



INTERNATIONAL OLYMPIC COMMITTEE

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Olympic Data Feed



ODF Tennis Data Dictionary
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Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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



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



2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in 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	<u>X</u>
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<u>X</u>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<u>X</u>
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	<u>X</u>
DT_PLAY_BY_PLAY	Play by Play	<u>X</u>
DT_CURRENT	Current Information	<u>X</u>
DT_BRACKETS	Brackets	<u>X</u>
DT_RANKING	Event Final Ranking	<u>X</u>
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<u>X</u>
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)

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
Competition (1,1)								
	Code							
	Unit (0,N)	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	
				IFId	
			<u>Composition (0,1)</u>		
				<u>Athlete (1,N)</u>	
					Code



	Order Description (1,1) GivenName FamilyName 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	Numeric ###	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent in the case of some @ScheduleStatus, such as UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.) 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.
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) is an estimation. Do not send if StartDate (scheduled start time) is not an estimation as the StartDate is correct.</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 in the case of some Unit@Status, such as those meaning cancelled, postponed.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is an estimation. Do not send if EndDate scheduled end time is not an estimation.</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	Gold medal event unit or bronze medal event unit.



			Do not send if not a medal event unit
Venue	M	CC @VenueCode	Venue where the unit takes place
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
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)	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
IFId	O	S(16)	Team IF number, send if 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 zeroes	Athlete's ID, corresponding to either a team member or an 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

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

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



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

2.2.2.1 Description

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

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC	/ List of participants by discipline message



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

2.2.2.3 Trigger and Frequency

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

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

2.2.2.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		
			IFId		
			RegisteredEvent (0,N)		
				Gender	



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

2.2.2.5 Message Values

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>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.</p> <p>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.</p>
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



			<p>the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>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".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth



CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	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)	ITF Licence number (competitor's federation licence number for the discipline).



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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	HAND	N/A	Element Expected: Always, as soon as this information is known and this athlete has Handedness (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	O	SC @Hand
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this athlete has Qualifying Type (this information can be sent in both messages) Applies to individuals in the singles events and to the team in the doubles events. It does not apply to individuals in a doubles team.
	Attribute	M/O	Value
	Value	O	SC @QualifyingType
ENTRY	RANK_WLD	N/A	Element Expected: Always, as soon as this information is known and this athlete has rank. Applies to both individual and doubles events.
	Attribute	M/O	Value
	Value	O	Numeric
			World Rank



			###	
ENTRY		SEED	N/A	Element Expected: Always, as soon as this information is known and this athlete has Seed Number. Only applicable to individual events. (this information only will be sent in the update message)
	Attribute	M/O	Value	Description
	Value	O	Numeric ##	Seed Number

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.

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



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

2.2.3.3 Trigger and Frequency

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

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

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code				
	Team (1,N)	Code			
		Organisation			
		Name			
		Gender			
		Current			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (1,N)		
				Code	
		Discipline (0,1)			
			Code		



	RegisteredEvent (0,1) Event Gender EventEntry (0,N) Code Type Pos Value
--	--

2.2.3.5 Message Values

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

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Name	O	S(73)	Team's name.
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to



			<p>the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>
--	--	--	---

Element: Team /Composition /Athlete (1,N)

In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.

Element: Team /Discipline (0,1)

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Element: Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this team has Qualifying Type (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	O	SC @QualifyingType Qualifying Type
	SEED	N/A	Element Expected:



ENTRY				Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)
	Attribute	M/O	Value	Description
	Value	O	Numeric ##	Seed Number

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	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in TE	Not used in TE
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). Use: START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day



		<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.
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

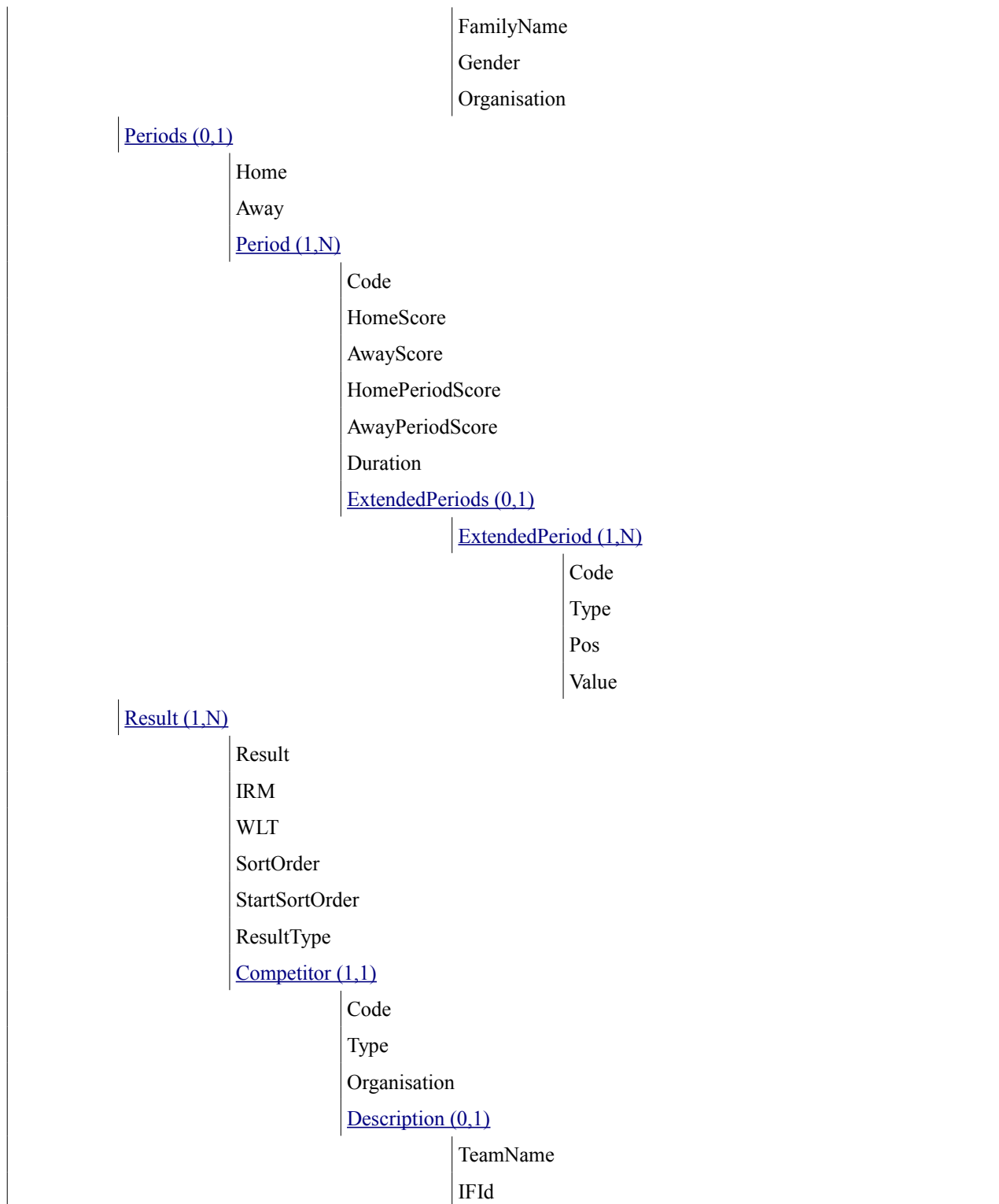
- As soon as each competitor is known and any changes in start list data (START_LIST)
- When the match starts and after every change in any data (LIVE)
- When match is stopped due to weather or bad light etc. (INTERMEDIATE)
- When each set finishes or when breaks are decided due to high temperature (INTERMEDIATE)
- After the match over (UNOFFICIAL/OFFICIAL)

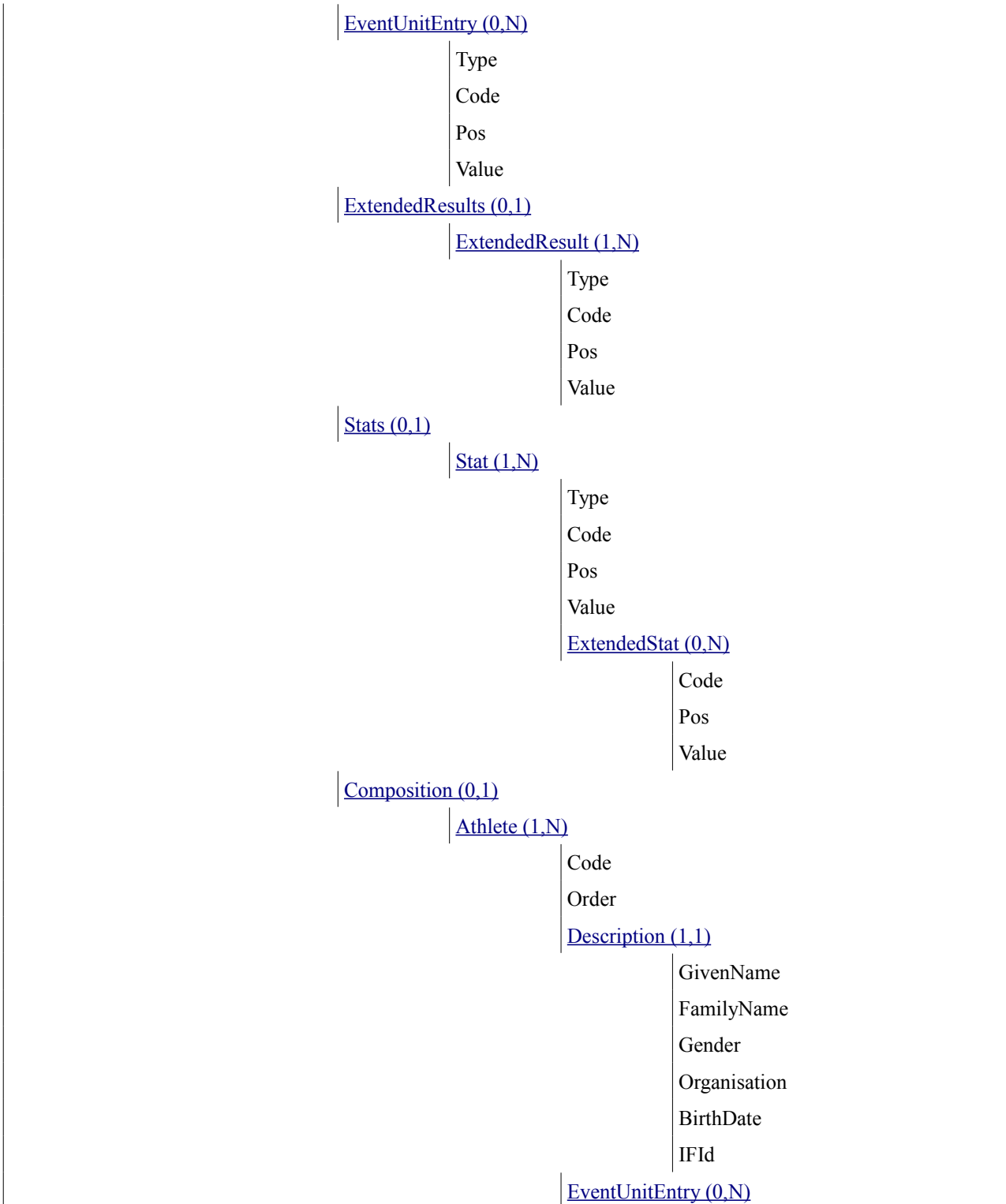


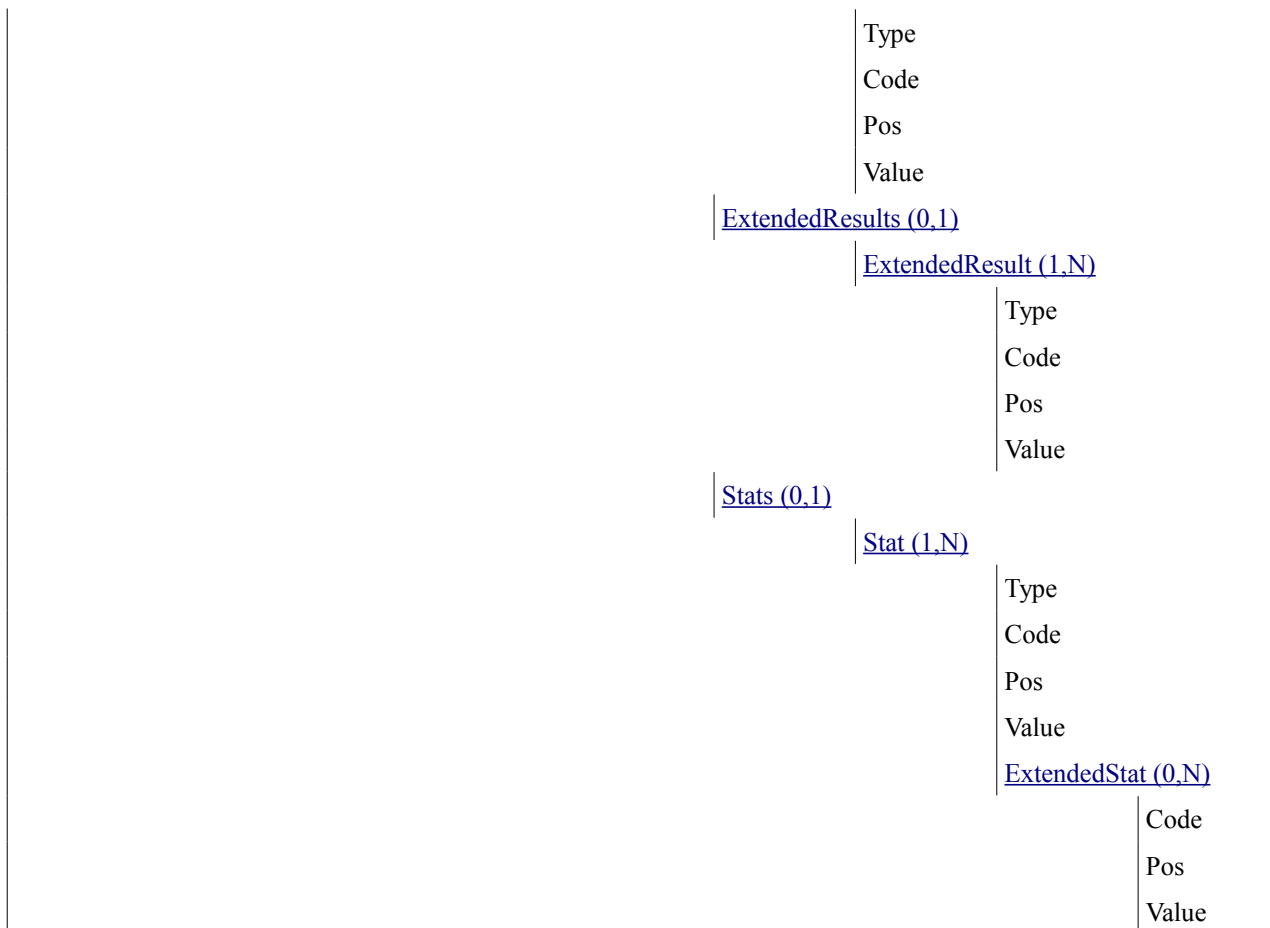
2.2.4.4 Message Structure

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	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Officials (0,1)							
		Official (1,N)						
			Code					
			Function					
			Order					
			Description (1,1)					
				GivenName				







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 /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	CURRENT_SET	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value
			Description



	Value	O	SC @Period	Send the proposed Code
UI		DURATION	N/A	Element Expected: At the end of the match
	Attribute	M/O	Value	Description
	Value	O	h:mm	Match elapsed time
UI		FINAL_RESULT	N/A	Element Expected: When the match is over
	Attribute	M/O	Value	Description
	Value	O	String	Match final result in the display format: 7-6(3) 7-5 or 6-3 3-6 [10-4] or 6-1 4-6 1-1 RET
UI		MATCH_STATUS	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	SC @Status	Match status

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)	Text short description Event Unit name, not code

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	Official's code



		zeroes	
Function	M	CC @ResultsFunction	Chair Umpire
Order	O	Numeric	Official's order (if the discipline specificity required it).

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

Officials extended information.

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

Element: Periods (0,1)

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Competitor code of the home competitor. Must send if known
Away	O	S(20) with no leading zeroes	Competitor code of the away competitor. Must send if known

Element: Periods /Period (1,N)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC @Period	Set Number, usually there are 3 sets except for Men's Singles Finals which has 5 sets
HomeScore	M	String	Home competitor score achieved in the current set . The format of the result can be [10] or 6 (4).
AwayScore	M	String	Away competitor score achieved in the current set. The format of the result can be [10] or 6 (4).
HomePeriodScore	O	S(2)	Home competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point). Only applicable during a game.
AwayPeriodScore	O	S(2)	Away competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point). Only applicable during a game.



Duration	M	mm	Duration of the Set in minutes Expected at the end of the period.
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Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type		Code	Pos	Description
EP		TIE-BREAK_AWAY	N/A	Element Expected: For any tie-break
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Score of the away competitor in the Tie-Break
EP		TIE-BREAK_HOME	N/A	Element Expected: For any tie-break
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Score of the home competitor in the Tie-Break
EP		WIN	N/A	Element Expected: When the Set finishes
	Attribute	M/O	Value	Description
	Value	O	S(1)	Set Winner Indicator send H or A if the set is winner for Home or Away

Sample (General)



```

...
<Periods Home="3246254" Away="6318737" >
  <Period Code="S1" HomeScore="6" AwayScore="7" Duration="53min">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="TIE-BREAK_HOME" Value="0" />
      <ExtendedPeriod Type="EP" Code="TIE-BREAK_AWAY" Value="7" />
      <ExtendedPeriod Type="EP" Code="WIN" Value="A" />
    </ExtendedPeriods>
  </Period>
  <Period Code="S2" HomeScore="6" AwayScore="3" Duration="37min">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="WIN" Value="H" />
    </ExtendedPeriods>
  </Period>
  <Period Code="S3" HomeScore="2" AwayScore="3" HomePeriodScore="30"
  AwayPeriodScore="15"/>
</Periods>
....

```

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	Result for the particular event unit, i.e. the numbers of sets won. Information requested after each set for LIVE , INTERMEDIATE, UNOFFICIAL, OFFICIAL ResultsStatus
IRM	O	SC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L) the match Mandatory when the match is finished
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home and the Visitor. 1 for Home and 2 for Away
StartSortOrder	M	Numeric	Send 1 for Home competitor and 2 for Away competitor



ResultType	O	SC @ResultType	Result type, either score or IRM for the corresponding event unit, Mandatory when the match is finished
------------	---	--------------------------------	---

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	Send the competitor identifier if known or TBD (for To Be Determined)
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation ID

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

For team event information

Type	Code	Pos	Description
EUE	SEED	N/A	Element Expected: Send only for those competitors with seed.
	Attribute	M/O	Value
	Value	O	Numeric #0
			Description
			Send Seed number

Sample (General)

```

...
<EventUnitEntry Type="EUE" Code="SEED" Value="4"/>
...

```

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



Type		Code	Pos	Description
ER		CHALLENGES_RE MAIN	N/A	Element Expected: Always when LIVE or INTERMEDIATE and on courts where the data is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #	Send the number of remained challenges for the competitor in the current set.
ER		GAME_PT_COUNT	N/A	Element Expected: Always when LIVE.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the cumulative number of times that this competitor has held a game point in the current GAME
ER		MATCH_PT_COUN T	N/A	Element Expected: Always when LIVE.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the cumulative number of times that this competitor has held a match point in the current MATCH
ER		SET_PT_COUNT	N/A	Element Expected: Always when LIVE.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the cumulative number of times that this competitor has held a set point in the current SET.

Element: Result /Competitor /Stats /Stat (1,N)				
Type		Code	Pos	Description
ST		1ST_SERVE	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event				
	Attribute	Value	Description	



Code	ACE	
Pos	N/A	N/A
Value	Numeric #0	1st Serve Aces
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event		
Attribute	Value	Description
Code	ATTEMPTS	
Pos	N/A	N/A
Value	Numeric ##0	1st Serves attempts
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event		
Attribute	Value	Description
Code	MADE	
Pos	N/A	N/A
Value	Numeric ##0	1st Serves made. This is also the information of the 1st Serves POINTS played
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event		
Attribute	Value	Description
Code	PERCENT	
Pos	N/A	N/A
Value	S(3) ##0 or "-"	1st Serve %
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event		



Attribute	Value	Description	
Code	POINTS_WON		
Pos	N/A	N/A	
Value	Numeric ##0	1st Serve Points Won	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	POINTS_WON_PER CENT		
Pos	N/A	N/A	
Value	S(3) ##0 or "-"	1st Serve Points Winning %	
ST	2ND_SERVE	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	ACE		
Pos	N/A	N/A	
Value	Numeric #0	2nd Serve Aces	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	ATTEMPTS		



Pos	N/A	N/A
Value	Numeric ##0	2nd Serves played. This is also the information of the 2nd Serves POINTS played
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event		
Attribute	Value	Description
Code	MADE	
Pos	N/A	N/A
Value	Numeric ##0	1st Serves made.
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event		
Attribute	Value	Description
Code	PERCENT	
Pos	N/A	N/A
Value	S(3) ##0 or "-"	2nd Serve %
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event		
Attribute	Value	Description
Code	POINTS_WON	
Pos	N/A	N/A
Value	Numeric ##0	2nd Serve Points Won
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event		



Attribute	Value	Description	
Code	POINTS_WON_PERCENT		
Pos	N/A	N/A	
Value	S(3) ##0 or "-"	2nd Serve Points Winning %	
ST	ACES	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Aces
ST	BREAK_PTS	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	Break Point Conversion %
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	ATTEMPTS		
Pos	N/A	N/A	
Value	Numeric ##0	Break Points Opportunities	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	WON		



	Pos	N/A	N/A	
	Value	Numeric ##0	Break Points Converted	
ST		DBL_FAULT	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Double Faults
ST		ERR_FORCED	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Forced Errors
ST		ERR_UNFORCED	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Unforced Errors
ST		POINTS	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Points Won



ST	RECEIVE	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event	
	Attribute	M/O	Value	Description
	Value	O	S(3) ##0 or "-"	Receiving Points won %
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event				
	Attribute	Value	Description	
	Code	ATTEMPTS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Receiving Points Played	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event				
	Attribute	Value	Description	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric ##0	Receiving Points won	
ST	SERV_WIN	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Service Winners
ST	WINNERS	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total	



				Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description	
Value	O	Numeric ##0	Total Winners	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event				
Attribute	Value	Description		
Code	BACKHAND			
Pos	N/A	N/A		
Value	Numeric ##0	Backhand winners		
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Only for the Doubles event				
Attribute	Value	Description		
Code	FOREHAND			
Pos	N/A	N/A		
Value	Numeric ##0	Forehand winners		

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Send the athlete identifier if known or TBD (for To be determined)
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)

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	SEED	N/A	Element Expected: Send only for those competitors with seed.	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send Seed number

Sample (General)

```
<Athlete Code="1135320" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="SEED" Value="5" />
</Athlete>
```

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

Team member or individual athlete's extended result.

Type	Code	Pos	Description	
ER	CHALLENGES_RE MAIN	N/A	Element Expected: Always when LIVE and on courts where the data is available	
	Attribute	M/O	Value	Description
	Value	O	Numeric #	Send the number of remained challenges for the athlete in the current set.
ER	GAME_PT_COUNT	N/A	Element Expected: Always when LIVE.	



	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the cumulative number of times that this player has held a game point in the current GAME
ER		LAST_SPEED	N/A	Element Expected: Always when LIVE or INTERMEDIATE
	Attribute	M/O	Value	Description
	Value	O	Numeric #	The speed of the last serve of the athlete. Please send "-" if not available.
ER		MATCH_PT_COUNT	N/A	Element Expected: Always when LIVE.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the cumulative number of times that this player has held a match point in the current MATCH
ER		SERVE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y if the competitor has the serve in this game
ER		SET_PT_COUNT	N/A	Element Expected: Always when LIVE.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the cumulative number of times that this player has held a set point in the current SET.

Element: Result /Competitor /Composition /Athlete /Stats /Stat (1,N)				
	Type	Code	Pos	Description
ST		1ST_SERVE	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A



Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event		
Attribute	Value	Description
Code	ACE	
Pos	N/A	N/A
Value	Numeric #0	1st Serve Aces
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: 1st Serves attempts		
Attribute	Value	Description
Code	ATTEMPTS	
Pos	N/A	N/A
Value	Numeric ##0	Only for the Single event
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event		
Attribute	Value	Description
Code	MADE	
Pos	N/A	N/A
Value	Numeric ##0	1st Serves made. This is also the information of the 1st Serves POINTS played
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event		
Attribute	Value	Description
Code	PERCENT	
Pos	N/A	N/A
Value	S(3) ##0 or "-"	1st Serve %



Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	POINTS_WON		
Pos	N/A	N/A	
Value	Numeric ##0	1st Serve Points Won	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	POINTS_WON_PER CENT		
Pos	N/A	N/A	
Value	S(3) ##0 or "-"	1st Serve Points Winning %	
ST	2ND_SERVE	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value
	Value	O	N/A
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event			
	Attribute	Value	Description
	Code	ACE	
	Pos	N/A	N/A
	Value	Numeric #0	2nd Serve Aces
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat			



Expected: Only for the Single event		
Attribute	Value	Description
Code	ATTEMPTS	
Pos	N/A	N/A
Value	Numeric ##0	2nd Serves played. This is also the information of the 2nd Serves POINTS played
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event		
Attribute	Value	Description
Code	MADE	
Pos	N/A	1st Serves made.
Value	Numeric ##0	1st Serves made.
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event		
Attribute	Value	Description
Code	PERCENT	
Pos	N/A	N/A
Value	S(3) ##0 or "-"	2nd Serve %
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event		
Attribute	Value	Description
Code	POINTS_ WON	
Pos	N/A	N/A
Value	Numeric	2nd Serve Points Won



		##0		
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat				
Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	POINTS_WON_PERCENT		
	Pos	N/A	N/A	
	Value	S(3) ##0 or "-"	2nd Serve Points Winning %	
ST		ACES	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Aces
ST		BREAK_PTS	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	S(3) ##0 or "-"	Break Point Conversion %
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat				
Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	ATTEMPTS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Break Points Opportunities	



Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric ##0	Break Points Converted	
ST	DBL_FAULT	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Double Faults
ST	ERR_FORCED	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Forced Errors
ST	ERR_UNFORCED	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Unforced Errors
ST	MAX_SPEED	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Always, only for Singles Events and



				only for those courts provided with speed radar
	Attribute	M/O	Value	Description
	Value	O	S(3) ##0.0 or "-" or "0"	Max Speed kmh in the 1st or 2nd Service
ST		NET_PTS	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	S(3) ##0 or "-"	Net Points Winning %
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	ATTEMPTS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Net Points Played	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric ##0	Net Points won	
ST		POINTS	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event



	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Points Won
ST		RECEIVE	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	S(3) ##0 or "-"	Receiving Points won %
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	ATTEMPTS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Receiving Points Played	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric ##0	Receiving Points won	
ST		SERV_WIN	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Service Winners



ST		WINNERS	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total Winners
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	BACKHAND		
	Pos	N/A	N/A	
	Value	Numeric ##0	Backhand winners	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	FOREHAND		
	Pos	N/A	N/A	
	Value	Numeric ##0	Forehand winners	

Sample (Serve)



```
....
<Stats>
<Stat Type="ST" Code="SERV_WIN" Pos="S1" Value="0" />
....
    <Stat Type="ST" Code="SERV_WIN" Pos="TOT" Value="0" />
    <Stat Type="ST" Code="DBL_FAULT" Pos="S1" Value="5" />
....
    <Stat Type="ST" Code="DBL_FAULT" Pos="TOT" Value="8" />
    <Stat Type="ST" Code="ACES" Pos="S1" Value="1" />
....
    <Stat Type="ST" Code="ACES" Pos="TOT" Value="7" />
<Stat Type="ST" Code="1ST_SERVE" Pos="S1">
    <ExtendedStat Code="ATTEMPTS" Value="25" />
    <ExtendedStat Code="MADE" Value="35" />
    <ExtendedStat Code="POINTS_WON" Value="11" />
    <ExtendedStat Code="PERCENT" Value="23" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="25" />
    <ExtendedStat Code="ACE" Value="1" />
</Stat >
...
<Stat Type="ST" Code="1ST_SERVE" Pos="TOT">
    <ExtendedStat Code="ATTEMPTS" Value="85" />
    <ExtendedStat Code="MADE" Value="63" />
    <ExtendedStat Code="POINTS_WON" Value="42" />
    <ExtendedStat Code="PERCENT" Value="67" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="67" />
    <ExtendedStat Code="ACE" Value="7" />
</Stat >
<Stat Type="ST" Code="2ND_SERVE" Pos="S1">
    <ExtendedStat Code="ATTEMPTS" Value="12" />
    <ExtendedStat Code="MADE" Value="7" />
    <ExtendedStat Code="POINTS_WON" Value="5" />
    <ExtendedStat Code="PERCENT" Value="25" />
<ExtendedStat Code="POINTS_WON_PERCENT" Value="23" />
    <ExtendedStat Code="ACE" Value="0" />
</Stat >
...
<Stat Type="ST" Code="2ND_SERVE" Pos="TOT">
    <ExtendedStat Code="ATTEMPTS" Value="22" />
    <ExtendedStat Code="MADE" Value="14" />
    <ExtendedStat Code="POINTS_WON" Value="8" />
    <ExtendedStat Code="PERCENT" Value="36" />
<ExtendedStat Code="POINTS_WON_PERCENT" Value="64" />
    <ExtendedStat Code="ACE" Value="0" />
</Stat >
```

Sample (Others)



```
<Stat Type="ST" Code="RECEIVE" Pos="S1" Value="15" >
...
  <Stat Type="ST" Code="RECEIVE" Pos="TOT" Value="29" >
    <ExtendedStat Code="ATTEMPTS" Value="70" />
    <ExtendedStat Code="WON" Value="20" />
  </Stat >
  <Stat Type="ST" Code="BREAK_PTS" Pos="S1" Value="15" >
    <ExtendedStat Code="ATTEMPTS" Value="2" />
    <ExtendedStat Code="WON" Value="1" />
  </Stat >
...
  <Stat Type="ST" Code="BREAK_PTS" Pos="TOT" Value="20" >
    <ExtendedStat Code="ATTEMPTS" Value="5" />
    <ExtendedStat Code="WON" Value="1" />
  </Stat >
  <Stat Type="ST" Code="NET_PTS" Pos="S1" Value="25" >
    <ExtendedStat Code="ATTEMPTS" Value="3" />
    <ExtendedStat Code="WON" Value="3" />
  </Stat >
...
  <Stat Type="ST" Code="NET_PTS" Pos="TOT" Value="90" >
    <ExtendedStat Code="ATTEMPTS" Value="10" />
    <ExtendedStat Code="WON" Value="9" />
  </Stat >
  <Stat Type="ST" Code="POINTS" Pos="S1" Value="50" >
...
  <Stat Type="ST" Code="POINTS" Pos="TOT" Value="70" >
  <Stat Type="ST" Code="WINNERS" Pos="S1" Value="7" >
    <ExtendedStat Code="FOREHAND" Value="10" />
    <ExtendedStat Code="BACKHAND" Value="1" />
  </Stat >
...
  <Stat Type="ST" Code="WINNERS" Pos="TOT" Value="20" >
    <ExtendedStat Code="FOREHAND" Value="14" />
    <ExtendedStat Code="BACKHAND" Value="3" />
  </Stat >
  <Stat Type="ST" Code="ERR_UNFORCED" Pos="S1" Value="5" />
...
  <Stat Type="ST" Code="ERR_UNFORCED" Pos="TOT" Value="13" />
<Stat Type="ST" Code="ERR_FORCED" Pos="S1" Value="24" />
...
  <Stat Type="ST" Code="ERR_FORCED" Pos="TOT" Value="40" />
<Stat Type="ST" Code="MAX_SPEED" Pos="S1" Value="210" />
...
  <Stat Type="ST" Code="MAX_SPEED" Pos="TOT" Value="200" />
```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT175- R-SOG-2016-v2.9 APP (TE)

2.2.4.6 Message Sort

Sort by Result @SortOrder



2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Only applies to individual event
DocumentSubcode	Not used in TE	Not used in TE
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: LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages



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

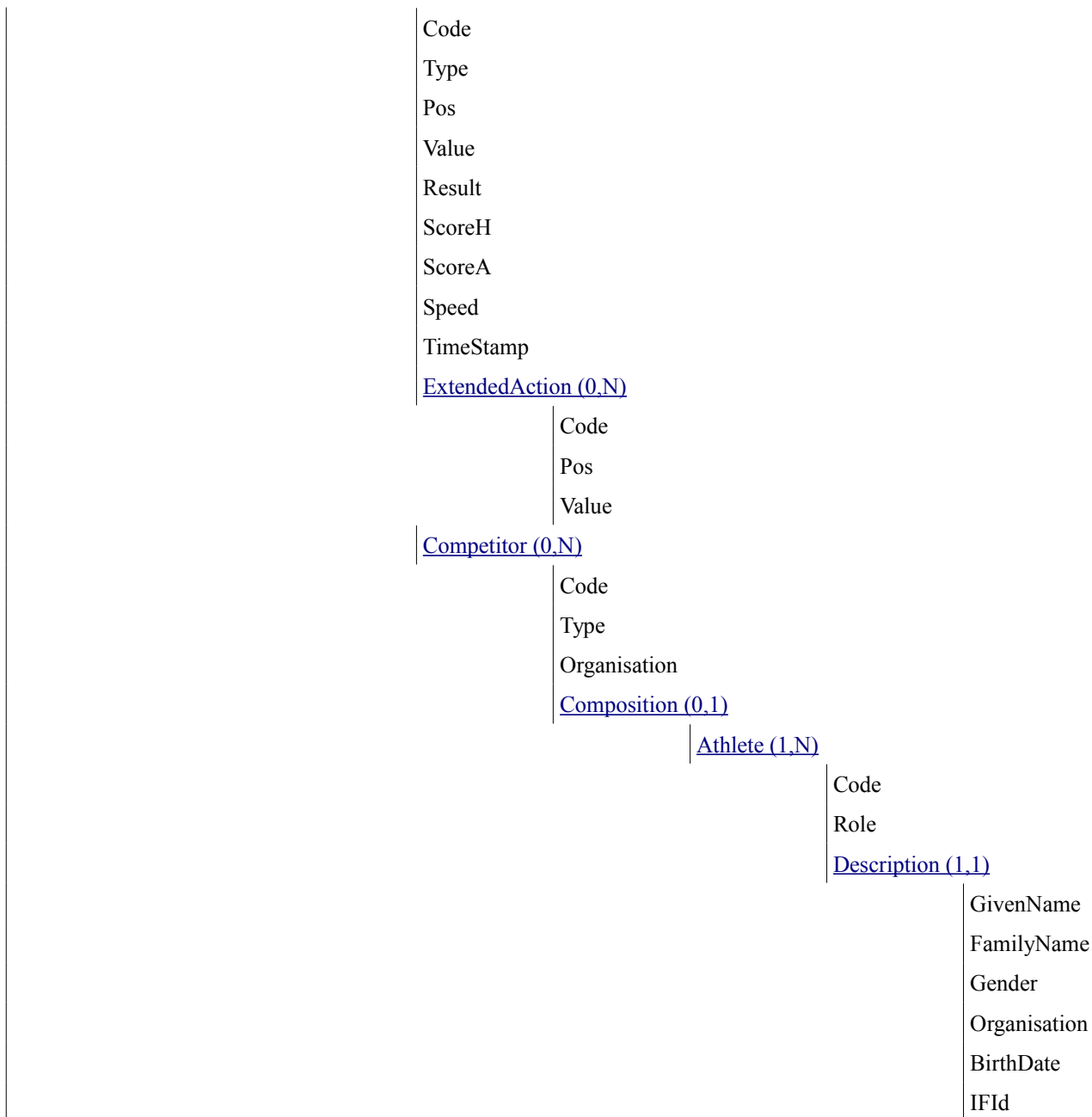
2.2.5.3 Trigger and Frequency

-After every point

2.2.5.4 Message Structure

The following table defines the structure of the message.

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



2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description



Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
------	---	---------------------------------	--

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Unit, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: UnitActions /UnitAction (1,N)

Type	Code	Pos	Description
UAC	CC @Period	Numeric ##0	Pos Description: Unique sequential number for each point in the match. Element Expected: After every point
	Attribute	M/O	Value
	Value	M	SC @Action
	Result	M	SC @ResAction
	ScoreH	O	S(2)
			Description
			Game number within the set (Gn) or TB for tie-break
			Result of the point
			Home score in the game or AD for advantage. Send except if it was the last point in the game or the other competitor holds advantage



ScoreA	O	S(2)	Away score in the game or AD for advantage. Send except if it was the last point in the game or the other competitor holds advantage
Speed	O	Numeric ##0.0	Send the service speed. Send after each point and only in the available courts and only in the case of successful serve
TimeStamp	O	Time	Local time of the action (for alignment to video)
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: Send only at the end of a game if a service break.			
Attribute	Value	Description	
Code	SERVICE_BREAK		
Pos	N/A	N/A	
Value	S(1)	Send if the action is the end of the games and there was a service break	
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: Send only at the end of each game			
Attribute	Value	Description	
Code	SET_SCORE_A		
Pos	N/A	N/A	
Value	Numeric #0	Away score in the set	
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: Send only at the end of each game			
Attribute	Value	Description	
Code	SET_SCORE_H		
Pos	N/A	N/A	



	Value	Numeric #0	Home score in the set
--	-------	---------------	-----------------------

Sample (General)

```

<UnitActions>
  <UnitAction Type="UAC" Code="S1" Pos="7" Value="G2" Result="A1" ScoreH="40" ScoreA="30"
  Speed="148.0">
    <Competitor Code="1124914" Type="A" Organisation="NZL">
      <Composition>
        <Athlete Code="1124914" Role="SRV">
          <Description GivenName="John" FamilyName="Fry" Gender="M"
  Organisation="NZL" />
        </Athlete>
      </Composition>
    </Competitor>
  </UnitAction>
  <UnitAction Type="UAC" Code="S1" Pos="8" Value="G2" Result="S2" Speed="142.0">
    <ExtendedAction Code="SET_SCORE_H" Value="1" />
    <ExtendedAction Code="SET_SCORE_A" Value="0" />
    <Competitor Code="1124914" Type="A" Organisation="NZL">
      <Composition>
        <Athlete Code="1124914" Role="SRV">
          <Description GivenName="John" FamilyName="Fry" Gender="M"
  Organisation="NZL" />
        </Athlete>
      </Composition>
    </Competitor>
  </UnitAction>

```

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

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

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

Element: UnitActions /UnitAction /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID (individual athlete or team member) related



		zeroes	to the action
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes. Always send the server.

Element: UnitActions /UnitAction /Competitor /Composition /Athlete /Description (1,1)**Athletes extended information**

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

2.2.5.6 Message Sort

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



2.2.6 Current Information

2.2.6.1 Description

The Current message is a message containing the current information in a competition which is live.

2.2.6.2 Header Values

The following table describes the message header attributes.

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



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

2.2.6.3 Trigger and Frequency

- After every serve
- At the end of every point

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
Competition (1,1)	Code				
	ExtendedInfos (0,1)				
		ExtendedInfo (1,N)	Type		
			Code		
			Pos		
			Value		
	Periods (0,1)				
		Home			
		Away			
		Period (1,N)			
			Code		
			HomeScore		
			AwayScore		
			HomePeriodScore		
			AwayPeriodScore		
			ExtendedPeriods (0,1)		
				ExtendedPeriod (1,N)	
					Code
					Type



	Pos
	Value

2.2.6.5 Message Values

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

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	BREAK_POINT	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Next break point indicator: Send H for home team Send A for away team
UI	MATCH_POINT	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Next match point indicator: Send H for home team Send A for away team
UI	SERVE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Serve indicator: Send H for home team Send A for away team
UI	SET_POINT	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Next set point indicator: Send H for home team



				Send A for away team
UI		SPEED	N/A	Element Expected: Always on courts where speed available
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Online serve speed

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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Set Number, usually there are 3 sets except for Men's Singles Finals which has 5 sets
HomeScore	M	Numeric #0	Home competitor score achieved in the current set
AwayScore	M	Numeric #0	Away competitor score achieved in the current set
HomePeriodScore	O	S(2)	Homecompetitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point). Only applicable during a game.
AwayPeriodScore	O	S(2)	Away competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point). Only applicable during a game.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
Type	Code	Pos	Description
EP	TIE-BREAK_AWAY	N/A	Element Expected: For any tie-break



	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Score of the away competitor in the Tie-Break
EP		TIE-BREAK_HOME	N/A	Element Expected: For any tie-break
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Score of the home competitor in the Tie-Break
EP		WIN	N/A	Element Expected: When the Set finishes
	Attribute	M/O	Value	Description
	Value	O	S(1)	Set Winner Indicator send H or A if the set is winner for Home or Away

Sample (General)

```

<Competition Code="OG2016">
  <ExtendedInfos>
    <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
    <ExtendedInfo Type="UI" Code="SPEED" Value="143.0" />
  </ExtendedInfos>
  <Periods Home="3246254" Away="6318737" >
    <Period Code="S1" HomeScore="6" AwayScore="7" >
      <ExtendedPeriods>
        <ExtendedPeriod Type="EP" Code="TIE-BREAK_HOME" Value="0" />
        <ExtendedPeriod Type="EP" Code="TIE-BREAK_AWAY" Value="7" />
        <ExtendedPeriod Type="EP" Code="WIN" Value="A" />
      </ExtendedPeriods>
    </Period>
    <Period Code="S2" HomeScore="6" AwayScore="3" >
      <ExtendedPeriods>
        <ExtendedPeriod Type="EP" Code="WIN" Value="H" />
      </ExtendedPeriods>
    </Period>
    <Period Code="S3" HomeScore="2" AwayScore="3" HomePeriodScore="30" AwayPeriodScore="15"/>
  </Periods>
</Competition>

```

2.2.6.6 Message Sort

No sort order defined.



2.2.7 Brackets

2.2.7.1 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.

2.2.7.2 Header Values

The following table describes the message header attributes.

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



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

2.2.7.3 Trigger and Frequency

- After the Draw
- After every 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	Level 10	Level 11
Competition (1,1)										
	Code									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
			VenueDescription (0,1)							
			Venue							
			VenueName							
		Bracket (1,N)								
		Code								
		BracketItems (1,N)								
			Code							
			BracketItem (1,N)							
				Order						



Date
Time
Result
<u>Unit (0,1)</u>
Phase
Unit
<u>NextUnit (0,1)</u>
Phase
Unit
<u>NextUnitLoser (0,1)</u>
Phase
Unit
<u>CompetitorPlace (1,N)</u>
Pos
Code
WLT
<u>PreviousUnit (0,1)</u>
Phase
Unit
Value
WLT
<u>Competitor (0,1)</u>
Code
Type
Seed
Organisation
<u>Description (0,1)</u>
TeamName
<u>Composition (0,1)</u>
Athlete (1,N)
Code
Order
Description (1,1)



	GivenName FamilyName Gender Organisation BirthDate IFId ExtBracketAths (0,1) ExtBracketAth (1,N)
	Type 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)	Text short description, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit

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

Element: Bracket (1,N)			
------------------------	--	--	--



Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. (example, it could be finals and classification games)

Element: Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Each BracketItems should include all BracketItem grouped by their CC @BracketItems.

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

Attribute	M/O	Value	Description
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (example 5-7 7-6(7) 6-4). 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.

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

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



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

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

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace or SC @IRM	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, DQB).
WLT	O	W or L	Indicates the winner or loser of the bracket item. Always send when known.

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

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

Attribute	M/O	Value	Description
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
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. (may be redefined by sport)
WLT	O	W or L	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 ##	Always when it exists
Organisation	O	CC @Organisation	Competitors' organisation if known

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

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

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="R64">
    <BracketItem Order="1" Result="5-7 7-6(7) 6-4" >
      <Unit Unit="01" Phase="6" />
      <NextUnit Unit="01" Phase="5" />
      <CompetitorPlace Pos="1">
        <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" />
              <ExtBracketAths>
                <ExtBracketAth Type="EB" Code="RANK"
Value="3" />
              </ExtBracketAths>
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <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" />
              <ExtBracketAths>
                <ExtBracketAth Type="EB" Code="RANK"
Value="154" />
              <ExtBracketAth                               Type="EB"
Code="QUAL_TYPE" Value="TPC" />
            </ExtBracketAths>
          </Athlete>
        </Composition>
      </Competitor>
    </BracketItem>
  <BracketItem Order="2">
    <Unit Unit="02" Phase="6" />
    <NextUnit Unit="01" Phase="5" />
  </BracketItems>
</Bracket>

```

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

CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

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



EB		QUAL_TYPE	N/A	Element Expected: When known in the first phase of the event
	Attribute	M/O	Value	Description
	Value	O	SC @QualifyingType	Send the qualifying type for the athlete
EB		RANK_WLD	N/A	Element Expected: When known in the first phase of the event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the world rank of the athlete (singles/doubles as appropriate)
EB		STRIKE_OUT	N/A	Element Expected: Send always and when there is a competitor with the Result/IRM in (DNS or DQB)
	Attribute	M/O	Value	Description
	Value	O	Y	Send Y when the athlete is DQB or DNS. Otherwise do not send.

2.2.7.6 Message Sort

The following order applies:

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



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.

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 which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



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

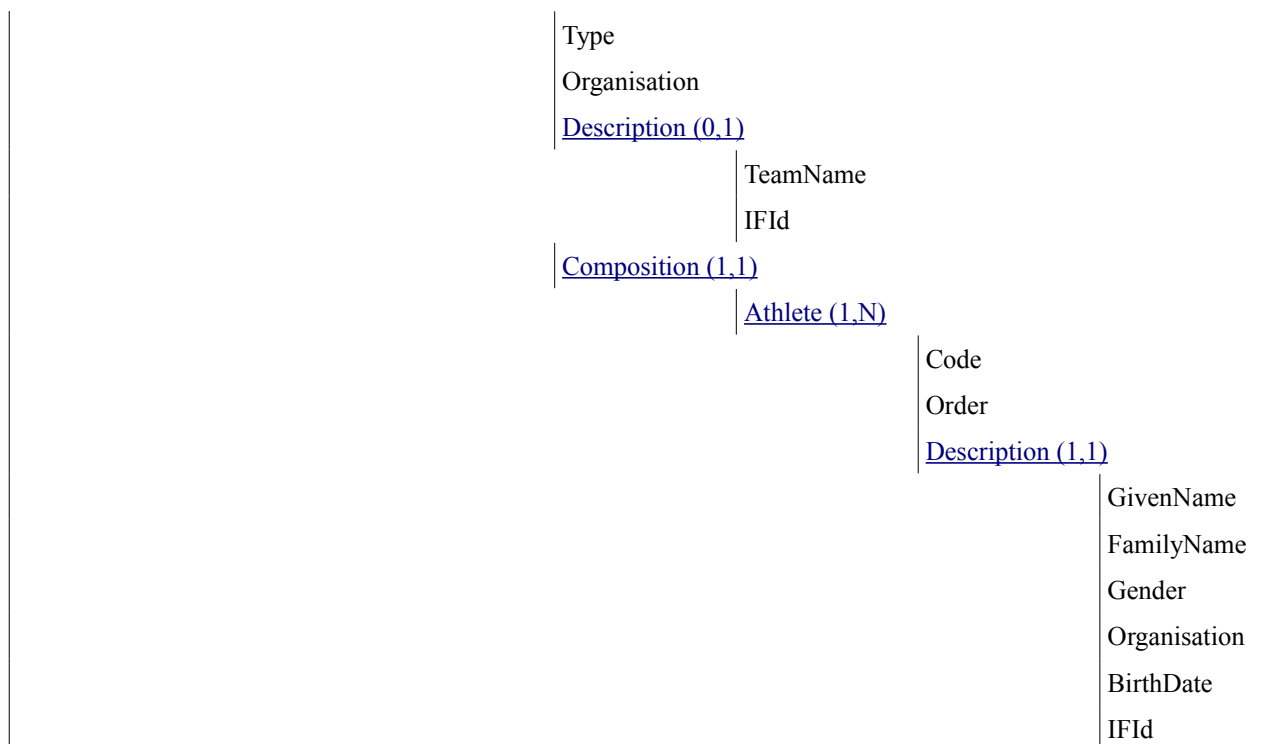
2.2.8.3 Trigger and Frequency

- 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
Competition (1,1)	Code	ExtendedInfos (0,1)	SportDescription (0,1)	DisciplineName	EventName	Gender
			VenueDescription (0,1)	Venue	VenueName	
	Result (1,N)	Rank	RankEqual	SortOrder	Competitor (1,1)	Code



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)	Text description from common codes
EventName	M	S(40)	Text short description, not code
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	M	Numeric #0	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Send "Y" if rank is equalled else do not send.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the particular event. The order will be the Rank and alphabetically for equalled ranks.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID.
Type	M	T,A	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 / groups.
IFId	O	S(16)	Team IF number, send if available

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

Sample (sample)

```

<Competition Code="OG2012">
  <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	The DocumentCode will be at day level for each competition day(one message per 'Y' day) and at the discipline level for the RANK_DATE 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	<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>



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

2.2.9.3 Trigger and Frequency

- Immediately after a day schedule is known
- When the unit is re-scheduled to another day

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	M	CC @Phase	use (Y) for the Daily Information or event phase: for the event level information
Unit	O	CC @Unit	It should be informed just in the case that the information is by Event Unit. Only for daily phase (@Phase='Y'). In this case, the event unit will be SS, the day number.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	DAY (Send by Event Unit-Day)	Numeric #0	Pos Description: Send the day number. Element Expected: Send by Event Unit per day, always when the information is available.	
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Send for each match in the day				
	Attribute	Value	Description	
	Code	UNIT		
	Pos	N/A	N/A	
	Value	S(9)	Send the full RSC of the EventUnit (for example TEM001101)	



EC	RANK_DATE	N/A	Element Expected: One time at the beginning of the games	
	Attribute	M/O	Value	Description
	Value	O	DateTime	Rank Date

Sample (General)

```
<Configs>
  <Config Gender="0" Event="000" Phase="Y" Unit="06">
    <ExtendedConfig Type="EC" Code="DAY" Pos="1" />
      <ExtendedConfigItem Code="UNIT" Value="TEM001342">
      <ExtendedConfigItem Code="UNIT" Value="TEM001343">
      <ExtendedConfigItem Code="UNIT" Value="TEM001344">
    ...
  </ExtendedConfig>
</Configs>
```

2.2.9.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
V1.0	1 August 2014	First Version
V1.1	25 August 2014	First IDM comments
V1.2	16 September 2014	Defect applied
V2.0	23 September 2014	IDM notes and defects applied
V2.1	12 February 2015	Approved versions
V2.2	27 February 2015	small CMS corrections
v2.3	14 May 2015	CR4785, CR4789 (small update), CR5270 and defects applied.
v2.4	6 August 2015	CR 7353 applied Small correction due to the CR4785
v2.5	01 October 2015	Defect applied after the UVT
v2.6	5 Nov 2015	Small update due to defects
v2.7	01 June 2016	CR010539 applied
v2.8	06 June 2016	CR applied
v2.9	30 June 2016	small corrections

File Reference: ODF/INT175- R-SOG-2016-v2.9 APP (TE)

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFR	-Separate the statistics for the Competition/Result/Stats/Stat and Competition/Result/Competitor /Composition /Athlete / Stats/Stat elements -CHALLENGES_REMAIN code is requested only "Always when LIVE and on courts where the data is available" -DT_CURRENT trigger updated, "rally" set to "point" -DT_CURENT/ SPEED code definition updated.



		<p>-DT_PLAY_BY_PLAY triggering updated from "After every rally" to "After every point"</p> <p>-DT_PLAY_BY_PLAY/SPEED code definition updated, code required only for the "available courts and only in the case of successful serve"</p> <p>-DT_CONFIG updated, codes UNIT_LOCATION and UNIT_EVENT removed</p> <p>-Small correction for the messages DT_PLAY_BY_PLAY and DT_CURRENT in 2.1 Applicable Messages table</p>
V1.2	SFR	-Defect 108859 applied: entry "RANK" renamed as "RANK_WLD"
V2.0	SFA	<p>-DT_PARTIC: update the definition of the code Participant /Discipline/ IFId including the "ITF" mark.</p> <p>-DT_RESULT: add that the message is sent with "intermediate" status also for the breaks due to high temperature</p> <p>-DT_RESULT: "Duration" expected at the end of the match</p> <p>-DT_RESULT: "Period duration" expected at the end of the period</p> <p>-DT_RESULT: trigger - to remove the UNCONFIRMED status from the last trigger "when the match is over".</p> <p>-DT_RESULT: add the venuecode to ExtendedInfos /VenueDescription</p> <p>-DT_RESULT: remove the StartOrder from the Result</p> <p>-DT_RESULT: update the definition of StartSortOrder.</p> <p>-DT_RESULT: Competition /ExtendedInfos /ExtendedInfo/ FINAL_RESULT requested only when the match is over and complete the definition with an example for "Retire"</p> <p>-DT_RESULT: remove the code Competition /Result /Competitor /EventUnitEntry /DESCRIPTION</p> <p>-DT_RESULT: update the definition of the CHALLENGES_REMAIN: "For @Value: Send the number of remained challenges for the competitor/athlete in the current set."</p> <p>-DT_RESULT: CHALLENGES_REMAIN (/athlete/) requested only in those courts where the info is available</p> <p>-DT_RESULT: add in the stat sample for the 1st set.</p> <p>-DT_RESULT: stats MAX_SPEED expected only for those courts provided with speed radar.</p> <p>-DT_CURRENT: Competition /ExtendedInfos/ExtendedInfo/ MATCH_POINT, SET_POINT, BREAK_POINT update the definition indicating that is a "next point indicator".</p> <p>-DT_RANKING: add in the ExtendedInfos /VenueDescription the venue code</p> <p>-DT_BRACKETS: add in the ExtendedInfos /VenueDescription the venue code</p> <p>-DT_BRACKETS: rename Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth/ RANK as RANK_WLD.</p> <p>-DT_CONFIG: trigger updated, ordering codes removed.</p> <p>-DT_RESULT: last speed code added in the athlete extended result, only for the individual event.</p> <p>-Defect 109911: LAST_SPEED and CHALLENGES_REMAIN codes from the RESULTS message requested also for INTERMEDIATE ResultStatus</p> <p>-Defect 109919: Result/@Result code requested after each Set</p>
V2.1	APP	Approved versions



V2.2	APP	small CMS corrections
v2.3	APP	CR4785: document regenerated with the new updates of the dt_schedule message. Update unit_no=>unitNum,EstimatedStart/End=>HideStart/End, EstimatedStartExt=>StartText. Delete SessionType. Add Order and StartText codes. CR4789 : small corrections in the dt_result ExtendedInfos /PreviousResults /PreviousResult element. CR5270: dt_play_by_play updated, new codes included in the UnitAction element. Defect 113012 applied: more information added in the dt_Config message.No changes for Omega.
v2.4	APP	CR 7353 applied: Timestamp added in the Play by Play message Small correction due to the CR4785: the ActualStartDate and ActualEndDate included in the dt_schedule defintion
v2.5	APP	Defect 116817: more information added for the Max Speed code.
v2.6	APP	DT_SCHEDULE: Clarification for the DateTime attribute in case of HideStartDate="Y"
v2.7	APP	across document replace DSQ label by DQB
v2.8	APP	CR 11821 - TE (ODF) - Remove Volley Winner Stats from Tennis ODF messages dictionary
v2.9	APP	small corrections- no messages impact