



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT170- R-SOG-2016-v2.4 APP (RU)

Olympic Data Feed



ODF Rugby Sevens Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
© International Olympic Committee

ODF/INT170- R-SOG-2016-v2.4 APP (RU)
30 June 2016



License

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

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

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

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

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



Table of Contents

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>30</u>
2.2.4 Event Unit Start List and Results.....	<u>31</u>
2.2.4.1 Description.....	<u>31</u>
2.2.4.2 Header Values.....	<u>31</u>
2.2.4.3 Trigger and Frequency.....	<u>32</u>
2.2.4.4 Message Structure.....	<u>33</u>
2.2.4.5 Message Values.....	<u>36</u>
2.2.4.6 Message Sort.....	<u>46</u>



2.2.5 Play by Play.....	<u>47</u>
2.2.5.1 Description.....	<u>47</u>
2.2.5.2 Header Values.....	<u>47</u>
2.2.5.3 Trigger and Frequency.....	<u>48</u>
2.2.5.4 Message Structure.....	<u>48</u>
2.2.5.5 Message Values.....	<u>50</u>
2.2.5.6 Message Sort.....	<u>52</u>
2.2.6 Current Information.....	<u>53</u>
2.2.6.1 Description.....	<u>53</u>
2.2.6.2 Header Values.....	<u>53</u>
2.2.6.3 Trigger and Frequency.....	<u>54</u>
2.2.6.4 Message Structure.....	<u>54</u>
2.2.6.5 Message Values.....	<u>55</u>
2.2.6.6 Message Sort.....	<u>57</u>
2.2.7 Pool Standings.....	<u>58</u>
2.2.7.1 Description.....	<u>58</u>
2.2.7.2 Header Values.....	<u>58</u>
2.2.7.3 Trigger and Frequency.....	<u>59</u>
2.2.7.4 Message Structure.....	<u>59</u>
2.2.7.5 Message Values.....	<u>61</u>
2.2.7.6 Message Sort.....	<u>67</u>
2.2.8 Brackets.....	<u>68</u>
2.2.8.1 Description.....	<u>68</u>
2.2.8.2 Header Values.....	<u>68</u>
2.2.8.3 Trigger and Frequency.....	<u>69</u>
2.2.8.4 Message Structure.....	<u>69</u>
2.2.8.5 Message Values.....	<u>70</u>
2.2.8.6 Message Sort.....	<u>75</u>
2.2.9 Statistics.....	<u>76</u>
2.2.9.1 Description.....	<u>76</u>
2.2.9.2 Header Values.....	<u>76</u>
2.2.9.3 Trigger and Frequency.....	<u>77</u>
2.2.9.4 Message Structure.....	<u>77</u>
2.2.9.5 Message Values.....	<u>79</u>
2.2.9.6 Message Sort.....	<u>89</u>
2.2.10 Event Final Ranking.....	<u>90</u>
2.2.10.1 Description.....	<u>90</u>
2.2.10.2 Header Values.....	<u>90</u>
2.2.10.3 Trigger and Frequency.....	<u>91</u>
2.2.10.4 Message Structure.....	<u>91</u>
2.2.10.5 Message Values.....	<u>92</u>



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT170- R-SOG-2016-v2.4 APP (RU)

2.2.10.6 Message Sort.....	<u>94</u>
3 Document Control.....	<u>95</u>



1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

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



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



2 Messages

2.1 Applicable Messages

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

- 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/INT170- R-SOG-2016-v2.4 APP (RU)

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



2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

Competition schedule update:

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline



DocumentSubcode	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.

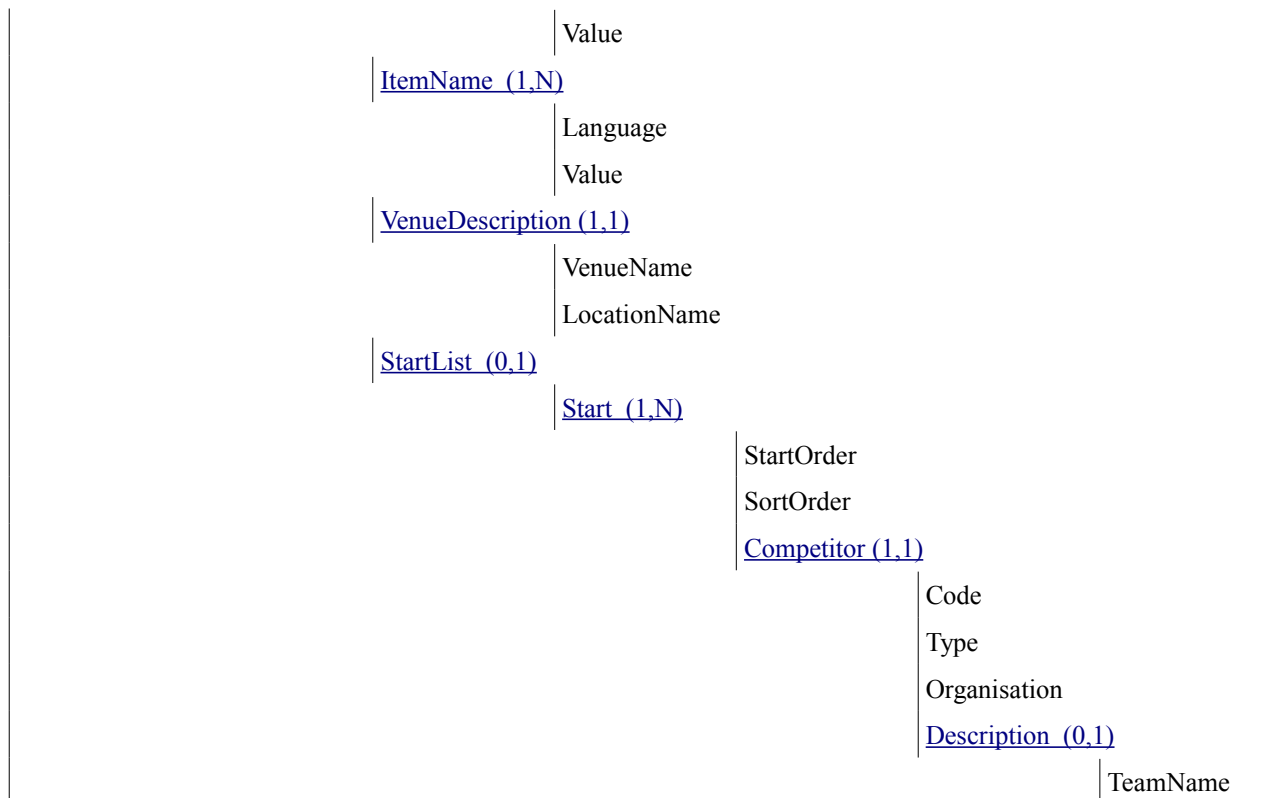
The triggers for status changes are described in each sport data dictionary where differences are needed.

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
Competition (1,1)						
	Code					
	Unit (0,N)	Code				
		PhaseType				
		UnitNum				
		ScheduleStatus				
		StartDate				
		HideStartDate				
		EndDate				
		HideEndDate				
		ActualStartDate				
		ActualEndDate				
		Medal				
		Venue				
		Location				
		ModificationIndicator				
		StartText (0,N)				
			Language			



2.2.1.5 Message Values

Element: Competition (1,1)

Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".

Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar



ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<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. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>



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")

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

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

Element: Competition /Unit /VenueDescription (1,1)



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

Element: Competition /Unit /StartList /Start (1,N)

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)

Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

Element: Competition /Unit /StartList /Start /Competitor (1,1)

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

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available

2.2.1.6 Message Sort

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.

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



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

2.2.2.1 Description

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

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

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

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

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)
RegisteredEvent (0,N)
Gender
Event
Bib
EventEntry (0,N)
Code
Type



Pos Value	OfficialFunction (0,N)	FunctionId
--------------	--	------------

2.2.2.5 Message Values

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

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



			in the case that 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)	<p>Shirt number.</p> <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	Description
Value	O	CC @Position	Position Code for position in the team
ENTRY	STATUS	N/A	Element Expected: Only in the case that the athlete has been disqualified (this information will be sent in the update message).
Attribute	M/O	Value	Description
Value	O	SC @AthleteStatus	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	Description
Value	O	S(25)	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	Description
Value	O	S(25)	Club City
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 matches played



ENTRY		INTERNAT_TOU_PLAYED	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 tournaments played
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)	Captain. Send "Y" in case the participant is a captain

Sample (General)

```
<Discipline Code="RU" IFId="203258" >
  <RegisteredEvent Gender="M" Event="407" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="B" />
    <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" />
    <EventEntry Type="ENTRY" Code="INTERNAT_TOU_PLAYED" Value="12" />
  </RegisteredEvent>
</Discipline>
```

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

2.2.2.6 Message Sort

The message is sorted by Participant @Code



2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_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.



		<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>

2.2.3.3 Trigger and Frequency

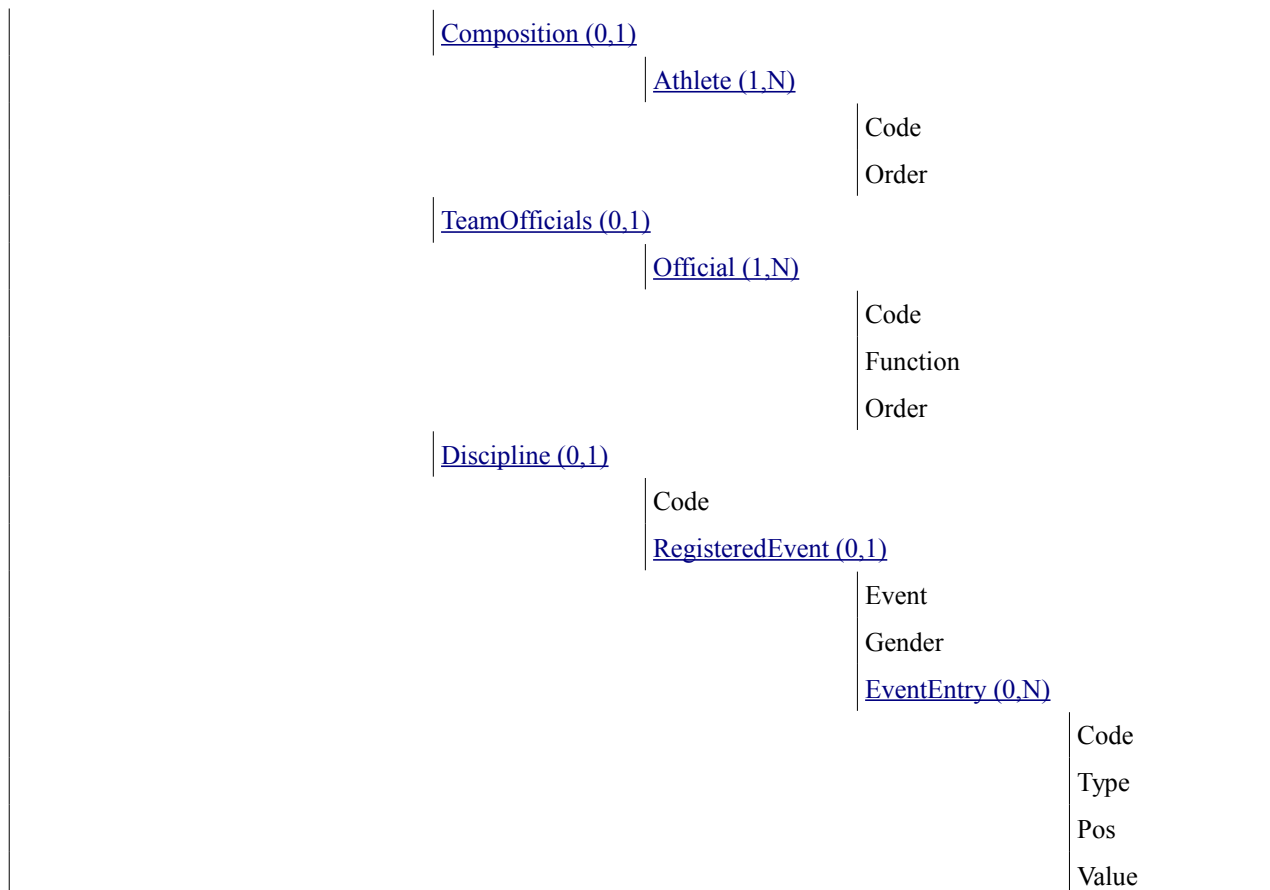
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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			



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.
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: 1- Primary 2-Alternate. 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	Shirt Colour	
ENTRY	SHORTS	Numeric 0	Pos Description: Send 1, 2 to indicate the number of the short: 1- Primary 2-Alternate. 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	Shorts colour for men / Skirts colour for women	



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)	Preliminary Group of the team
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages). Accordingly to Federation rules.
Attribute	M/O	Value	Description
Value	O	Numeric #0	Seed Number.

Sample (General)

```
<Team Code="RUM407BLR01" 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="HD_COA"/>
    <Official Code="7380750" Function="AST_COA"/>
  </TeamOfficials>
  <Discipline Code="RU" >
    <RegisteredEvent Gender="M" Event="407" >
      <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 RU	Not used in RU
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated,



		expressed in the local time zone where the message was produced.
LogicalDate	Date	<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, before the match begins.

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

-LIVE: After the beginning of each period until period ends.

-LIVE: After every change in any data during period [scores, substitute, DQ etc].



- INTERMEDIATE: After the period (quarter) in the period break.
- UNOFFICIAL / OFFICIAL: After the match (unit).

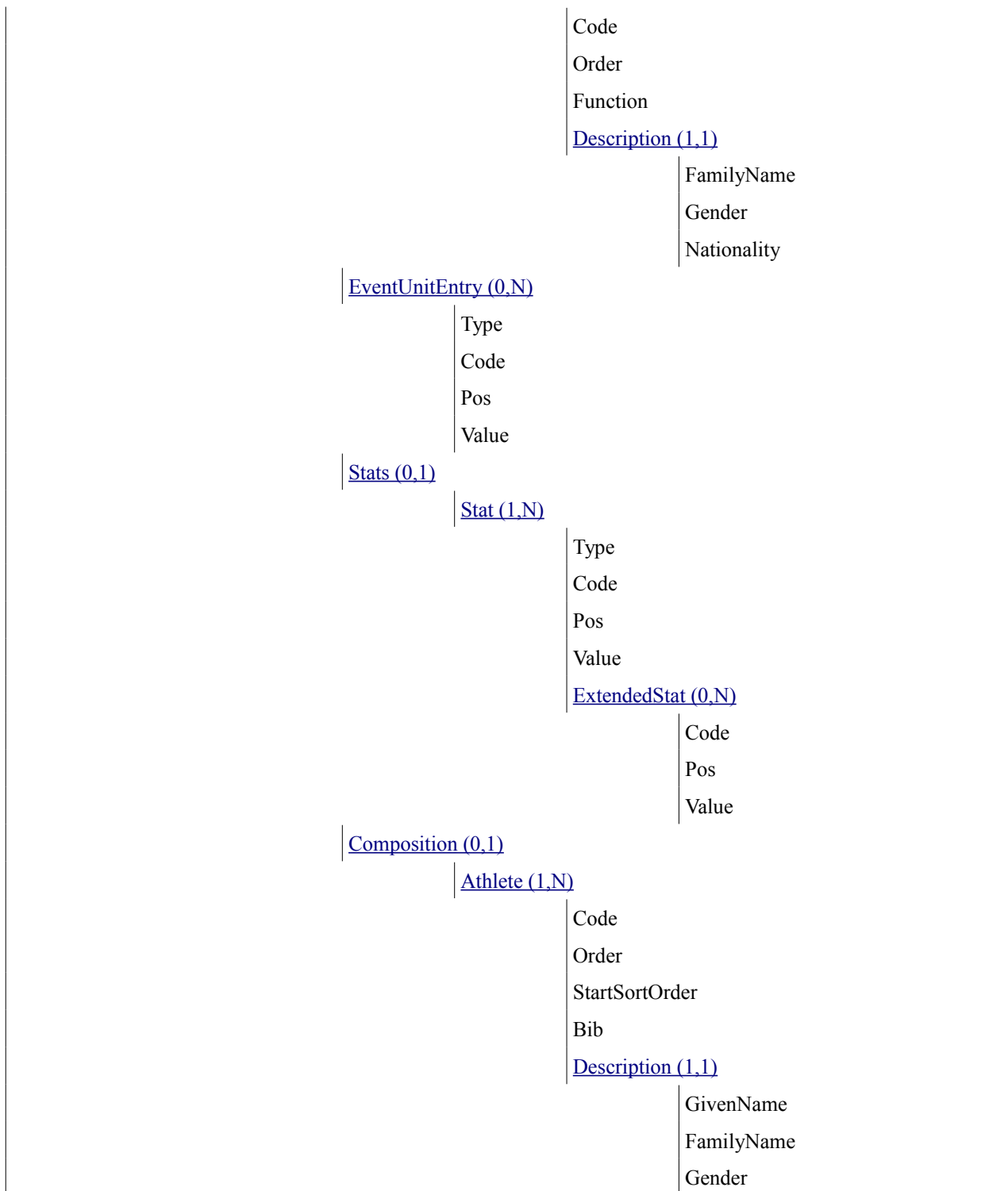
2.2.4.4 Message Structure

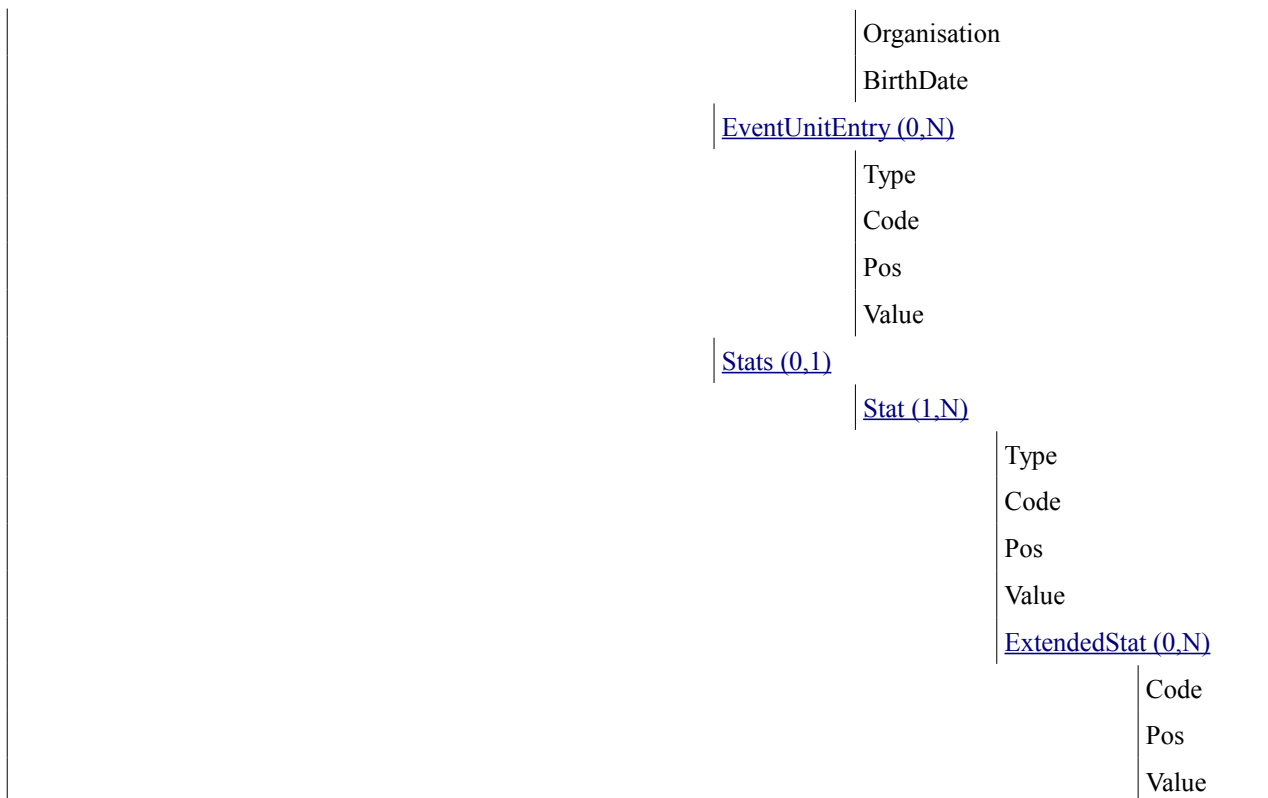
The following table defines the structure of the message.

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
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
	Periods (0,1)	
	Home	
	Away	
	Period (1,N)	
		Code
		HomeScore
		AwayScore
		HomePeriodScore
		AwayPeriodScore
	Result (1,N)	
	Result	
	IRM	
	WLT	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	Competitor (1,1)	
		Code
		Type
		Description (0,1)
		TeamName
	Coaches (0,1)	
		Coach (1,N)





2.2.4.5 Message Values

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

Element: ExtendedInfos /UnitDateTime (0,1)			
Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time
EndDate	O	DateTime	Actual end date-time

Element: ExtendedInfos /ExtendedInfo (0,N)			
--	--	--	--



Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: During Match only.
	Attribute	M/O	Value
	Value	O	SC @Period
UI	ATTENDANCE	N/A	Element Expected: Send just if this information is available.
	Attribute	M/O	Value
	Value	O	Numeric
DISPLAY	String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /Composition /Athlete /Stats /Stat. May be: CONV, PTY, DROP, PTRY Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	M/O	Value
	Value	O	S(20)
Sub Element: ExtendedInfos /ExtendedInfo /Extension			
Expected: When applicable (for PTRY) and only when the unit is LIVE. Send multiple if applicable			
	Attribute	Value	Description
	Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /Stats /Stat. May be: PTS. Only applies to PTRY
	Pos	N/A	N/A
	Value	S(1)	Send "Y"

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-25T17:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="H2" />
  <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="18090" />
  <ExtendedInfo Type="DISPLAY" Code="CONV" 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 officials (1 Referee, 2 Assistant Referees and 2 In-Goal Judges) according to the codes
Order	M	Numeric	Send by Order as on official score sheet

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

Element: Periods (0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading	Competitor code of the home competitor. Must be sent if



		zeroes	known
Away	O	S(20) with no leading zeroes	Competitor code of the away competitor. Must be sent if known

Element: Periods /Period (1,N)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
HomePeriodScore	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 is 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	Competitor's ID
Type	M	T	T for team

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

Competitors extended information.

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

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

Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Send the responsible coach of the team
Function	M	Coach function	Official 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: Always
	Attribute	M/O	Value
			Description



	Value	O	String	Team shirt colour
EUE		SHORTS	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	String	Team shorts./ skirts colour

Sample (General)

```
<Competitor Code="RUW407RSA01" Type="T" Organisation="SFA">
  <Description TeamName="South Africa"/>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME" />
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="GREEN" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="GREEN" />
</Competitor>
```

Element: Result /Competitor /Stats /Stat (1,N)				
Type		Code	Pos	Description
ST		PTS	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Points scored
ST		TRY	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Tries made
ST		CONV	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Conversions made
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat				
Expected: Always, if the information is available.				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Conversion Attempts	
ST		DROP	N/A	Element Expected: Always, if the information is available.



Attribute	M/O	Value	Description
Value	O	Numeric #0	Drop goals
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available.			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric #0	Drop Attempts	
ST	PTY	N/A	Element Expected: Always, if the information is available.
Attribute	M/O	Value	Description
Value	O	Numeric #0	Penalty goals
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available.			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric #0	Penalty Goal Attempts	
ST	PTRY	N/A	Element Expected: Always, if the information is available.
Attribute	M/O	Value	Description
Value	O	Numeric #0	Penalty Tries
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available.			
Attribute	Value	Description	
Code	PTS		
Pos	N/A	N/A	
Value	Numeric #0	Penalty Tries Points	
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

Sample (General)

```

<Stats>
  <Stat Type="ST" Code="PTS" Value="14" />
  <Stat Type="ST" Code="TRY" Value="2" />
  <Stat Type="ST" Code="CONV" Value="1" />
    <ExtendedStat Code="ATT" Value="2" />
  <Stat Type="ST" Code="DROP" Value="2">
    <ExtendedStat Code="ATT" Value="2" />
  <Stat Type="ST" Code="PTY" Value="1" />
    <ExtendedStat Code="ATT" Value="1" />
</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 ##0	Order the competitor should appear in the Start List. Sort the starters first by playing position (F then B) then shirt number, and suspended player at the bottom by shirt number.
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 only for those suspended players.
	Attribute	M/O	Value
	Value	O	SC @AthleteStatus Player status. 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
	Value	O	S(1) Captain. Send "Y" only if the player is captain
EUE	STARTER	N/A	Element Expected: Send just for the starting players.
	Attribute	M/O	Value
	Value	O	S(1) Starting Player. Send "Y" if the competitor is a Starter.
EUE	POSITION	N/A	Element Expected: Send just for the starting players.
	Attribute	M/O	Value
	Value	O	CC @Position Position for the starting players

Sample (General)

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

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

Type	Code	Pos	Description
	PTS	N/A	Element Expected:



ST				Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Points scored
ST		TRY	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Tries made
ST		CONV	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Conversions made
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available.				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Conversion Attempts	
ST		DROP	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Drop goals
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Drop Attempts				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Always, if the information is available.	
ST		PTY	N/A	Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric	Penalty goals



		#0	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available.			
	Attribute	Value	Description
	Code	ATT	
	Pos	N/A	N/A
	Value	Numeric #0	Penalty Goal Attempts
ST		YC	N/A Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	O	Numeric #0 Yellow Cards
ST		RC	N/A Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	O	Numeric #0 Red Cards
ST		MINS	N/A Element Expected: Always, if the information is available.
	Attribute	M/O	Value
	Value	O	Numeric #0 Minutes Played

Sample (General)

```

<Stats>
  <Stat Type="ST" Code="PTS" Value="14" />
  <Stat Type="ST" Code="TRY" Value="2" />
  <Stat Type="ST" Code="CONV" Value="1" />
    <ExtendedStat Code="ATT" Value="2" />
  <Stat Type="ST" Code="DROP" Value="2">
    <ExtendedStat Code="ATT" Value="2" />
  <Stat Type="ST" Code="PTY" Value="1" />
    <ExtendedStat Code="ATT" Value="1" />
  <Stat Type="ST" Code="MINS" Value="90" />
</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 RU	Not used in RU
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on



		<p>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>

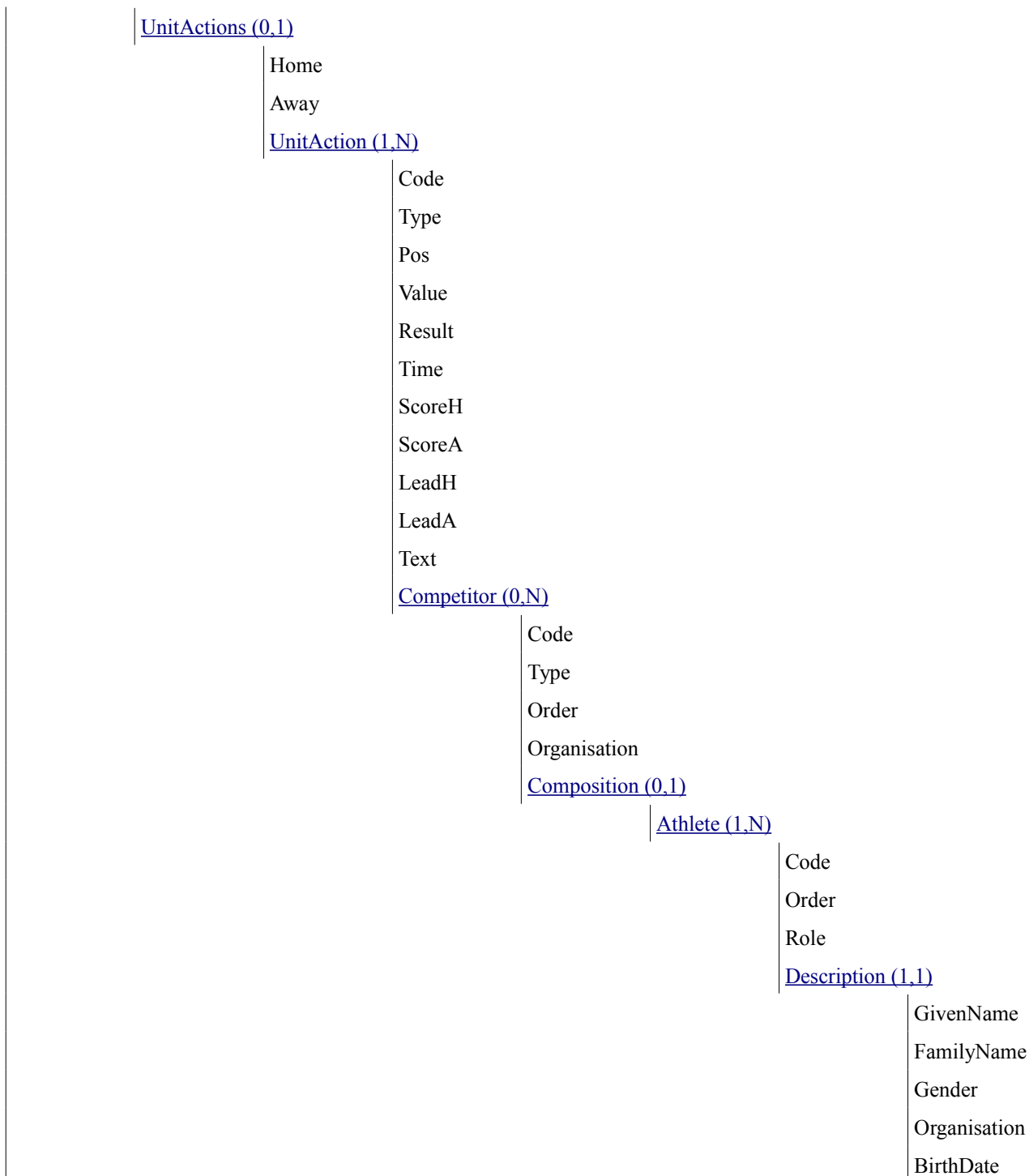
2.2.5.3 Trigger and Frequency

- After every action.
- After each period (half) and any extra time.
- After the match (unit).

2.2.5.4 Message Structure

The following table defines the structure of the message.

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





2.2.5.5 Message Values

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

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

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

Element: UnitActions (0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeros	Competitor code of the home competitor. Must be sent if known
Away	O	S(20) with no leading zeroes	Competitor code of the away competitor. Must be sent if known

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	
Time	O	mm:ss	Time of the action	
Result	O	SC @ResAction	Result of the Action for the player/team	
ScoreH	O	Numeric ##0	Home Score of the game after the action Send if there is a score change for either team.	
ScoreA	O	Numeric ##0	Away Score of the game after the action Send if there is a score change for either team.	
LeadH	O	Numeric ##0	Lead of the home team. Difference between the numbers of goals for the Home Team. Use + for home team lead, and - for visitor team lead. Send if there is a score change for either team.	
LeadA	O	Numeric ##0	Lead of the away team. Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead. Send if there is a score change for either team.	
Text	O	S(80)	Text information related to the action (in ENG)	

Element: UnitActions /UnitAction /Competitor (0,N)

Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor



Organisation	M	CC @Organisation	Competitors' organisation
--------------	---	----------------------------------	---------------------------

Element: UnitActions /UnitAction /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.

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

Sample (General)

```
<UnitAction Type="UAC" Code="H1" Pos="3" Value="TRY" Time="02:00" ScoreH="0" ScoreA="5" LeadH="-5" LeadA="+5" Text="Text example">
  <Competitor Code="RUW407RSA01" 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 RU	Not used in RU
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 2 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 ExtendedInfos (0,1)	ExtendedInfo (1,N)	Type Code Pos Value
	Clock (0,1)	Period Time Running	
	Periods (0,1)	Home Away Period (1,N)	Code HomeScore



Result (0,N)	AwayScore HomePeriodScore AwayPeriodScore
	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: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: During Match only
Attribute	M/O	Value	Description
Value	O	SC @Period	Send current period.

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



			Y to indicate the clock is running, N to indicate the clock is stopped.
--	--	--	---

Element: Periods (0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Competitor code of the home competitor. Must be sent if known
Away	O	S(20) with no leading zeroes	Competitor code of the away competitor. Must be sent if known

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.

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

Element: Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID



Type	M	T	T for team
Organisation	M	CC @Organisation	Competitor's organisation

Sample (General)

```

<Competition Code="OG2016">
  <ExtendedInfos>
    <ExtendedInfo Type="UI" Code="PERIOD " Value="H2"/>
  </ExtendedInfos>
  <Clock Time="1:34" Running="Y" />
  <Periods Home="RUW407RSA01" Away="RUW407NZL01">
    <Period Code="H1" AwayPeriodScore="3" HomePeriodScore="0" AwayScore="3"
HomeScore="0"/>
    <Period Code="H2" AwayPeriodScore="1" HomePeriodScore="1" AwayScore="4"
HomeScore="1"/>
  </Periods>
  <Result ResultType="POINTS" Result="1" SortOrder="1" >
    <Competitor Code="RUW407RSA01" Type="T" Organisation="RSA"/>
  </Result>
  <Result ResultType="POINTS" Result="4" SortOrder="2" >
    <Competitor Code="RUW407NZL01" 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	A, B,... and 9	DocumentSubtype attributes will be the Group code A, B,... and 9 accordingly to the ODF Common Codes.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after



		<p>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 and should be sent with DocumentSubtype A, B,... then 9.

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

Trigger also after any change.

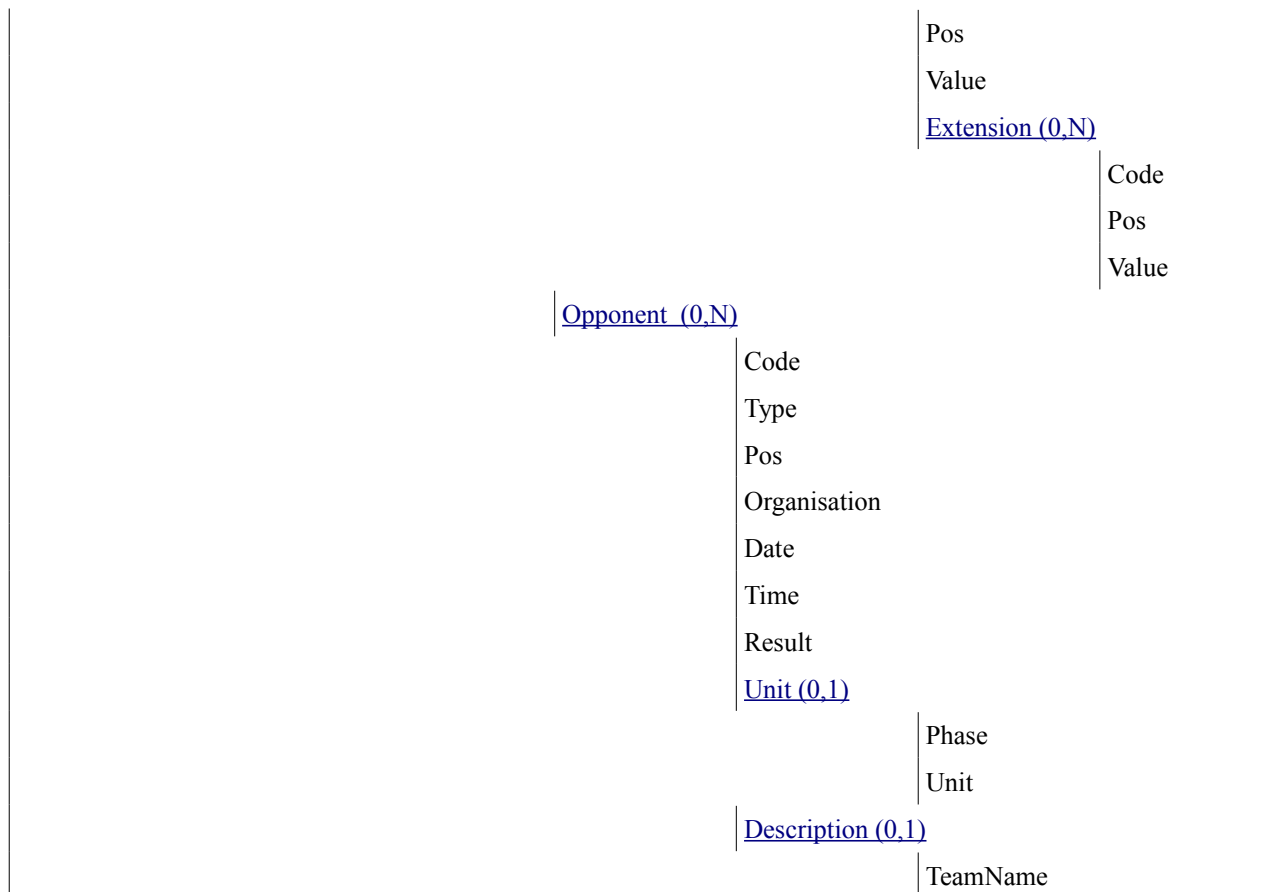
2.2.7.4 Message Structure

The following table defines the structure of the message.

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



	<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>ExtendedResults (0,1)</u>		
		<u>ExtendedResult (1,N)</u>	
			Type
			Code



2.2.7.5 Message Values

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

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



			Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

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

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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the group or in the case of DocumentSubtype = 9 of all the teams. It is optional because the team can be disqualified
RankEqual	O	Y	Send "Y" if the Rank is equalled.
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group or in the case of DocumentSubtype = 9 of all the teams.
Result	O	Numeric Or "CANCELLED"	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. In case of DocumentSubtype = 9, do not send for the top 6 seeding places. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC @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 or in the case of DocumentSubtype = 9 for all the teams, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric 0	Number of games won by the team in the group
Lost	O	Numeric 0	Number of games lost by the team in the group
Tied	O	Numeric	Number of games tied by the team in the group



		0	
Played	O	Numeric 0	Number of games played by the team in the group
For	O	Numeric ##0	Total number of points for In case of DocumentSubtype = 9, do not send for the top 6 seeding places.
Against	O	Numeric ##0	Total number of points against
Diff	O	Numeric +/- ##0	Difference of points for/against In case of DocumentSubtype = 9, do not send for the top 6 seeding places.

Element: Result /Competitor (1,1)

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

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

Competitors extended information.

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

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)

Team competitor's extended results, according to competitors' rules.

Type	Code	Pos	Description
ER	SUB_RES	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	O	N/A
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension			
Expected: If available			
In case of DocumentSubtype = 9, do not send for the top 6 seeding places.			
	Attribute	Value	Description
	Code	DIFF	
	Pos	N/A	N/A



Value	Numeric +/-#0	Difference of tries for/against
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If available		
Attribute	Value	Description
Code	LOST	
Pos	N/A	N/A
Value	Numeric #0	Total number of tries against
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If available In case of DocumentSubtype = 9, do not send for the top 6 seeding places.		
Attribute	Value	Description
Code	WON	
Pos	N/A	N/A
Value	Numeric #0	Total number of tries for

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



	Time	O	hh:mm	Time of match (example hh:mm) Must include if the data is available.
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

Element: Result /Competitor /Opponent /Unit (0,1)			
Unit related to the item where the competitor and opponent compete against each other.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code for the pool item
Unit	M	CC @Unit	Unit code for the pool item

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

Sample (DocumentSubType=A, B,...)



```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="0" Tied="1" Lost="1"
For="24" Against="46" Diff="-22">
  <Competitor Code="RUM407EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="SUB_RES">
        <Extension Code="WON" Value="2" />
        <Extension Code="LOST" Value="11" />
        <Extension Code="DIFF" Value="-9" />
        <Extension Code="GS" Value="8" />
      </ExtendedResult>
    </ExtendedResults>
    <Opponent Code="RUW407BRA01" Type="T" Pos="1" Organisation="BRA" Date="2016-07-27"
Time="14:00" Result="12:3">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="RUW407BLR01" Type="T" Pos="2" Organisation="BLR" Date="2016-08-01"
Time="09:00" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="RUW407NZL01" Type="T" Pos="4" Organisation="NZL" Date="2016-07-29"
Time="09:00" Result="21:3">
      <Unit Phase="A" Unit="05"/>
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

Sample (DocumentSubtype=9)



```
<Result Rank="A1" ResultType="POINTS" SortOrder="1">
  <Competitor Code="RUM407CAN01" Type="T" Organisation="CAN">
    <Description TeamName="Canada" />
  </Competitor>
</Result>
<Result Rank="B1" ResultType="POINTS" SortOrder="2">
  <Competitor Code="RUM407BAH01" Type="T" Organisation="BAH">
    <Description TeamName="Bahamas" />
  </Competitor>
</Result>
...
<Result Rank="7" ResultType="POINTS" SortOrder="7" Result="5" Won="1" Lost="2" Tied="0" Played="3"
For="51" Against="68" Diff="-17">
  <Competitor Code="RUM407HKG01" Type="T" Organisation="HKG">
    <Description TeamName="Hong Kong, China" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="SUB_RES">
        <Extension Code="WON" Value="9" />
        <Extension Code="LOST" Value="10" />
        <Extension Code="DIFF" Value="-1" />
      </ExtendedResult>
    </ExtendedResults>
  </Competitor>
</Result>
...
```

2.2.7.6 Message Sort

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



2.2.8 Brackets

2.2.8.1 Description

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

2.2.8.2 Header Values

The following table describes the message header attributes.

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



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

2.2.8.3 Trigger and Frequency

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

2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Bracket (1,N)						
		Code					
		BracketItems (1,N)					
			Code				
			BracketItem (1,N)				
				Code			



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

2.2.8.5 Message Values

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



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

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

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

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 semifinals, quarterfinals 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	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	Time	HH:MM. Must be filled ifs known
Result	O	S(50)	Fill when match is complete, filled and formatted in the



			same format as in ORIS (example "26-12"). May include an IRM.
--	--	--	--

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

Unit related to the BracketItem.

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

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

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

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.

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

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

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

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 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	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known



Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.			
Attribute	M/O	Value	Description
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item. Send 9 for preliminaries.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must be sent if winner/loser from a single unit. Do not send when from group.
Value	O	SC @Pool or S(3)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match (if not Pool). Do not send if participant is unknown from a pool.

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

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

Sample (Finals)



```
<Bracket Code="FNL">
  <BracketItems Code="QFL">
    <BracketItem Code="28" Order="1" Date="2016-08-07" Time="12:00" Result="20:12" >
      <Unit Phase="3" Unit="01" />
      <NextUnit Phase="2" Unit="01" />
      <NextUnitLoser Phase="2" Unit="03" />
      <CompetitorPlace Pos="1">
        <PreviousUnit Phase="A" Value="1"/>
        <Competitor Code="RUM407GBR01" Type="T" Organisation="GBR" >
          <Description TeamName="Great Britain"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Phase="B" Value="2">
          <Competitor Code="RUM407KOR01" Type="T" Organisation="KOR" >
            <Description TeamName="Korea"/>
          </Competitor>
        </CompetitorPlace>
      </BracketItem>
    <BracketItem Code="28" Order="2" Date="2014-07-27" Time="12:48">
      <Unit Phase="3" Unit="02" />
      <NextUnit Phase="2" Unit="01" />
      <NextUnitLoser Phase="2" Unit="03" />
      <CompetitorPlace Pos="1" Code="TBD">
        <PreviousUnit Phase="B" Value="1" />
      </CompetitorPlace>
      <CompetitorPlace Pos="1" Code="TBD">
        <PreviousUnit Phase="A" Value="2"/>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

Sample (Semifinals)



```
<BracketItems Code="SFL">
  <BracketItem Code="39" Order="1" Date="2016-08-07" Time="19:05" Result="20:12" >
    <Unit Phase="2" Unit="01" />
    <NextUnit Phase="1" Unit="01" />
    <NextUnitLoser Phase="1" Unit="02" />
    <CompetitorPlace Pos="1">
      <PreviousUnit Phase="3" Unit="1" WLT="W"/>
      <Competitor Code="RUM407GBR01" Type="T" Organisation="GBR" >
        <Description TeamName="Great Britain"/>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2">
      <PreviousUnit Phase="3" Unit="2" WLT="W"/>
      <Competitor Code="RUM407KOR01" Type="T" Organisation="KOR" >
        <Description TeamName="Korea"/>
      </Competitor>
    </CompetitorPlace>
  </BracketItem>
  <BracketItem Code="40" Order="2" Date="2014-07-27" Time="19:39">
    <Unit Phase="3" Unit="02" />
    <NextUnit Phase="1" Unit="01" />
    <NextUnitLoser Phase="1" Unit="02" />
    <CompetitorPlace Pos="1" Code="TDB">
      <PreviousUnit Phase="3" Unit="3" WLT="W"/>
    </CompetitorPlace>
    <CompetitorPlace Pos="1" Code="TDB">
      <PreviousUnit Phase="3" Unit="4" WLT="W"/>
    </CompetitorPlace>
  </BracketItem>
</BracketItems>
```

2.2.8.6 Message Sort

The following order applies:

- * Bracket @Code if more than one '@Code' is possible.
- * BracketItems according to its @Code attribute.
- * Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.



2.2.9 Statistics

2.2.9.1 Description

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

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

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP000 (sent at event unit level)
DocumentSubcode	String	For DocumentSubtype="CUM", 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.
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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

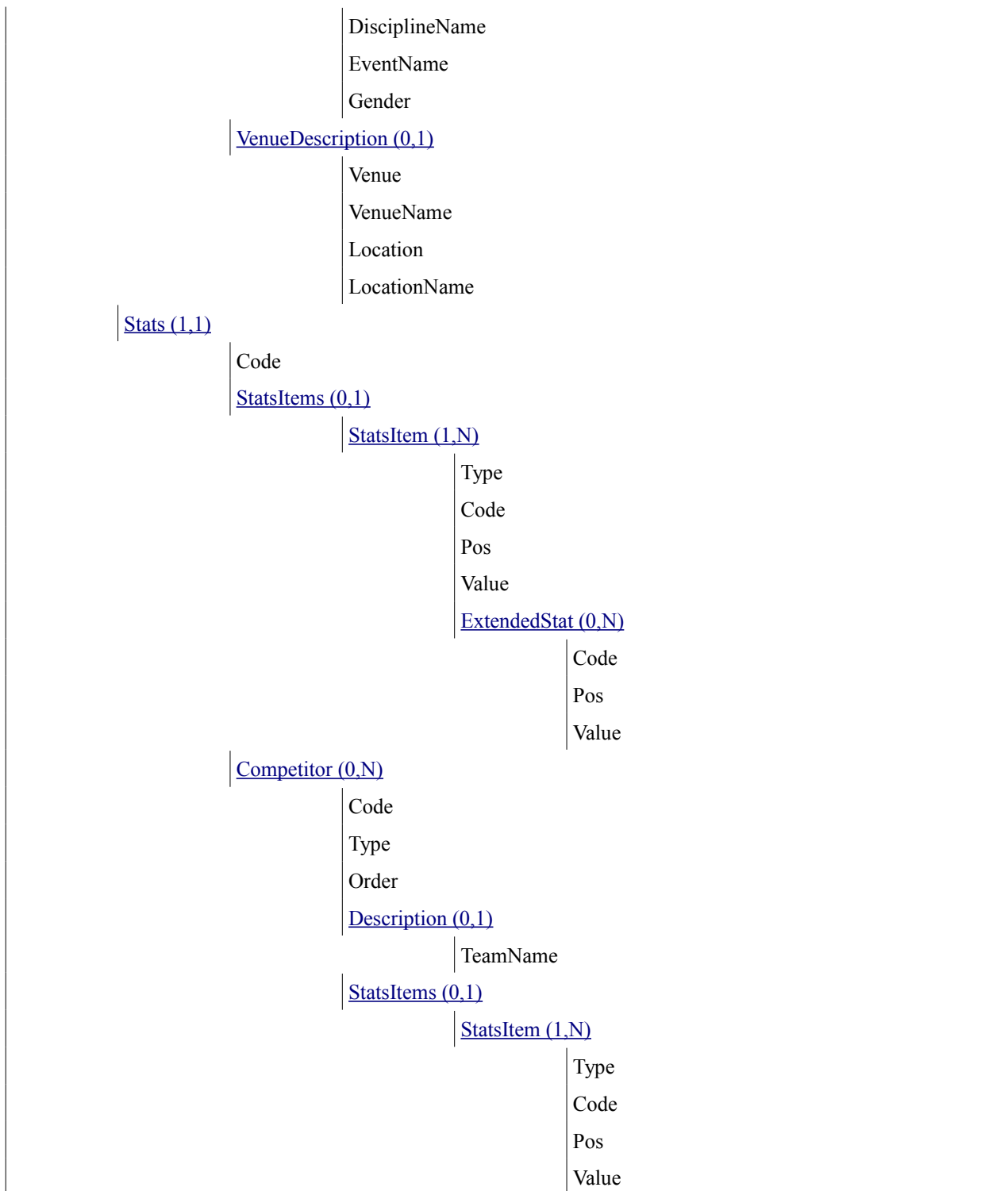
2.2.9.3 Trigger and Frequency

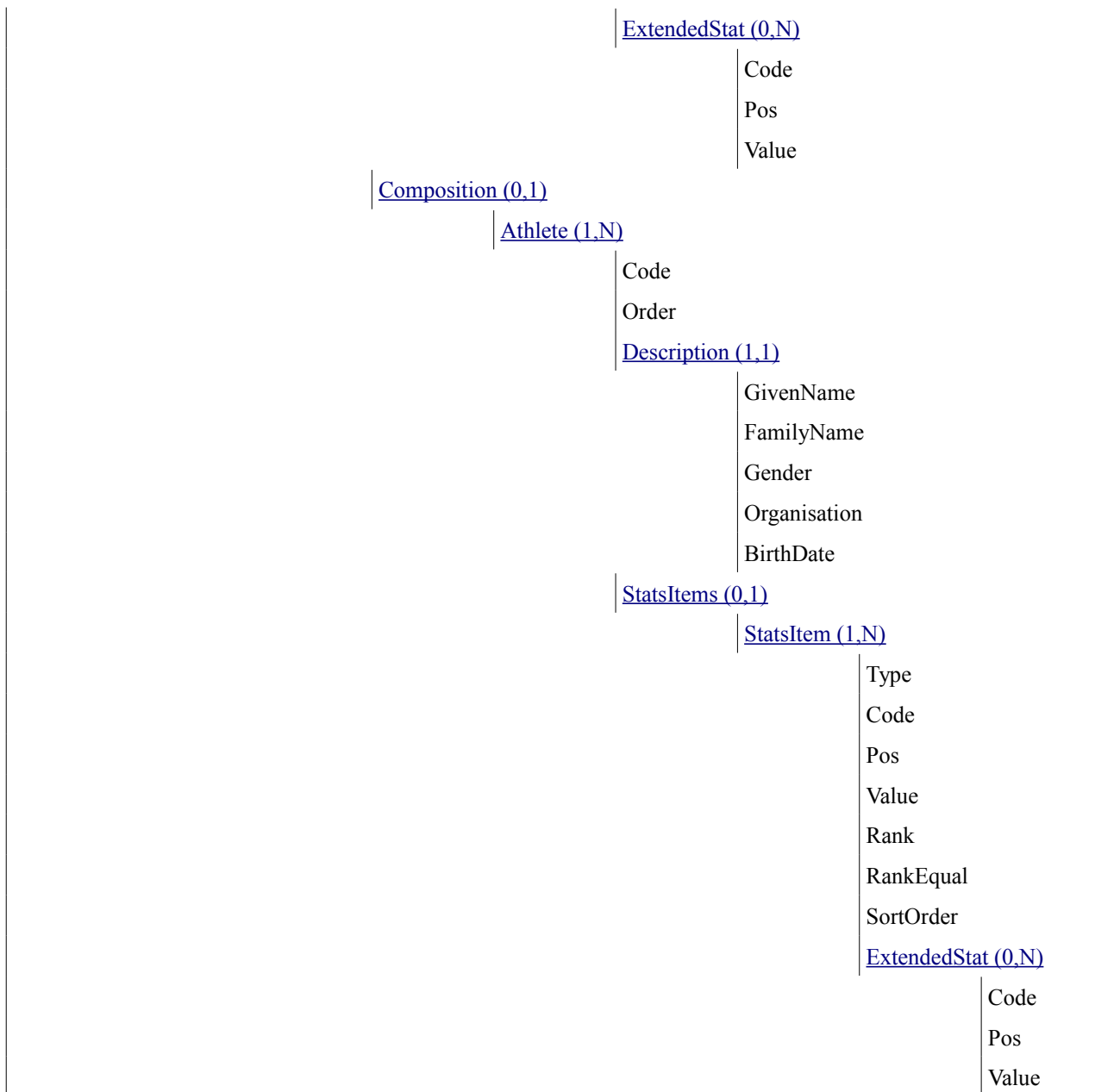
After each match.

2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						





2.2.9.5 Message Values

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



Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Text short description, not code
Gender	M	M or W	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: 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	PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value
	Value	O	Numeric ###0
ST	TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value
	Value	O	Numeric ##0
		CONV	N/A
			Element Expected:



ST			Always, if the information is available for the DocumentSubtype=TOU	
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Conversions made
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Conversion Attempts	
ST		DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Drop goals
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Drop Attempts	
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Penalty goals
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Penalty Goal Attempts	



ST		PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Penalty tries
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	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	Red cards

Element: Stats /Competitor (0,N)

Competitor of the statistics.

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

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

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

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

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
------	------	-----	-------------



ST		IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	SC @IRM	Disqualification / IRM code for the team
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Matches played
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric ###0	Points scored
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	AGAINST		
	Pos	N/A	N/A	
	Value	Numeric ###0	Points Against	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM				
	Attribute	Value	Description	
	Code	DIFF		
	Pos	N/A	N/A	
	Value	Numeric ##0	Points Difference send "-" in front if negative	
ST		TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Tries made



Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	AGAINST		
Pos	N/A	N/A	
Value	Numeric #0	Tries Against	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	DIFF		
Pos	N/A	N/A	
Value	Numeric ###0	Tries Difference send - in front if negative	
ST	CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
Attribute	M/O	Value	Description
Value	O	Numeric #0	Conversions made
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric #0	Conversion Attempts	
ST	DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
Attribute	M/O	Value	Description
Value	O	Numeric #0	Drop goals
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	ATT		



	Pos	N/A	N/A	
	Value	Numeric #0	Drop Attempts	
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Penalty goals
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Penalty Goal Attempts	
ST		PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Penalty tries
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	Value	Description	
	Code	PTS		
	Pos	N/A	N/A	
	Value	Numeric #0	Penalty Tries Points	
ST		YC	N/A	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	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM



Attribute	M/O	Value	Description
Value	O	Numeric #0	Total Red Cards

Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order for CUM: Uniform number or disqualification, family name, given name Sort order for IND_RANKING: 1 Rank, 2 family name, 3 given name

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Team member's stats item according to competitors' rules.				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	Attribute	M/O	Value	Description
	Value	O	SC @IRM	Disqualification / IRM code for the athlete
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM	
	Attribute	M/O	Value	Description



	Value	O	Numeric #0	Matches Played
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Points scored
	Rank	O	S(3)	Athlete's Ranking based on Points scored
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
ST		TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	O	Numeric ###0	Tries made
	Rank	O	S(3)	Athlete's Ranking based on Tries made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
ST		CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	O	Numeric ###0	Conversions made
	Rank	O	S(3)	Athlete's Ranking based on Conversions made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			



Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric #0	Conversion Attempts	
ST	DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
Attribute	M/O	Value	Description
Value	O	Numeric ###0	Drop goals
Rank	O	S(3)	Athlete's Ranking based on Drop Goals made
RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
SortOrder	O	Numeric	Sort Order for @Rank
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric #0	Drop Attempts	
ST	PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
Attribute	M/O	Value	Description
Value	O	Numeric ###0	Penalty goals
Rank	O	S(3)	Athlete's Ranking based on Penalty Goals made
RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
SortOrder	O	Numeric	Sort Order for @Rank
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			



	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Penalty Goal Attempts	
ST		YC	N/A	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	N/A	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		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	M/O	Value	Description
	Value	O	mmm:ss	Minutes played

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>

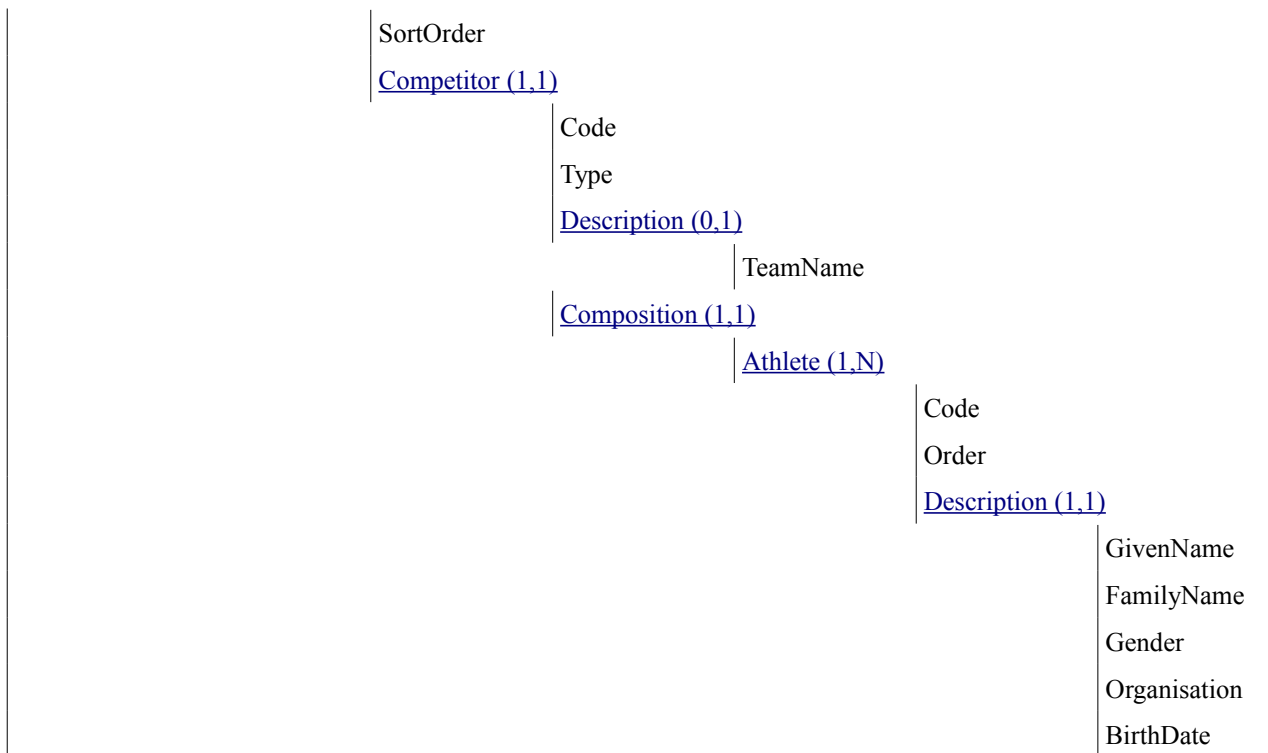
2.2.10.3 Trigger and Frequency

-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	M or W	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	Y	Identifies if a rank has been equalled. Only send if applicable
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	Competitor's ID.
Type	M	T	T for team

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

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

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

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team

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

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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >  
  <Competitor Code="RUM407CRO01" Type="T" Organisation="CRO">  
    <Description TeamName="Croatia"/>  
    <Composition>  
      <Athlete Code="1085534" Order="1" >
```

2.2.10.6 Message Sort

Sort by Result @SortOrder



3 Document Control

Version history		
Version	Date	Comments
v1.0	28 March 2014	First version
v1.1	14 May 2014	Changes after IDM, SFA version
v1.2	23 July 2014	Internal delivery
v1.3	22 August 2014	Internal delivery
v1.4	24 March 2015	Internal delivery
v1.5	6 August 2015	APP version and CR5196
v1.6	5 November 2015	External delivery: CR8396, CR8173 and some minor issues
v1.7	18 December 2015	External delivery
v1.8	5 February 2016	External delivery
v1.9	10 March 2016	External delivery
v2.0	24 March 2016	External version
v2.1	5 May 2016	External version
v2.2	1 June 2016	External version
v2.3	9 June 2016	External version
v2.4	30 June 2016	External version

File Reference: ODF/INT170- R-SOG-2016-v2.4 APP (RU)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none">* List of participants:<ul style="list-style-type: none">- ENTRY /PARTIC_STATUS code has been updated to STATUS.- ENTRY /CAPTAIN and ENTRY /SUBSTITUTE values have been updated as "Y" is the only possible value.* List of teams:<ul style="list-style-type: none">- Competition /Team /TeamOfficials /Official value has been updated to CC @ResultFunction.- ENTRY /SEED code can be sent in both messages.- TeamOfficials element has been added to the sample.* Event Unit Start List and Results:<ul style="list-style-type: none">- Triggers have been updated.



		<ul style="list-style-type: none">- UI /PERIOD_CURRENT code has been updated to PERIOD.- EUE /PARTIC_STATUS code has been updated to STATUS. <p>* Play by Play:</p> <ul style="list-style-type: none">- Type EA has been removed and replaced with UAC and codes have been updated to ExtendedAction Codes. Sample has been updated accordingly. <p>Current Information:</p> <ul style="list-style-type: none">- UI /PERIOD_CURRENT code has been updated to PERIOD. <p>* Brackets:</p> <ul style="list-style-type: none">- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit @Phase comment has been updated, to let clear that A or B should be used instead of 9 for preliminaries.
v1.2	SFA	<p>All references to event 400 have been updated to 407 in the samples.</p> <p>* List of participants:</p> <ul style="list-style-type: none">- INTERNAT_TOURN_PLAYED code has been updated to INTERNAT_TOU_PLAYED. <p>Event Unit Start List and Results:</p> <ul style="list-style-type: none">- ExtendedInfos /UnitDateTime element is now mandatory (Defect #107628).- Result /Competitor /Composition /Athlete @StartSortOrder attribute has been added (Defect # 107751). <p>* Brackets:</p> <ul style="list-style-type: none">- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit element is now mandatory (Defect #107929).- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit @Value has been updated as the match number may also be sent. <p>* Event Unit Weather Conditions:</p> <ul style="list-style-type: none">- Message has been removed as it doesn't apply for Rugby Sevens.
v1.3	SFA	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none">- Attributes Home and Away have been added to Periods element. <p>* Play by Play:</p> <ul style="list-style-type: none">- Attributes Home and Away have been added to UnitActions element.- UnitActions /UnitAction: Pos attribute has been updated as it should be a unique sequential number for all the actions of the match. <p>* Current Information</p> <ul style="list-style-type: none">- Attributes Home and Away have been added to Periods element. <p>* Pool Standings:</p> <ul style="list-style-type: none">- "CANCELLED" should be sent in Result attribute in case of team disqualification during Pool Round.
v1.4	SFA	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none">- UNCONFIRMED trigger has been removed.



		<ul style="list-style-type: none">- DISPLAY /LAST_COMP_HOME and LAST_COMP_AWAY codes have been removed. DISPLAY /String code has been added.* Play by Play:<ul style="list-style-type: none">-Attribute Text has been added and ExtendedAction DESC has been removed from Competition /UnitActions /UnitAction (CR5270).* Pool Standings:<ul style="list-style-type: none">- The list of DocumentSubtype attributes has been removed as it is defined in the Common Codes.* Statistics Table:<ul style="list-style-type: none">- All RANK and ERANK codes have been removed and replaced with Rank and RankEqual attributes.
v1.5	APP	<ul style="list-style-type: none">* List of teams:<ul style="list-style-type: none">- Added Order attribute to TeamOfficials/Official element (CR5196).
v1.6	APP	<ul style="list-style-type: none">* Competition schedule:<ul style="list-style-type: none">- Clarification for the DateTime attribute in case of HideStartDate="Y" removed as it does not apply for team sports.- Composition element has been removed from Competition /Unit /StartList /Start /Competitor element. It doesn't apply for team disciplines (Defect #120420).* List of participants by discipline<ul style="list-style-type: none">- ENTRY /SUBSTITUTE has been removed from Participant /Discipline /RegisteredEvent /EventEntry (CR8396).* List of teams<ul style="list-style-type: none">- ENTRY /SOCKS has been added to Team /Discipline /RegisteredEvent /EventEntry (CR8173).* Event Unit Weather Conditions<ul style="list-style-type: none">- Message has been added (CR8173).* Play by Play:<ul style="list-style-type: none">- Order attribute has been added to UnitActions /UnitAction /Competitor and to UnitActions /UnitAction /Competitor /Composition /Athlete element (Defect #120880).* Brackets:<ul style="list-style-type: none">- WLT attribute has been added to Bracket /BracketItems /BracketItem /CompetitorPlace element (Defect #118537).
v1.7	APP	<ul style="list-style-type: none">* Competition schedule:<ul style="list-style-type: none">- SessionCode attribute has been removed from Competition /Unit (Defect #121852).- StartOrder attribute has been added to Competition /Unit /StartList /Start (Defect #121852).* Event Unit Start List and Results:<ul style="list-style-type: none">- ResultType attribute has been updated to optional in Result element (Defect #120995).- ExtendedStat PTS has been added to ST /PTRY in Result /Competitor /Stats /Stat element



		<p>(CR8602).</p> <p>* Pool Standings:</p> <ul style="list-style-type: none">- Location and LocationName attributes have been removed from ExtendedInfos /VenueDescription element. <p>* Statistics:</p> <ul style="list-style-type: none">- ExtendedStat PTS has been added to ST /PTRY in Stats /Competitor /StatsItems /StatsItem element (CR8602).
v1.8	APP	<p>* Pool Standings:</p> <ul style="list-style-type: none">- DocumentSubtype value has been updated as 9 will now be used (CR9038).- Triggers have been updated as message with DocumentSubtype=9 should be sent when the phase finishes (CR9038).
v1.9	APP	<p>* Pool Standings:</p> <ul style="list-style-type: none">- Triggers have been updated, removing the last sentence "though unofficial may be used in some sports" (Defect #123804). <p>* Brackets:</p> <ul style="list-style-type: none">- Result attribute has been updated as it may include an IRM in Bracket /BracketItems /BracketItem element (CR9182).
v2.0	APP	<p>* Current Information:</p> <ul style="list-style-type: none">- Clock element has been added (Defect #125783). <p>* Brackets:</p> <ul style="list-style-type: none">- Phase attribute should be 9 in case of preliminaries in Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit element (Defect #130155).- Value attribute should be the pool round combined ranking or the match number in Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit element (Defect #130155).
v2.1	APP	<p>* List of teams:</p> <ul style="list-style-type: none">- ENTRY /SOCKS has been removed from Team /Discipline /RegisteredEvent /EventEntry (CR10393). <p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none">- PTRY has been added to the list of possible codes sent in DISPLAY in ExtendedInfos /ExtendedInfo element (CR10689).- Extension has been added to DISPLAY in ExtendedInfos /ExtendedInfo element (CR10689).
v2.2	APP	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none">- EUE /POSITION code has been added to Result /Competitor /Composition /Athlete /EventUnitEntry element only for the starters (CR10355).
v2.3	APP	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none">- Attributes StartDate and EndDate have been updated to optional in ExtendedInfos /UnitDateTime element.- Sorting has been updated for StartSortOrder attribute in Result /Competitor /Composition /Athlete element (CR11743).
v2.4	APP	<p>* Pool Standings:</p> <ul style="list-style-type: none">- In case of DocumentSubtype=9, attributes Result, Diff and For should not be sent for the top



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT170- R-SOG-2016-v2.4 APP (RU)

		6 seeding places in Result element. - In case of DocumentSubtype=9, codes DIFF and WON should not be sent for the top 6 seeding places in Result /Competitor /ExtendedResults /ExtendedResult element.
--	--	---