



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT179- R-SOG-2016-v2.5 APP (VO)

Olympic Data Feed



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

1.1 This document

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

1.2 Objective

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



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



2 Messages

2.1 Applicable Messages

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

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	X
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	



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



2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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



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

2.2.1.3 Trigger and Frequency

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

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

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

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

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

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)						
	Code					
	Unit (0,N)					
		Code				
		PhaseType				
		UnitNum				
		ScheduleStatus				
		StartDate				
		HideStartDate				



EndDate
HideEndDate
ActualStartDate
ActualEndDate
Medal
Venue
Location
ModificationIndicator
<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

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).
HideStartDate	O	S(1)	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. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is an estimation. Do not send if EndDate scheduled end time is not an estimation. Some event units have a scheduled end time well bounded, however, some event units in some



			circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	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.
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	T for team
Organisation	O	CC @Organisation	Should be sent when known

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known



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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.

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number



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

2.2.2.3 Trigger and Frequency

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

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

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					



Code		
<u>Participant (1,N)</u>		
	Code	
	Parent	
	Status	
	GivenName	
	FamilyName	
	PrintName	
	PrintInitialName	
	TVName	
	TVInitialName	
	Gender	
	Organisation	
	BirthDate	
	Height	
	Weight	
	PlaceofBirth	
	CountryofBirth	
	PlaceofResidence	
	CountryofResidence	
	Nationality	
	MainFunctionId	
	Current	
	OlympicSolidarity	
	ModificationIndicator	
	<u>Discipline (1,1)</u>	
		Code
		IFId
		<u>RegisteredEvent (0,N)</u>
		Gender
		Event
		Bib



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

2.2.2.5 Message Values

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

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



			<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)	<p>Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
Weight	O	S(3)	<p>Weight in kilograms. It will be included if this information is available.</p> <p>This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
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
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)	FIVB Number. It will be included if this information is available. Only for the athletes



Element: Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	S(2)	Shirt number for the athletes. Although this attribute is optional, it will be updated and informed as soon as it is known. Example: 8, 10 ...

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	BLOCK	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Highest Reach Block in cm
ENTRY	CAPTAIN	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y if the competitor it is captain
ENTRY	CLUB_NAME	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	O	S(25)	Club name
ENTRY	CLUB_ORG	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	



	Attribute	M/O	Value	Description
	Value	O	CC @Country	Club Country Code
ENTRY		HAND	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	SC @Hand	Handedness of the Player
ENTRY		INTERNAT_PLAYE D	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total National Selections competitions
ENTRY		OG_PLAYED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	National Selections Olympic Games
ENTRY		OTH_INTERNAT_P LAYED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	National Selections Other international competitions
ENTRY		POSITION	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	CC @Position	Send the Position Code
ENTRY		SHIRT_NAME	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	S(25)	Shirt Name
ENTRY		SPIKE	N/A	Element Expected: As soon as this information is known (it



				can be sent in both messages)
Attribute	M/O	Value	Description	
Value	O	Numeric ##0	Highest Reach Spike in cm	
ENTRY		STATUS	N/A	Element Expected: Only in the case that the athlete has been Suspended (this information will only be sent in the update message)
Attribute	M/O	Value	Description	
Value	O	SC @AthleteStatus	Athlete's status in the team	
ENTRY		WC_PLAYED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
Attribute	M/O	Value	Description	
Value	O	Numeric ##0	National Selections World Championships	

Sample (General)

```
<Discipline Code="VO" IFId="203258" >
  <RegisteredEvent Gender="M" Event="400" >
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="BLANGE" />
    <EventEntry Type="ENTRY" Code="POSITION" Value="L" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Treviso" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="ITA" />
    <EventEntry Type="ENTRY" Code="WC_PLAYED" Value="7" />
    <EventEntry Type="ENTRY" Code="OG_PLAYED" Value="23" />
    <EventEntry Type="ENTRY" Code="OTH_INTERNAT_PLAYED" Value="455" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="485" />
    <EventEntry Type="ENTRY" Code="HAND" Value="R" />
  </RegisteredEvent>
</Discipline>
```

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

2.2.2.6 Message Sort

The message is sorted by Participant @Code



2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after



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

2.2.3.3 Trigger and Frequency

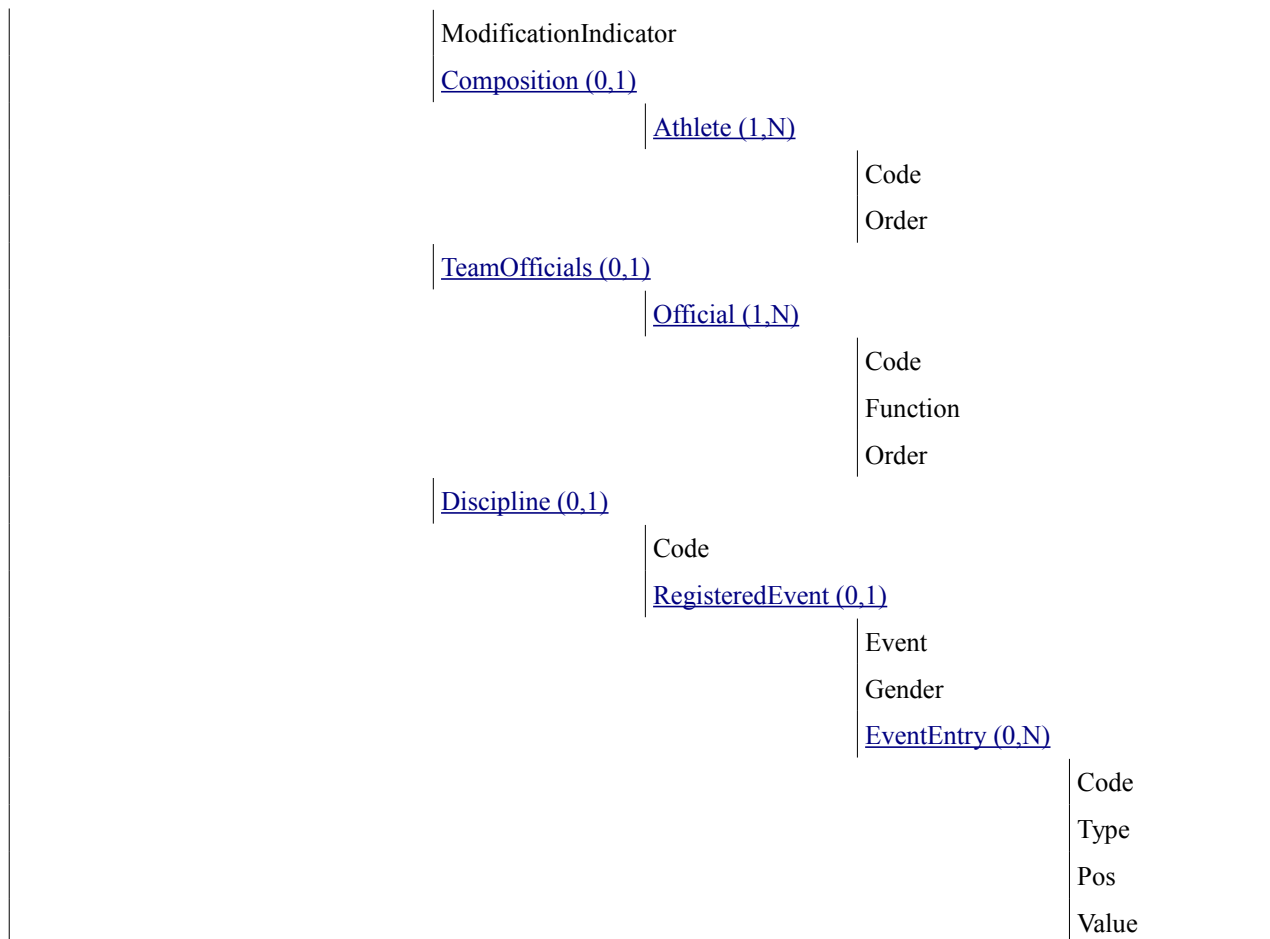
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		Gender			
		Current			



2.2.3.5 Message Values

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

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".



Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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

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

Element: Team /TeamOfficials /Official (1,N)

Send if there are specific officials for the team. Does not apply to historical teams.

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



Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	CC @ResultsFunction	Official's function for the team Team Manager, Coach, Assistant Coach, Doctor, Therapist/Trainer
Order	O	Numeric #0	Official's order in the team.

Element: Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Element: Team /Discipline /RegisteredEvent (0,1)			
Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific team's event entries.			
Type	Code	Pos	Description
ENTRY	GROUP	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value
	Value	O	S(1) Preliminary Group of the team
ENTRY	SEED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value
	Value	O	Numeric #0 Seed number within the pool.
ENTRY	SHORTS	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of



				shorts Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	S(25)	Colour's Shorts
ENTRY		UNIFORM	Numeric 0	Pos Description: Indicate the number of uniform: 1=Main, 2=2nd, 3=3rd Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	O	S(25)	Colour's Shirt

Sample (General)

```
<Team Code="VOM400BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  ....
  </Composition>
  <TeamOfficials>
    <Official Code="7380748" Function="TM_MGR" />
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="AST_COA" />
    <Official Code="7380753" Function="DOCTOR" />
    <Official Code="7380754" Function="THERAP" />
  </TeamOfficials>
  <Discipline Code="VO" >
    <RegisteredEvent Gender="M" Event="400" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
    ...
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```




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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.

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 VO	Not used in VO
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on



		<p>which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

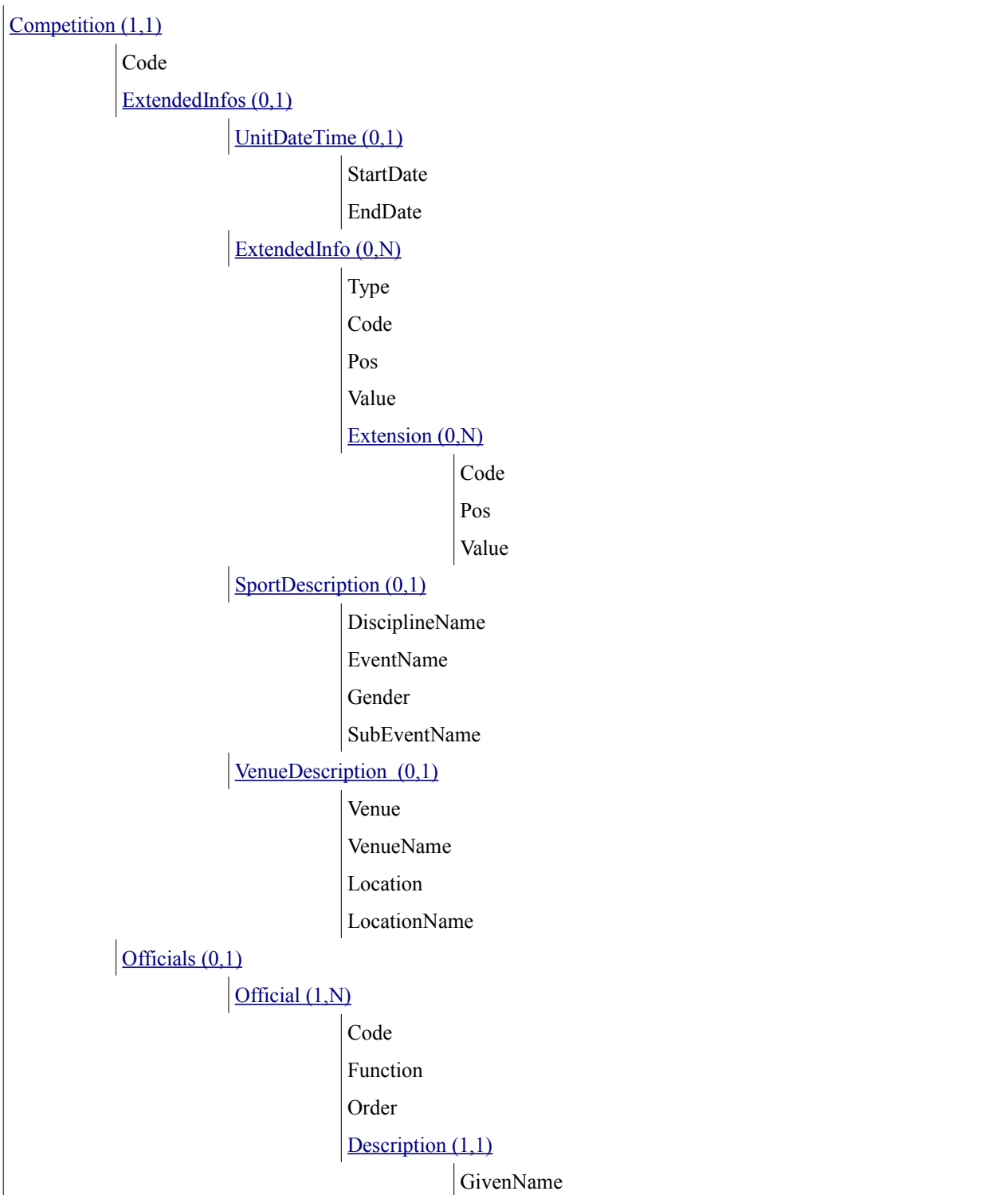
2.2.4.3 Trigger and Frequency

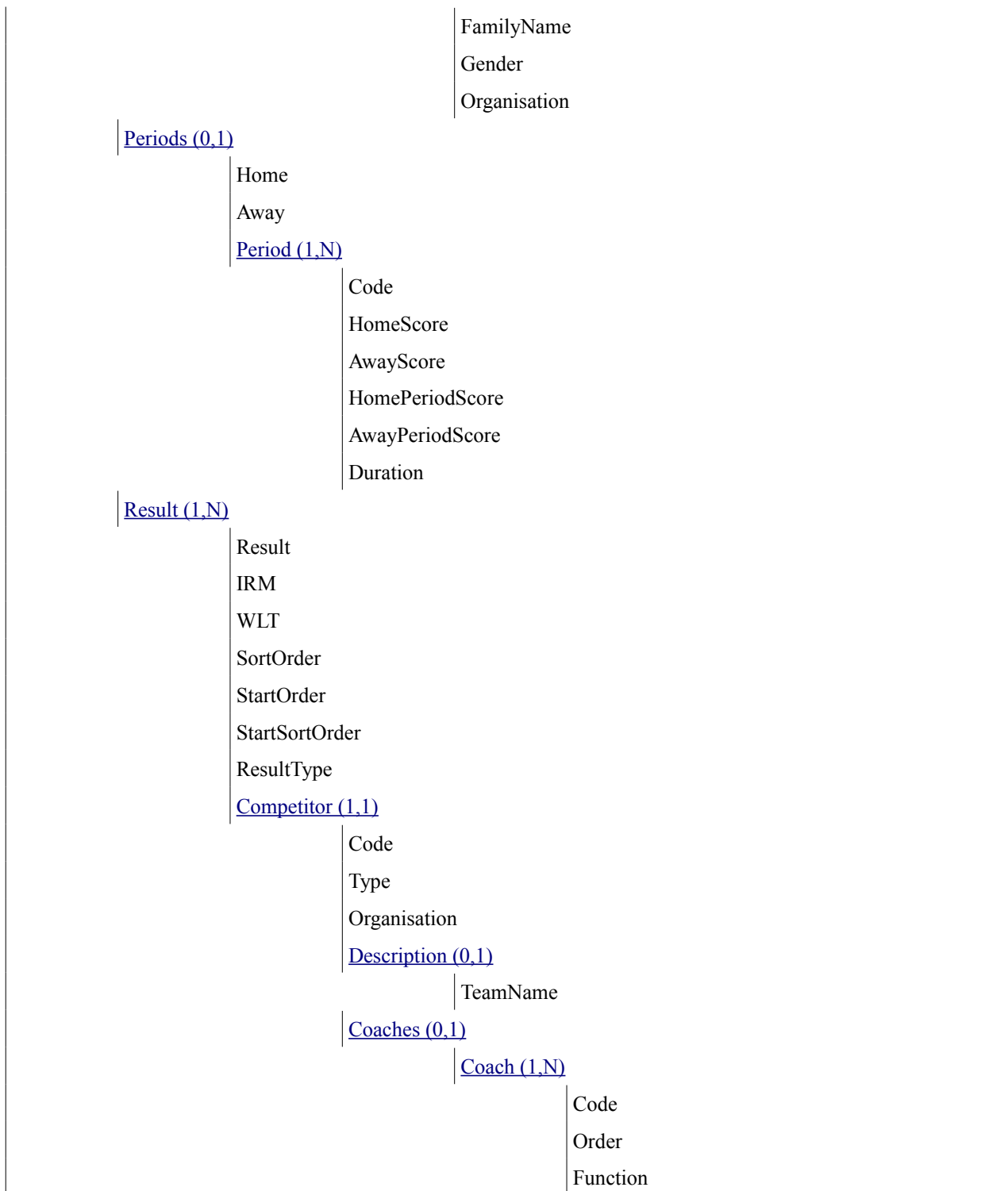
- START LIST: As soon as the team/teams are known, before the match begins.
- START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.
- LIVE: After the beginning of each set until set ends.
- LIVE: After every rally and after any data correction (action, match info, stats,...).
- INTERMEDIATE: After each period (set).
- UNOFFICIAL / OFFICIAL: After the match (unit).

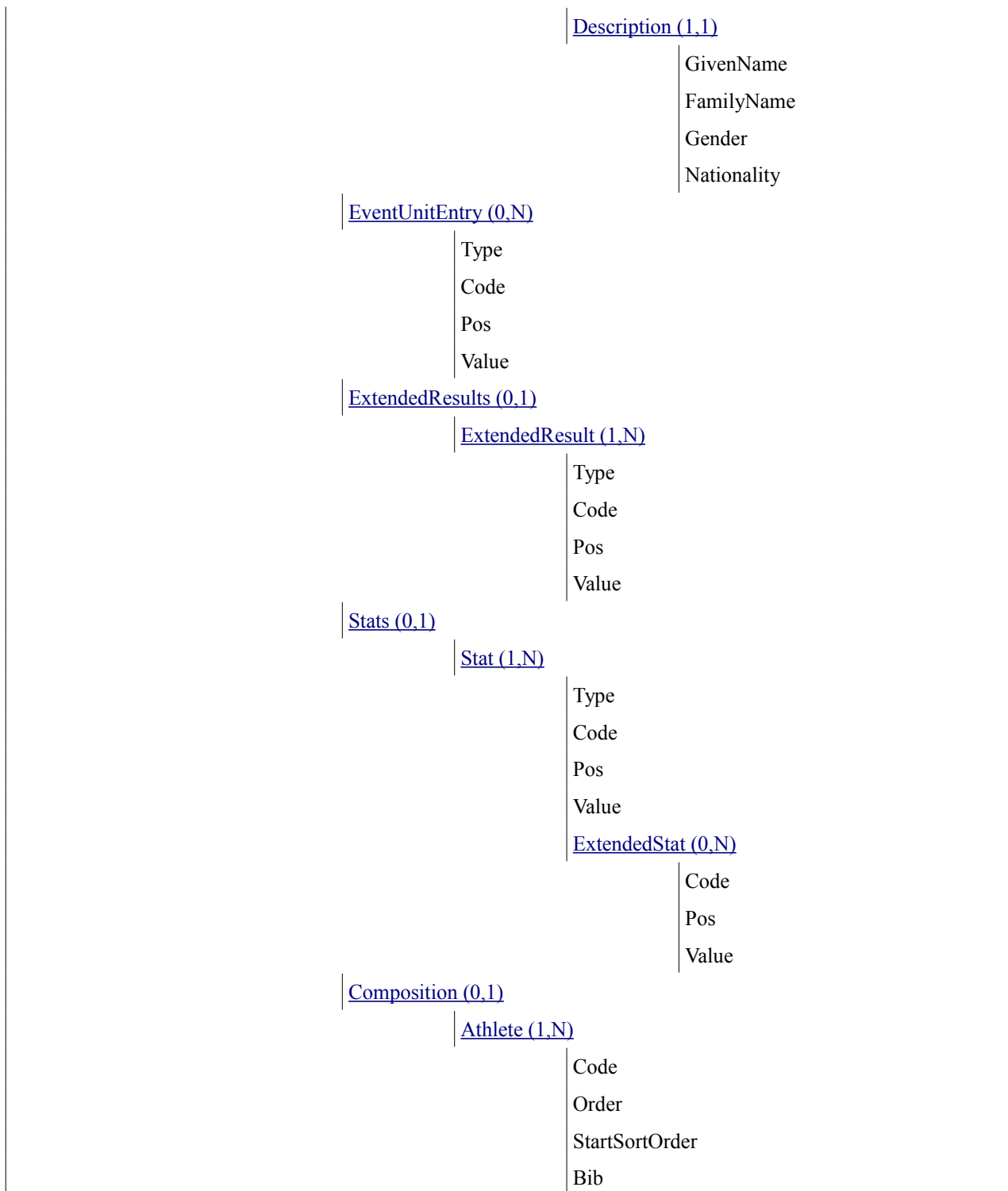
2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
---------	---------	---------	---------	---------	---------	---------	---------	---------









		<u>Description (1,1)</u>	
		GivenName	
		FamilyName	
		Gender	
		Organisation	
		BirthDate	
		<u>EventUnitEntry (0,N)</u>	
		Type	
		Code	
		Pos	
		Value	
		<u>ExtendedResults (0,1)</u>	
		<u>ExtendedResult (1,N)</u>	
		Type	
		Code	
		Pos	
		Value	
		<u>Stats (0,1)</u>	
		<u>Stat (1,N)</u>	
		Type	
		Code	
		Pos	
		Value	
		<u>ExtendedStat (0,N)</u>	
		Code	
		Pos	
		Value	

2.2.4.5 Message Values

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



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

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

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	String	Numeric ##0	Code Description: Send the @Code of the last updated Result /Competitor /Stats /Stat or Result /Competitor /Composition /Athlete /Stats /Stat May be: SPK, BLC, SRV, DIG, SET, RCP, OPP_ERR Pos Description: Unique sequential number for all the statistics to highlight Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
	Attribute	M/O	Value
	Value	O	S(20)
	Description		
	Send the ID of the athlete/team who was updated in the @Code attribute		
	Sub Element: ExtendedInfos /ExtendedInfo /Extension		
	Expected: When available and only when the unit is LIVE.		
	Send multiple if applicable.		
	Attribute	Value	Description
	Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /Composition /Athlete /Stats /Stat May be: WON, FLT



			Only applies to OPP_ERR	
	Pos	N/A	N/A	
	Value	S(1)	Send "Y"	
UI		ATTENDANCE	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	Numeric ###0	Number of spectators at the match
UI		COMMENT	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	String	FIVB comment for the match
UI		DURATION	N/A	Element Expected: Send at the end of the Game
	Attribute	M/O	Value	Description
	Value	O	hh:mm	Match Duration time
UI		DURATION_PLAYI NG	N/A	Element Expected: Send at the end of the Game
	Attribute	M/O	Value	Description
	Value	O	hh:mm	Total playing time
UI		LAST_PERIOD	N/A	Element Expected: Send at the end of the Set
	Attribute	M/O	Value	Description
	Value	O	Numeric #	Number of Sets completed
UI		MATCH_POINT	N/A	Element Expected: When available when LIVE
	Attribute	M/O	Value	Description
	Value	O	S(1)	Match point indicator Send H for Home Team Send A Away Team
UI		PERIOD	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	O	SC @Period	Current set
UI		SERVE	N/A	Element Expected: When available when LIVE



	Attribute	M/O	Value	Description
	Value	O	S(1)	Serve Indicator Send H for Home Team Send A Away Team
UI		SET_POINT	N/A	Element Expected: When available when LIVE
	Attribute	M/O	Value	Description
	Value	O	S(1)	Set point indicator Send H for Home Team Send A Away Team

Sample (General)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" EndDate="2016-07-28T12:44:00+01:00" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="44" />
  <ExtendedInfo Type="UI" Code="DURATION_PLAYING" Value="43" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S1" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
  <ExtendedInfo Type="UI" Code="MATCH_POINT" Value="A" />
  <ExtendedInfo Type="UI" Code="SET_POINT" Value="H" />
  <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="10339" />
  <ExtendedInfo Type="UI" Code="COMMENT" Value="FIVB comment for the match" />
  ....
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="1" Value="2518090" >
    <Extension Code="SCS" Value="Y">
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="2" Value="VOM400GER01" >
    <Extension Code="SCS" Value="Y">
  </ExtendedInfo>
</ExtendedInfos>

```

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

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

Element: ExtendedInfos /VenueDescription (0,1)



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

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send according to the codes, the first and the second referees
Order	M	Numeric	Send by Order first Referees and second referees

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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Set Number, there can be up to 5 sets (unit is finished when one team wins 3 sets)
HomeScore	M	Numeric	Total points of the first named competitor at the end of



		##0	the period or the current point in the period. At the start of the game this should be 0.
AwayScore	M	Numeric ##0	Total points of the second named competitor at the end of the period or the current point in the period. At the start of the game this should be 0.
HomePeriodScore	O	Numeric ##0	Send score (points) of the home team for this period (set) Always required except when @Code = 'TOT'
AwayPeriodScore	O	Numeric ##0	Send score (points) of the away team for this period (set) Always required except when @Code = 'TOT'
Duration	M	mm	Playing time of the set (or TOT) in minutes

Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team (Sets won) for the particular event unit. At the start of the game the result should be 0.
IRM	O	SC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
WLT	O	SC @WLT	The code whether a competitor won (W) or lost (L)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for home team, 2 for away team
StartSortOrder	M	Numeric	Same as StartOrder
ResultType	O	SC @ResultType	Result type for the corresponding event unit

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

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



Element: Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team.

Element: Result /Competitor /Coaches /Coach (1,N)			
Competitor's Coach			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Send as per sample: 1 for Coach and 2 for Assistant Coach. A second Assistant Coach may be sent with Order 3.
Function	M	CC @ResultsFunction	Coach function

Element: Result /Competitor /Coaches /Coach /Description (1,1)			
Coach extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Nationality	M	CC @Country	Coach's nationality

Element: Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type	Code	Pos	Description	
EUE	HOME_AWAY	N/A	Element Expected: As soon as available.	
	Attribute	M/O	Value	Description
	Value	O	SC @Home	Home or Away designator Send Home or Away
EUE	SHORTS	N/A	Element Expected: As soon as available.	
	Attribute	M/O	Value	Description



	Value	O	String	Team shorts colour
EUE		UNIFORM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	String	Colour of the Uniform

Sample (General)

```
<Competitor Code="VOM400GER01" Type="T" Organisation="GER">
  <Description TeamName="Germany"/>
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="Black" />
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
...

```

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		MATCH_POINT_CO UNT	N/A	Element Expected: When the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #	Match point count
ER		SET_POINT_COUN T	CC @Period	Pos Description: Send the period Element Expected: When the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #	Set point count

Element: Result /Competitor /Stats /Stat (1,N)				
Type		Code	Pos	Description
ST		OPP_ERR	SC @Period	Pos Description: Send the period Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat				



Expected: Always, if the information is available			
Attribute	Value	Description	
Code	FLT		
Pos	N/A	N/A	
Value	Numeric ##0 or "-"	Number of faults of opponents errors in this match and send "-" if there is no faults	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric ##0 or "-"	Number of Opponents Errors and send "-" if there is no wins	
ST	SPK BLC SRV DIG SET RCP	SC @Period	Pos Description: Send the period Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric ###0 or "-"	Number of Attempts and send "-" if there is no attempts	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
Attribute	Value	Description	
Code	EA		
Pos	N/A	N/A	
Value	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers and receptions, AVERAGE BY SET for blockers, servers, diggers and setters	



Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
Attribute	Value	Description	
Code	FLT		
Pos	N/A	N/A	
Value	Numeric ##0 or "-"	Number of faults and send "-" if there is no faults	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
Attribute	Value	Description	
Code	OTH		
Pos	N/A	N/A	
Value	Numeric ##0 or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there is no shots	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
Attribute	Value	Description	
Code	SCS		
Pos	N/A	N/A	
Value	Numeric ##0 or "-"	Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there is no successes	
ST	TOT_TEAM	SC @Period	Pos Description: Send the period Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	



	Value	Numeric ### or "-"	Sum of total number of Attempts (Spike + Blocks + Serve), and send "-" if there is none attempts Only when SC @Period is "TOT"	
Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available				
	Attribute	Value	Description	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors) and send "-" if there is none won	
ST		TOTAL	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total (Spike + Block + Server)
ST		TOUT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of Time Outs

Sample (General)



```
<Stats>
  <Stat Type="ST" Code="OPP_ERR" Pos="TOT">
    <ExtendedStat Code="WON" Value="26" />
    <ExtendedStat Code="FLT" Value="3" />
  </Stat>
  <Stat Type="ST" Code="SPK" Pos="TOT">
    <ExtendedStat Code="SCS" Value="47" />
    <ExtendedStat Code="ATT" Value="116" />
    <ExtendedStat Code="FLT" Value="24" />
    <ExtendedStat Code="OTH" Value="45" />
    <ExtendedStat Code="EA" Value="19.83" />
  </Stat>
  <Stat Type="ST" Code="BLC" Pos="TOT">
    <ExtendedStat Code="SCS" Value="13" />
    <ExtendedStat Code="ATT" Value="48" />
    <ExtendedStat Code="FLT" Value="22" />
    <ExtendedStat Code="OTH" Value="13" />
    <ExtendedStat Code="EA" Value="3.25" />
  </Stat>
  <Stat Type="ST" Code="SRV" Pos="TOT">...</Stat>
  <Stat Type="ST" Code="DIG" Pos="TOT">...</Stat>
  <Stat Type="ST" Code="SET" Pos="TOT">...</Stat>
  <Stat Type="ST" Code="RCP" Pos="TOT">...</Stat>
  <Stat Type="ST" Code="TOT_TEAM" Pos="TOT">
    <ExtendedStat Code="WON" Value="87" />
    <ExtendedStat Code="ATT" Value="252" />
  </Stat>
  <Stat Type="ST" Code="TOTAL" Value="152" />
  <Stat Type="ST" Code="TOUT" Value="8" />
  <Stat Type="ST" Code="OPP_ERR" Pos="S1">
    <ExtendedStat Code="WON" Value="6" />
    <ExtendedStat Code="FLT" Value="-" />
  </Stat>
  <Stat Type="ST" Code="SPK" Pos="S1">
    <ExtendedStat Code="SCS" Value="8" />
    <ExtendedStat Code="ATT" Value="22" />
    <ExtendedStat Code="FLT" Value="4" />
    <ExtendedStat Code="OTH" Value="10" />
    <ExtendedStat Code="EA" Value="18.18" />
  </Stat>
  <Stat Type="ST" Code="BLC" Pos="S1">
    <ExtendedStat Code="SCS" Value="4" />
    <ExtendedStat Code="ATT" Value="9" />
    <ExtendedStat Code="FLT" Value="3" />
    <ExtendedStat Code="OTH" Value="2" />
    <ExtendedStat Code="EA" Value="1.00" />
  </Stat>
  ...
</Stats>
```



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Sort by Shirt Number
StartSortOrder	M	Numeric ##0	Same as Order.
Bib	M	S(2)	Shirt number

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	CAPTAIN	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	O	S(1)
			Send Y if the competitor is captain else do not send.
EUE	POSITION	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	O	CC @Position
			Send the player's position
EUE	STARTER	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	O	S(1)
			Send Y if the competitor is starter



EUE		STATUS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send D if the athlete has been Disqualified

Sample (General)

```
<EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
<EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
<EventUnitEntry Type="EUE" Code="POSITION" Value="L" />
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member or individual athlete's extended result.				
Type		Code	Pos	Description
ER		CURRENT	N/A	Element Expected: When the information is available and the status is LIVE
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y if the player is in the Court in this moment else do not send. Not applicable for Libero Players.
ER		LIBERO	Numeric 0	Pos Description: Number of Set (1..5) Element Expected: Always when the information is available
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y if the participant is the libero
ER		POSITION	Numeric 0	Pos Description: Number of Set (1..5) Element Expected: Always when the information is available
	Attribute	M/O	Value	Description
	Value	O	S(1)	Numeric starting position (1-6) on court or S if starting and the position is not known.
ER		SET_PLAYED	Numeric 0	Pos Description: Number of Set (1..5)



				Element Expected: When the information is available. Only send for sets played.
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y if the athlete has played in the set indicated in @Pos
ER		SUBSTITUTE	Numeric 0	Pos Description: Number of Set (1..5) Element Expected: Always when the information is available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Shirt Number of out going player

Sample (General)

```
<ExtendedResults>
  <ExtendedResult Type="ER" Code="SUBSTITUTE" Pos="3" Value="11" />
  <ExtendedResult Type="ER" Code="POSITION" Pos="1" Value="3" />
  <ExtendedResult Type="ER" Code="POSITION" Pos="4" Value="5" />
  <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="1" Value="Y" />
  <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="3" Value="Y" />
  <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="4" Value="Y" />
</ExtendedResults>
```

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

Type	Code	Pos	Description
ST	B_SCR	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	O	N/A
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat			
Expected: Always, if the information is available			
	Attribute	Value	Description
	Code	ATT	
	Pos	N/A	N/A
	Value	Numeric ###	Sum of total number of Attempts (Spike + Blocks + Serve)
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat			



Expected: Always, if the information is available			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric ###	Sum of total number of Won (Spike + Blocks + Serve)	
ST	PERCENT	N/A	Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Percent of total team scoring
ST	SPK BLC SRV DIG SET RCP	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric ###0 or "-"	Number of Attempts and send "-" if there are no attempts	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available			
Attribute	Value	Description	
Code	EA		
Pos	N/A	N/A	
Value	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers and receptions, AVERAGE BY SET for blockers, servers, diggers and setters	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available			
Attribute	Value	Description	



Code	ERANK	
Pos	N/A	N/A
Value	S(1)	Y in the case of equalled rank else do not send
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available		
Attribute	Value	Description
Code	FASTEST	
Pos	N/A	N/A
Value	S(1)	Send Y if that competitor has the Fastest Serve
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available		
Attribute	Value	Description
Code	FLT	
Pos	N/A	N/A
Value	Numeric ##0 or "-"	Number of faults and send "-" if there are no faults
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available		
Attribute	Value	Description
Code	OTH	
Pos	N/A	N/A
Value	Numeric ##0	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there is none.
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available		
Attribute	Value	Description
Code	RANK	
Pos	N/A	N/A
Value	String	Rank, only if the player meets limit of Team's total spike attempts Only for Athletes
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available		



Attribute	Value	Description	
Code	SCS		
Pos	N/A	N/A	
Value	Numeric ##0 or "-"	Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there are no successes	
Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat Expected: Always, if the information is available			
Attribute	Value	Description	
Code	SPEED		
Pos	N/A	N/A	
Value	Numeric ##0.0	Serve speed in kmh (only for fastest)	
ST	TOTAL	N/A	Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total (Spike + Block + Server)

Sample (General)



```
<Stats>
  <Stat Type="ST" Code="SPK">
    <ExtendedStat Code="SCS" Value="-" />
    <ExtendedStat Code="ATT" Value="1" />
    <ExtendedStat Code="FLT" Value="-" />
    <ExtendedStat Code="OTH" Value="1" />
  </Stat>
  <Stat Type="ST" Code="BLC">
    <ExtendedStat Code="RANK" Value="4" />
    <ExtendedStat Code="ERANK" Value="Y" />
    <ExtendedStat Code="SCS" Value="1" />
    <ExtendedStat Code="ATT" Value="7" />
    <ExtendedStat Code="FLT" Value="1" />
    <ExtendedStat Code="OTH" Value="5" />
    <ExtendedStat Code="EA" Value="0.25" />
  </Stat>
  <Stat Type="ST" Code="SRV">
    <ExtendedStat Code="RANK" Value="2" />
    <ExtendedStat Code="ERANK" Value="Y" />
    <ExtendedStat Code="SCS" Value="-" />
    <ExtendedStat Code="ATT" Value="17" />
    <ExtendedStat Code="FLT" Value="1" />
    <ExtendedStat Code="OTH" Value="16" />
    <ExtendedStat Code="EA" Value="0.00" />
    <ExtendedStat Code="FASTEST" Value="Y" />
    <ExtendedStat Code="SPEED" Value="118" />
  </Stat>
  <Stat Type="ST" Code="DIG">
    <ExtendedStat Code="RANK" Value="5" />
    <ExtendedStat Code="SCS" Value="4" />
    <ExtendedStat Code="ATT" Value="6" />
    <ExtendedStat Code="FLT" Value="1" />
    <ExtendedStat Code="OTH" Value="1" />
    <ExtendedStat Code="EA" Value="1.00" />
  </Stat>
  <Stat Type="ST" Code="SET">
    <ExtendedStat Code="RANK" Value="1" />
    <ExtendedStat Code="SCS" Value="40" />
    <ExtendedStat Code="ATT" Value="95" />
    <ExtendedStat Code="FLT" Value="1" />
    <ExtendedStat Code="OTH" Value="54" />
    <ExtendedStat Code="EA" Value="10.00" />
  </Stat>
  <Stat Type="ST" Code="TOTAL" Value="2" />
  <Stat Type="ST" Code="PERCENT" Value="2.30" />
</Stats>
```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT179- R-SOG-2016-v2.5 APP (VO)

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.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	Not used in VO	Not used in VO
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will



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

2.2.5.3 Trigger and Frequency

- After each rally and after each action corrections
- After each set
- After the match (unit).

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					



	Venue
	VenueName
	Location
	LocationName
<u>UnitActions (0,1)</u>	
Home	
Away	
<u>UnitAction (1,N)</u>	
	Code
	Type
	Pos
	Value
	Result
	Time
	ScoreH
	ScoreA
	LeadH
	LeadA
	Rally
	Win
	Speed
	Line
	<u>ExtendedAction (0,N)</u>
	Code
	Pos
	Value
	<u>Competitor (0,N)</u>
	Code
	Type
	Order
	Organisation
	<u>Composition (0,1)</u>



	<p>Athlete (1,N)</p> <p>Code</p> <p>Order</p> <p>Bib</p> <p>Role</p> <p>Description (1,1)</p> <p>GivenName</p> <p>FamilyName</p> <p>Gender</p> <p>Organisation</p> <p>BirthDate</p>
--	---

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 /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	COMMENT	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	O	String	FIVB comment for the match

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="COMMENT" Value="FIVB comment for the match" />
  ...
</ExtendedInfos>
```

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



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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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

Element: UnitActions (0,1)

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

Element: UnitActions /UnitAction (1,N)

Type	Code	Pos	Description
UAC	SC @Period	Numeric ##0	Pos Description: Unique sequential number for all the actions of the match, from 1 to n (from the first action of the match to the last one). Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @Action
	Time	M	mm:ss
	Result	O	SC @ResAction
	ScoreH	O	Numeric #0
	ScoreA	O	Numeric #0
			Description
			Action for the player/team
			Time of the action
			Result of the Action for the player/team
			Home Team Score. Send for score action.
			Away Team Score. Send for score action.



LeadH	O	Numeric #0	Points lead for the Home Team. Send for score action.
LeadA	O	Numeric #0	Points lead for the Away Team. Send for score action.
Rally	O	Numeric ##0	Rally number in which the action occurs
Win	O	S(1)	Winning indicator of a rally Send H if the Home Team wins the current Rally. Send A if the Away Team wins the current Rally.
Speed	O	Numeric ##0	Serve Speed, just in case of a successful Serve in the rally
Line	O	Numeric 0	Generally for associating line in the same rally. Send 1 or 2.
Sub Element: UnitActions /UnitAction /ExtendedAction			
Expected: When available			
Attribute	Value	Description	
Code	COMMENT		
Pos	N/A	N/A	
Value	String	FIVB comment for the rally	

Sample (General)



```

<UnitAction Type="UAC" Code="S1" Pos="7" Value="SRV" Time="01:06" Result="FLT" ScoreH="1" ScoreA="2"
LeadH="-1" LeadA="1" Rally="3" Win="H">
  <ExtendedAction Code="COMMENT" Value="FIVB comment for the rally" />
  <Competitor Code="VOM400ITA01" Type="T" Organisation="ITA" Order="1">
    <Composition>
      <Athlete Code="1085037" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ITA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
<UnitAction Type="UAC" Code="S1" Pos="8" Value="OPP_ERR" Time="01:06" Rally="3">
  <ExtendedAction Code="COMMENT" Value="FIVB comment for the rally" />
  <Competitor Code="VOM400BUL01" Type="T" Organisation="BUL" Order="2" />
</UnitAction>
<UnitAction Type="UAC" Code="S1" Pos="9" Value="SRV" Time="01:29" Result="SRV_HIT" Rally="4">
  <ExtendedAction Code="COMMENT" Value="FIVB comment for the rally" />
  <Competitor Code="VOM400BUL01" Type="T" Organisation="BUL" Order="1">
    <Composition>
      <Athlete Code="1081105" Order="1" >
        <Description GivenName="James" FamilyName="Jones" Gender="M"
Organisation="BUL" BirthDate="1994-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
<UnitAction Type="UAC" Code="S1" Pos="10" Value="SPK" Time="01:33" Result="SPK" ScoreH="1"
ScoreA="3" LeadH="-2" LeadA="2" Rally="4" Win="A">
  <ExtendedAction Code="COMMENT" Value="FIVB comment for the rally" />
  <Competitor Code="VOM400ITA01" Type="T" Organisation="ITA" Order="1">
    <Composition>
      <Athlete Code="1085715" Order="1" >
        <Description GivenName="Tom" FamilyName="Jackson" Gender="M"
Organisation="ITA" BirthDate="1993-05-15" />
      </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	T for team



Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	CC @Organisation	Competitors' organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(3)	Bib number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.

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

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

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 VO	Not used in VO
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 rally

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)	Code ExtendedInfos (0,1)	ExtendedInfo (1,N)	Type Code Pos Value
	Periods (0,1)	Home Away Period (1,N)	Code HomeScore AwayScore HomePeriodScore AwayPeriodScore Duration
	Result (0,N)	Result	



	SortOrder
	StartSortOrder
	ResultType
	Competitor (1,N)
	Code
	Type
	Organisation

2.2.6.5 Message Values

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

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	MATCH_POINT	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Match point indicator: Send H for home team Send A for away team
UI	PERIOD	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	O	SC @Period	Current period/set
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)	Set point indicator: Send H for home team Send A for away team
UI		SPEED	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Online serve speed

Sample (General)

```
<Competition Code="OG2016">
  <ExtendedInfos>
    <ExtendedInfo Type="UI" Code="PERIOD" Value="S1" />
    <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
    <ExtendedInfo Type="UI" Code="SPEED" Value="53.0" />
  </ExtendedInfos>
  <Periods>
    <Period Code="S1" HomeScore="0" AwayScore="0" HomePeriodScore="16"
    AwayPeriodScore="8" />
  </Periods>
  <Result ResultType="POINTS" Result="0" SortOrder="1" >
    <Competitor Code="VOM400RSA01" Type="T" Organisation="RSA"/>
  </Result>
  <Result ResultType="POINTS" Result="0" SortOrder="2" >
    <Competitor Code="VOM400NZL01" Type="T" Organisation="NZL"/>
  </Result>
</Competition Code="OG2016">
```

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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Set Number, there can be up to 5 sets (unit is finished when one team wins 3 sets)
HomeScore	M	Numeric ##0	Total points of the first named competitor at the end of the period or the current point in the period. At the start of the game this should be 0.



AwayScore	M	Numeric ##0	Total points of the second named competitor at the end of the period or the current point in the period. At the start of the game this should be 0.
HomePeriodScore	O	Numeric ##0	Send score (points) of the home team for this period (set) Always required except when @Code = 'TOT'
AwayPeriodScore	O	Numeric ##0	Send score (points) of the away team for this period (set) Always required except when @Code = 'TOT'
Duration	M	mm	Playing time of the set (or TOT) in minutes

Element: Result (0,N)			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Send Result of the Team (sets won)
SortOrder	M	Numeric	Send 1 for home team, 2 for away team
StartSortOrder	M	Numeric	Send 1 for home team, 2 for away team
ResultType	M	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit

Element: Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	CC @Organisation	Competitor's organisation

2.2.6.6 Message Sort

Sort by Result @SortOrder.



2.2.7 Pool Standings

2.2.7.1 Description

The pool standings message contains the standings of a group in a competition.

In the case of Volleyball, the message has to be sent for all the competition events, as listed in the header values section.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	A, B,...	According to ODF Common Codes
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at



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

2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

- * Before the start of the competition to build in the initial tables. The message has status INTERMEDIATE.
- * When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
- * When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL.

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

Trigger also after any change.

2.2.7.4 Message Structure

The following table defines the structure of the message.

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



	EventName
	SubEventName
	Gender
	<u>VenueDescription (0,1)</u>
	Venue
	VenueName
<u>Result (1,N)</u>	
	Rank
	RankEqual
	ResultType
	Result
	IRM
	SortOrder
	Won
	Lost
	Played
	For
	Against
	Ratio
	<u>Competitor (1,1)</u>
	Code
	Type
	Organisation
	<u>Description (0,1)</u>
	TeamName
	<u>ExtendedResults (0,1)</u>
	<u>ExtendedResult (1,N)</u>
	Type
	Code
	Pos
	Value
	<u>Extension (0,N)</u>



			Code
			Pos
			Value
		Opponent (0,N)	
			Code
			Type
			Pos
			Organisation
			Date
			Time
			Result
		Unit (0,1)	
			Phase
			Unit
		Description (0,1)	
			TeamName

2.2.7.5 Message Values

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

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

Element: ExtendedInfos /VenueDescription (0,1)			
--	--	--	--



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

Element: Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average.
RankEqual	O	S(1)	Y in the case of equalled rank
ResultType	O	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is based on sport rules
Won	O	Numeric 0	Number of matches won by the team in the group
Lost	O	Numeric 0	Number of matches lost by the team in the group
Played	O	Numeric 0	Number of matches played by the team in the group
For	O	Numeric #0	Total number of sets won
Against	O	Numeric #0	Total number of sets lost
Ratio	O	Numeric 0.000	Sets Ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".

Element: Result /Competitor (1,1)



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

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

Competitors extended information.

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

Sample (General)

```
<Result Rank="1" ResultType="POINTS" Result="5" SortOrder="1" Played="2" Won="1" Tied="0" Lost="1"
For="3" Against="4" Ratio="0.123">
  <Competitor Code="VOM400NOR01" Organisation="NOR" Type="T">
    <Description TeamName="Norway"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="SUB_RES">
        <Extension Code="WON" Value="117" />
        <Extension Code="LOST" Value="107" />
        <Extension Code="RATIO" Value="1.093" />
      </ExtendedResult>
    </ExtendedResults>
    <Opponent Code="VOM400BRA02" Type="T" Pos="2" Organisation="BRA" Date="2016-08-03"
Time="14:00" Result="0-2" >
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="VOM400CAN01" Type="T" Pos="3" Organisation="CAN" Date="2016-08-04"
Time="09:00" Result="2-0" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Canada"/>
    </Opponent>
    <Opponent Code="VOM400GBR01" Type="T" Pos="4" Organisation="GBR" Date="2016-08-01"
Time="09:00" Result="2-0" >
      <Unit Phase="A" Unit="05"/>
      <Description TeamName="Great Britain"/>
    </Opponent>
  </Competitor>
</Result>
```

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

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

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



ER		SUB_RES	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When available				
	Attribute	Value	Description	
	Code	LOST		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the number of points lost	
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When available				
	Attribute	Value	Description	
	Code	RATIO		
	Pos	N/A	N/A	
	Value	String	Send the set win/lost ratio Send "MAX" if not points lost and use the format 0.000 in the other cases.	
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When available				
	Attribute	Value	Description	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the number of points won	

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

Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Type	Code	Pos	Description
T	S(20) with no leading zeroes	Numeric	Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor.Element Expected:
	Attribute	M/O	Value
	Organisation	M	CC @Organisation
			Competitor's organisation (code). Must



				include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.	
Time	O	Time	Time of match (example HH:MM) Must include if the data is available.	
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.	

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

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

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

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

Competitors extended information.

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

2.2.7.6 Message Sort

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



2.2.8 Brackets

2.2.8.1 Description

The brackets message contains the brackets information for one particular event.

2.2.8.2 Header Values

The following table describes the message header attributes.

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



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

2.2.8.3 Trigger and Frequency

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

2.2.8.4 Message Structure

The following table defines the structure of the message.

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



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

2.2.8.5 Message Values

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

Element: ExtendedInfos /SportDescription (0,1)			
--	--	--	--



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

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

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

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the quarterfinals, semi-finals or finals phase.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	M	Numeric #0	It will be sent the matcher for each bracket item (e.g.: 31, 32, 33, 34)
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 the match is complete and formatted as in ORIS (separator & order, example 3-2). Must be included 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	M	CC @Unit	Unit code for the bracket item

Element: Bracket /BracketItems /BracketItem /NextUnit (0,1)
Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

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

Element: Bracket /BracketItems /BracketItem /NextUnitLoser (0,1)
Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)
- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known

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



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

Attribute	M/O	Value	Description
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item. Send A, B for preliminaries.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. Not sent when from group.
Value	O	SC @Pool or S(3)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

Sample (General)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="35" Order="1" Date="2012-08-10" Time="15:00" >
      <Unit Phase="2" Unit="01" />
      <NextUnit Phase="1" Unit="01" />
      <NextUnitLoser Phase="1" Unit="02" />
      <CompetitorPlace Pos="1">
        <PreviousUnit Phase="3" Unit="01" Value="31" WLT="W"/>
        <Competitor Code="VOW400NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Phase="3" Unit="02" Value="32" WLT="W"/>
        <Competitor Code="VOW400NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL">
```

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

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

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



Type	M	T	T for team
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.

2.2.8.6 Message Sort

The following order applies:

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



2.2.9 Statistics

2.2.9.1 Description

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

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

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).
DocumentSubcode	Not used in VO	Not used in VO
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	The header attribute DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes: -CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the Organisation Code concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation has more than one team. -TEAM_RANKING: Ranking of team tournament statistics -IND_RANKING: Ranking of individual tournament statistics, for the best athletes. -TOU: tournament statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.



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

2.2.9.3 Trigger and Frequency

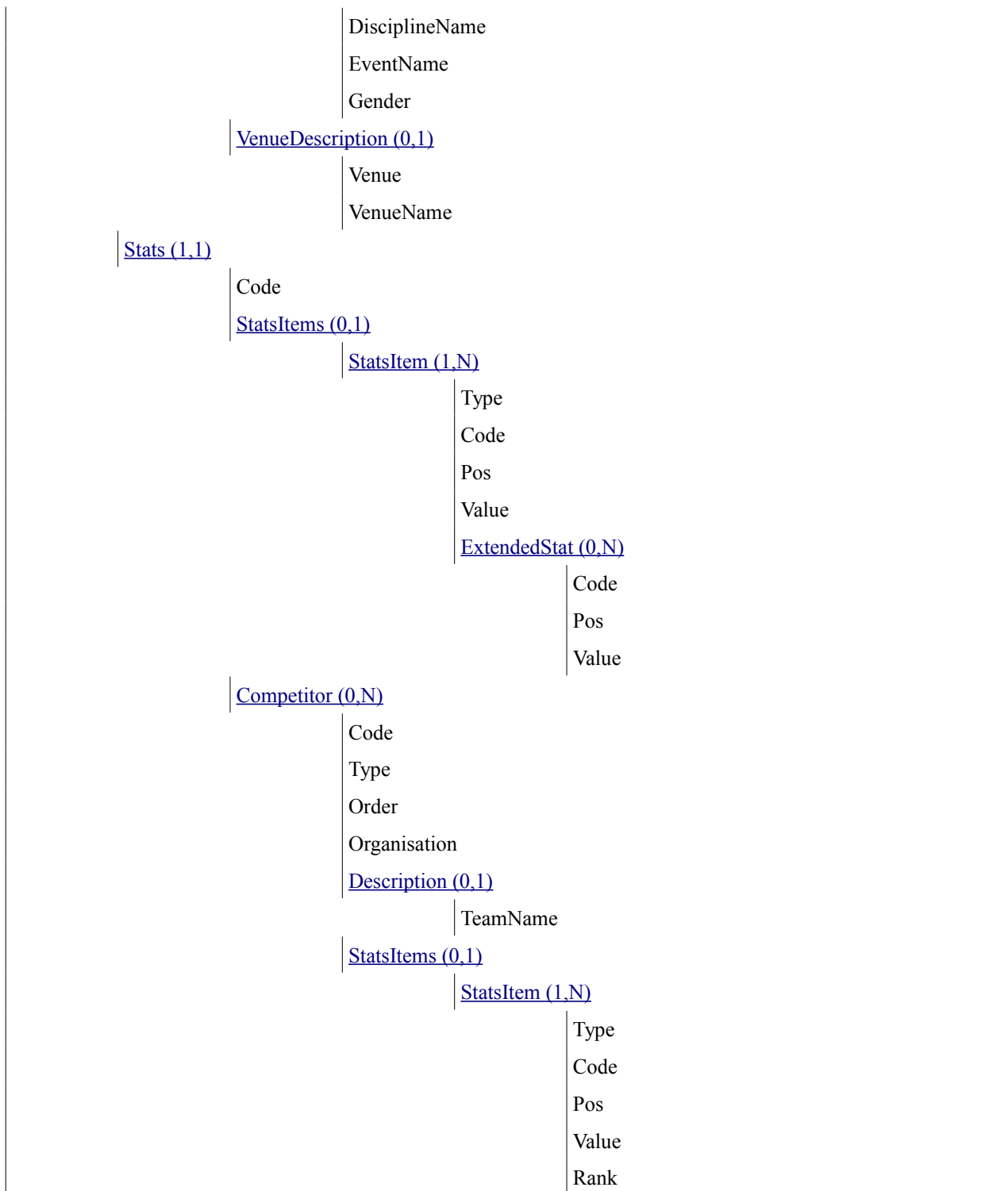
This message should be sent after the end of each Match and at the end of each phase when it is official with the DocumentCode DDGEEE000.

First send the CUM messages and after send the TEAM_RANKING and IND_RANKING messages.

2.2.9.4 Message Structure

The following table defines the structure of the message.

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





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: Stats (1,1)

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

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

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

Type	Code	Pos	Description
ST	ATTENDANCE_AV G	Numeric #	Pos Description: 1 for Preliminary, 2 for Finals, 3 for Tournaments Element Expected: At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU
	Attribute	M/O	Value
	Value	O	Numeric ####0
	Description	Average Spectators, the position 3 for Tournament will be always informed if the position 1 has been sent.	
ST	ATTENDANCE_TOT AL	Numeric #	Pos Description: 1 for Preliminary, 2 for Finals, 3 for



				Tournaments Element Expected: At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU
	Attribute	M/O	Value	Description
	Value	O	Numeric #####0	Total Spectators, the position 3 for Tournament will be always informed if the position 1 has been sent.
ST		DURATION_AVG	Numeric #	Pos Description: 1 for Preliminary, 2 for Finals, 3 for Tournaments Element Expected: At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU
	Attribute	M/O	Value	Description
	Value	O	hh:mm	Average Match Duration, the position 3 for Tournament will be always informed if the position 1 has been sent.
ST		SPK BLC SRV DIG SET RCP	N/A	Element Expected: Depends on the Sub-Extension
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU			
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #### or "-"	Number of Attempts and send "-" if there are no attempts	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU			
	Attribute	Value	Description	



Code	EA	
Pos	N/A	N/A
Value	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers and receptions , AVERAGE BY SET for blockers, servers, diggers and setters
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU		
Attribute	Value	Description
Code	FLT	
Pos	N/A	N/A
Value	Numeric ### or "-"	Number of faults of Spike and send "-" if there are no faults
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU		
Attribute	Value	Description
Code	OTH	
Pos	N/A	N/A
Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no shots
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype =TOU		
Attribute	Value	Description
Code	SCS	
Pos	N/A	N/A
Value	Numeric ### or "-"	Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there are no successes

Element: Stats /Competitor (0,N)

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.



Type	M	T	T for team
Order	M	Numeric	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organization if known

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

Element: Stats /Competitor /StatsItems /StatsItem (1,N)			
Team competitor's stats item, according to competitors' rules.			
Type	Code	Pos	Description
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value
	Value	O	N/A
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of matches lost
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
	Attribute	Value	Description
	Code	PLAYED	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of matches played
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
	Attribute	Value	Description
	Code	WON	
	Pos	N/A	N/A
	Value	Numeric	Send the number of matches won



		#0		
ST		OPP_ERR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= CUM			
	Attribute	Value	Description	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of faults of opponents errors and send "-" if there are no faults	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= CUM			
	Attribute	Value	Description	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of Opponents Errors (Only for Teams) and send "-" if there are no wins	
ST		SPK BLC SRV DIG SET RCP	N/A	Element Expected: When the information is available. The statistics SCS of athletes (with type SPK,BLC and SRV) will be for the Best Scores players
	Attribute	M/O	Value	Description
	Value	O	N/A	N/A
	Rank	O	String	Rank The rank can be "NR", in case that team hasn't advanced to the quarterfinals (Not Ranked).
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank



Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat		
Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	ATT	
Pos	N/A	N/A
Value	Numeric #### or "-"	Number of Attempts and send "-" if there are no attempts
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat		
Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	EA	
Pos	N/A	N/A
Value	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers, receptions and Liberos, AVERAGE BY SET for blockers, servers, diggers and setters
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat		
Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	FLT	
Pos	N/A	N/A
Value	Numeric ### or -	Number of faults of Spike and send "-" if there are no faults
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat		
Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	OTH	
Pos	N/A	N/A
Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no shots
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat		
Expected: Always, if the information is available for the DocumentSubtype=CUM		
Attribute	Value	Description
Code	SCS	
Pos	N/A	N/A



	Value	Numeric #### or "-"	Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, and EXCELLENTS for receptions) and send - if there is not successes
--	-------	---------------------------	--

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

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Team member's stats item.			
Type	Code	Pos	Description
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value
	Value	O	N/A
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		
	Attribute	Value	Description
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of matches lost
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM		



Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric #0	Send the number of matches won	
ST	OPP_ERR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= CUM			
Attribute	Value	Description	
Code	FLT		
Pos	N/A	N/A	
Value	Numeric #### or "-"	Number of faults of opponents errors and send "-" if there are no faults	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= CUM			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric #### or "-"	Number of Opponents Errors (Only for Teams) and send "-" if there are no wins	
ST	SPK BLC SRV DIG SET RCP	N/A	Element Expected: When the information is available. The statistics SCS of athletes (with type SPK,BLC and SRV) will be for the Best Scores players
Attribute	M/O	Value	Description
Value	O	N/A	N/A
Rank	O	String	Rank, only if the player meets limit of Team's total spike attempts The rank can be "NR", in case his team hasn't advanced to the quarterfinals



			(Not Ranked).
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
SortOrder	O	Numeric	Sort Order for @Rank
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric #### or "-"	Number of Attempts and send "-" if there are no attempts	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	EA		
Pos	N/A	N/A	
Value	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers, receptions and Liberos, AVERAGE BY SET for blockers, servers, diggers and setters	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	FLT		
Pos	N/A	N/A	
Value	Numeric ### or -	Number of faults of Spike and send "-" if there are no faults	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	OTH		
Pos	N/A	N/A	
Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no shots	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			



Expected: Always, if the information is available for the DocumentSubtype=CUM			
Attribute	Value	Description	
Code	SCS		
Pos	N/A	N/A	
Value	Numeric ### or "-"	Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send - if there is not successes	
ST	TOTAL	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total (Spike+Block+Server)
Rank	O	String	Rank of best scores For players the rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).
RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)

Sample (General)



```
<Stats Code="CUM">
  <Competitor Code="VOM400USA01" Type="T" Organisation="USA" Order="1">
    <Description TeamName="United States"/>
    <StatsItems>
      <StatsItem Type="ST" Code="MP">
        <ExtendedStat Code="LOST" Value="2" />
        <ExtendedStat Code="PLAYED" Value="8" />
        <ExtendedStat Code="WON" Value="6" />
      </StatsItem>
      <StatsItem Type="ST" Code="OPP_ERR">
        <ExtendedStat Code="FLT" Value="-" />
        <ExtendedStat Code="WIN" Value="1" />
      </StatsItem>
      <StatsItem Type="ST" Code="SPK" Rank="1" SortOrder="1">
        <ExtendedStat Code="SCS" Value="73" />
        <ExtendedStat Code="ATT" Value="133" />
        <ExtendedStat Code="EA" Value="55.00" />
        <ExtendedStat Code="FLT" Value="-" />
        <ExtendedStat Code="OTH" Value="11" />
      </StatsItem>
      <StatsItem Type="ST" Code="BLC" Rank="1" SortOrder="1">
        <ExtendedStat Code="SCS" Value="7" />
        <ExtendedStat Code="ATT" Value="113" />
        <ExtendedStat Code="EA" Value="35.00" />
        <ExtendedStat Code="FLT" Value="5" />
        <ExtendedStat Code="OTH" Value="16" />
      </StatsItem>
      <StatsItem Type="ST" Code="SRV" Rank="13" RankEqual="Y" SortOrder="13">
        <ExtendedStat Code="SCS" Value="-" />
        <ExtendedStat Code="ATT" Value="86" />
        <ExtendedStat Code="EA" Value="15.00" />
        <ExtendedStat Code="FLT" Value="15" />
        <ExtendedStat Code="OTH" Value="16" />
      </StatsItem>
      <StatsItem Type="ST" Code="DIG" Rank="10" SortOrder="10">
        <ExtendedStat Code="SCS" Value="50" />
        <ExtendedStat Code="ATT" Value="94" />
        <ExtendedStat Code="EA" Value="24.54" />
        <ExtendedStat Code="FLT" Value="25" />
        <ExtendedStat Code="OTH" Value="19" />
      </StatsItem>
      <StatsItem Type="ST" Code="SET" Rank="2" SortOrder="2">
        <ExtendedStat Code="SCS" Value="3" />
        <ExtendedStat Code="ATT" Value="116" />
        <ExtendedStat Code="EA" Value="53.75" />
        <ExtendedStat Code="FLT" Value="5" />
        <ExtendedStat Code="OTH" Value="12" />
      </StatsItem>
      <StatsItem Type="ST" Code="RCP" Rank="1" SortOrder="1">
        <ExtendedStat Code="SCS" Value="3" />
      </StatsItem>
    </StatsItems>
  </Competitor>
</Stats>
```



INTERNATIONAL OLYMPIC COMMITTEE

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2.2.9.6 Message Sort

Sort according to the @Order attributes.



2.2.10 Event Final Ranking

2.2.10.1 Description

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

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

2.2.10.2 Header Values

The following table describes the message header attributes.

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



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

2.2.10.3 Trigger and Frequency

After each position is known

2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Result (1,N)						
		Rank					
		RankEqual					
		Played					
		Won					
		Lost					
		IRM					
		SortOrder					
		Competitor (1,1)					



2.2.10.5 Message Values

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

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event



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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text

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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Y in the case of equalled rank else do not send
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

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

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

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member's extended result.				
Type	Code	Pos	Description	
ER	BEST	Numeric #0	Pos Description: Order of the Dream Team rolesElement Expected: At the end of the competition or when the information is available	
	Attribute	M/O	Value	Description
	Value	O	SC @Best	Roles/positions in the Dream Team

Sample (General)



```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="VOM400RUS01" Type="T" Organisation="RUS" >
    <Composition>
      <Athlete Code="1013434" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS"
BirthDate="1994-12-15" />
      </Athlete>
      <Athlete Code="1013482" Order="2">
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="RUS"
BirthDate="1993-12-15" />
      </Athlete>
      <Athlete Code="1013448" Order="3">
        <Description GivenName="James" FamilyName="Green" Gender="M" Organisation="RUS"
BirthDate="1992-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="BEST" Value="SCR" />
          <ExtendedResult Type="ER" Code="BEST" Value="SPK" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor >
</Result >
...
```

2.2.10.6 Message Sort

Sort by Result @SortOrder



3 Document Control

Version history		
Version	Date	Comments
v1.0	1 August 2014	First Version
v1.1	9 September 2014	Changes after IDM, SFA version
v1.2	1 December 2014	Internal version
v1.3	12 February 2015	APP Version
v1.4	18 March 2015	CR4785, CR5270 and some minor issues
v1.5	14 May 2015	External delivery
v1.6	6 August 2015	CR5196, CR7153 and some minor issues
v1.7	1 October 2015	External delivery
v1.8	5 November 2015	External delivery
v1.9	18 December 2015	External delivery
v2.0	5 February 2016	External delivery
v2.1	24 March 2016	External delivery
v2.2	5 May 2016	External delivery
v2.3	1 June 2016	External delivery
v2.4	9 June 2016	External delivery
v2.5	8 July 2016	External delivery

File Reference: ODF/INT179- R-SOG-2016-v2.5 APP (VO)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none">* List of participants:<ul style="list-style-type: none">- ENTRY /CLUB_CITY has been removed as it may cause duplication when CLUB_NAME and CLUB_CITY are the same.- WC_MATCHES, OG_MATCHES, OTH_MATCHES and TOT_MATCHES have been updated respectively to WC_PLAYED, OG_PLAYED, OTH_INTERNAT_PLAYED and INTERNAT_PLAYED to be consistent with other team sports. * List of teams:<ul style="list-style-type: none">- ENTRY /UNIFORM @Pos comment has been updated to explain what means each code (1=Main, 2=2nd, 3=3rd).



		<ul style="list-style-type: none"> - ENTRY /GROUP and ENTRY /SEED Expected sections have been updated as they could be sent in both messages. - ENTRY /SEED value has been updated from "Seed number" to "Seed number within the pool". <p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> - LIVE trigger has been updated from "After every change in any data during set [scores, substitute, DQ etc]" to "After every rally and after any data correction (action, match info, stats,...)". - UNCONFIRMED trigger has been removed to be consistent with all team sports. - ExtendedInfos /UnitDateTime @StartDate comment has been updated from "Actual start date and time" to "Scheduled start date and time before match begins; actual date and time after match has started." - ExtendedInfos /UnitDateTime @EndDate is now Optional. - UI /SPEED code has been removed as it is already sent in Current Information message. - UI /COMMENT and EP /COMMENT values have been updated to: "FIVB comment for the match/set". - ER /FORFEIT code has been removed as in ORIS in case of forfeit there is only a note explaining the forfeit. - ST /STATUS has been removed from Competitor /Composition /Athlete /Stats /Stat and ER /STATUS has been added to Competitor /Composition /Athlete /ExtendedResults /ExtendedResult instead. <p>* Play by Play:</p> <ul style="list-style-type: none"> - Trigger "After every action" has been updated to "After each rally and after each action corrections". - UAC /COMMENT value has been updated to: "FIVB comment for the rally". <p>* Pool Standings:</p> <ul style="list-style-type: none"> - ER /RES_DETAIL code has been removed as it is not needed. <p>* Statistics Table:</p> <ul style="list-style-type: none"> - ST /STATUS has been removed as suspended or disqualified athlete should not appear in the list. <p>* Brackets:</p> <ul style="list-style-type: none"> - Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit @Value has been updated as the match number may also be sent. <p>* Configuration:</p> <ul style="list-style-type: none"> - Entire message has been removed as the codes EC /LT_SPK, EC /LT_RCP and EC /TYPE_RESULT are not needed.
v1.2	SFA	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> - Result /Competitor /Coaches /Coach element has been added as it was missing. - DISPLAY /LAST_COMP_HOME and LAST_COMP_AWAY codes have been removed. - DISPLAY /String code has been added. - EP /COMMENT code has been removed. - ER /STATUS has been removed from Competitor /Composition / ExtendedResults /ExtendedResult and EUE /STATUS has been added to Competitor /Composition /Athlete



		<p>/EventUnitEntry instead.</p> <p>* Play by Play:</p> <ul style="list-style-type: none">- UI /COMMENT code has been added to Competition /ExtendedInfos /ExtendedInfo element.- ExtendedAction code COMMENT has been added in the sample.
v1.3	APP	<p>* General</p> <ul style="list-style-type: none">- Description element for Athletes/Teams fixed to follow general definition
v1.4	APP	<p>* Competition Schedule:</p> <ul style="list-style-type: none">- Unit_No has been updated to UnitNum. EstimatedStart/End have been updated to HideStart/End. EstimatedStartText has been updated to StartText (CR4785). <p>* List of Participants:</p> <ul style="list-style-type: none">- ENTRY /CLUB_NAME value has been updated from String to S(25) in Participant /Discipline /RegisteredEvent /EventEntry. <p>* Play by Play:</p> <ul style="list-style-type: none">- Attributes Rally, Speed, Win and Line have been added to UnitActions /UnitAction element and codes RALLY, SPEED and WIN have been removed from UnitActions /UnitAction /ExtendedAction (CR5270).
v1.5	APP	No change
v1.6	APP	<p>* List of Teams:</p> <ul style="list-style-type: none">- CR5196: Order attribute added to Official element.- Team @Number and Athlete @Order attributes have been added. <p>* Competition Schedule:</p> <ul style="list-style-type: none">- ActualStartDate, ActualEndDate attributes have been updated to Unit element. <p>* Brackets:</p> <ul style="list-style-type: none">- WLT value has been updated to SC @WLT in Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit element.- Bracket/BracketItems/BracketItem/@Result, Bracket/BracketItems/BracketItem/@Time and Bracket/BracketItems/BracketItem/@Date added to the definition <p>* Statistics:</p> <ul style="list-style-type: none">- CR7153: ST /LIB values have been removed from Stats /Competitor /StatsItems /StatsItem and Stats /Competitor /Composition /Athlete /StatsItems /StatsItem elements.- All RANK and ERANK ExtendedStat codes have been removed and replaced with Rank, RankEqual and SortOrder attributes.
v1.7	APP	<p>* Event Unit Start List and Results & Current Information:</p> <ul style="list-style-type: none">- The Periods /Period element has been unified as it is used in both messages and the description was confusing.- Samples have been updated in Result /Competitor /Stats /Stat and Result /Competitor /Composition /Athlete /Stats /Stat to add "-" as possible values (Defect #118795). <p>* Statistics:</p> <ul style="list-style-type: none">- TOTAL code has been removed from Stats /StatsItems /StatsItem element.- BEST_RANK, BEST_ERANK and TOTAL codes have been removed from Stats



		<p>/Competitor /StatsItems /StatsItem element.</p> <ul style="list-style-type: none"> - BEST_RANK and BEST_ERANK codes have been removed and Rank, RankEqual and SortOrder attributes have been added to TOTAL code in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element. - PLAYED attribute has been removed from ST /MP in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat element as it only applies to teams. - Sample has been updated to be consistent with the definition.
v1.8	APP	<p>* Play by Play:</p> <ul style="list-style-type: none"> - Pos attribute description has been updated from "Unique sequential number for all the action of the period, from 1 to n (from the first action of the Set to the last one)." to "Unique sequential number for all the actions of the match, from 1 to n (from the first action of the match to the last one)." in UnitActions /UnitAction element (Defect #118396). - UnitDateTime element has been removed from the sample (Defect #118277). <p>* Brackets:</p> <ul style="list-style-type: none"> - WLT attribute has been added to Bracket /BracketItems /BracketItem /CompetitorPlace element (Defect #118537).
v1.9	APP	<p>* Competition schedule:</p> <ul style="list-style-type: none"> - SessionCode attribute has been removed from Competition /Unit (Defect #121852). <p>* Pool Standings:</p> <ul style="list-style-type: none"> - Location and LocationName attributes have been removed from ExtendedInfos /VenueDescription element.
v2.0	APP	<p>* Pool Standings:</p> <ul style="list-style-type: none"> - Triggers have been updated, removing the last sentence "though unofficial may be used in some sports" (Defect #123804). <p>* Event Final Ranking:</p> <ul style="list-style-type: none"> - RCP_BEST code has been added to Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element for the best receiver (CR8905).
v2.1	APP	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> - EUE /POSITION should be sent for all players, the reference to libero has been removed (Defect #128485). <p>* Play by Play:</p> <ul style="list-style-type: none"> - VenueName in sample has been removed to avoid the special character issue (Defect #124120). <p>* Event Final Ranking:</p> <ul style="list-style-type: none"> - Codes BLC_BEST, LIB_BEST, MVP, RCP_BEST, SCR_BEST, SET_BEST, SPK_BEST and SRV_BEST have been removed from Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (CR9410). - Code BEST has been added to Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (CR9410).
v2.2	APP	<p>* Play by Play:</p> <ul style="list-style-type: none"> - Sample has been updated to put negative values in LeadA/LeadH.



v2.3	APP	* Event Unit Start List and Results: - "Not applicable for Libero Players." has been added to CURRENT code in Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (CR11897).
v2.4	APP	* Event Unit Start List and Results: - Attribute StartDate has been updated to optional in ExtendedInfos /UnitDateTime element.
v2.5	APP	* Event Unit Start List and Results: - "Not applicable for Libero Players." has been added to CURRENT code in Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (CR11897 - This was not done in v2.3 APP).