



Olympic Data Feed



ODF Table Tennis Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

- 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_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	



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DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

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

HATH Individual Head to Head units (e.g. AR, BD, TE etc)

HCOUP Pairs/Couples Head to Head units (e.g. BD, TE etc)

HNOC NOC Head to Head units (e.g. AR)

HTEAM Teams Head to Head units (e.g. BK, BV, HB etc)

Managing when start times are not known.

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

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



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

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

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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

1. By day (or filter by day)
2. By location if applicable (in a small number of sports)
3. By Time (regardless if HideStartDate='Y')
4. By Order

- The Order is sent for all units where HideStartDate='Y' else not sent. Start with 1 each new session each day

- End users should display StartText if HideStartDate='Y'

Competition schedule update:

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

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

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

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



2.2.1.2 Header Values

The following table describes the message header attributes.

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



2.2.1.3 Trigger and Frequency

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

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

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

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

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

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>Unit (0,N)</u>							
		Code						
		PhaseType						
		UnitNum						
		ScheduleStatus						
		StartDate						
		HideStartDate						
		EndDate						
		HideEndDate						
		ActualStartDate						
		ActualEndDate						
		Order						



Medal				
Venue				
Location				
SessionCode				
ModificationIndicator				
<u>StartText (0,N)</u>				
		Language		
		Value		
<u>ItemName (1,N)</u>				
		Language		
		Value		
<u>VenueDescription (1,1)</u>				
		VenueName		
		LocationName		
<u>StartList (0,1)</u>				
		<u>Start (1,N)</u>		
				StartOrder
				SortOrder
				<u>Competitor (1,1)</u>
				Code
				Type
				Organisation
				<u>Description (0,1)</u>
				TeamName
				<u>Composition (0,1)</u>
				<u>Athlete (1,N)</u>
				Code
				Order
				<u>Description (1,1)</u>
				GivenName
				e
				FamilyName
				me



	Gender Organisation BirthDate IFId
--	---

2.2.1.5 Message Values

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

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<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>Where HideStartDate='Y' then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time.



			<p>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>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is only considered if HideStartDate = 'Y'. It should not be sent in sports which never use this concept but should be sent for all units in a discipline where the concept is used anywhere in the discipline. Generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location).</p>
Medal	O	SC @UnitMedalType	<p>Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit</p>
Venue	M	CC @VenueCode	<p>VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).</p>
Location	M	CC @Location	<p>Location where the unit takes place</p>



			Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(5)	Code of the session which contains this event unit. Usually in the format GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 for the second session in Olympic Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

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

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

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



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

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

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

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)			
Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc), In case of the Competitor @Code='TBD' this element should not be sent.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID, corresponding to either a team member or an



		zeroes	individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

2.2.1.6 Message Sort

Sort by Session @SessionCode.

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

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



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

2.2.2.1 Description

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

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

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition



DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<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.

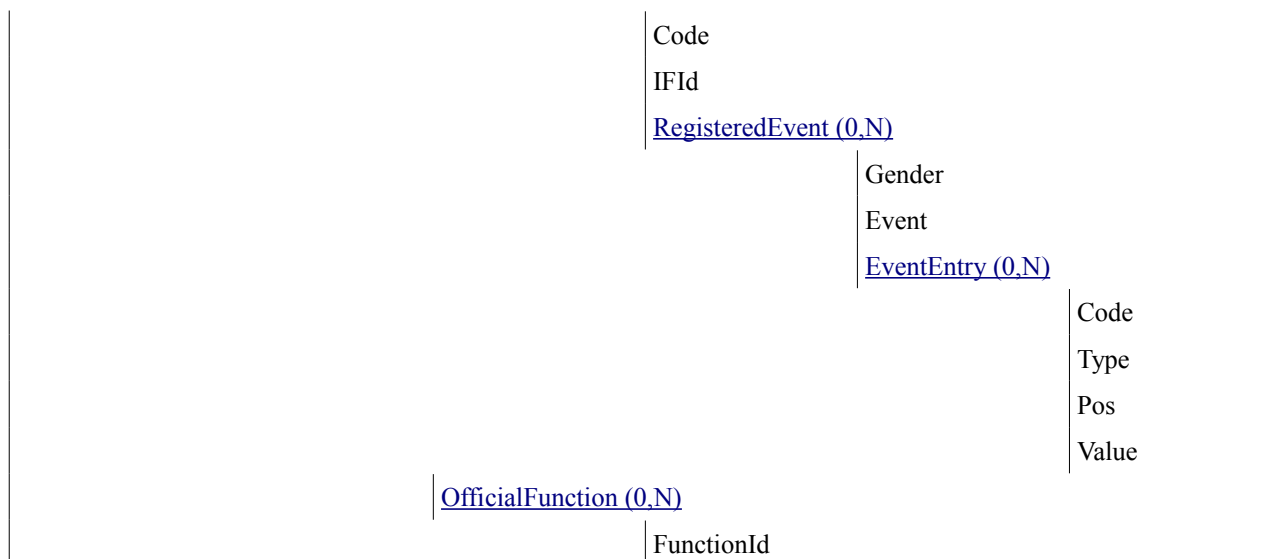
The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.



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			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			



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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case) Not for use in Rio 2016
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case). Not for use in Rio 2016
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all



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



Element: Participant /Discipline (1,1)			
All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

Element: Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	Code	Pos	Description
ENTRY	QUAL_TYPE	N/A	Element Expected: If applicable (this information can be sent in both messages). Send for Individual and Team events.
	Attribute	M/O	Value
	Value	M	SC @QualifyingType Means of qualification
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages). Only for Individual events.
	Attribute	M/O	Value
	Value	O	S(3) Player's world ranking
	SEED	N/A	Element Expected:



ENTRY				If applicable as soon as this information is known (this information only will be sent in the update message). Only for Individual events.
	Attribute	M/O	Value	Description
	Value	O	Numeric ##	Seed number
ENTRY		HAND	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages). Send for Individual and Team events
	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness
ENTRY		GRIP	N/A	Element Expected: As soon as this information is known (this information only will be sent in the update message). Send for Individual and Team events
	Attribute	M/O	Value	Description
	Value	O	SC @Grip	Grip

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.

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

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

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

2.2.3.3 Trigger and Frequency

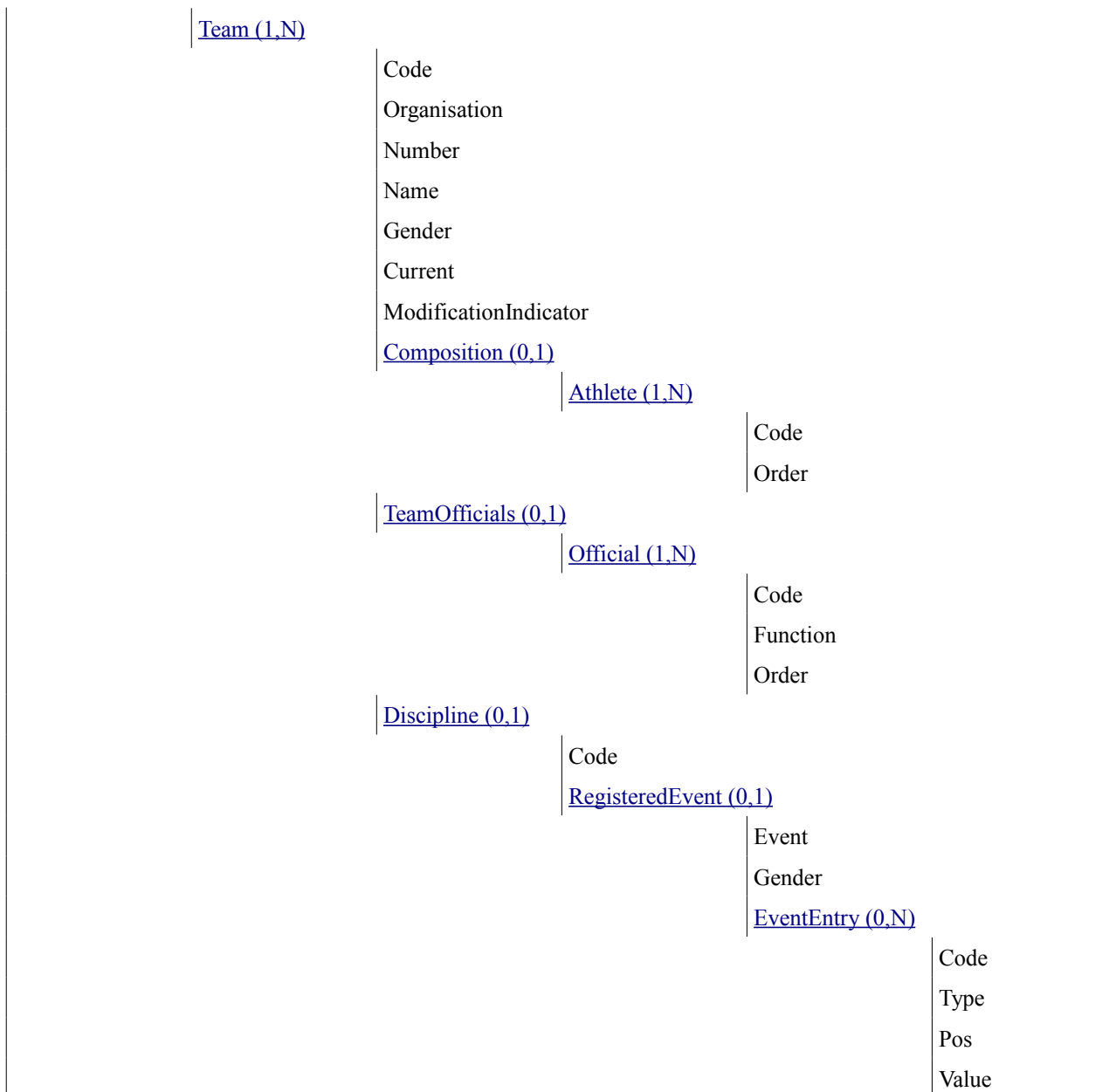
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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				



2.2.3.5 Message Values

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



			Code is deprecated and value is duplicated in the header.
--	--	--	---

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



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

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



ENTRY				If available (this information can be sent in both messages)
Attribute	M/O	Value	Description	
Value	M	S(3)	Team ranking	

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 There is one DT_RESULT sent for every individual match (including singles match within a team match), every doubles match (within a team match) and every team match.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time



		zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<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

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

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be



triggered on all updates.

(For individual match in Singles events):

- * As soon as each competitor is known and any changes in start list data (START_LIST)
- * When the unit starts and after every change in any data (LIVE)
- * After the unit is over (UNOFFICIAL / OFFICIAL)

(For team match in Team events):

- * As soon as each competitor is known and the match is confirmed to happen and any changes in start list data of team match (START_LIST)

- * When the unit starts and after every change in any data (LIVE)

(For each sub-match singles/double of team match):

- * As soon as each competitor is known and any changes in start list data of sub-match (START_LIST)

- * When the sub-match starts and after every change in any data (LIVE)

- * After the sub-match is over (UNOFFICIAL)

- * After a sub-match is finished (within the team match), except for the last one (INTERMEDIATE)

- * After the unit is over (UNOFFICIAL / OFFICIAL)

Note (during a Team match): When the first sub-match finishes for example (the sub-match status is UNOFFICIAL), and the status of DT_RESULT for team match is still LIVE (just an INTERMEDIATE message will be sent after a sub-match), until the team match finishes (UNOFFICIAL / OFFICIAL).

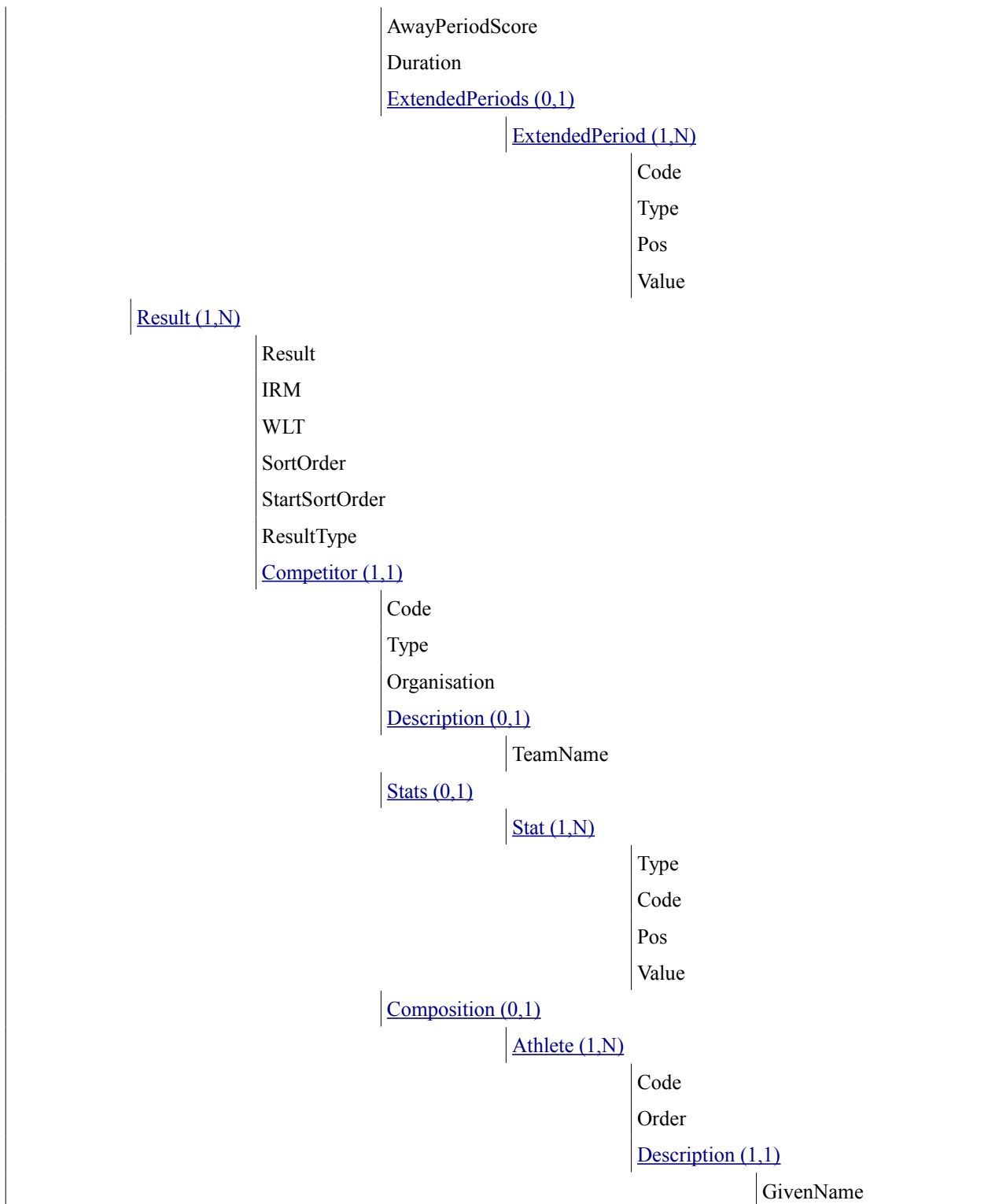
2.2.4.4 Message Structure

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
<u>Competition (1,1)</u>							
	Code						
	<u>ExtendedInfos (0,1)</u>						
		<u>UnitDateTime (0,1)</u>					
			StartDate				
			EndDate				
		<u>ExtendedInfo (0,N)</u>					
			Type				
			Code				
			Pos				
			Value				



	<u>Extension (0,N)</u>	Code
		Pos
		Value
	<u>SportDescription (0,1)</u>	DisciplineName
		EventName
		Gender
		SubEventName
	<u>VenueDescription (0,1)</u>	Venue
		VenueName
		Location
		LocationName
	<u>Officials (0,1)</u>	
	<u>Official (1,N)</u>	Code
		Function
		Order
		<u>Description (1,1)</u>
		GivenName
		FamilyName
		Gender
		Organisation
		IFId
	<u>Periods (0,1)</u>	
	Home	
	Away	
	<u>Period (1,N)</u>	
		Code
		HomeScore
		AwayScore
		HomePeriodScore





	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	Stats (0,1)
	Stat (1,N)
	Type
	Code
	Pos
	Value

2.2.4.5 Message Values

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

Element: ExtendedInfos /UnitDateTime (0,1)			
Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.
EndDate	O	DateTime	Actual end date-time (The attribute should only be included when required in the particular sport). Generally do not include.



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		DURATION	N/A	<p>Element Expected: At the end of the match.</p> <p>For singles events match, and, for team events singles/doubles matches and team match.</p> <p>It will not be sent for DSQ before the match or WO.</p>
	Attribute	M/O	Value	Description
	Value	O	h:mm	<p>Duration of the match. Do not send leading zeros.</p> <p>In case of singles events: duration of the match. In case of team events: duration of the team match.</p>
UI		FINAL_RESULT	N/A	<p>Element Expected: At the end of the match/sub-match.</p> <p>For singles and team events (for team match also at the end of each sub-match, when INTERMEDIATE)</p>
	Attribute	M/O	Value	Description
	Value	O	String	<p>Match final result in the display format.</p> <p>Examples: -for singles events - match, or, for team events - sub-match: "4-1 DSQ", or "4-1", or "4-0 WO"</p> <p>-for team events - Team match (and sub-matches in brackets). After a sub-match, there is no closing bracket in the final result of the team match while the match is not finished.</p> <p>(team match - after first sub-match): "1-0 (3:0 " (team match finished): "3-0 (3:1,3:1,3:0)", or "0-3 (0:3,0-3WO,1:3)", or "3-2 (0:3,3:2,0:3,3:0,3:1)"</p>



UI		RALLY_MAX	N/A	Element Expected: At the end of the match. For singles events match, and, for team events singles/doubles matches and team match.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the longest rally (number of strokes) in the match (in case of singles/doubles matches) or in the team match (in case of team events).
UI		RALLY_AVG	N/A	Element Expected: At the end of the match. For singles events match, and, for team events singles/doubles matches and team match.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the average rally (number of strokes) in the match (in case of singles/doubles matches) or in the team match (in case of team events)
UI		TABLE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send table number
UI		UNIT_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(5)	Send the match number. In the case of singles/doubles matches in a team match, it is followed by: 1, 2, 3 etc. in brackets (to indicate the current sub-match, while the team match is not finished) (e.g.: "12", "32(2)", ...)
UI		SERVE	Numeric 0	Pos Description: Send 1 or 2 for the pair's athlete, to indicate which athlete is serving in the doubles match in teams events (only send in doubles match, else do not send)



				Element Expected: When available when LIVE
	Attribute	M/O	Value	Description
	Value	O	S(1)	Serve Indicator, for the competitor with the NEXT serve Send H for Home Send A for Away
UI		CARD	S(1)	Pos Description: Send H (for Home) Send A (for Away) to indicate the competitor who receives the card. Element Expected: When LIVE (if applicable)
	Attribute	M/O	Value	Description
	Value	O	SC @Card	Send the penalty card code (for the most recent card the competitor has received in the match) (e.g.: Y, YR1 ...)
UI		CURRENT	N/A	Element Expected: When applicable when LIVE For singles events match, and, for team events singles/doubles matches.
	Attribute	M/O	Value	Description
	Value	O	Numeric 0	Send the current game number within the match (singles & doubles matches, not team match).
TEAM		MATCH	Numeric 0	Pos Description: Send the match number in the team match. (1-5) Element Expected: Just for team events
	Attribute	M/O	Value	Description
	Value	O	String	Send the singles/doubles match RSC
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Just for team events, if available				
	Attribute	Value	Description	
	Code	AWAY		
	Pos	Numeric	Send 1 in case of singles matches in the team match.	



	0	Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 2)
Value	S(20) with no leading zeroes Or TBD Or NOCOMP	Send the player ID for each player (for the team with team order 2) at the match in the team match (if known) or TBD (for To Be Defined) or NOCOMP (if no player)
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Just for team events, if available		
Attribute	Value	Description
Code	HOME	
Pos	Numeric 0	Send 1 in case of singles matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1)
Value	S(20) with no leading zeroes Or TBD Or NOCOMP	Send the player ID for each player (for the team with team order 1) at the match in the team match if known or TBD (for To Be Defined) or NOCOMP (if no player)
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Just for team events		
Attribute	Value	Description
Code	TYPE	
Pos	N/A	N/A
Value	SC @MatchType	Send S for singles match and D for doubles match in the team match



TEAM	CURRENT	N/A	Element Expected: Just for team events when a match is in progress (when LIVE, in singles/doubles matches and team match)
Attribute	M/O	Value	Description
Value	O	Numeric 0	Send the current match number in the team match. (1-5)
TEAM	IS_CURRENT	N/A	Element Expected: Just for team events singles/doubles matches
Attribute	M/O	Value	Description
Value	O	S(1)	Send "Y" if this match is the current sub-match in the Team match, else do not send

Sample (singles event - match)

```

-(Finished)
....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="6" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="4-0 DSQ" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="4" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="70" />
</ExtendedInfos>
....

```

Sample (team event - singles/doubles matches)



```
-(sub-match 2 - Finished) - sub-match UNOFFICIAL
....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="21" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="7" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="1" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="12(2)" />
</ExtendedInfos>
....
-(sub-match 3 - In progress)
....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="1" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="12(3)" />
  <ExtendedInfo Type="UI" Code="SERVE" Pos="1" Value="H" />
  <ExtendedInfo Type="UI" Code="CARD" Pos="H" Value="Y" />
  <ExtendedInfo Type="UI" Code="CARD" Pos="A" Value="YR1" />
  <ExtendedInfo Type="UI" Code="CURRENT" Value="5" />
  <ExtendedInfo Type="TEAM" Code="CURRENT" Value="3" />
  <ExtendedInfo Type="TEAM" Code="IS_CURRENT" Value="Y" />
</ExtendedInfos>
....
```

Sample (team event - team match)



```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="2:24" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="16" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="9" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3 (0:3,2:3,2:3)" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="4" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="12" />
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="1" Value="TTMA00904">
    <Extension Code="TYPE" Value="S" />
    <Extension Code="HOME" Pos="1" Value="4123456" />
    <Extension Code="AWAY" Pos="1" Value="5654321" />
  </ExtendedInfo>
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="2" Value="TTMB00904">
    <Extension Code="TYPE" Value="S" />
    <Extension Code="HOME" Pos="1" Value="4362698" />
    <Extension Code="AWAY" Pos="1" Value="5436276" />
  </ExtendedInfo>
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="3" Value="TTMC00904">
    <Extension Code="TYPE" Value="D" />
    <Extension Code="HOME" Pos="1" Value="TBD" />
    <Extension Code="HOME" Pos="2" Value="TBD" />
    <Extension Code="AWAY" Pos="1" Value="TBD" />
    <Extension Code="AWAY" Pos="2" Value="TBD" />
  </ExtendedInfo>
  ....
</ExtendedInfos>

-(sub-match 2 - Finished) - team match INTERMEDIATE
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="DURATION" Value="21" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="7" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="2-0 (3:1,3:0 " />
  <ExtendedInfo Type="UI" Code="TABLE" Value="1" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="12(2)" />
  ...
</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	Official's function particularized for the event unit Send the function code for: -Umpire
Order	M	Numeric	Order of the Officials (described above). According to the sport rules

Element: Officials /Official /Description (1,1)

Officials extended information.

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

Element: Periods (0,1)

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID



Away	O	S(20) with no leading zeroes	Away Competitor ID
------	---	------------------------------	--------------------

Element: Periods /Period (1,N)

**Period in which the event unit message arrives.
Only send for singles and doubles matches (not team match).**

Attribute	M/O	Value	Description
Code	M	SC @Period	Game number in case of singles and doubles matches
HomeScore	M	Numeric #0	Home competitor score up (number of games won) at the end of this game (@Code period). Cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match.
AwayScore	M	Numeric #0	Away competitor score up (number of games) at the end of this game (@Code period). Cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match.
HomePeriodScore	O	Numeric #0	Home competitor points just for this game (@Code period). Points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match
AwayPeriodScore	O	Numeric #0	Away competitor points just for this game (@Code period). Points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match
Duration	O	mm	Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match

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

ExtendedPeriod information.

Type	Code	Pos	Description
EP	RALLY_MAX	N/A	Element Expected: Always in singles and doubles matches (for singles and team events)
	Attribute	M/O	Value
	Value	M	Numeric
			Description
			Send the longest rally (number of



			#0	strokes) for the corresponding game.
EP	RALLY_AVG		N/A	Element Expected: Always in singles and doubles matches (for singles and team events)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the average rally (number of strokes) for the corresponding game.

Sample (singles event - match)

```

....
<Periods>
  <Period Code="G1" HomeScore="1" AwayScore="0" HomePeriodScore="14" AwayPeriodScore="12"
Duration="8">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="16" />
    <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="4" />
  </ExtendedPeriods>
</Period>
  <Period Code="G2" HomeScore="2" AwayScore="0" HomePeriodScore="11" AwayPeriodScore="2"
Duration="4">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="11" />
    <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="4" />
  </ExtendedPeriods>
</Period>
  ....
  <Period Code="G6" HomeScore="3" AwayScore="3" HomePeriodScore="15" AwayPeriodScore="17"
Duration="14">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="12" />
    <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="5" />
  </ExtendedPeriods>
</Period>
  <Period Code="G7" HomeScore="4" AwayScore="3" HomePeriodScore="11" AwayPeriodScore="8"
Duration="6">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="10" />
    <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="5" />
  </ExtendedPeriods>
</Period>
</Periods>
....

```

Sample (team event - singles or doubles matches)



```

....
<Periods>
  <Period Code="G1" HomeScore="1" AwayScore="0" HomePeriodScore="14" AwayPeriodScore="12"
Duration="8">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="16" />
      <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="4" />
    </ExtendedPeriods>
  </Period>
  <Period Code="G2" HomeScore="2" AwayScore="0" HomePeriodScore="11" AwayPeriodScore="2"
Duration="4">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="11" />
      <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="4" />
    </ExtendedPeriods>
  </Period>
  ....
  <Period Code="G5" HomeScore="3" AwayScore="3" HomePeriodScore="15" AwayPeriodScore="17"
Duration="14">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="RALLY_MAX" Value="12" />
      <ExtendedPeriod Type="EP" Code="RALLY_AVG" Value="5" />
    </ExtendedPeriods>
  </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	Games won in the match for Singles events, and, singles matches or doubles match in Team events. If the opponent retires (RET) or is disqualified (DSQ) after the match was started, it will be 4 for the winner. Or Matches won in the team match for Team events. If the opponent retires (RET) or is disqualified (DSQ) after the team match was started, it will be 3 for the winner.
IRM	O	SC @IRM	Invalid result mark (in case it is assigned). Send just if ResultType is equal to IRM_POINTS



WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) or tied (T). Only will be informed (it is mandatory) at the end of the match/sub-match.
SortOrder	M	Numeric #0	Send 1 for Home and 2 for Away.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Send 1 for Home and 2 for Away.
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM_POINTS for the corresponding match Only will be informed (it is mandatory) at the end of the match.

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes Or TBD Or NOCOMP	Competitor's ID (if known): -For Competitor @Type=T, it will be: Team's ID (for Team events) -Otherwise, Athlete's ID (for Competitor @Type=A) (for Singles events). Or, TBD (for To Be Determined) in case that the competitor is unknown at this time but will be available. NOCOMP is sent when there is no competitor (and will not come later).
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation (when competitor known)

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

Competitors extended information (for Team events, when competitor known).

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

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



Only send for Team events.				
Type		Code	Pos	Description
ST		PTS_WON	SC @Period	Pos Description: Send the period or TOT for full match Element Expected: For doubles matches
			Or TOT	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points won by the competitor in the Period
ST		LEAD_MAX	SC @Period	Pos Description: Send the period or TOT for full match Element Expected: For doubles matches
			Or TOT	
	Attribute	M/O	Value	Description
	Value	M	S(2)	Biggest lead by the competitor in the period. If competitor never had the lead, use "-"
ST		PTS_SERVICE_WON	SC @Period	Pos Description: Send the period or TOT for full match Element Expected: For doubles matches
			Or TOT	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of points won on own serve by the competitor in the period
ST		PTS_SERVICE_LOST	SC @Period	Pos Description: Send the period or TOT for full match Element Expected: For doubles matches
			Or TOT	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of points lost on own serve by the competitor in the period
ST		PTS_CONSEC	SC @Period	Pos Description: Send the period or TOT for full match Element Expected: For doubles matches
			Or TOT	
	Attribute	M/O	Value	Description



	Value	M	Numeric #0	The most consecutive points won by the competitor in the period
ST		DEF_OVC_MAX	SC @Period Or TOT	Pos Description: Send the period or TOT for full match Element Expected: For doubles matches
	Attribute	M/O	Value	Description
	Value	M	S(2)	The greatest deficit overcome by the competitor in the period. If competitor never had deficit overcome, use "-".
TEAM		PTS_WON	S(3)	Pos Description: Send the match number or TOT for full team match Element Expected: When available for team match
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points won by the competitor in the Match
TEAM		LEAD_MAX	S(3)	Pos Description: Send the match number or TOT for full team match Element Expected: When available for team match
	Attribute	M/O	Value	Description
	Value	M	S(2)	Biggest lead by the competitor in the match. If competitor never had the lead, use "-"
TEAM		PTS_SERVICE_WON	S(3)	Pos Description: Send the match number or TOT for full team match Element Expected: When available for team match
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of points won on own serve by the competitor in the match
TEAM		PTS_SERVICE_LOST	S(3)	Pos Description: Send the match number or TOT for full team match



				Element Expected: When available for team match
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of points lost on own serve by the competitor in the match
TEAM		PTS_CONSEC	S(3)	Pos Description: Send the match number or TOT for full team match Element Expected: When available for team match
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The most consecutive points won by the competitor in the match
TEAM		DEF_OVC_MAX	S(3)	Pos Description: Send the match number or TOT for full team match Element Expected: When available for team match
	Attribute	M/O	Value	Description
	Value	M	S(2)	The greatest deficit overcome by the competitor in the match. If competitor never had deficit overcome, use "-".

Sample (team events - doubles match)



```
....
<Result ResultType="POINTS" Result="3" WLT="W" SortOrder="1" StartSortOrder="1">
  <Competitor Code="TTM400NZL01" Type="T" Organisation="NZL" >
    <Description TeamName="New Zealand" />
    <Stats>
      <Stat Type="ST" Code="PTS_WON" Pos="TOT" Value="80" />
      <Stat Type="ST" Code="LEAD_MAX" Pos="TOT" Value="9" />
      <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="TOT" Value="42" />
      <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="TOT" Value="35" />
      <Stat Type="ST" Code="PTS_CONSEC" Pos="TOT" Value="8" />
      <Stat Type="ST" Code="DEF_OVC_MAX" Pos="TOT" Value="3" />
      <Stat Type="ST" Code="PTS_WON" Pos="G1" Value="14" />
      <Stat Type="ST" Code="LEAD_MAX" Pos="G1" Value="3" />
      <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="G1" Value="6" />
      <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="G1" Value="7" />
      <Stat Type="ST" Code="PTS_CONSEC" Pos="G1" Value="5" />
      <Stat Type="ST" Code="DEF_OVC_MAX" Pos="G1" Value="2" />
      <Stat Type="ST" Code="PTS_WON" Pos="G2" Value="11" />
      <Stat Type="ST" Code="LEAD_MAX" Pos="G2" Value="9" />
      <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="G2" Value="5" />
      <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="G2" Value="1" />
      <Stat Type="ST" Code="PTS_CONSEC" Pos="G2" Value="8" />
      <Stat Type="ST" Code="DEF_OVC_MAX" Pos="G2" Value="-" />
      <Stat Type="ST" Code="PTS_WON" Pos="G3" Value="7" />
      <Stat Type="ST" Code="LEAD_MAX" Pos="G3" Value="1" />
      <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="G3" Value="3" />
      <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="G3" Value="7" />
      <Stat Type="ST" Code="PTS_CONSEC" Pos="G3" Value="2" />
      <Stat Type="ST" Code="DEF_OVC_MAX" Pos="G3" Value="-" />
      <Stat Type="ST" Code="PTS_WON" Pos="G4" Value="9" />
      <Stat Type="ST" Code="LEAD_MAX" Pos="G4" Value="-" />
      <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="G4" Value="6" />
      <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="G4" Value="4" />
      <Stat Type="ST" Code="PTS_CONSEC" Pos="G4" Value="4" />
      <Stat Type="ST" Code="DEF_OVC_MAX" Pos="G4" Value="-" />
    </Stats>
    <Composition>
      <Athlete Code="1086788" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
        Organisation="NZL" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
        <EventUnitEntry Type="EUE" Code="GRIP" Value="P" />
      <Athlete Code="1082288" Order="2">
        <Description GivenName="John" FamilyName="Brown" Gender="M"
        Organisation="NZL" BirthDate="1994-11-15" />
        <EventUnitEntry Type="EUE" Code="HAND" Value="L" />
        <EventUnitEntry Type="EUE" Code="GRIP" Value="P" />
      </Athlete>
    </Composition>
  </Competitor>

```



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 either a team member or an individual athlete.
Order	M	Numeric	(if Competitor @Type="T"): Order attribute used to sort team members in a team. (if Competitor @Type="A"):1

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	TS	N/A	Element Expected: Just for team events, if available	
	Attribute	M/O	Value	Description
	Value	M	S(1) A, B, C, X, Y or Z	Team sequence for each team player. For the first two singles matches within the team match: - the team with team order 1 uses team sequence A and B in matches 1 and 2 respectively - the team with team order 2 uses team sequence X and Y For the doubles match within the team match, for each pair in the match:



				<p>- for the known player in the pair: the team with team order 1 uses team sequence C and the team with team order 2 uses team sequence Z</p> <p>- for the second player in the pair: the team with team order 1 uses team sequence A or B respectively and the team with team order 2 uses team sequence X or Y</p> <p>For the fourth match in the team match:</p> <p>- for team order 1: before the team match : blank, after teams have indicated the doubles paring: A or B</p> <p>- for team order 2: Z</p> <p>For the fifth match in the team match:</p> <p>- for team order 1: C</p> <p>- for team order 2: before the team match : blank, after teams have indicated the doubles paring: X or Y</p>
EUE		GRIP	N/A	Element Expected: Always when available in singles and doubles matches
	Attribute	M/O	Value	Description
	Value	M	SC @Grip	Grip of the player
EUE		HAND	N/A	Element Expected: Always when available in singles and doubles matches
	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness of the athlete

Sample (singles or doubles matches)

```

....
<EventUnitEntry Type="EUE" Code="HAND" Value="R" />
<EventUnitEntry Type="EUE" Code="GRIP" Value="P" />
....

```

Element: Result /Competitor /Composition /Athlete /Stats /Stat (1,N)			
Type	Code	Pos	Description
ST	PTS_WON	SC @Period Or	Pos Description: Send the period or TOT for full match Element Expected:



			TOT	For singles matches
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points won by the competitor in the Period
ST		LEAD_MAX	SC @Period Or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches
	Attribute	M/O	Value	Description
	Value	M	S(2)	Biggest lead by the competitor in the period. If competitor never had the lead, use "-"
ST		PTS_SERVICE_WON	SC @Period Or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of points won on own serve by the competitor in the period
ST		PTS_SERVICE_LOST	SC @Period Or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of points lost on own serve by the competitor in the period
ST		PTS_CONSEC	SC @Period Or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The most consecutive points won by the competitor in the period
ST		DEF_OVC_MAX	SC @Period Or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches



Attribute	M/O	Value	Description
Value	M	S(2)	The greatest deficit overcome by the competitor in the period. If competitor never had deficit overcome, use "-".

Sample (singles event - match)

```

<Result ResultType="POINTS" Result="4" WLT="W" SortOrder="1" StartSortOrder="1">
  <Competitor Code="1086788" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1086788" Order="1">
        <Description      GivenName="John"      FamilyName="Smith"      Gender="M"
Organisation="NZL" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
        <EventUnitEntry Type="EUE" Code="GRIP" Value="P" />
        <Stats>
          <Stat Type="ST" Code="PTS_WON" Pos="TOT" Value="80" />
          <Stat Type="ST" Code="LEAD_MAX" Pos="TOT" Value="9" />
          <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="TOT" Value="42" />
          <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="TOT" Value="35" />
          <Stat Type="ST" Code="PTS_CONSEC" Pos="TOT" Value="8" />
          <Stat Type="ST" Code="DEF_OVC_MAX" Pos="TOT" Value="3" />
          <Stat Type="ST" Code="PTS_WON" Pos="G1" Value="14" />
          <Stat Type="ST" Code="LEAD_MAX" Pos="G1" Value="3" />
          <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="G1" Value="6" />
          <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="G1" Value="7" />
          <Stat Type="ST" Code="PTS_CONSEC" Pos="G1" Value="5" />
          <Stat Type="ST" Code="DEF_OVC_MAX" Pos="G1" Value="2" />
          <Stat Type="ST" Code="PTS_WON" Pos="G2" Value="11" />
          <Stat Type="ST" Code="LEAD_MAX" Pos="G2" Value="9" />
          <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="G2" Value="5" />
          <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="G2" Value="1" />
          <Stat Type="ST" Code="PTS_CONSEC" Pos="G2" Value="8" />
          <Stat Type="ST" Code="DEF_OVC_MAX" Pos="G2" Value="-" />
          ....
          <Stat Type="ST" Code="PTS_WON" Pos="G7" Value="11" />
          <Stat Type="ST" Code="LEAD_MAX" Pos="G7" Value="3" />
          <Stat Type="ST" Code="PTS_SERVICE_WON" Pos="G7" Value="6" />
          <Stat Type="ST" Code="PTS_SERVICE_LOST" Pos="G7" Value="4" />
          <Stat Type="ST" Code="PTS_CONSEC" Pos="G7" Value="5" />
          <Stat Type="ST" Code="DEF_OVC_MAX" Pos="G7" Value="2" />
        </Stats>
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

2.2.4.6 Message Sort

Sort by Result @SortOrder



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT178- R-SOG-2016-v2.0 APP (TT)



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 Codes document (header values), at event unit (DDGEEPUU). It is send in every singles match (including within a team match) and doubles match.
DocumentSubcode	Not used	Not used
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day



		<p>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>

2.2.5.3 Trigger and Frequency

This message is sent:

* After every point

2.2.5.4 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)	SportDescription (0,1)	DisciplineName EventName SubEventName Gender
		VenueDescription (0,1)	Venue VenueName



UnitActions (0,1)	Location LocationName
	Home Away UnitAction (1,N)
	Code Type Pos Value ScoreH ScoreA

2.2.5.5 Message Values

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

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

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



Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

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

Element: UnitActions /UnitAction (1,N)			
Type	Code	Pos	Description
UAC	SC @Period	Numeric #0	Type Description: Categorization of the UnitAction Code Description: Period of the action. Send one period code Pos Description: Unique sequential number for all the service changes, from 1 to n where 1 is a score of 0-0. It is used to sort UnitActionElement Expected: Always
	Attribute	M/O	Value
	Value	O	S(2)
	ScoreH	O	Numeric #0
	ScoreA	O	Numeric #0
			Description
			Value of the @Code (+ @Pos) referenced UnitAction Server indicator (for next serves) H or A for Home / Away In doubles follow H/A with 1 or 2 indicating player 1 or 2 to serve
			score after action of the Home team. Home competitor score in the period @Pos.
			score after action of the Away team. Away competitor score in the period @Pos

Sample (General)



```
....  
<UnitActions Home="123456" Away="234567" >  
  ....  
  <UnitAction Type="UAC" Code="G1" Pos="3" ScoreH="2" ScoreA="2" Value="H" />  
  <UnitAction Type="UAC" Code="G1" Pos="4" ScoreH="3" ScoreA="3" Value="A" />  
  ....  
</UnitActions>
```

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 Brackets

2.2.6.1 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.

2.2.6.2 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.

2.2.6.3 Trigger and Frequency

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

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

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

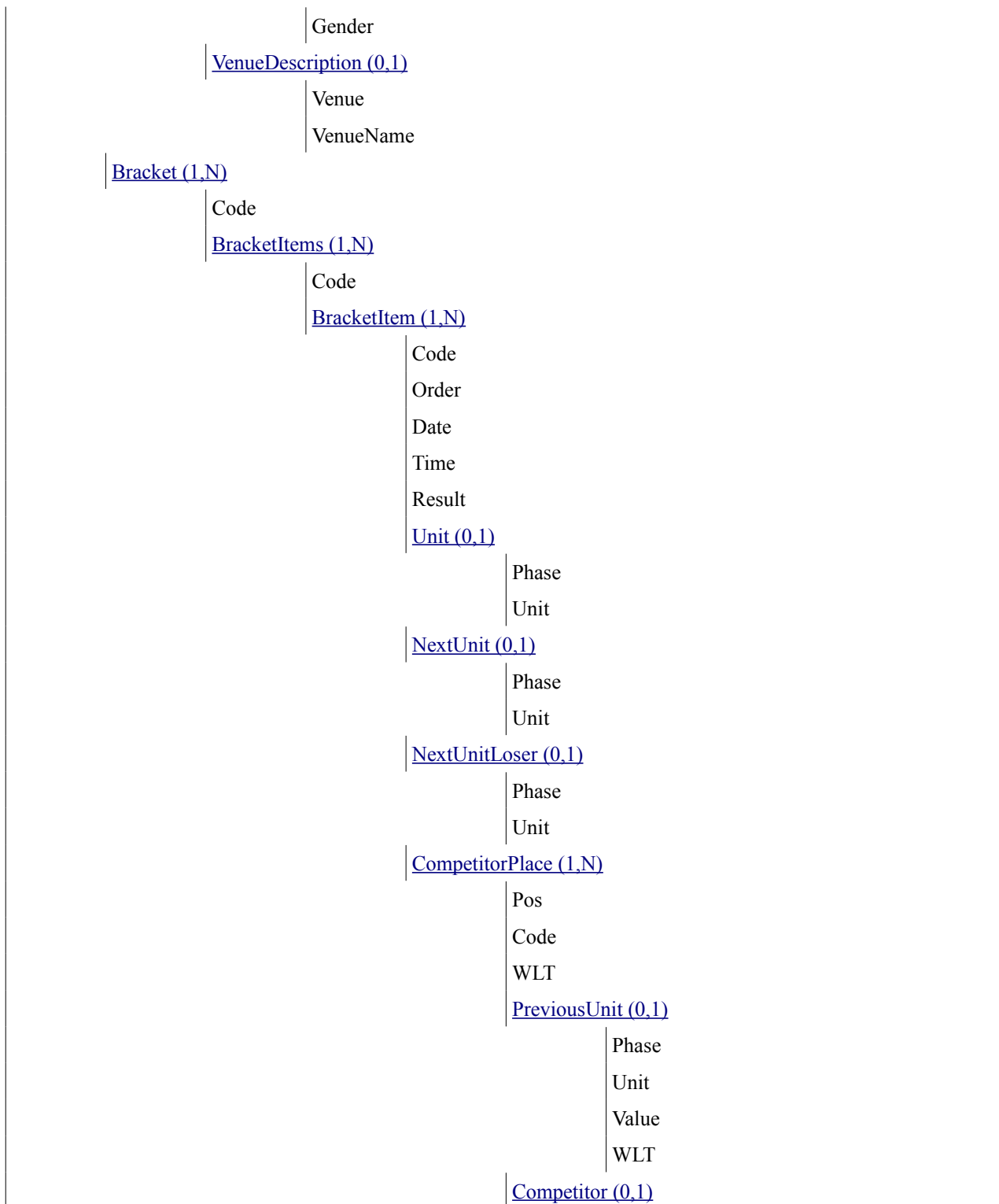
- * Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- * Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.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

Trigger also after any change.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (1,1)									
	Code								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						





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

2.2.6.5 Message Values

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

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



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

Element: Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase Each BracketItems should include all BracketItem grouped by their SC @BracketItems.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	M	Numeric Or TBD	Bracket code to identify a bracket item. Unique identifier for the BracketItem. For singles, in case of preliminary round, it will be sent the match number; in other phases, it will be sent the identifier of the match. For team events, it will be sent the team match number. However, it may include "TBD" for to be defined.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order inside the current phase, always start by 1. Always start by 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include



			if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (example 4-1 (11:4 11:7 11:4 1:11 11:1)). Must include if the data is available and the match is complete

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

Unit related to the BracketItem.

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

*In case of Singles events: This element should be informed in case of preliminaries, first round, second round, third round, fourth round, quarterfinals and semi-finals.

* In case of Team events: This element should be informed in case of round 1, quarterfinals and semi-finals.

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.

This element should be informed in case of semi-finals.

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 Or SC @IRM	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. It will be sent when there is no competitor (BYE) or when it is not known yet (TBD) or when it has an Invalid Result Mark (for example, DSQ).
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.

* For Singles: This should be informed in case of finals, semi-finals, quarterfinals, fourth round, third round, second round and first round.

* For Team: This should be informed in case of finals, semi-finals and quarterfinals.

Attribute	M/O	Value	Description
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
Value	O	SC@Pool or S(2)	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	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes 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, A	T for team A for athlete
Seed	O	Numeric ##	The seed of the competitor or equivalent information Always when it exists
Organisation	O	CC @Organisation	Competitors' organisation if known.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)
it should be included only when the competitor is known

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

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

Sample (General)



```
....
<Bracket Code="FNL">
  <BracketItems Code="QFL">
    <BracketItem Order="1" >
      <CompetitorPlace Pos="1" Code="BYE"/>
      <CompetitorPlace Pos="2" Code="BYE"/>
    </BracketItem>
    <BracketItem Order="2" Result="4-1 (11:4 11:7 11:4 1:11 11:1)" >
      <Unit Unit="01" Phase="3" />
      <NextUnit Unit="01" Phase="2" />
      <CompetitorPlace Pos="1" WLT="W">
        <Competitor Code="1126413" Type="A" Seed="2" Organisation="ESP" >
          <Composition>
            <Athlete Code="1126413" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ESP" BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L">>
        <Competitor Code="1093294" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1093294" Order="1" >
              <Description GivenName="John" FamilyName="Black" Gender="M"
Organisation="SUI" BirthDate="1992-12-13" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Order="3">
      <Unit Unit="02" Phase="3" />
      <NextUnit Unit="01" Phase="2" />
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL">
....
```

2.2.6.6 Message Sort

The following order applies:

- * Bracket @Code
- * BracketItems @Code attribute.
- * Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.



2.2.7 Statistics

2.2.7.1 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.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).
DocumentSubcode	Date	For TOU the DocumentSubcode with the day (in case of daily statistics) will be informed for some tournament statistics.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TOU	In the case of CUM it will indicate singles, teams (singles in teams) or all matches. In the case of TOU it will indicate event G001, G400 where G = M, W or 0. Moreover, header attribute DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes: * CUM: For cumulative statistics for individuals. * TOU: For Tournament statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time



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

2.2.7.3 Trigger and Frequency

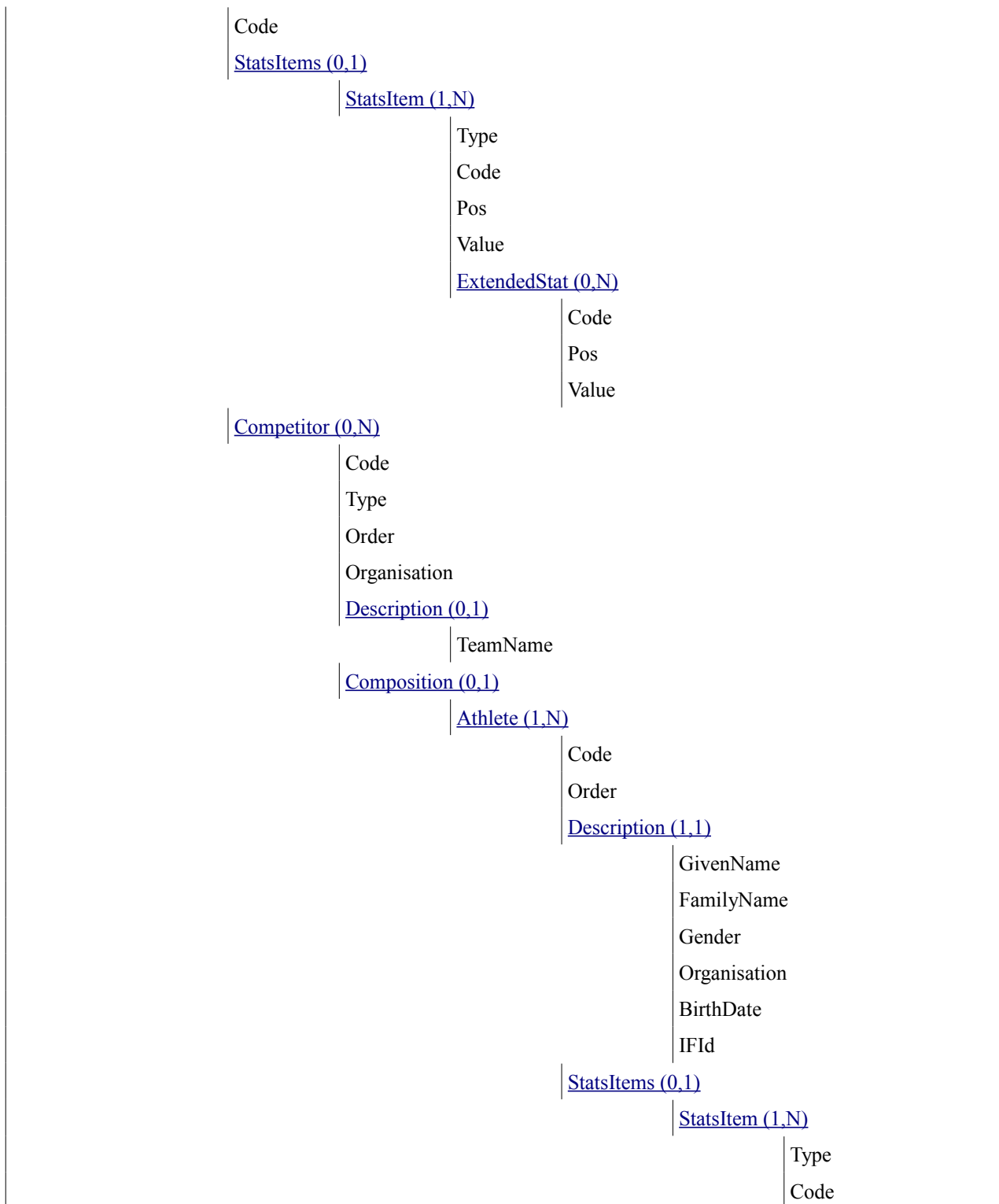
This message is sent:

* CUM, TOU: send after each match.

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	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
	Stats (1,1)							





	Pos Value ExtendedStat (0,N)
	Code Pos Value

2.2.7.5 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: Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element: Stats /StatsItems /StatsItem (1,N)			
Statistics for the event unit / phase or event - depending on the headers' DocumentCode. (information sent at the messages with TOU at the DocumentSubtype header)			
Type	Code	Pos	Description
ST	MATCHES_TEAM	Numeric 0	Pos Description: Send phase number for the statistics of each phase. "1" for finals "2" for Semifinals



			<p>"3" for Quarterfinals ... and "0" for total statistics.</p> <p>Element Expected: Just for team events.</p> <p>It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). Only send Pos=0 for Daily message.</p>
Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of team matches played
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	DURATION		
Pos	N/A	N/A	
Value	hh:mm	Duration of team matches played	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	DURATION_AVG		
Pos	N/A	N/A	
Value	hh:mm	Average duration of team matches played	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	DURATION_MAX		
Pos	N/A	N/A	



Value	hh:mm	Duration of the longest team match	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always			
Attribute	Value	Description	
Code	DURATION_MIN		
Pos	N/A	N/A	
Value	hh:mm	Duration of the shortest team match	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always			
Attribute	Value	Description	
Code	MARGIN		
Pos	SC @Margin	Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM	
Value	Numeric #0	Number of team matches won for each match margin (indicated at the @Pos number)	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always			
Attribute	Value	Description	
Code	MARGIN_PERCENT		
Pos	SC @Margin	Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM	
Value	Numeric ##0	Percentage of team matches won for each match margin (indicated at the @Pos number)	
ST	MATCHES	Numeric #0	Pos Description: Send phase number for the statistics of each phase. "1" for finals



			<p>"2" for Semifinals "3" for Quarterfinals ... and "0" for total statistics.</p> <p>Element Expected: For singles and team events.</p> <p>It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). Only send Pos=0 for Daily message.</p>
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total number of matches played (not team matches)
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	DURATION		
Pos	N/A	N/A	
Value	hh:mm	Total duration	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	DURATION_AVG		
Pos	N/A	N/A	
Value	hh:mm	Average match duration	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	DURATION_MAX		
Pos	N/A	N/A	



Value	hh:mm	Duration of the longest match	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always			
Attribute	Value	Description	
Code	DURATION_MIN		
Pos	N/A	N/A	
Value	hh:mm	Duration of the shortest match	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always			
Attribute	Value	Description	
Code	MARGIN		
Pos	SC @Margin	Send 1 for 4:0, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM	
Value	Numeric #0	Number of matches won for each game margin (indicated at the @Pos number)	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always			
Attribute	Value	Description	
Code	MARGIN_PERCENT		
Pos	SC @Margin	Send 1 for 4:0, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM	
Value	Numeric #0	Percentage of matches won for each game margin (indicated at the @Pos number)	
	GAMES	Numeric	Pos Description:



ST		0	<p>Send phase number for the statistics of each phase. "1" for finals "2" for Semifinals "3" for Quarterfinals ... and "0" for total statistics.</p> <p>Element Expected: For singles and team events.</p> <p>It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). Only send Pos=0 for Daily message.</p>
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total games played
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	DURATION		
Pos	N/A	N/A	
Value	hh:mm	Total duration	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	DURATION_AVG		
Pos	N/A	N/A	
Value	hh:mm	Average game duration	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	



Code	DURATION_MAX	
Pos	N/A	N/A
Value	hh:mm	Duration of the longest game
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always		
Attribute	Value	Description
Code	DURATION_MIN	
Pos	N/A	N/A
Value	hh:mm	Duration of the shortest game
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always		
Attribute	Value	Description
Code	MARGIN	
Pos	SC @PointMargin	Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM
Value	Numeric #0	Number of games won for each point margin (indicated at the @Pos number)
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always		
Attribute	Value	Description
Code	MARGIN_PERCENT	
Pos	SC @PointMargin	Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM
Value	Numeric #0	Percentage of games won for each point margin (indicated at the @Pos number)



ST	PTS	Numeric 0	Pos Description: Send phase number for the statistics of each phase. "1" for finals "2" for Semifinals "3" for Quarterfinals ... and "0" for total statistics. Element Expected: For singles and team events. It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). Only send Pos=0 for Daily message.
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	AVG		
Pos	N/A	N/A	
Value	Numeric #0.00	Average of points scored per game	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	CONS_WON_MAX		
Pos	N/A	N/A	
Value	Numeric #0	Send the most consecutive points won	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always			
Attribute	Value	Description	
Code	CUM		



Pos	N/A	N/A
Value	Numeric ###0	Total points scored
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always		
Attribute	Value	Description
Code	DEF_OVC_MAX	
Pos	N/A	N/A
Value	Numeric #0	Send the greatest deficit overcome
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always		
Attribute	Value	Description
Code	RALLY_AVG	
Pos	N/A	N/A
Value	Numeric #0	Send the average rally (number of strokes)
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always		
Attribute	Value	Description
Code	RALLY_MAX	
Pos	N/A	N/A
Value	Numeric #0	Send the longest rally (number of strokes)

Sample (General)



```
<StatsItems>
  <StatsItem Type="ST" Code="MATCHES_TEAM" Pos="0" Value="12" >
    <ExtendedStat Code="MARGIN" Pos="5" Value="9" />
    <ExtendedStat Code="MARGIN" Pos="6" Value="3" />
    <ExtendedStat Code="MARGIN" Pos="7" Value="0" />
    <ExtendedStat Code="MARGIN" Pos="8" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="5" Value="75" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="6" Value="25" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="7" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="8" Value="0" />
    <ExtendedStat Code="DURATION" Value="19:18" />
    <ExtendedStat Code="DURATION_MAX" Value="2:42" />
    <ExtendedStat Code="DURATION_MIN" Value="0:58" />
    <ExtendedStat Code="DURATION_AVG" Value="1:37" />
  </StatsItem>
  <StatsItem Type="ST" Code="MATCHES" Pos="0" Value="39" >
    <ExtendedStat Code="MARGIN" Pos="5" Value="26" />
    <ExtendedStat Code="MARGIN" Pos="6" Value="10" />
    <ExtendedStat Code="MARGIN" Pos="7" Value="3" />
    <ExtendedStat Code="MARGIN" Pos="8" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="5" Value="67" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="6" Value="26" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="7" Value="8" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="8" Value="0" />
    <ExtendedStat Code="DURATION" Value="17:06" />
    <ExtendedStat Code="DURATION_MAX" Value="0:52" />
    <ExtendedStat Code="DURATION_MIN" Value="0:15" />
    <ExtendedStat Code="DURATION_AVG" Value="0:26" />
  </StatsItem>
  <StatsItem Type="ST" Code="GAMES" Pos="0" Value="133" >
    <ExtendedStat Code="MARGIN" Pos="1" Value="0" />
    <ExtendedStat Code="MARGIN" Pos="2" Value="1" />
    <ExtendedStat Code="MARGIN" Pos="3" Value="7" />
    ....
    <ExtendedStat Code="MARGIN" Pos="11" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="1" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="2" Value="1" />
    ....
    <ExtendedStat Code="MARGIN_PERCENT" Pos="10" Value="23" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="11" Value="0" />
    <ExtendedStat Code="DURATION" Value="13:38" />
    <ExtendedStat Code="DURATION_MAX" Value="0:13" />
    <ExtendedStat Code="DURATION_MIN" Value="0:03" />
    <ExtendedStat Code="DURATION_AVG" Value="0:06" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTS" Pos="0">
    <ExtendedStat Code="CUM" Value="2435" />
    <ExtendedStat Code="AVG" Value="18.31" />
    <ExtendedStat Code="CONS_WON_MAX" Value="9" />
    <ExtendedStat Code="DEF_OVC_MAX" Value="5" />
  </StatsItem>
</StatsItems>
```



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	S(1)	T for team A for athlete
Order	M	Numeric	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or



Competitor @Type="A" according to competitors' rules. (information sent at the messages with CUM at the DocumentSubtype header attribute)			
Type	Code	Pos	Description
ST	MATCHES	N/A	Element Expected: For athletes or team members
Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of matches played by the athlete
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
Attribute	Value	Description	
Code	DURATION		
Pos	N/A	N/A	
Value	hh:mm	Duration of all matches for the player	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
Attribute	Value	Description	
Code	DURATION_AVG		
Pos	N/A	N/A	
Value	hh:mm	Average match duration for the player	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
Attribute	Value	Description	
Code	LOST		
Pos	N/A	N/A	
Value	Numeric #0	Number of matches lost by the athlete	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			



Expected: If available			
Attribute	Value	Description	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Percentage of matches won	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric #0	Number of matches won by the athlete	
ST	GAMES	N/A	Element Expected: If available
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Number of games played by the player
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
Attribute	Value	Description	
Code	LOST		
Pos	N/A	N/A	
Value	Numeric ##0	Number of games lost by the player	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
Attribute	Value	Description	
Code	PERCENT		
Pos	N/A	N/A	



	Value	Numeric ##0	Percentage of games won by the player
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
	Attribute	Value	Description
	Code	WON	
	Pos	N/A	N/A
	Value	Numeric ##0	Number of games won by the player
ST		PTS	N/A Element Expected: For athletes or team members
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
	Attribute	Value	Description
	Code	CONS_LOST_MAX	
	Pos	N/A	N/A
	Value	Numeric ##0	Most consecutive points lost by the player
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
	Attribute	Value	Description
	Code	CONS_WON_MAX	
	Pos	N/A	N/A
	Value	Numeric ##0	Most consecutive points won by the player
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
	Attribute	Value	Description



Code	DEF_OVC_MAX	
Pos	N/A	N/A
Value	Numeric #0	Greatest deficit overcome by the player
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available		
Attribute	Value	Description
Code	LEAD_LOST_MAX	
Pos	N/A	N/A
Value	Numeric #0	Greatest lead lost by the player
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available		
Attribute	Value	Description
Code	LOST	
Pos	N/A	N/A
Value	Numeric ##0	Total points lost by the player
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available		
Attribute	Value	Description
Code	LOST_OPP_SERVE	
Pos	N/A	N/A
Value	Numeric ##0	Total points lost by the player in opponent's serve
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available		
Attribute	Value	Description



	Code	LOST_OWN_SERVE	
	Pos	N/A	N/A
	Value	Numeric ##0	Total points lost by the player in own serve
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
	Attribute	Value	Description
	Code	WON	
	Pos	N/A	N/A
	Value	Numeric ##0	Total points won by the player
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
	Attribute	Value	Description
	Code	WON_OPP_SERVE	
	Pos	N/A	N/A
	Value	Numeric ##0	Total points won by the player in opponent's serve
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available			
	Attribute	Value	Description
	Code	WON_OWN_SERVE	
	Pos	N/A	N/A
	Value	Numeric ##0	Total points won by the player in own serve
ST		HAND	N/A Element Expected: For athletes or team members, if available



	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness of the player
ST		GRIP	N/A	Element Expected: For athletes or team members, if available
	Attribute	M/O	Value	Description
	Value	M	SC @Grip	Grip of the player
ST		IRM	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	O	SC @IRM	Player's invalid result mark for the tournament

Sample (General)

```

....
<StatsItems>
  <StatsItem Type="ST" Code="MATCHES" Value="2" >
    <ExtendedStat Code="WON" Value="2" />
    <ExtendedStat Code="LOST" Value="0" />
    <ExtendedStat Code="PERCENT" Value="100" />
    <ExtendedStat Code="DURATION" Value="0:50" />
    <ExtendedStat Code="DURATION_AVG" Value="0:25" />
  </StatsItem>
  <StatsItem Type="ST" Code="GAMES" Value="6" >
    <ExtendedStat Code="WON" Value="6" />
    <ExtendedStat Code="LOST" Value="0" />
    <ExtendedStat Code="PERCENT" Value="100" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTS">
    <ExtendedStat Code="WON" Value="67" />
    <ExtendedStat Code="LOST" Value="44" />
    <ExtendedStat Code="WON_OWN_SERVE" Value="30" />
    <ExtendedStat Code="LOST_OWN_SERVE" Value="27" />
    <ExtendedStat Code="WON_OPP_SERVE" Value="37" />
    <ExtendedStat Code="LOST_OPP_SERVE" Value="17" />
    <ExtendedStat Code="CONS_WON_MAX" Value="6" />
    <ExtendedStat Code="CONS_LOST_MAX" Value="5" />
    <ExtendedStat Code="DEF_OVC_MAX" Value="4" />
    <ExtendedStat Code="LEAD_LOST_MAX" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="HAND" Value="R" />
  <StatsItem Type="ST" Code="GRIP" Value="S" />
</StatsItems>
....

```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT178- R-SOG-2016-v2.0 APP (TT)

2.2.7.6 Message Sort

Sort according to the @Order attributes.



2.2.8 Event Final Ranking

2.2.8.1 Description

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

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

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD 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



		<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>

2.2.8.3 Trigger and Frequency

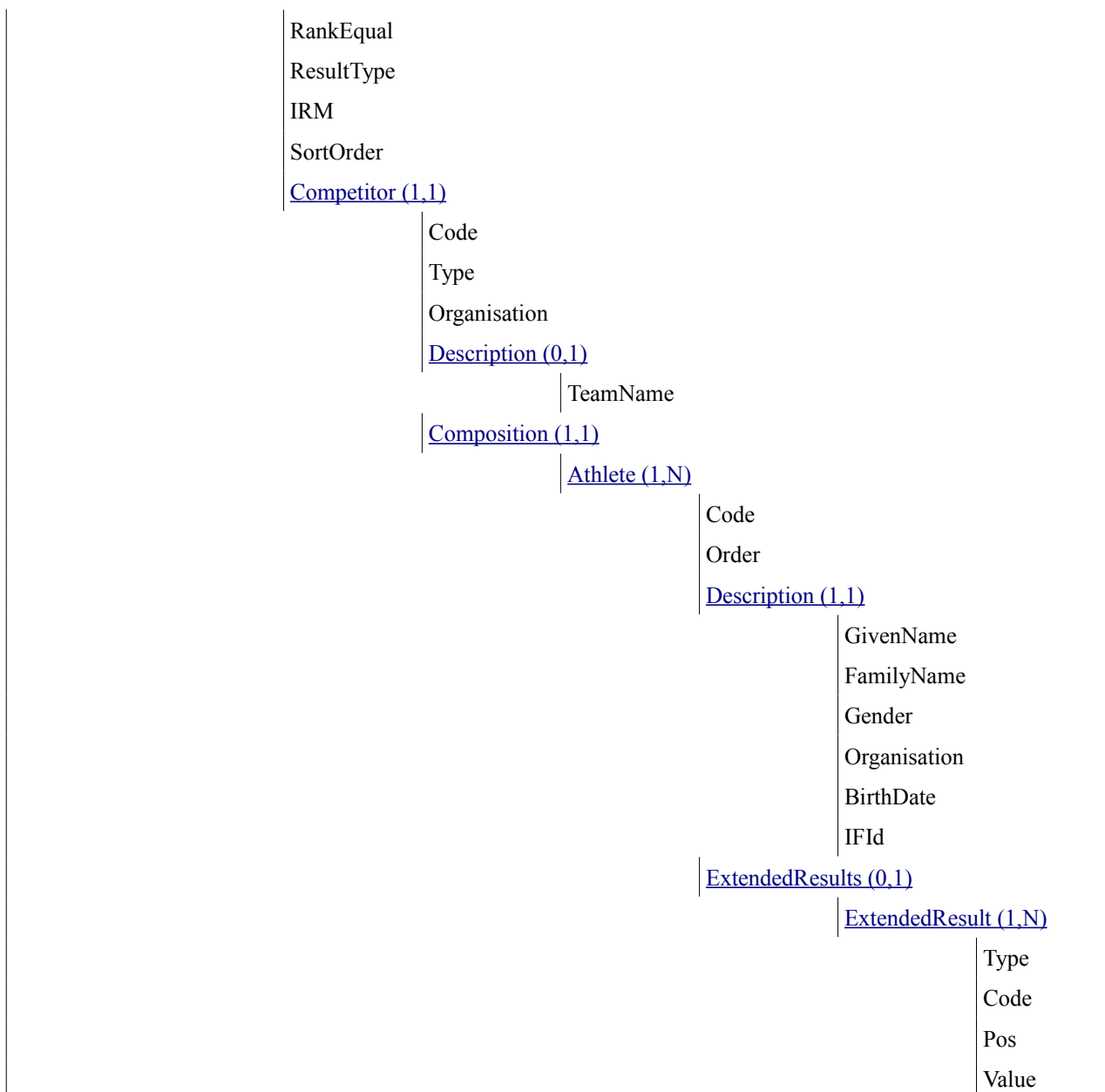
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

- * After the event is finished (OFFICIAL)
- * After any final ranking is known (PARTIAL)

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				
	Result (1,N)						
		Rank					



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. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: 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. Final rank of the competitor in the corresponding event
RankEqual	O	S(1)	Send Y in case of an equalled rank else do not send
ResultType	O	SC @ResultType	Only send in the case of IRM
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
SortOrder	M	Numeric #0	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in



			the rank due to IRM.
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitors's organisation if known

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

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

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

Team member's extended result (only for Team events)

Type	Code	Pos	Description
ER	IRM	N/A	Element Expected: As soon as this information is available and only for individuals in a team if applicable
Attribute	M/O	Value	Description



	Value	M	SC @IRM	Send invalid result mark, in case it is assigned to a team member.
--	-------	---	-------------------------	--

Sample (General)

```

....
<Competition Code="OG2016">
  <Result Rank="1" SortOrder="1" >
    <Competitor Code="1078935" Type="A" Organisation="ESP" >
      <Composition>
        <Athlete Code="1102342" Order="1">
          <Description   GivenName="John"   FamilyName="Black"   Gender="M"
Organisation="ESP" BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <Result Rank="2" SortOrder="2" >
    <Competitor Code="1126413" Type="A" Organisation="USA" >
      <Composition>
        <Athlete Code="1102342" Order="1">
          <Description   GivenName="Pat"   FamilyName="Smith"   Gender="M"
Organisation="USA" BirthDate="1992-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  ....
</Competition>

```

2.2.8.6 Message Sort

Sort by Result @SortOrder



2.2.9 Configuration

2.2.9.1 Description

The Configuration is a message containing general configuration.

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

2.2.9.2 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 The DocumentCode will be at session level for each competition session (one message per session, DD0000Znn), and another at the event level (DDGEEEE000) for the BRACKET_SIZE code.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will



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

2.2.9.3 Trigger and Frequency

- * Immediately after a session schedule is known
- * Upon any changes to the session schedule (for example one unit is rescheduled from one session to another)

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
Competition (1,1)	Code				
	Configs (1,1)				
		Config (1,N)			
			Gender		
			Event		
			Phase		
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code



	Pos
	Value

2.2.9.5 Message Values

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

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

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	SESSION (send by event unit session)	Numeric #0	Pos Description: Session Number Element Expected: Always
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Send for each match in the session			
Attribute	Value	Description	
Code	UNIT		
Pos	N/A	N/A	
Value	S(9)	Send the full RSC of the EventUnit (for example TT001101). For Team only send the Team match, not each match inside	
	BRACKET_SIZE	N/A	Element Expected:



EC	(send by event)		When available
Attribute	M/O	Value	Description
Value	M	SC @BracketItems	Send the code for the first bracket phase of the event

Sample (at session level)

```
....  
<Config Gender="0" Event="000" Phase="Z" Unit="05">  
  <ExtendedConfig Type="EC" Code="SESSION" Pos="1" />  
    <ExtendedConfigItem Code="UNIT" Value="TTM001542">  
    <ExtendedConfigItem Code="UNIT" Value="TTM001543">  
    <ExtendedConfigItem Code="UNIT" Value="TTM001544">  
    ....  
  </ExtendedConfig>  
</Config>
```

Sample (at event level)

```
....  
<Config Gender="M" Event="001" >  
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="1R" />  
</Config>
```

2.2.9.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v0	27 Nov 2014	First version in ODF2 (DRAFT)
v1.0	19 Dec 2014	First version - (SFR version)
v1.1	04 Feb 2015	Comments included after IDM and some corrections - (SFA version)
v1.2	18 Feb 2015	Minor corrections
v1.3	09 Mar 2015	Some issues and Pre-integration comments (P0) included
v1.4	10 Apr 2015	Some issues and Pre-integration comments (P1) included
v1.5	14 May 2015	First version as a full document and CR4785 applied - (APP version)
v1.6	05 Nov 2015	Minor corrections - (external delivery)
v1.7	18 Dec 2015	UVT changes (CR8436) applied and minor corrections - (external delivery)
v1.8	05 Feb 2016	Minor corrections - (external delivery)
v1.9	05 May 2016	CR10255 applied - (external delivery)
v2.0	01 Jun 2016	CR11422 applied - (external delivery)

File Reference: ODF/INT178- R-SOG-2016-v2.0 APP (TT)

Change Log		
Version	Status	Changes on version
v0	Draft	First version in ODF2
v1.0	SFR	Submitted for Review version
v1.1	SFA	<ul style="list-style-type: none"> -Submitted for Approval version -Minor corrections/typos -Applicable Messages: Removed the DT_HISTORIC_RECORD message (due to CR004550). -(DT_PARTIC / DT_PARTIC_UPDATE): Included in the expected of all codes from the element "Participant /Discipline /RegisteredEvent /EventEntry", when they are expected in both messages or only in the update message. -(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Included the optional element "Team /Discipline /RegisteredEvent" in the Message Structure. Updated when is expected the RANK_WLD code (from the element Team /Discipline /RegisteredEvent /EventEntry). -(DT_RESULT): Included some optional elements (related to the ../Extension and ../Description, and ../Athlete /EventUnitEntry), and in the element ../Competitor /Stats / has been included the comment (only for Team events). -(DT_RESULT): Included the "Result / Competitor" element (the @Code attribute could be Competitor's ID (if known) or TBD or NOCOMP. -(DT_RESULT): Updated the examples in the FINAL_RESULT code (at the ExtendedInfos



		<p>/ExtendedInfo element). Also updated the code UNIT_NUM for matches in the team match. Updated the sample as well.</p> <p>-(DT_RESULT): Updated the extension codes HOME and AWAY of the MATCH code (at the element ExtendedInfos /ExtendedInfo /Extension) to change the value BYE to NOCOMP.</p> <p>-(DT_STATS): Included some optional elements (related to the .../ExtendedStat), and also included the "Stats /Competitor /Composition /Athlete" element (used in CUM statistics).</p> <p>-(DT_RANKING): Included the optional elements of ExtendedInfos in the message structure, and in the element ".../Athlete /ExtendedResults /ExtendedResult" has been included the comment (only for Team events).</p> <p>-(DT_CONFIG)-Header Values: Added a message at event level (DDGEEEE000) to include the bracket size code (BRACKET_SIZE). Updated the sample as well.</p> <p>(After IDM):</p> <p>-(DT_RESULT): Updated the Trigger and Frequency to remove message as UNCONFIRMED. Included a note about the status of the different messages within a Team match.</p> <p>-(DT_RESULT): Updated in the whole document the references of "singles and doubles" to indicate they refer to matches (match for Singles events, and, singles matches or doubles match in Team events). Also updated message samples.</p>
v1.2	SFA	<p>-Minor corrections/typos</p> <p>-(DT_PARTIC / DT_PARTIC_UPDATE): Updated the format of the entry code RANK_WLD to S(3) in order to unify, and only expected for Individual events (at the Participant /Discipline /RegisteredEvent /EventEntry element).</p> <p>-(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Updated the format of the entry code RANK_WLD to S(3) -for Team ranking- in order to unify (at the Team /Discipline /RegisteredEvent /EventEntry element).</p> <p>-(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Included the optional element "Team /TeamOfficials / Official" in the Message Structure, and updated those attributes to send the Coach as team official.</p> <p>-(DT_RESULT): Added the IS_CURRENT code, to send just in singles/doubles matches for Team events (at the ExtendedInfos /ExtendedInfo element), to indicate if the match is the current sub-match in the Team match.</p> <p>Updated samples, and corrected others.</p>
v1.3	SFA	<p>-Minor corrections.</p> <p>-(DT_RESULT): Updated the Trigger and Frequency to clarify that all sequence of statuses are expected for each match/sub-match of all events, and has been included the INTERMEDIATE status only for the team match, to be send after a sub-match is finished (except for the last one).</p> <p>-(DT_RESULT): Updated the @WLT attribute (at the Result element) to clarify is expected at end of each match/sub-match, i.e. the match in singles events, singles and doubles matches and the team match in team events.</p> <p>-(DT_RESULT): Updated the DURATION code (at the ExtendedInfos /ExtendedInfo element) to clarify is expected at end of each match, for singles events and for team events, in singles/doubles matches and the team match.</p> <p>-(DT_RESULT): Updated the FINAL_RESULT code (at the ExtendedInfos /ExtendedInfo element) to include is expected also in the team match (INTERMEDIATE message) with the result after each of the sub-matches.</p> <p>-(DT_RESULT): Added the @Pos attribute in the SERVE code (at the ExtendedInfos/ExtendedInfo element), only to send in the doubles match in team events, to indicate which athlete is serving in this match.</p>



		<p>Updated samples, and corrected others.</p> <p>(Pre-integration comments-P0 applied): -(DT_CONFIG): Updated the SESSION code to remove the @Value attribute (start date and time of this session), not needed. Updated samples.</p>
v1.4	SFA	<p>-(DT_RESULT): Included a clarification in the UNIT_NUM code (at the ExtendedInfos /ExtendedInfo element) about the current sub-match will be in the team match in brackets (while the team match is not finished). -(DT_RESULT): Updated the TEAM/CURRENT code (at the ExtendedInfos /ExtendedInfo element) to be expected in all LIVE messages of the team event, in singles/doubles matches and team match. Updated sample.</p> <p>(Pre-integration comments-P1 applied): -(def.#113176 applied) - (DT_RESULT): Updated the FINAL_RESULT code (at the ExtendedInfos /ExtendedInfo element) to indicate in INTERMEDIATE message (after a sub-match in a Team match) there is no closing bracket in the Final result of the team match while the match is not finished. Updated sample. -(DT_RESULT): Updated the Trigger and Frequency section to remove the OFFICIAL status for the sub-match in a team match. And rewrite the sequence of messages agreed for the Team events; i.e.: START_LIST, LIVE, UNOFFICIAL for each sub-match; INTERMEDIATE for the Team match after each sub-match (except the last) in addition to the already defined messages for the team match (START_LIST, LIVE, UNOFFICIAL / OFFICIAL).</p>
v1.5	APP	<p>-Approved version -First version as a full document -(CR4785 applied): Updated DT_SCHEDULE / DT_SCHEDULE_UPDATE messages (changes in some attributes from the Unit element).</p>
v1.6	APP	<p>(def.#119947): -(DT_RESULT): Updated the value of the DEF_OVC_MAX code (to S(2), it will be "-" when no deficit overcome), in both elements Result /Competitor /Stats /Stat (for team events -doubles matches and team match-), and, Result /Competitor /Composition /Athlete /Stats /Stat (for singles matches). Updated samples.</p>
v1.7	APP	<p>-Minor corrections/typos in the samples. -(DT_RESULT): Corrected the samples in the FINAL_RESULT code for the team events sub-match message (UNOFFICIAL).</p> <p>(CR8436 applied): -(DT_RESULT): Added the CARD code (at the ExtendedInfos /ExtendedInfo element) to be expected in LIVE messages, with the penalty card information (for the most recent card received by the athletes in a match). Updated samples.</p>
v1.8	APP	<p>-(related to def.#126089) (DT_PLAY_BY_PLAY): Updated the Trigger and Frequency to "After every point". -Fixed typographical error in DT_SCHEDULE / DT_SCHEDULE_UPDATE messages (Venue mandatory at the Unit element).</p>
v1.9	APP	<p>(CR10255 applied): -(DT_RESULT): Updated some descriptions related to new IRM rules (for WO and DSQ will</p>



		have results), in the FINAL_RESULT code (at /ExtendedInfos /ExtendedInfo element) to update the samples, and in @Result attribute (at /Result element) to remove sentences of "...not be send if the opponent did no play". -(DT_RESULT): The "IRM" code has been removed from the SC @ResultType entity codes. Updated the descriptions of the attributes @IRM and @ResultType (at /Result element) accordingly.
v2.0	APP	(CR11422 applied): -(DT_RESULT): Updated the Trigger and Frequency section for matches in Team events (START_LIST status) to include "... and the match is confirmed to happen ...", because the fourth and fifth sub-matches are not confirmed to happen before reaching the third sub-match.