35" />
  </StatsItem>
  <StatsItem Type="ST" Code="TOTAL_GK" Pos="1" >
    <ExtendedStat Code="SAVE" Value="47" />
    <ExtendedStat Code="SHOT" Value="67" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG_GK" Pos="1" >
    <ExtendedStat Code="SAVE" Value="39" />
    <ExtendedStat Code="SHOT" Value="54" />
  </StatsItem>
</StatsItems>

```

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

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			
Type	Code	Pos	Description
ST	OPPONENT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	M/O	Value
	Value	O	CC @Organisation Send the NOC of the opponent competitor
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= CUM			
	Attribute	Value	Description
	Code	STARTER	
	Pos	N/A	N/A
	Value	SC @StartingCode	Send the proposed Code if the player was a starter
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	M/O	Value
	Value	O	Numeric #0 Total Matches Played
ST	STATUS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value
	Value	O	SC @IRM IRM code (disqualification code)
ST	TOTAL FG PC PTY	N/A	Code Description: TOTAL: Total goals/shots FG: Field goals/shots PC: Penalty corners goals/shots PTY: Penalty strokes



			goals/shotsElement Expected: Always, if the information is available for the DocumentSubtype=CUM
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Rank	O	Numeric ###0	Rank of the competitor
RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
SortOrder	O	Numeric ###0	Sort Order for @Rank
Sub Element: Stats /Competitor /Composition /Athlete /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	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	SHOT		
Pos	N/A	N/A	
Value	Numeric ###0	Shots	
ST	TOTAL_GK FG_GK PC_GK PTY_GK GK	N/A	Code Description: TOTAL_GK: Total GK saves/shots FG_GK: Field goal GK saves/shots PC_GK: Penalty corner GK saves/shots PTY_GK: Penalty stroke GK saves/shots Element Expected: Always, if the information is available for the DocumentSubtype=CUM
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Sub Element: Stats /Competitor /Composition /Athlete /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	Saved	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	SHOT		
Pos	N/A	N/A	
Value	Numeric ###0	Shots at goal	
ST	CARDS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= CUM			
Attribute	Value	Description	
Code	GC YC RC		
Pos	N/A	N/A	
Value	Numeric #0	Total Green, Yellow and Red Cards	

Sample (General)



```
<Athlete ...>
...
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="7"/>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOM400BEL01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOM400KOR01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
...
    </StatsItem>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOM400NED01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
    <StatsItem Type="ST" Code="TOTAL" Value="1" />
    <StatsItem Type="ST" Code="PC" Value="1" />
    <StatsItem Type="ST" Code="CARDS">
      <ExtendedStat Code="GC" Value="1" />
    </StatsItem>
  </StatsItems>
</Athlete>
```

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).



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

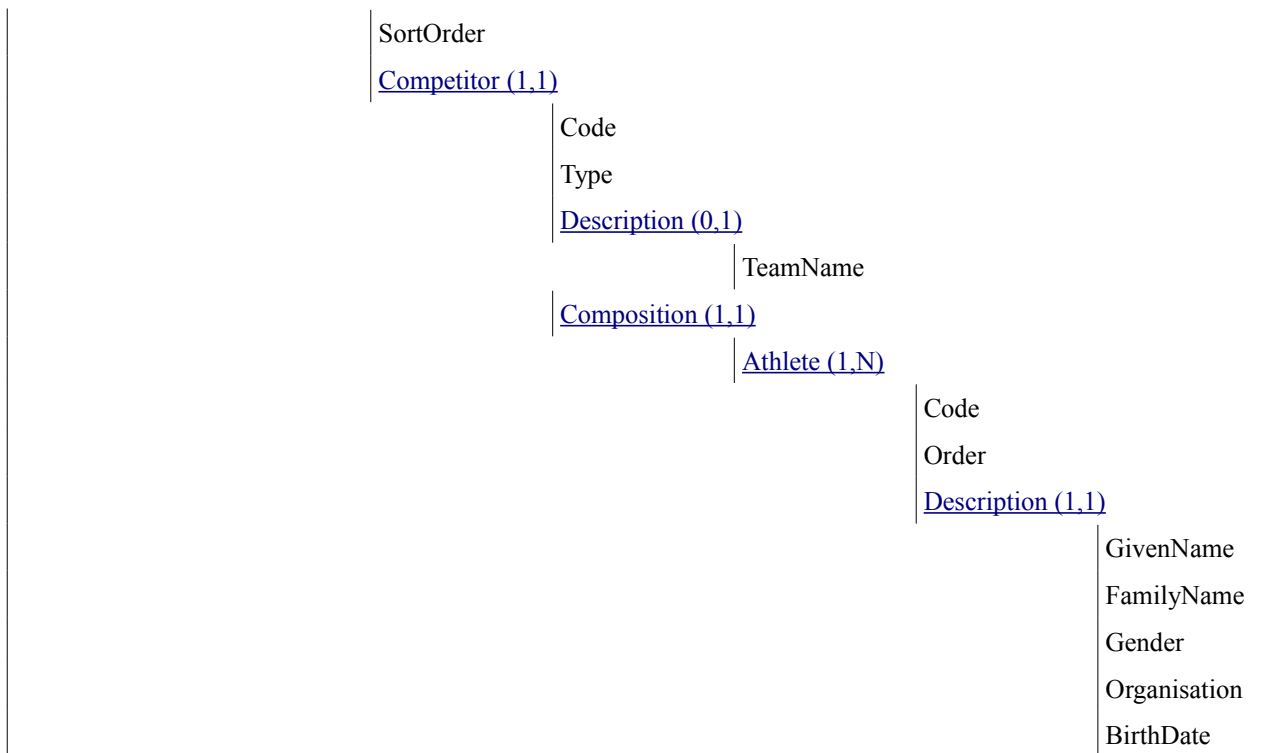
2.2.10.3 Trigger and Frequency

After each position is known.

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			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		Played				
		Won				
		Lost				
		Tied				
		IRM				



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: 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: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	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 at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

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

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

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



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team

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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >  
  <Competitor Code="HOM400CRO01" Type="T" Organisation="CRO">  
    <Description TeamName="Croatia"/>  
    <Composition>  
      <Athlete Code="1085534" Order="1" >
```

2.2.10.6 Message Sort

Sort by Result @SortOrder



2.2.11 Event Unit Weather conditions

2.2.11.1 Description

The 'Event Unit Weather Conditions' is a message containing the weather conditions in the Event Unit.

2.2.11.2 Header Values

The following table describes the message header attributes.

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



		message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.11.3 Trigger and Frequency

At least one (1) hour before the match.

2.2.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (1,1)	Code Weather (1,1)	Conditions (1,N)	Code Humidity Wind_Direction Condition (0,3)	Code Value
			Temperature (0,N)	Code Unit Value

2.2.11.5 Message Values

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

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description



Code	M	GL	GL for generically, because this information will only be measured once.
Humidity	M	Numeric ##0	Humidity in %
Wind_Direction	M	CC @WindDirection	Wind direction

Element: Weather /Conditions /Condition (0,3)

Send three times in the case of Winter conditions.

Attribute	M/O	Value	Description
Code	M	SKY	Weather condition type
Value	M	CC @WeatherConditions	Codes that describe the Weather Condition, they depend on the @Code

Element: Weather /Conditions /Temperature (0,N)

Send with three different @Code in the case of Winter conditions.

Attribute	M/O	Value	Description
Code	M	AIR	Air
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #0	Temperature

2.2.11.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.



3 Document Control

Version history		
Version	Date	Comments
v1.0	31 October 2014	First version
v1.1	25 November 2014	Internal delivery
v1.2	19 December 2014	SFA version
v1.3	3 February 2015	Internal delivery
v1.4	10 March 2015	Internal delivery
v1.5	14 May 2015	APP version
v1.6	6 August 2015	External version, CR4785, CR5196 and some minor issues
v1.7	5 November 2015	External delivery: some minor issues
v1.8	18 December 2015	External delivery
v1.9	5 February 2016	External delivery
v2.0	9 June 2016	External delivery

File Reference: ODF/INT166- R-SOG-2016-v2.0 APP (HO)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First ODF2 version
v1.1	SFR	* Event Unit Start List and Results: - TOTAL_GK, FG_GK, PC_GK, PTY_GK, GC_GK, YC_GK and RC_GK codes have been added to Competition /Result /Competitor /Stats /Stat element to be consistent with ORIS document. - TOTAL_GK, FG_GK, PC_GK and PTY_GK codes have been added to Competition /Result /Competitor /Composition /Athlete /Stats /Stat element to be consistent with ORIS document.
v1.2	SFA	* List of participants by discipline: - In Competition /Participant /Discipline /RegisteredEvent /EventEntry element, ENTRY /SUBSTITUTE code has been added. Event Unit Start List and Results: - Trigger "INTERMEDIATE: After each period" has been redefined. - Trigger "INTERMEDIATE: After extra time and shoot-out (if any)" has been removed as there isn't any extra time any more. - In Competition /ExtendedInfos /ExtendedInfo element, STATS /SUB_NUM has been renamed SUB



		<ul style="list-style-type: none"> - In Competition /ExtendedInfos /ExtendedInfo element, DISPLAY /LAST_COMP_HOME and LAST_COMP_AWAY codes have been removed, and DISPLAY /String code has been added. - In Competitor /Result /Competitor /Stats /Stat element, ST /SUB_NUM has been renamed SUB. <p>* Statistics Table:</p> <ul style="list-style-type: none"> - In Competition /Stats /StatsItems /StatItem element, ST /SUB_NUM has been renamed SUB. - In Competition /Stats /Competitor /StatsItems /StatsItem element, all the against codes have been removed (TOTAL_A, FG_A, PC_A, PTY_A, GC_A, YC_A, RC_A, TOTAL_A_GK, FC_A_GK, PC_A_GK, PTY_A_GK, CG_A_GK, YC_A_GK and RC_A_GK). Instead the Pos attribute will be used, sending 1 only for Against. - In Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element, ST /OPP has been renamed OPPONENT. - In Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element, ST /IRM has been renamed STATUS.
v1.3	SFA	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> - Pos should not be sent for all the *_GK codes in Competition /Result /Competitor /Stats /Stat element. <p>Pool Standings:</p> <ul style="list-style-type: none"> - The list of DocumentSubtype attributes has been removed as it is defined in the Common Codes. <p>* Statistics Table:</p> <ul style="list-style-type: none"> - In Competition /Stats /StatsItems /StatItem element, ST /NUM has been renamed SUB, it was a mistake from last version.
v1.4	SFA	<p>* Statistics Table:</p> <ul style="list-style-type: none"> - ExtendedStat Code SHOT has been added to ST /TOTAL, FG, PC and PTY in Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element.
v1.5	APP	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> - It has been specified that DISPLAY value may be the ID of a team in ExtendedInfos /ExtendedInfo element. <p>* Statistics:</p> <ul style="list-style-type: none"> - RANK ExtendedStat code has been removed from ST /TOTAL, FG, PC and PTY codes in Stats /Competitor /StatsItems /StatsItem element. - Attributes Rank, RankEqual and SortOrder have been added to ST /TOTAL, FG, PC and PTY codes in Stats /Competitor /StatsItems /StatsItem element. - RANK ExtendedStat code has been removed from ST /CARDS code in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element.
v1.6	APP	<p>* Competition Schedule:</p> <ul style="list-style-type: none"> - Unit_No has been updated to UnitNum. EstimatedStart/End have been updated to HideStart/End. EstimatedStartText has been updated to StartText (CR4785).



		<ul style="list-style-type: none">* List of Teams:<ul style="list-style-type: none">- Order attribute added to Official element (CR5196).* Competition Schedule:<ul style="list-style-type: none">- StartText has been added to Unit element.- Order attribute has been removed from Unit element.
v1.7	APP	<ul style="list-style-type: none">* Competition schedule:<ul style="list-style-type: none">- Composition element has been removed from Competition /Unit /StartList /Start /Competitor element. It doesn't apply for team disciplines (Defect #120420).* List of teams:<ul style="list-style-type: none">- Number attribute has been added to Team element.- Order attribute has been added to Team /Composition /Athlete element.
v1.8	APP	<ul style="list-style-type: none">* Event Unit Start List and Results:<ul style="list-style-type: none">- ResultType attribute has been updated to optional in Result element (Defect #120995).* Pool Standings:<ul style="list-style-type: none">- Location and LocationName attributes have been removed from ExtendedInfos /VenueDescription element.- If the team has not played, attributes Won, Lost, Tied, For, Against and Diff should not be sent and attribute Played should be 0 in Result element (CR8701).
v1.9	APP	<ul style="list-style-type: none">* Play by Play:<ul style="list-style-type: none">- UnitActions /UnitAction @ScoreA and @ScoreH descriptions have been updated (CR9124).- ExtendedAction PSO_A and PSO_H have been added to UnitActions /UnitAction element (CR9124).* Pool Standings:<ul style="list-style-type: none">- Triggers have been updated, removing the last sentence "though unofficial may be used in some sports" (Defect #123804).
v2.0	APP	<ul style="list-style-type: none">* Play by Play:<ul style="list-style-type: none">- ExtendedAction element has been added to UnitAction element.