



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT181- R-SOG-2016-v2.4 APP (WP)

# Olympic Data Feed



**ODF Water Polo Data Dictionary**  
**Rio 2016 – Games of the XXXI Olympiad**  
Technology and Information Department  
© International Olympic Committee

ODF/INT181- R-SOG-2016-v2.4 APP (WP)  
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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

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



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<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
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 Water Polo.

- 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	<a href="#">X</a>
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<a href="#">X</a>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<a href="#">X</a>
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	<a href="#">X</a>
DT_PLAY_BY_PLAY	Play by Play	<a href="#">X</a>
DT_CURRENT	Current Information	<a href="#">X</a>
DT_POOL_STANDING	Pool Standings	<a href="#">X</a>
DT_BRACKETS	Brackets	<a href="#">X</a>
DT_STATS	Statistics	<a href="#">X</a>
DT_RANKING	Event Final Ranking	<a href="#">X</a>
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)

Managing when start times are not known.

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

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



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

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

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

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

Advice for end users - how to sort event units and use DT\_SCHEDULE:

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

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

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

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

Competition schedule update:

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

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

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

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.



## 2.2.1.2 Header Values

The following table describes the message header attributes.

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



### 2.2.1.3 Trigger and Frequency

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

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

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

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

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

### 2.2.1.4 Message Structure

The following table defines the structure of the message.

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



Venue			
Location			
ModificationIndicator			
<a href="#">StartText (0,N)</a>			
	Language		
	Value		
<a href="#">ItemName (1,N)</a>			
	Language		
	Value		
<a href="#">VenueDescription (1,1)</a>			
	VenueName		
	LocationName		
<a href="#">StartList (0,1)</a>			
	<a href="#">Start (1,N)</a>		
		StartOrder	
		SortOrder	
		<a href="#">Competitor (1,1)</a>	
			Code
			Type
			Organisation
			<a href="#">Description (0,1)</a>
			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	<a href="#">CC @Competition</a>	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	<a href="#">CC @ScheduleStatus</a>	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	<a href="#">SC @UnitMedalType</a>	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	<a href="#">CC @VenueCode</a>	Venue where the unit takes place
Location	M	<a href="#">CC @Location</a>	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	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(20) or a code set to be defined discipline by discipline	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

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

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	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.





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<b>Element: Competition /Unit /VenueDescription (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.

<b>Element: Competition /Unit /StartList /Start (1,N)</b>			
<b>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)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.

<b>Element: Competition /Unit /StartList /Start /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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	<a href="#">CC @Organisation</a>	Should be sent when known

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

### 2.2.1.6 Message Sort

Sort by Session @SessionCode.

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

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



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

### 2.2.2.1 Description

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

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

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

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

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @Source</a>	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
<a href="#">Competition (1,1)</a>					
	Code				
	<a href="#">Participant (1,N)</a>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		<a href="#">Discipline (1,1)</a>			
			Code		
			<a href="#">RegisteredEvent (0,N)</a>		



	Gender
	Event
	Bib
	<a href="#">EventEntry (0,N)</a>
	Code
	Type
	Pos
	Value
<a href="#">OfficialFunction (0,N)</a>	
	FunctionId

### 2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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	Participant's parent ID, which is used to link to the latest



		zeroes	<p>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> <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	<a href="#">CC @ParticStatus</a>	<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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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>



			"-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	N, 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	<a href="#">CC @Discipline</a>	It is the discipline code used to fill the OdfBody @DocumentCode attribute.



<b>Element: Participant /Discipline /RegisteredEvent (0,N)</b>			
<b>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.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code
Event	M	<a href="#">CC @Event</a>	Event ID
Bib	O	S(2)	<p>Bib number.</p> <p>Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions.</p> <p>Send only in the Case of Current="true".</p> <p>Cap number.</p> <p>Although this attribute is optional, it will be updated and informed as soon as this information is known.</p> <p>Example: 8, 10 ...</p>

<b>Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)</b>			
<b>Send if there are specific athlete's event entries.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ENTRY	CAPTAIN	N/A	<p>Pos Description: Do not send anything</p> <p>Element Expected: As soon as it is known (this information can be sent in both messages).</p>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
	<b>Description</b>	Send "Y" if the player is the captain	
ENTRY	CLUB_CITY	N/A	<p>Pos Description: Do not send anything</p> <p>Element Expected: As soon as it is known (this information can be sent in both messages).</p>





	Attribute	M/O	Value	Description
	Value	M	S(25)	Club City
ENTRY		CLUB_NAME	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	S(25)	Club name
ENTRY		CLUB_ORG	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	<a href="#">CC @Country</a>	Club Country Code
ENTRY		HAND	N/A	Pos Description: Do not send anything  Element Expected: As soon it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @Hand</a>	L/R/B Handedness
ENTRY		INTERNAT_PLAYE D	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	Numeric ###	Number of international matches played
ENTRY		OG_GOALS	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information



				can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###	Goals scored in Olympic Games
ENTRY		OG_PAR	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Olympic Games Participation
ENTRY		POSITION	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Position</a>	Position Code for the player
ENTRY		STATUS	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in update message).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @AthleteStatus</a>	Athlete's status in the team

**Sample (EventEntry)**

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

**Element: Participant /OfficialFunction (0,N)**

Send if the official has optional functions. Do not send, otherwise.



Attribute	M/O	Value	Description
FunctionId	M	<a href="#">CC</a> <a href="#">@ResultsFunction</a>	Additional officials' function code

### 2.2.2.6 Message Sort

The message is sorted by Participant @Code



## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number



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

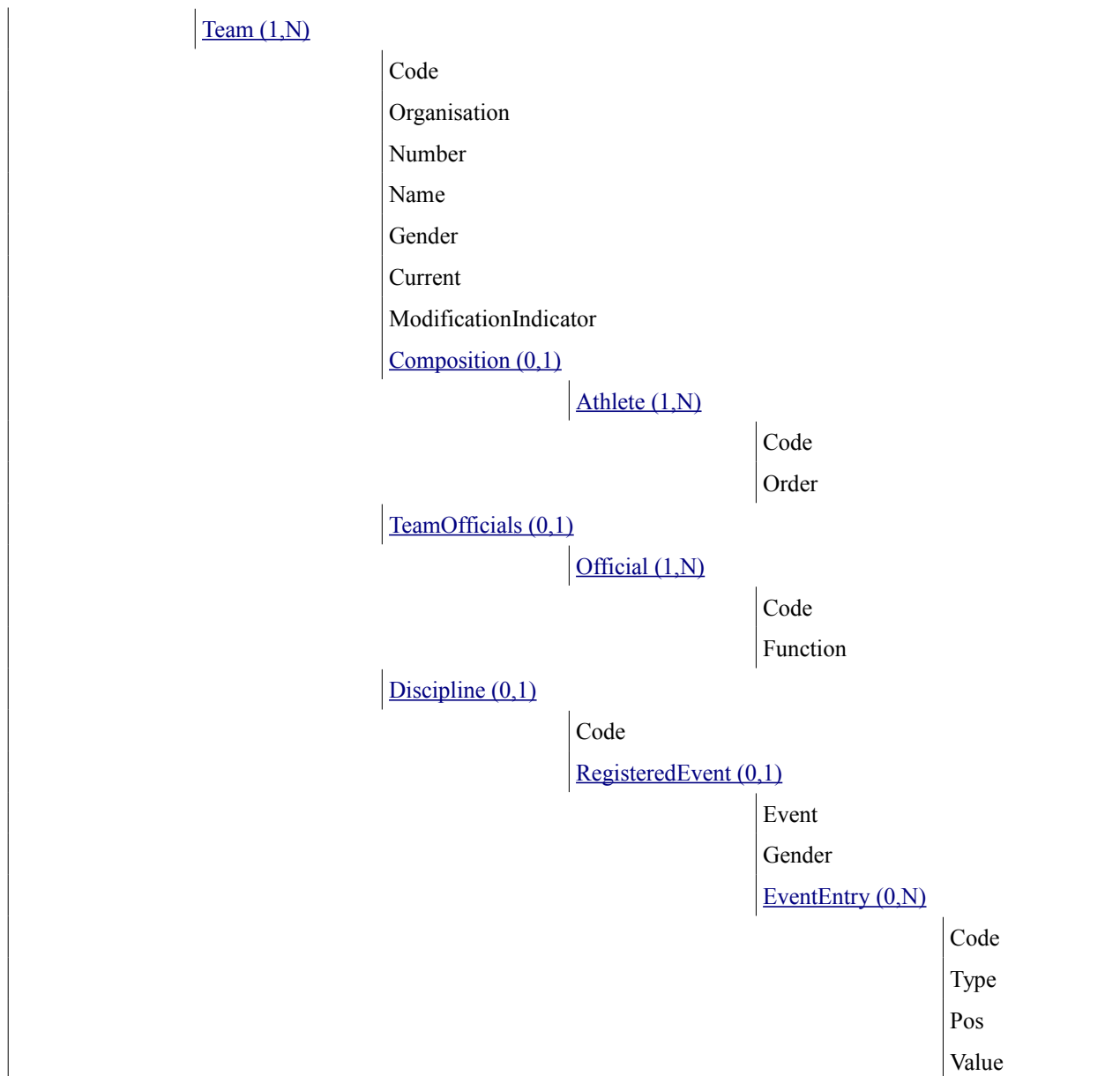
The DT\_PARTIC\_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

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
<a href="#">Competition (1,1)</a>					
	Code				



### 2.2.3.5 Message Values

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



<b>Element: Team (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number.  If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc.  Required in the case of current teams.
Name	O	S(73)	Team's name.  It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	<a href="#">CC @DisciplineGender</a>	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	<a href="#">CC @ResultsFunction</a>	Official's function for 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	<a href="#">CC @Discipline</a>	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	<a href="#">CC @Event</a>	Event ID
Gender	M	<a href="#">CC @DisciplineGender</a>	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	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).





	Attribute	M/O	Value	Description
	Value	M	S(1)	Preliminary Group of the team
ENTRY		SEED	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Seed number.

**Sample (Team)**

```
<Team Code="WPM400BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  ...
  </Composition>
  <TeamOfficials>
    <Official Code="7380748" Function="HD_COA"/>
    <Official Code="7380750" Function="TM_OFFIC"/>
  </TeamOfficials>
  <Discipline Code="WP" >
    <RegisteredEvent Gender="M" Event="400" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

**2.2.3.6 Message Sort**

The message is sorted by Team @Code.



## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in WP	Not used in WP
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	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"> <li>* Competitors or athletes are added, changed or removed including in &lt;ExtendedInfos /Competitor&gt;</li> <li>* Any change in &lt;Officials&gt;</li> <li>* Any change in StartOrder or StartSortOrder</li> <li>* Any changes in &lt;Coaches&gt;</li> <li>* Any changes in &lt;EventUnitEntry&gt;</li> </ul> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.4.3 Trigger and Frequency

This message is sent with the following ResultStatus:

- \* START\_LIST: As soon as the team/teams are known, before the match begins.
- \* START\_LIST: As soon as any of the line-up or starters are known and any change/addition to these only before the start of the match.
- \* LIVE: After the beginning of each period until period ends.
- \* LIVE: After every change in any data during period [scores, substitute, DQ etc].



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

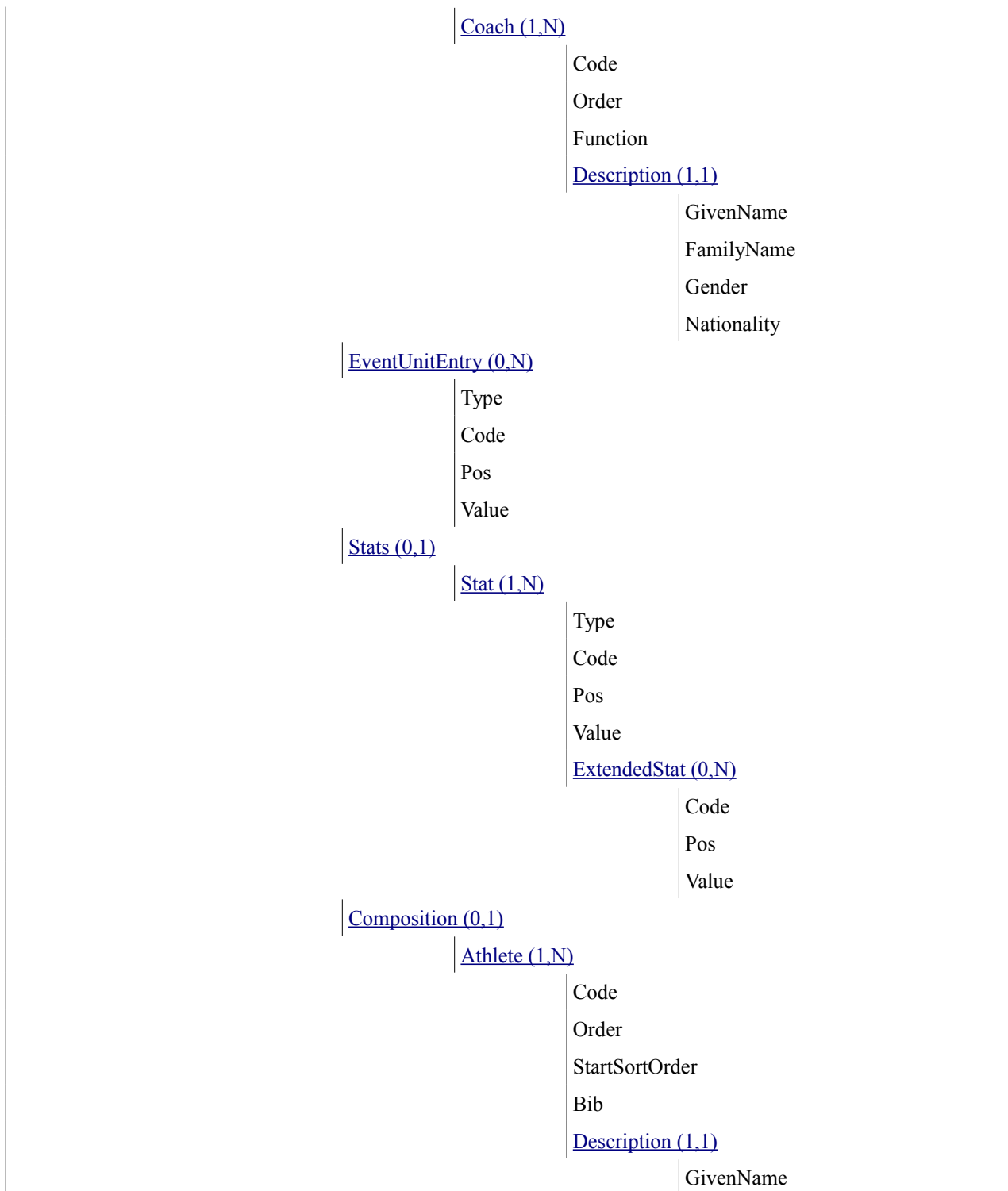
### 2.2.4.4 Message Structure

The following table defines the structure of the message.

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



	Code
	Function
	Order
	<a href="#">Description (1,1)</a>
	GivenName
	FamilyName
	Gender
	Organisation
<a href="#">Periods (0,1)</a>	
Home	
Away	
<a href="#">Period (1,N)</a>	
Code	
HomeScore	
AwayScore	
HomePeriodScore	
AwayPeriodScore	
<a href="#">Result (1,N)</a>	
Result	
IRM	
WLT	
SortOrder	
StartOrder	
StartSortOrder	
ResultType	
<a href="#">Competitor (1,1)</a>	
Code	
Type	
Organisation	
<a href="#">Description (0,1)</a>	
TeamName	
<a href="#">Coaches (0,1)</a>	





	FamilyName
	Gender
	Organisation
	BirthDate
	<a href="#">EventUnitEntry (0,N)</a>
	Type
	Code
	Pos
	Value
	<a href="#">ExtendedResults (0,1)</a>
	<a href="#">ExtendedResult (1,N)</a>
	Type
	Code
	Pos
	Value
	<a href="#">Stats (0,1)</a>
	<a href="#">Stat (1,N)</a>
	Type
	Code
	Pos
	Value
	<a href="#">ExtendedStat (0,N)</a>
	Code
	Pos
	Value

### 2.2.4.5 Message Values

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



**Element: ExtendedInfos /UnitDateTime (0,1)**  
**Scheduled start date and time. (where available update with actual start time)**  
**Actual start -and/or end- dates and times.**

Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time
EndDate	O	DateTime	Actual end date time

**Element: ExtendedInfos /ExtendedInfo (0,N)**  
**Not applicable when ResultStatus=START\_LIST**

Type	Code	Pos	Description
STATS	TIE_RANKS	N/A	Pos Description: Do not send anything  Element Expected: In case of shootout game
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Text
			Ranks for this shootout games Tie-Break ranks for preliminary group round
STATS	POSSESS	NUM	Pos Description: Send NUM  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Number of possessions
STATS	POSSESS	TIME	Pos Description: Send TIME  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	mm:ss
			Possession time
STATS	EXC	N/A	Pos Description: Do not send anything  Element Expected: When available





	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Exclusions
STATS		2EXC	N/A	Pos Description: Do not send anything  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of Double Exclusions
STATS		ACT_TEAM	GOAL, MISS	Pos Description: Send GOAL for goals, MISS for misses  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Action shots goals/misses
STATS		EXT_TEAM	GOAL, MISS, ATT, PERCENT	Pos Description: Send GOAL for goals, MISS for misses, ATT for attempts and PERCENT for percentage  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 Or Numeric ##0.0	Extra player shot goals/misses/attempts/percentage
STATS		LD_TEAM	GOAL, MISS	Pos Description: Send GOAL for goals, MISS for misses  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Long distance goals/ misses
STATS		FT_TEAM	GOAL, MISS	Pos Description: Send GOAL for goals, MISS for misses



				Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Free Throw goals/ misses
STATS		PTY_TEAM	GOAL, MISS	Pos Description: Send GOAL for goals, MISS for misses  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Penalty goals/misses
STATS		CRN_TEAM	N/A	Pos Description: Do not send anything  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Corner Throws
UI		PS_GAME	N/A	Pos Description: Do not send anything  Element Expected: In case of shootout game
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Shootout game indicator. Send Y if the event unit is a penalty shootout game
UI		PERIOD	N/A	Pos Description: Do not send anything  Element Expected: When LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Period</a>	Send current period
DISPLAY		String	Numeric #0	Code Description: Send the @Code of the last updated Result /Competitor /Stats /Stat or



			<p>Result /Competitor /Composition /Athlete /Stats /Stat          May be: ACT_GK, CNT_GK, EXT_GK, LD_GK, PTY_GK, CAT_GK, ACT, CNT, EXT, LD, PTY, CAT, ASSIST, TFL, ST, BLC, SP, TYC, TYF, 2EXC, FRP and EXC.</p> <p>Pos Description:          Unique sequential number for all the statistics to highlight</p> <p>Element Expected:          When available and only when the unit is LIVE.          Send multiple if applicable</p>
Attribute	M/O	Value	Description
Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute

**Sample (ExtendedInfos)**

```

<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-12T10:20:00+01:00" />
  <ExtendedInfo Type="UI" Code="POSSESS" Pos="NUM" Value="82" />
  <ExtendedInfo Type="UI" Code="POSSESS" Pos="TIME" Value="32:00" />
  <ExtendedInfo Type="UI" Code="EXC" Value="2" />
  <ExtendedInfo Type="UI" Code="ACT_TEAM" Pos="GOAL" Value="8" />
  <ExtendedInfo Type="UI" Code="ACT_TEAM" Pos="MISS" Value="13" />
  <ExtendedInfo Type="UI" Code="2EXC" />
  <ExtendedInfo Type="UI" Code="EXT_TEAM" Pos="GOAL" Value="8" />
  <ExtendedInfo Type="UI" Code="EXT_TEAM" Pos="MISS" Value="5" />
  <ExtendedInfo Type="UI" Code="EXT_TEAM" Pos="ATT" Value="2" />
  <ExtendedInfo Type="UI" Code="EXT_TEAM" Pos="PERCENT" Value="10,3" />
  <ExtendedInfo Type="UI" Code="LD_TEAM" Pos="GOAL" Value="2" />
  <ExtendedInfo Type="UI" Code="LD_TEAM" Pos="MISS" Value="12" />
  <ExtendedInfo Type="UI" Code="FT_TEAM" Pos="GOAL" Value="1" />
  <ExtendedInfo Type="UI" Code="FT_TEAM" Pos="MISS" Value="1" />
  ...
  <ExtendedInfo Type="UI" Code="CRN_TEAM" Value="1" />
  ...
  <ExtendedInfo Type="DISPLAY" Code="ACT" Pos="1" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="LD" Pos="2" Value="3748065" />
</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	<a href="#">CC @DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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	<a href="#">CC @ResultsFunction</a>	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Official's order. Send by Order as on official score sheet

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

**Officials extended information.**

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

**Element: Periods (0,1)**

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



Home	O	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known
Away	O	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known

**Element: Periods /Period (1,N)**

**Period in which the event unit message arrives. Not applicable when ResultStatus=START\_LIST.**

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Period</a>	Period's code
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period
HomePeriodScore	O	Numeric ##0	Score of the home competitor just for this period
AwayPeriodScore	O	Numeric ##0	Score of the away competitor just for this period

**Element: Result (1,N)**

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

Attribute	M/O	Value	Description
Result	O	Numeric ##0	The result of the competitor in the event unit
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned.  IRM of the Team for the particular event unit  Send just in the case @ResultType is both Points and IRM (see codes section)
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won, lost or tied the match / game
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)
StartOrder	M	Numeric	Competitor's start order.  Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.



			Same @StartOrder
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

**Element: Result /Competitor (1,1)**

**Competitor related to the result of one event unit.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available  NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team
Organisation	O	<a href="#">CC @Organisation</a>	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	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
Order	M	Numeric	Coach order (if more than one coach is needed).
Function	M	<a href="#">CC @ResultsFunction</a>	Official 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	<a href="#">CC @PersonGender</a>	Gender of the official
Nationality	M	<a href="#">CC @Country</a>	Coach's nationality



Element: Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type		Code	Pos	Description
EUE		HOME_AWAY	N/A	Pos Description: Do not send anything  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Home</a>	Send Home or Away
EUE		UNIFORM	N/A	Pos Description: Do not send anything  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Uniform</a>	Cap Colour

**Sample (EventUnitEntry)**

```
<EventUnitEntry Type="EUE" Code="UNIFORM" Value="WHITE" />
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
```

Element: Result /Competitor /Stats /Stat (1,N)				
Not applicable when ResultStatus=START_LIST.				
Type		Code	Pos	Description
ST		TOTAL ACT CNT EXT LD PTY CAT	N/A	Code Description: Total, Action shot, Centre shot, Extra player shot, Long distance shot, Penalty shot and Counter attack shot  Pos Description: Do not send anything Element Expected:
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	GOAL		
	Pos	N/A	Do not send anything	



	Value	Numeric #0	Goals	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Shots	
ST		PERCENT	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0	Shooting percentage (%)
ST		ASSIST	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Assists
ST		TFL	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Turnover fouls
ST		ST	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Steals





ST		BLC	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Blocked shots
ST		SP	N/A	Pos Description: Do not send anything Element Expected:
	<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Sprint attempts	
	<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat Expected: Always, if the information is available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	WIN		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Sprint wins	
ST		TYC	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	20 sec exclusions in the centre forward position (20C)
ST		TYF	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	Numeric #0	20 second exclusion in the field (20F)
ST		2EXC	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Double Exclusions
ST		FRP	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Penalties
ST		EXC	SC @Period	Pos Description: Send the period number  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Exclusions
ST		TOUT	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Time Out
ST		EXC_WS	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Exclusions with substitution



ST	EXC_WT	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Exclusions with substitution after 4 mins
ST	POSSESS	SC @Period	Pos Description: Send the period number  Element Expected: Always, if the information is available	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NUM		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Number of possessions	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TIME		
	Pos	N/A	Do not send anything	
	Value	mm:ss	Possession time	
ST	ACT_TEAM LD_TEAM FT_TEAM PTY_TEAM	SC @Period	Pos Description: Send the period number  Element Expected: Always, if the information is available	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	GOAL		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	All team action goals (action, centre and counter attack goals), Team long distance goals, Team free throw goals and Team penalty shots goals	



<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b>			
<b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MISS		
Pos	N/A	Do not send anything	
Value	Numeric #0	All team action misses (action, centre and counter attack misses), Team long distance misses, Team free throw misses and Team penalty shots misses	
ST	EXT_TEAM	SC @Period	Pos Description: Send the period number  Element Expected: Always, if the information is available
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b>			
<b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Attempts	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b>			
<b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GOAL		
Pos	N/A	Do not send anything	
Value	Numeric #0	Goals	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b>			
<b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MISS		
Pos	N/A	Do not send anything	
Value	Numeric #0	Misses	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b>			
<b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		



	Pos	N/A	Do not send anything	
	Value	Numeric ##0.0	Percentage (%) Calculated by the division between the 'number of goals' and 'number of attempts'	
ST		EXTEFF_TEAM	SC @Period	Pos Description: Send the period number  Element Expected: Always, if the information is available
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Attempts	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	GOAL		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Goals	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PERCENT		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0.0	Percentage (%)	
ST		CRN_TEAM	SC @Period	Pos Description: Send the period number  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Team Corner Throws



ST	TOTAL_GK ACT_GK CNT_GK EXT_GK LD_GK PTY_GK CAT_GK	N/A	Code Description: Total, GK action, GK centre shots, GK extra player, GK long distance, GK penalty shots and GK counter-attack  Pos Description: Do not send anything Element Expected:	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> Expected: Always, if the information is available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SAVE		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Saves	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> Expected: Always, if the information is available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Shots	
ST	PERCENT_GK	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0	Percentage (%) of shots saved

Sample (Stat)



```

<Result ResultType="GOALS" Result="9" WLT="L" SortOrder="1" StartOrder="1" StartSortOrder="1">
  <Competitor Code="WPM400USA01" Type="T" Organisation="USA">
    <Description TeamName="United States"/>
    <Coaches>
      <Coach Code="1133656" Function="COACH" Order="1" >
        <Description GivenName="Jack" FamilyName="Jones" Gender="M"
Nationality="USA" />
      </Coach>
      <Coach Code="1131476" Function="TM_OFFIC" Order="2" >
...
    </Coaches>
    <EventUnitEntry Type="EUE" Code="UNIFORM" Value="WHITE" />
    <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
    <Stats>
      <Stat Type="ST" Code="TOTAL">
        <ExtendedStat Code="GOAL" Value="9" />
        <ExtendedStat Code="SHOT" Value="20" />
      </Stat>
      <Stat Type="ST" Code="ACT">
        <ExtendedStat Code="GOAL" Value="1" />
        <ExtendedStat Code="SHOT" Value="2" />
      </Stat>
      <Stat Type="ST" Code="CNT">
        <ExtendedStat Code="GOAL" Value="1" />
        <ExtendedStat Code="SHOT" Value="3" />
      </Stat>
...
      <Stat Type="ST" Code="EXT_TEAM" Pos="Q4">
        <ExtendedStat Code="GOAL" Value="3" />
        <ExtendedStat Code="MISS" Value="1" />
        <ExtendedStat Code="ATT" Value="1" />
        <ExtendedStat Code="PERCENT" Value="10,2" />
      </Stat>
      <Stat Type="ST" Code="FT_TEAM" Pos="Q4">
        <ExtendedStat Code="GOAL" Value="1" />
      </Stat>
      <Stat Type="ST" Code="POSSESS" Pos="Q4">
        <ExtendedStat Code="NUM" Value="10" />
        <ExtendedStat Code="TIME" Value="2:53" />
      </Stat>
    </Stats>
  </Composition>

```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.



Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
StartSortOrder	M	Numeric	Order attribute used to sort team members in a team on the start list.  Start with starters ordered by bib number, substitutes and then suspended.
Bib	M	S(2)	Shirt number

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

**Athletes extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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	Pos Description: Do not send anything  Element Expected: Send the code just for the captain (when this information is known)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
	<b>Description</b>	Send 'Y' if the player is captain	
EUE	HAND	N/A	Pos Description: Do not send anything  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	<b>Description</b>		





	Value	M	<a href="#">SC @Hand</a>	Handedness of the player
EUE		INTERNAT_PLAYE D	N/A	Pos Description: Do not send anything  Element Expected: Always if not null
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of international games played
EUE		OG_GOALS	N/A	Pos Description: Do not send anything  Element Expected: Always if not null
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of goals scored in the previous Olympic Games
EUE		OG_PAR	N/A	Pos Description: Do not send anything  Element Expected: Always if not null
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of Olympic Games the athlete has participated in.
EUE		POSITION	N/A	Pos Description: Do not send anything  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Position</a>	Position of the player in the team.
EUE		STARTER	N/A	Pos Description: Do not send anything  Element Expected: Send just for those starter players (when this information is known)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send 'Y' if the player is a Starter
		STATUS	N/A	Pos Description:



EUE				Do not send anything  Element Expected: Send just for those suspended players
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @AthleteStatus	Suspended players Send "SUSPEND" if the player is suspended

**Sample (EventUnitEntry)**

```
<Athlete Code="1135320" Bib="2" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="D" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
  <EventUnitEntry Type="EUE" Code="OG_GOALS" Value="1" />
  <EventUnitEntry Type="EUE" Code="INTERNAT_PLAYED" Value="239" />
  ...
```

**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	Pos Description: Do not send anything  Element Expected: Always for all players in the water when the match is LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			<b>Description</b>
			Send Y in case of the athlete is on the field else do not send

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

**Not applicable when ResultStatus=START\_LIST.**

Type	Code	Pos	Description
ST	MINS	N/A	Pos Description: Do not send anything  Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	mm:ss
			<b>Description</b>
			Time played



ST	TOTAL ACT CNT EXT LD PTY CAT	N/A	Code Description: Total, Action shot, Centre shot, Extra player shot, Long distance shot, Penalty shot and Counter attack shot  Pos Description: Do not send anything Element Expected: Expected:	
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> Expected: Always when available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	GOAL		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Goals	
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> Expected: Always when available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Shots	
ST	PERCENT	N/A	Pos Description: Do not send anything  Element Expected: Always when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0	Shooting percentage (%)
ST	ASSIST	N/A	Pos Description: Do not send anything  Element Expected: Always when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Assists
ST	TFL	N/A	Pos Description: Do not send anything	



				Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Turnover fouls
ST		ST	N/A	Pos Description: Do not send anything  Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Steals
ST		BLC	N/A	Pos Description: Do not send anything  Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Blocked shots
ST		SP	N/A	Pos Description: Do not send anything Element Expected:
	<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always when available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Sprint attempts	
	<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always when available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	WIN		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Sprints won	



ST		TYC	N/A	Pos Description: Do not send anything  Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	20 sec exclusions in the centre forward position (20C)
ST		TYF	N/A	Pos Description: Do not send anything  Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	20 sec exclusions in the field (20C)
ST		2EXC	N/A	Pos Description: Do not send anything  Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Double Exclusions
ST		FRP	N/A	Pos Description: Do not send anything  Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Penalties
ST		EXC	N/A	Pos Description: Do not send anything  Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Exclusions</a>	Exclusions
ST		TOTAL_GK ACT_GK CNT_GK	N/A	Code Description: Total, GK Action, GK Centre shot, GK Extra player, GK Long distance, GK



	EXT_GK LD_GK PTY_GK CAT_GK		Penalty shot, GK Counter attack  Pos Description: Do not send anything Element Expected:
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always when available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SAVE		
Pos	N/A	Do not send anything	
Value	Numeric #0	Saves	
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always when available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT		
Pos	N/A	Do not send anything	
Value	Numeric #0	Shots	
ST	PERCENT_GK	N/A	Pos Description: Do not send anything  Element Expected: Always when available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0.0	GK Percentage (%) of shots saved

Sample (Stat)



```
<Athlete Code="1131363" Bib="1" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
  ...
  <Stats>
    <Stat Type="ST" Code="MINS" Value="32:00" />
    <Stat Type="ST" Code="PERCENT_GK" Value="47.4" />
    <Stat Type="ST" Code="TOTAL_GK">
      <ExtendedStat Code="SAVE" Value="9" />
      <ExtendedStat Code="SHOT" Value="19" />
    </Stat>
    <Stat Type="ST" Code="ACT_GK">
      <ExtendedStat Code="SAVE" Value="3" />
      <ExtendedStat Code="SHOT" Value="6" />
    </Stat>
    <Stat Type="ST" Code="CNT_GK">
      <ExtendedStat Code="SAVE" Value="3" />
      <ExtendedStat Code="SHOT" Value="6" />
    </Stat>
    <Stat Type="ST" Code="EXT_GK">
      <ExtendedStat Code="SAVE" Value="0" />
      <ExtendedStat Code="SHOT" Value="2" />
    </Stat>
    <Stat Type="ST" Code="LD_GK">
      <ExtendedStat Code="SAVE" Value="3" />
      <ExtendedStat Code="SHOT" Value="5" />
    </Stat>
  </Stats>
</Athlete>
```

#### 2.2.4.6 Message Sort

Sort by Result @SortOrder



## 2.2.5 Play by Play

### 2.2.5.1 Description

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

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

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





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

### 2.2.5.3 Trigger and Frequency

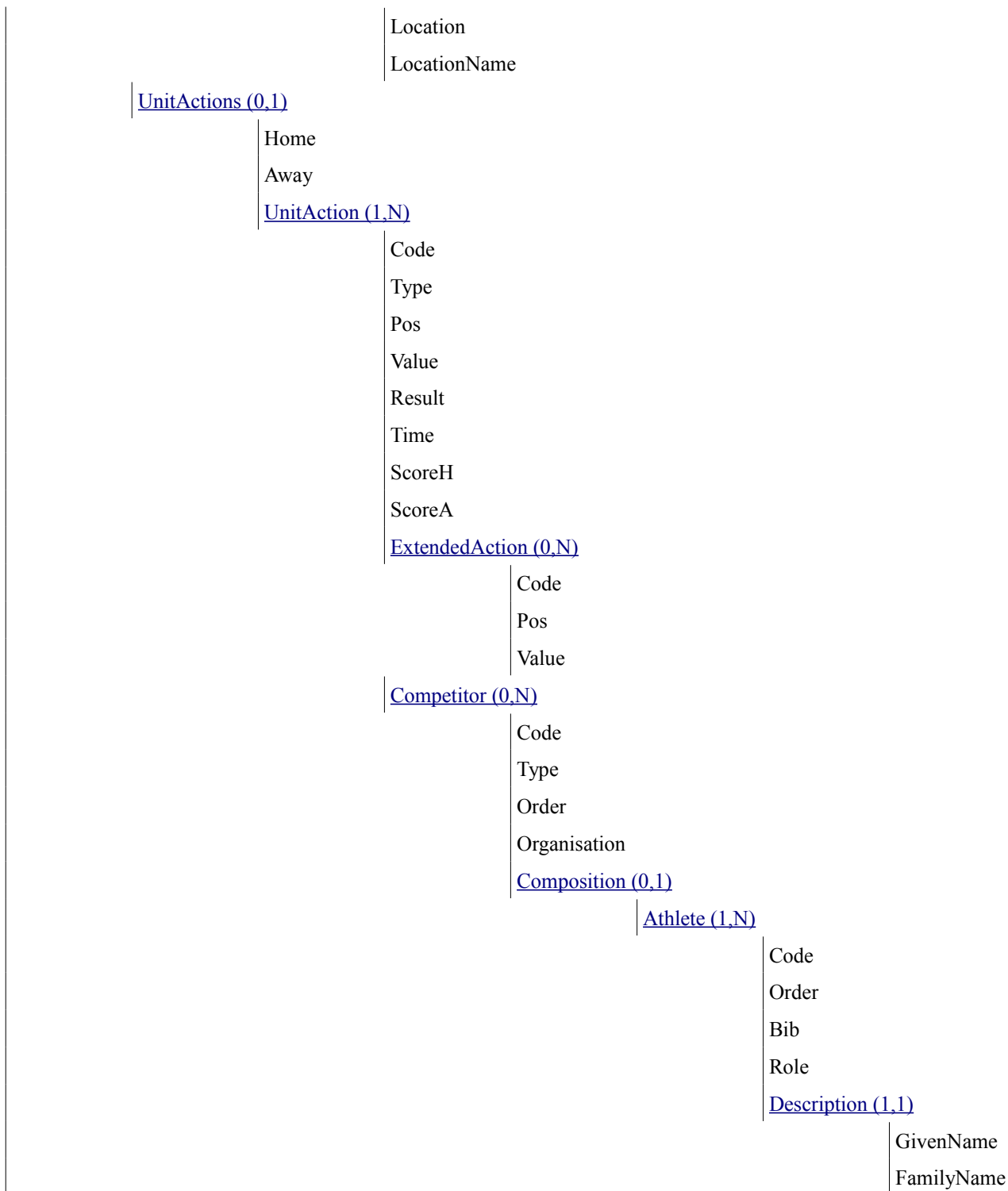
This message is sent:

- \* After every action.
- \* After each period.
- \* After extra time and shoot-out (if any).
- \* After the match (unit).

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (1,1)</a>							
	Code						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				





	Gender
	Organisation
	BirthDate

### 2.2.5.5 Message Values

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

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

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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	Home Competitor ID. Must be sent if known
Away	O	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known



<b>Element: UnitActions /UnitAction (1,N)</b>			
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:
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">SC @Action</a>	Actions in the game, send one action code.  The first action of each period should always be "STARTP".
Time	O	mm:ss	Action's time in minutes and seconds Example (02:05)
Result	O	<a href="#">SC @ResAction</a>	Result of the Action for the player/team
ScoreH	O	Numeric #0	Numeric, home team score after action.
ScoreA	O	Numeric #0	Numeric, away team score after action
<b>Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PSO_A		
Pos	N/A	N/A	
Value	Numeric #0	Away Score in penalty shootout	
<b>Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PSO_H		
Pos	N/A	N/A	
Value	Numeric #0	Home Score in penalty shootout	

<b>Element: UnitActions /UnitAction /Competitor (0,N)</b>			
<b>Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.</b>			
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	<a href="#">CC @Organisation</a>	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	<a href="#">SC @ActionRole</a>	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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Sample (UnitAction)**



```
<UnitAction Type="UAC" Code="H1" Pos="3" Value="LD" Result="GOAL" Time="02:00" ScoreH="0"
ScoreA="1" >
  <ExtendedAction Code="PSO_H" Value="1" />
  <ExtendedAction Code="PSO_A" Value="0" />
  <Competitor Code="WPW400RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="W"
Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
```

### 2.2.5.6 Message Sort

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



## 2.2.6 Current Information

### 2.2.6.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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 WP	Not used in WP
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

### 2.2.6.3 Trigger and Frequency

This message is sent:

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

### 2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (1,1)</a>	Code		
	<a href="#">Clock (0,1)</a>		
		Period	
		Time	
		Running	
	<a href="#">Periods (0,1)</a>		
		Home	
		Away	
		<a href="#">Period (1,N)</a>	
			Code
			HomeScore
			AwayScore
			HomePeriodScore
			AwayPeriodScore
	<a href="#">Result (0,N)</a>		
		Result	





	SortOrder StartSortOrder ResultType <a href="#">Competitor (1,N)</a>
	Code
	Type
	Organisation

### 2.2.6.5 Message Values

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

Element: Clock (0,1)			
Clock Information			
Attribute	M/O	Value	Description
Period	O	<a href="#">SC @Period</a>	Current Period
Time	M	mm:ss	Value of the clock
Running	M	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running, N to indicate the clock is stopped.

Element: Periods (0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known
Away	O	S(20) with no leading zeroes	Away Competitor ID. 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	<a href="#">SC @Period</a>	Period's code



HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period
HomePeriodScore	M	Numeric #0	Score of the home competitor just for this period
AwayPeriodScore	M	Numeric #0	Score of the away competitor just for this period

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

<b>Element: Result /Competitor (1,N)</b>			
<b>Competitor related to the result of one event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	T	T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

**Sample (Current Information)**



```
<Competition Code="OG2016">
  <Clock Time="1:34" Running="Y" />
  <Periods Home="WPM400USA01" Away="WPM400AUS01">
    <Period Code="Q1" HomeScore="1" AwayScore="3" HomePeriodScore="1"
    AwayPeriodScore="3" />
    <Period Code="Q2" HomeScore="3" AwayScore="5" HomePeriodScore="2"
    AwayPeriodScore="2" />
    <Period Code="Q3" HomeScore="4" AwayScore="8" HomePeriodScore="1"
    AwayPeriodScore="3" />
    <Period Code="Q4" HomeScore="9" AwayScore="10" HomePeriodScore="5"
    AwayPeriodScore="2" />
  </Periods>
  <Result ResultType="GOALS" Result="9" SortOrder="1">
    <Competitor Code="WPM400USA01" Type="T" Organisation="USA"/>
  </Result>
  <Result ResultType="GOALS" Result="10" SortOrder="2">
    <Competitor Code="WPM400AUS01" Type="T" Organisation="AUS"/>
  </Result>
</Competition>
```

### 2.2.6.6 Message Sort

Sort by Result @SortOrder.



## 2.2.7 Pool Standings

### 2.2.7.1 Description

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

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	S(20)	DocumentSubtype attributes will be the Group code A, B,... accordingly to the ODF Common Codes.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	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.



		<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	<a href="#">SC @Source</a>	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
<a href="#">Competition (1,1)</a>					
	Code				
	<a href="#">ExtendedInfos (0,1)</a>				
		<a href="#">SportDescription (0,1)</a>			



		DisciplineName
		EventName
		SubEventName
		Gender
	<u>VenueDescription (0,1)</u>	Venue
		VenueName
<u>Result (1,N)</u>		
		Rank
		RankEqual
		ResultType
		Result
		IRM
		SortOrder
		Won
		Lost
		Tied
		Played
		For
		Against
		Diff
	<u>Competitor (1,1)</u>	
		Code
		Type
		Organisation
		<u>Description (0,1)</u>
		TeamName
	<u>Opponent (0,N)</u>	
		Code
		Type
		Pos
		Organisation



	Date	
	Time	
	Result	
	<a href="#">Unit (0,1)</a>	
		Phase
		Unit
	<a href="#">Description (0,1)</a>	
		TeamName

### 2.2.7.5 Message Values

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

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
Gender	M	<a href="#">CC @DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	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. It is optional because the team can be disqualified
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	M	<a href="#">SC @ResultType</a>	Type of the @Result attribute.  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	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned  Send just in the case @ResultType is points and IRM
SortOrder	M	Numeric	Unique sort order for result in the pool, based on rank to break rank ties.
Won	O	Numeric 0	Number of games won by the team in the group
Lost	O	Numeric 0	Number of games lost by the team in the group
Tied	O	Numeric 0	Number of games tied by the team in the group
Played	O	Numeric 0	Number of games played by the team in the group
For	O	Numeric #0	Total number of goals for
Against	O	Numeric #0	Total number of goals against
Diff	O	Numeric #0  Or  -Numeric -#0	Goals difference, between goals for and goals against

**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	<a href="#">CC @Organisation</a>	Competitor's organisation

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

**Competitors extended information.**

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

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

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

Type	Code	Pos	Description
T	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:
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Organisation	M	<a href="#">CC @Organisation</a>
	Date	M	Date
	Time	O	S(5)
	Result	O	S(50)
			Competitor's organisation (code). Must include if the data is available
			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 of match (example HH:MM) Must include if the data is available, send even after the match is complete.
			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	<a href="#">CC @Phase</a>	Phase code for the pool item
Unit	M	<a href="#">CC @Unit</a>	Unit code for the pool item

**Sample (Pool Standings)**

```
<Result Rank="1" ResultType="POINTS" Result="2" Played="1" Won="1" Lost="0" Tied="0" For="10"
Against="8" Diff="2" SortOrder="1">
  <Competitor Code="WPW400AUS01" Type="T" Organisation="AUS">
    <Description TeamName="Australia"/>
    <Opponent Code="WPW400RUS01" Type="T" Pos="1" Organisation="RUS" Date="2016-08-03"
Time="14:00">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Russia"/>
    </Opponent>
    <Opponent Code="WPW400GBR01" Type="T" Pos="2" Organisation="GBR" Date="2016-08-02"
Time="09:00" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Great Britain"/>
    </Opponent>
    <Opponent Code="WPW400ITA01" Type="T" Pos="4" Organisation="ITA" Date="2016-08-01"
Time="09:00" Result="10-8" >
      <Unit Phase="A" Unit="05"/>
      <Description TeamName="Italy"/>
    </Opponent>
  </Competitor>
```

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	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

This message is sent:

- \* 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
<a href="#">Competition (1,1)</a>	Code	<a href="#">ExtendedInfos (0,1)</a>	<a href="#">SportDescription (0,1)</a>	DisciplineName	EventName	Gender	
			<a href="#">VenueDescription (0,1)</a>	Venue	VenueName	Location	LocationName
	<a href="#">Bracket (1,N)</a>	Code	<a href="#">BracketItems (1,N)</a>	Code			



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

### 2.2.8.5 Message Values



<b>Element: Competition (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

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

<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in text.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location Code
LocationName	M	S(30)	Location short name (not code) from Common Codes

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

<b>Element: Bracket /BracketItems (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. It is referred to the Quarterfinals, Semifinals or Finals phase.

<b>Element: Bracket /BracketItems /BracketItem (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Code	M	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem.  It will be sent the game number for each bracket item (e.g.: 17, 18, 19, 20 ...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	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 5-2). Must include if the data is available and the match is complete

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

Unit related to the BracketItem.

Attribute	M/O	Value	Description
Phase	M	<a href="#">CC @Phase</a>	Phase code for the bracket item
Unit	M	<a href="#">CC @Unit</a>	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	<a href="#">CC @Phase</a>	Phase code of the next event unit for the current bracket item.
Unit	M	<a href="#">CC @Unit</a>	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	<a href="#">CC @Phase</a>	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
Unit	M	<a href="#">CC @Unit</a>	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	<a href="#">SC</a> <a href="#">@CompetitorPlace</a>	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	W or L	Indicates the winner or loser of the bracket item. Always send when known

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

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

Attribute	M/O	Value	Description
Phase	O	<a href="#">CC @Phase</a>	Phase code of the previous event phase for the <b>CompetitorPlace@Pos</b> competitor of the bracket item. Send A or B instead of 9 for preliminaries.
Unit	O	<a href="#">CC @Unit</a>	Unit code of the previous event unit for the <b>CompetitorPlace@Pos</b> 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(2)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
WLT	O	W or L	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

**Sample (Bracket)**





```

<Bracket Code="FNL">
  <BracketItems Code="QFL">
    <BracketItem Code="13" Order="1" Date="2016-08-02" Time="09:00" >
      <Unit Phase="3" Unit="01" />
      <NextUnit Phase="2" Unit="01" />
      <NextUnitLoser Phase="2" Unit="03" />
      <CompetitorPlace Pos="1" Code="TBD">
        <PreviousUnit Phase="A" Value="2"/>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Code="TBD">
        <PreviousUnit Phase="B" Value="3"/>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Code="16" Order="2" Date="2016-08-02" Time="12:00" >
      <Unit Phase="3" Unit="02" />
      <NextUnit Phase="2" Unit="01" />
      <NextUnitLoser Phase="2" Unit="03" />
      <CompetitorPlace Pos="1" Code="TBD">

```

**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	<a href="#">CC @Organisation</a>	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:

- \* For Bracket @Code: FNL, BRN, 5\_8, 7\_8.
- \* For BracketItems @Code: QFL, SFL, FNL.
- \* Then, the BracketItem @Order.



## 2.2.9 Statistics

### 2.2.9.1 Description

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

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

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	RSC	This message will be send with different RSCs, these denotes if the statistics are form Preliminary Phase, Final phase or Overall. The codes used are: * DDGEEE900 for Preliminary * DDGEEE100 for Final (Quarterfinal, Semifinal and Final) * DDGEEE000 for Overall
DocumentSubcode	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	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. * IND_RANKING: Ranking of individual tournament statistics, for the bestathletes. * TEAM_RANKING: Ranking of team tournament statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	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 is sent:

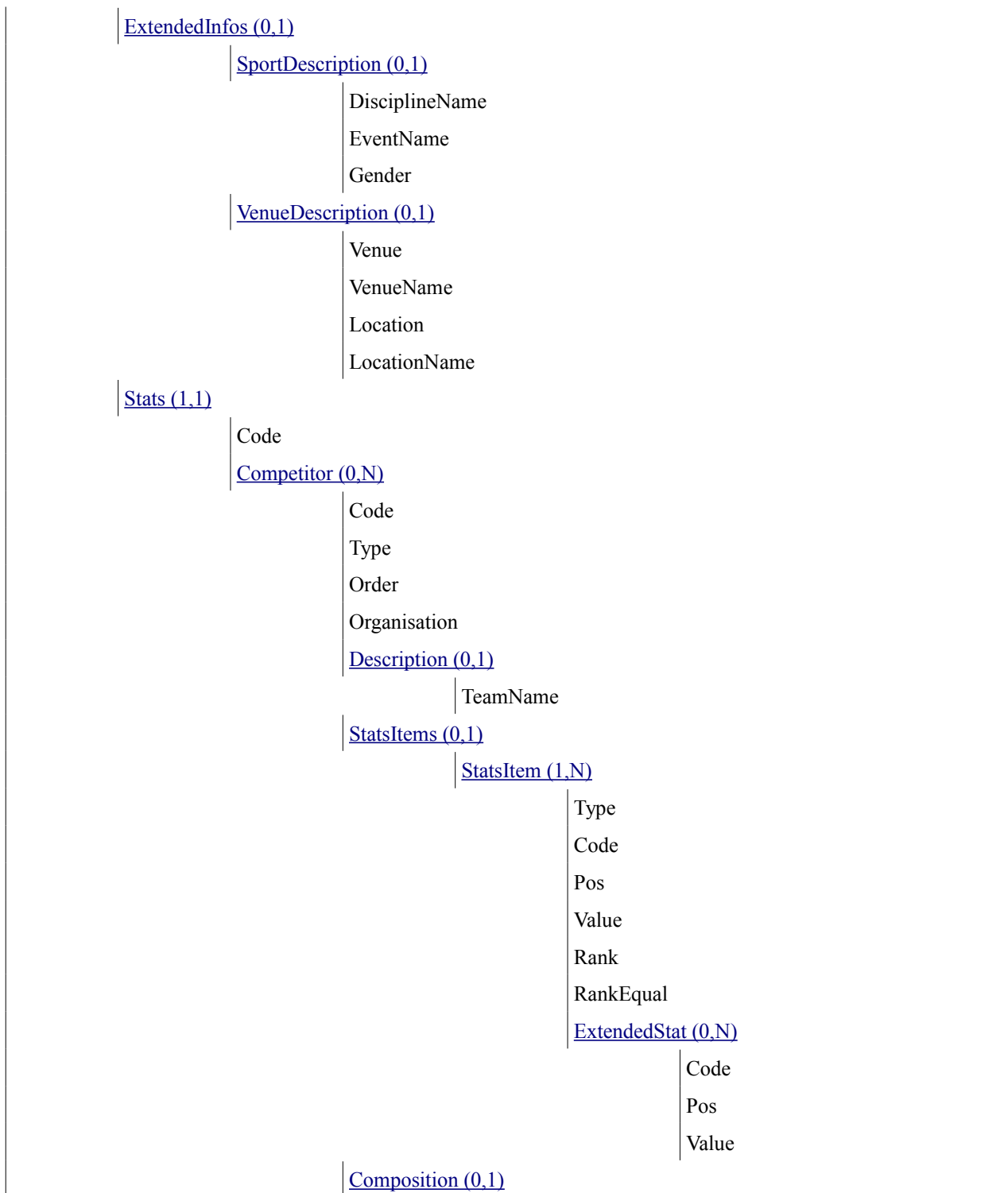
\* After each match

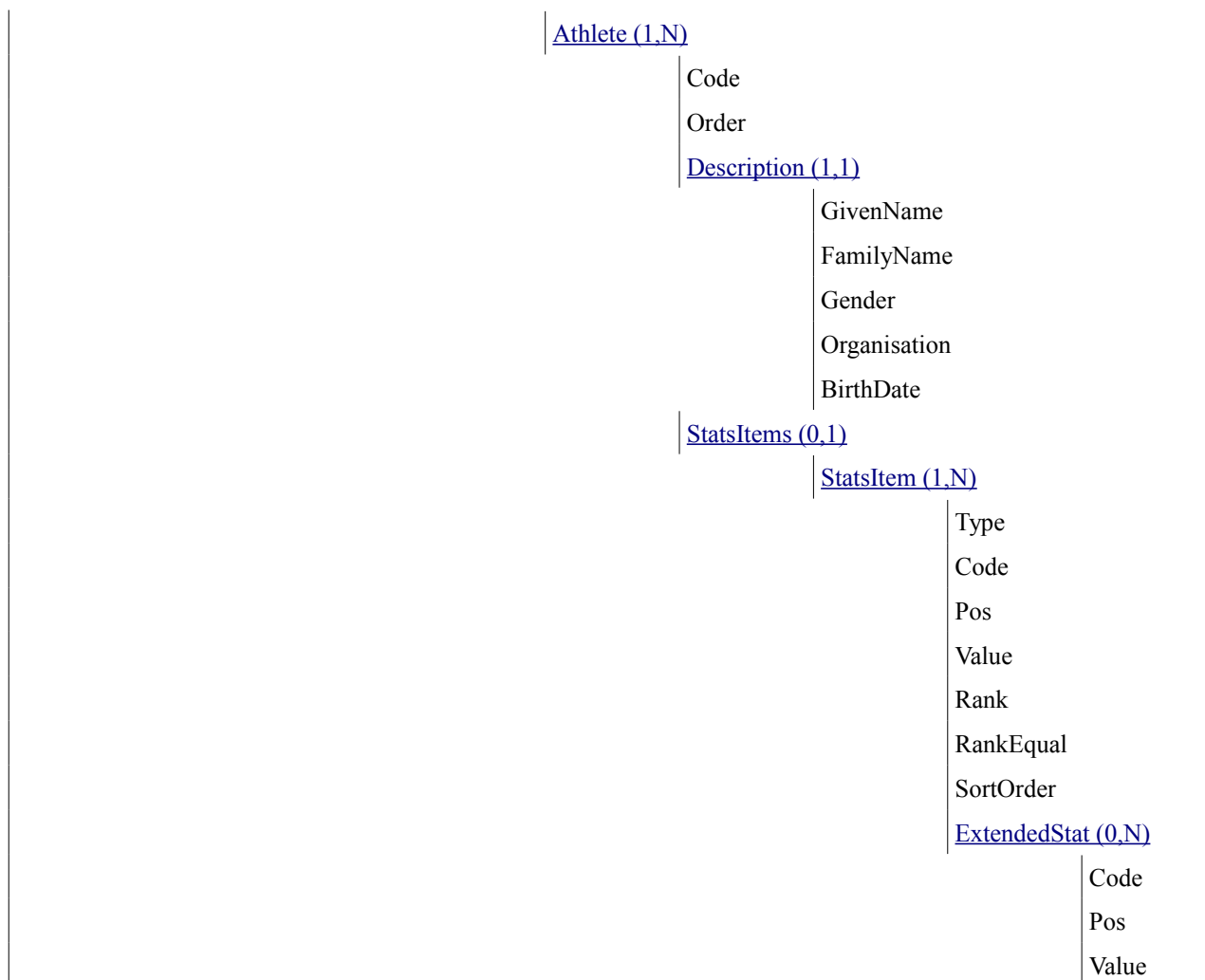
Note: First send the CUM messages and after send the TEAM\_RANKING and IND\_RANKING messages.

### 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
<a href="#">Competition (1,1)</a>								
	Code							





### 2.2.9.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

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

Venue Names in text.

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location Code
LocationName	M	S(30)	Location short name (not code) from Common Codes

**Element: Stats (1,1)**

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed.  It must be the same as the DocumentSubtype attribute in the header.

**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  For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organization if known

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

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



<b>Element: Stats /Competitor /StatsItems /StatsItem (1,N)</b>				
<b>Team competitor's stats item, according to competitors' rules.</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST		MP	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Matches played
ST		TOTAL ACT CNT EXT LD PTY CAT	N/A	Code Description: Total, Action shots, Centre shots, Extra player, Long distance, Penalty shots, Counter attack  Pos Description: Do not send anything  Element Expected: Always, if the information is available for the DocumentSubtype=CUM and TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	Numeric #0	Rank Only for DocumentSubtype= TEAM_RANKING
	RankEqual	O	S(1)	Send Y if the Rank is equalled Only for DocumentSubtype= TEAM_RANKING
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	GOAL		
	Pos	Numeric #	Send 1 only for Against	
	Value	Numeric ##0	Goals	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always send if DocumentSubtype= CUM only</b>				



Attribute	Value	Description	
Code	PERCENT		
Pos	Numeric #	Send 1 only for Against	
Value	Numeric ##0.0	Shooting percentage	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
Attribute	Value	Description	
Code	SHOT		
Pos	Numeric #	Send 1 only for Against	
Value	Numeric ##0	Shots	
ST	ASSIST TFL ST BLC TYC TYF 2EXC FRP EXC	Numeric #	Code Description: Assists, Turnover fouls, Steals, Blocked shots, 20sec in centre forward, 20sec in the field, Double exclusion, Penalty, Exclusion  Pos Description: Send 1 only for Against  Element Expected: Always send if DocumentSubtype= CUM only
Attribute	M/O	Value	Description
Value	M	Numeric ##0	For & Against
ST	SP	N/A	Pos Description: Do not send anything Element Expected: Always send if DocumentSubtype= CUM only
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
Attribute	Value	Description	
Code	ATT		
Pos	Numeric #	Send 1 only for Against	
Value	Numeric	Sprint attempts	





		##0		
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	WIN		
	Pos	Numeric #	Send 1 only for Against	
	Value	Numeric ##0	Sprint wins	
ST		TOUT	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Time Out
ST		EXC_WS	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Exclusions with substitution
ST		EXC_WT	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Exclusions with substitution after 4 mins
ST		POSSESS	N/A	Pos Description: Do not send anything Element Expected: Always send if DocumentSubtype= CUM only



<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	NUM		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Possession - Total number	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME		
Pos	N/A	Do not send anything	
Value	h:mm:ss	Possession - Total time. Remove leading zeros	
ST	ACT_TEAM LD_TEAM FT_TEAM PTY_TEAM	N/A	Code Description: Action shot, Long distance, Free throw, Penalty throw  Pos Description: Do not send anythingElement Expected: Always send if DocumentSubtype= CUM only
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GOAL		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Shot goals	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MISS		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Shot missed	
ST	EXT_TEAM (extra player)	N/A	Pos Description: Do not send anythingElement Expected:



			Always send if DocumentSubtype=CUM only
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always send if DocumentSubtype= CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	All Extra Player Attempts	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always send if DocumentSubtype= CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GOAL		
Pos	N/A	Do not send anything	
Value	Numeric ##0	All Extra Player Goals	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always send if DocumentSubtype= CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MISS		
Pos	N/A	Do not send anything	
Value	Numeric ##0	All Extra Player Missed	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always send if DocumentSubtype= CUM only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A	Do not send anything	
Value	Numeric ##0.0	All Extra Player Percentage	
ST	CRN_TEAM	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype=CUM only
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric	Corner Throws



			##0	
ST	TOTAL_GK ACT_GK CNT_GK EXT_GK LD_GK PTY_GK CAT_GK		N/A	Code Description: GK total, GK action shots, GK centre shots, GK extra man shots, GK long distance shots, GK penalty shots, GK counter attack shots  Pos Description: Do not send anything Expected: Always send if DocumentSubtype= CUM only
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PERCENT		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0.0	Goalkeeper percentage (%) of shots saved	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SAVE		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Goalkeeper Saves	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOT		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Goalkeeper Shots	

Sample (<Stats Code="CUM">)



```

<Stats Code="CUM">
  <Competitor Code="WPW400USA01" Type="T" Organisation="USA" Order="1">
    <Description TeamName="United States"/>
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="1" />
      <StatsItem Type="ST" Code="TOTAL">
        <ExtendedStat Code="GOAL" Value="14" />
        <ExtendedStat Code="SHOT" Value="32" />
        <ExtendedStat Code="PERCENT" Value="43.8" />
        <ExtendedStat Code="GOAL" Pos="1" Value="13" />
        <ExtendedStat Code="SHOT" Pos="1" Value="28" />
        <ExtendedStat Code="PERCENT" Pos="1" Value="46.4" />
      </StatsItem>
      ...
      <StatsItem Type="ST" Code="LD">
        <ExtendedStat Code="GOAL" Value="2" />
        <ExtendedStat Code="SHOT" Value="12" />
        <ExtendedStat Code="PERCENT" Value="16.7" />
        <ExtendedStat Code="GOAL" Pos="1" Value="3" />
        <ExtendedStat Code="SHOT" Pos="1" Value="11" />
      </StatsItem>
      ...
      <StatsItem Type="ST" Code="TOTAL_GK">
        <ExtendedStat Code="SAVE" Value="6" />
        <ExtendedStat Code="SHOT" Value="19" />
        <ExtendedStat Code="PERCENT" Value="31.6" />
      </StatsItem>
      <StatsItem Type="ST" Code="ACT_GK">
        <ExtendedStat Code="SAVE" Value="0" />
        <ExtendedStat Code="SHOT" Value="2" />
      </StatsItem>
      ...
      <StatsItem Type="ST" Code="POSSESS">
        <ExtendedStat Code="NUM" Value="42" />
        <ExtendedStat Code="TIME" Value="2:53" />
      </StatsItem>
      <StatsItem Type="ST" Code="CRN_TEAM" Value="1" />
    </StatsItems>
    <Composition>
      <Athlete Code="1133191" Order="1">
        ...

```

**Element: Stats /Competitor /Composition /Athlete (1,N)****Always, if the information is available for the DocumentSubtype=CUM and IND\_RANKING**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID, corresponding to either a team member or an



		zeroes	individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team.  Within the team the players are sorted: For each player: 1 - Points per game (average) 2 - Games played 3 - Minutes per game 4 - Uniform number or disqualification identification 5 - Family name 6 - Given name; sort disqualified players to the bottom of the list

**Element: Stats /Competitor /Composition /Athlete /Description (1,1)**

Always, if the information is available for the DocumentSubtype=CUM and IND\_RANKING

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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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

Always, if the information is available for the DocumentSubtype=CUM and TEAM\_RANKING

Type	Code	Pos	Description
ST	STATUS	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype=CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @IRM</a>
ST	MP	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype=CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>



	Value	M	Numeric #0	Matches played
ST		MINS	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minutes played
ST		TOTAL ACT CNT EXT LD PTY CAT	N/A	Code Description: Total shots, Action shots, Centre shots, Extra player shots, Long distance shots, Penalty shots, Counter attack shots  Pos Description: Do not send anything  Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	Numeric #0	Rank Only for DocumentSubtype= IND_RANKING
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent. Only for DocumentSubtype= IND_RANKING
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item) Only for DocumentSubtype= IND_RANKING
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	GOAL		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Goals	



<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
<b>Attribute</b>		<b>Value</b>	<b>Description</b>	
Code		PERCENT		
Pos		N/A	Do not send anything	
Value		Numeric ##0.0	Shooting percentage	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
<b>Attribute</b>		<b>Value</b>	<b>Description</b>	
Code		SHOT		
Pos		N/A	Do not send anything	
Value		Numeric ##0	Shots	
ST		ASSIST	N/A	Pos Description: Do not send anything  Element Expected: Always send if the DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Assists
ST		TFL	N/A	Pos Description: Do not send anything  Element Expected: Always send if the DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Turnover foul
ST		ST	N/A	Pos Description: Do not send anything  Element Expected: Always send if the DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Steals





			##0	
ST		BLC	N/A	Pos Description: Do not send anything  Element Expected: Always send if the DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Blocked shot
ST		SP	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	Numeric #0	Rank Only for DocumentSubtype= IND_RANKING
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent. Only for DocumentSubtype= IND_RANKING
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item) Only for DocumentSubtype= IND_RANKING
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Sprint attempts	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PERCENT		
	Pos	N/A	Do not send anything	



	Value	Numeric ##0.0	Sprint percentage	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	WIN		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Sprint wins	
ST		TYC	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	20 sec exclusion in the centre forward position
ST		TYF	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	20 sec exclusion in the field
ST		2EXC	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Double Exclusions
ST		FRP	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only



Attribute	M/O	Value	Description
Value	M	Numeric ##0	Penalties
ST	EXC	N/A	Pos Description: Do not send anything  Element Expected: Always send if DocumentSubtype= CUM only
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Exclusions
ST	TOTAL_GK ACT_GK CNT_GK EXT_GK LD_GK PTY_GK CAT_GK	N/A	Code Description: GK total, GK action shots, centre shots, GK extra man shots, GK long distance shots, GK penalty shots, GK counter attack  Pos Description: Do not send anything Element Expected: Always send if DocumentSubtype= CUM only
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
Attribute	Value	Description	
Code	PERCENT		
Pos	N/A	Do not send anything	
Value	Numeric ##0.0	Shooting percentage	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
Attribute	Value	Description	
Code	SAVE		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Saves	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always send if DocumentSubtype= CUM only</b>			
Attribute	Value	Description	



Code	SHOT	
Pos	N/A	Do not send anything
Value	Numeric ##0	Shots

**Sample (<Stats Code="CUM">)**

```
<Athlete Code="1133191" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1994-12-15" />
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="1" />
    <StatsItem Type="ST" Code="MINS" Value="32" />
    <StatsItem Type="ST" Code="TOTAL_GK">
      <ExtendedStat Code="SAVE" Value="6" />
      <ExtendedStat Code="SHOT" Value="19" />
      <ExtendedStat Code="PERCENT" Value="31.6" />
    </StatsItem>
    <StatsItem Type="ST" Code="ACT_GK">
      <ExtendedStat Code="SAVE" Value="0" />
      <ExtendedStat Code="SHOT" Value="2" />
    </StatsItem>
    ...
    <StatsItem Type="ST" Code="PTY_GK">
      <ExtendedStat Code="SAVE" Value="1" />
      <ExtendedStat Code="SHOT" Value="1" />
      <ExtendedStat Code="PERCENT" Value="100.0" />
    </StatsItem>
  </StatsItems>
</Athlete>
<Athlete Code="1131793" Order="2">
...
```

**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.

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

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @ResultStatus</a>	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



		<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	<a href="#">SC @Source</a>	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

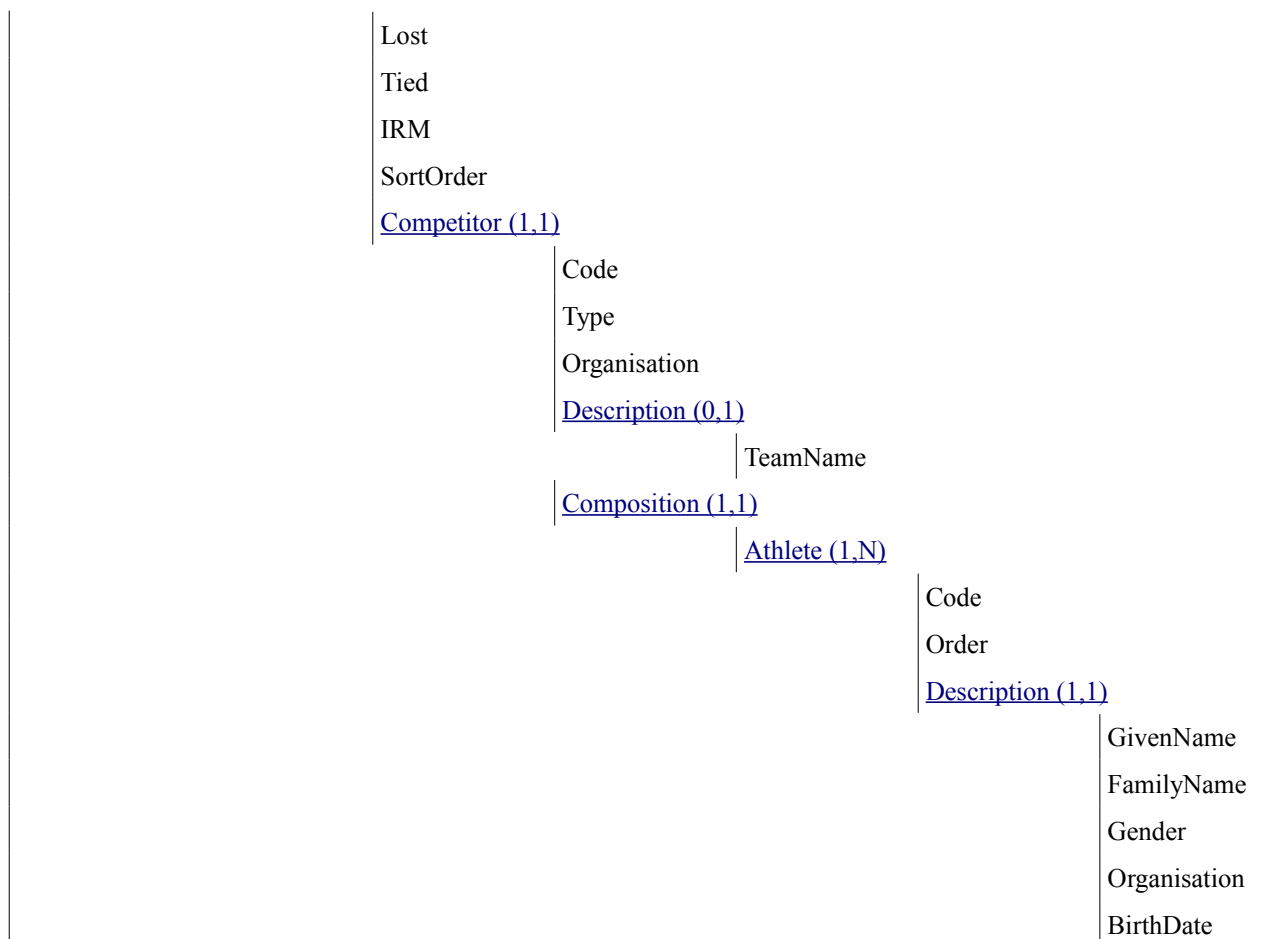
This message is sent:

\* 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
<a href="#">Competition (1,1)</a>						
	Code					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		Played				
		Won				



### 2.2.10.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit



<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in text</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Played	O	Numeric #0	Number of matches played by the competitor in the event
Won	O	Numeric #0	Number of matches won by the competitor in the event
Lost	O	Numeric #0	Number of matches lost by the competitor in the event
Tied	O	Numeric #0	Number of matches tied by the competitor in the event
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned.  Send just if the team has been disqualified
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties.  It is mostly based on the rank, but it should be used to sort out disqualified teams.

<b>Element: Result /Competitor (1,1)</b>			
<b>Competitor related to one final event result.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID.
Type	M	T	T for team





Organisation	O	<a href="#">CC @Organisation</a>	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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Sample (Event Final Ranking)**

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
  <Competitor Code="WPM400CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" >
    ...
```

**2.2.10.6 Message Sort**

Sort by Result @SortOrder



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	28 March 2014	First version
v1.1	14 May 2014	Changes after IDM, SFA version
v1.2	23 July 2014	Internal delivery
v1.3	22 August 2014	Internal delivery
v1.4	13 November 2014	APP version
v1.5	17 March 2015	Internal delivery: CR4785, CR5247, CR5259, CR5124, CR5260 and some minor issues
v1.6	15 April 2015	Internal delivery: CR5520 and some minor issues
v1.7	4 May 2015	External delivery
v1.8	6 August 2015	External delivery, CR5196, CR5565 and some minor issues
v1.9	1 October 2015	External delivery
v2.0	5 November 2015	External delivery: CR8398 and some minor issues
v2.1	18 December 2015	External delivery
v2.2	5 February 2016	External delivery
v2.3	5 May 2016	External delivery
v2.4	9 June 2016	External delivery

#### File Reference: ODF/INT181- R-SOG-2016-v2.4 APP (WP)

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



		<ul style="list-style-type: none"> <li>- Officials /Official @Function value has been updated to CC @ResultFunction.</li> <li>- Start /Competitor /Coaches /Coach @Function value has been updated to CC @ResultFunction.</li> <li>- UI /PERIOD_CURRENT code has been updated to PERIOD.</li> <li>- UI /POSSESS_NUM and UI /POSSESS_TIME codes have been removed and replaced with UI /POSSESS with Pos NUM and TIME.</li> <li>- UI /ACT, EXT, LDIST and PTY codes have been updated to ACT_TEAM, EXT_TEAM, LD_TEAM and PTY_TEAM.</li> <li>- Numeric Pos has been updated to GOAL and MISS for the UI Stats fields.</li> <li>- Extended Stats ATT and PERCENT have been added to UI /EXT_TEAM and to ST /EXT_TEAM codes.</li> <li>- DISPLAY /CURRENT code has been removed.</li> <li>- EUE /PARTIC_STATUS code has been updated to STATUS.</li> <li>- CENTRE, LDIST, C_ATTK, TO_FOUL, CENTRE_GK, LDIST_GK and C_ATTK_GK have been updated to CNT, LD, CAT, TFL, CNT_GK, LD_GK and CAT_GK in the different elements.</li> <li>- WINS stat code has been updated to WIN.</li> <li>- Extended stat MINS has been updated to TIME in ST /POSSESS.</li> <li>- Extended stat ATT and PERCENT have been added to ST /EXT_TEAM.</li> </ul> <p>* Play by Play:</p> <ul style="list-style-type: none"> <li>- Type EA has been removed and replaced with UAC and codes have been updated to ExtendedAction Codes. Sample has been updated accordingly.</li> </ul> <p>* Statistics table:</p> <ul style="list-style-type: none"> <li>- Pos column has been added to Competition /Stats /Competitor /StatsItems /StatsItem element.</li> <li>- GOAL_A, SHOT_A, PERCENT_A, FOR, AGAINST, WINS_A and ATT_A ExtendedStat codes have been removed. Pos 1 should be sent instead.</li> <li>- WINS stat code has been updated to WIN.</li> <li>- ST /POSSESS_NUM and ST /POSSESS_TIME codes have been removed and replaced with UI /POSS with Extended Stat codes NUM and TIME.</li> <li>- Extended Stats ATT and PERCENT have been added to ST /EXT_TEAM code.</li> <li>- CENTRE, LDIST, C_ATTK, TO_FOUL, CENTRE_GK, LDIST_GK and C_ATTK_GK have been updated to CNT, LD, CAT, TFL, CNT_GK, LD_GK and CAT_GK in the different elements.</li> <li>- ST /IRM code has been updated to STATUS.</li> </ul> <p>* Brackets:</p> <ul style="list-style-type: none"> <li>- Bracket /BracketItems /BracetItem /CompetitorPlace /PreviousUnit @Phase comment has been updated, to let clear that A or B should be used instead of 9 for preliminaries.</li> </ul>
v1.2	SFA	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> <li>- ExtendedInfos /UnitDateTime element is now mandatory (Defect #107628).</li> <li>- Value for Result @WLT has been updated as match may be tied.</li> <li>- Result /Competitor /Composition /Athlete @StartSortOrder attribute has been added (Defect # 107750).</li> </ul> <p>* Play by Play:</p>



		<ul style="list-style-type: none"> <li>- UnitActions /UnitAction /Time attribute is now optional as during Penalty Shoot-out there isn't any time.</li> </ul> <p>* Brackets:</p> <ul style="list-style-type: none"> <li>- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit element is now mandatory (Defect #107806).</li> <li>- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit @Value has been updated as the match number may also be sent.</li> </ul>
v1.3	SFA	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> <li>- Attributes Home and Away have been added to Periods element.</li> </ul> <p>* Play by Play:</p> <ul style="list-style-type: none"> <li>- Attributes Home and Away have been added to UnitActions element.</li> <li>- UnitActions /UnitAction: Pos attribute has been updated as it should be a unique sequential number for all the actions of the match.</li> <li>- Current Information</li> <li>- Attributes Home and Away have been added to Periods element.</li> </ul>
v1.4	APP	APP version
v1.5	APP	<p>* Description element for Athletes/Teams fixed to follow general definition</p> <p>* Competition Schedule:</p> <ul style="list-style-type: none"> <li>- Unit_No has been updated to UnitNum. EstimatedStart/End have been updated to HideStart/End. EstimatedStartText has been updated to StartText (CR4785).</li> </ul> <p>* List of Participants:</p> <ul style="list-style-type: none"> <li>- ENTRY /CLUB_NAME and /CLUB_CITY values have been updated from S(n) to S(25) in Participant /Discipline /RegisteredEvent /EventEntry.</li> </ul> <p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> <li>- HANDEDNESS code updated to HAND in Result /Competitor /Composition /Athlete /EventUnitEntry (CR5247).</li> <li>- ER /CURRENT has been added to Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (CR5259).</li> <li>- DISPLAY /LAST_COMP_AWAY and /LAST_COMP_HOME codes have been removed to Competition /ExtendedInfos /ExtendedInfo element (CR5124).</li> <li>- DISPLAY /String code has been added to Competition /ExtendedInfos /ExtendedInfo element (CR5124).</li> <li>- For consistency, in ExtendedInfos /ExtendedInfo, the type UI has been changed to STATS for the following codes: 2EXC, ACT_TEAM, CRN_TEAM, EXC, EXT_TEAM, FT_TEAM, LD_TEAM, POSSESS, PTY_TEAM, and TIE_RANKS (CR5260).</li> </ul>
v1.6	APP	<p>* Play by Play:</p> <ul style="list-style-type: none"> <li>- UAC @Time format has been updated to "mm:ss" (Defect #113326).</li> </ul> <p>* Current Information:</p> <ul style="list-style-type: none"> <li>- Clock @Period attribute has been added (CR5520).</li> </ul>



v1.7	APP	<ul style="list-style-type: none"><li>* Results:<ul style="list-style-type: none"><li>- DISPLAY /String code description has been updated.</li></ul></li><li>* Play by Play:<ul style="list-style-type: none"><li>- PSO_A and PSO_H codes have been removed from UnitActions /UnitAction element.</li><li>- PSO_A and PSO_H codes have been added to UnitActions /UnitAction /ExtendedAction element.</li></ul></li><li>* Statistics:<ul style="list-style-type: none"><li>- ST /STATUS value has been updated from SC @AthleteStatus to SC @IRM in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element.</li></ul></li></ul>
v1.8	APP	<ul style="list-style-type: none"><li>* List of teams:<ul style="list-style-type: none"><li>- Added Order attribute to TeamOfficials/Official element (CR5196).</li></ul></li><li>* Brackets:<ul style="list-style-type: none"><li>- Unit element has been added to Bracket /BracketItems /BracketItem element.</li></ul></li><li>* Statistics:<ul style="list-style-type: none"><li>- All RANK and ERANK ExtendedStat codes have been removed and replaced with Rank, RankEqual and SortOrder attributes (CR5565).</li></ul></li></ul>
v1.9	APP	<ul style="list-style-type: none"><li>* Event Unit Start List and Results:<ul style="list-style-type: none"><li>- Some possibilities have been added in the description of DISPLAY code.</li><li>- DISPLAY sample has been updated to be consistent with the description. It was a mistake.</li><li>- As HANDEDNESS code doesn't exist anymore, sample has been updated to HAND in Result /Competitor /Composition /Athlete /EventUnitEntry element (Defect #117926).</li></ul></li></ul>
v2.0	APP	<ul style="list-style-type: none"><li>* Competition schedule:<ul style="list-style-type: none"><li>- Composition element has been removed from Competition /Unit /StartList /Start /Competitor element. It doesn't apply for team disciplines (Defect #120420).</li></ul></li><li>* List of participants by discipline:<ul style="list-style-type: none"><li>- ENTRY /INTERNAT_GOALS has been removed from Participant /Discipline /RegisteredEvent /EventEntry (CR8398).</li></ul></li><li>* Event Unit Start List and Results:<ul style="list-style-type: none"><li>- It has been specified that the StartSortOrder should order the athletes by bib number.</li></ul></li></ul>
v2.1	APP	<ul style="list-style-type: none"><li>* Competition schedule:<ul style="list-style-type: none"><li>- SessionCode attribute has been removed from Competition /Unit (Defect #121852).</li></ul></li><li>* Event Unit Start List and Results:<ul style="list-style-type: none"><li>- ResultType attribute has been updated to optional in Result element (Defect #120995).</li><li>- As HANDEDNESS code doesn't exist anymore, sample has been updated to HAND in Result /Competitor /Composition /Athlete /Stats /Stat element (Defect #117926).</li></ul></li><li>* Pool Standings:<ul style="list-style-type: none"><li>- Location and LocationName attributes have been removed from ExtendedInfos /VenueDescription element.</li></ul></li></ul>



		<ul style="list-style-type: none"><li>* Statistics:<ul style="list-style-type: none"><li>- ExtendedInfos/ExtendedInfo element has been removed (Defect #123249).</li><li>- Some stats are expected "Always, if the information is available for the DocumentSubtype=CUM and TEAM_RANKING" in Stats /Competitor /StatsItems /StatsItem element (Defect #123249).</li></ul></li></ul>
v2.2	APP	<ul style="list-style-type: none"><li>* Event Unit Start List and Results:<ul style="list-style-type: none"><li>- EndDate attribute should not be mandatory in ExtendedInfos /UnitDateTime element (Defect #124355).</li></ul></li><li>* Pool Standings:<ul style="list-style-type: none"><li>- Triggers have been updated, removing the last sentence "though unofficial may be used in some sports" (Defect #123804).</li></ul></li><li>* Statistics:<ul style="list-style-type: none"><li>- It has been specified that the attributes Rank, RankEqual and SortOrder should be sent only for DocumentSubtype=TEAM_RANKING or IND_RANKING (Defect #125847).</li></ul></li></ul>
v2.3	APP	<ul style="list-style-type: none"><li>* Statistics:<ul style="list-style-type: none"><li>- DocumentSubcode's Value and Comment have been updated as it is used for DocumentSubtype = CUM.</li></ul></li></ul>
v2.4	APP	<ul style="list-style-type: none"><li>* Event Unit Start List and Results:<ul style="list-style-type: none"><li>- Attribute StartDate has been updated to optional in ExtendedInfos /UnitDateTime element.</li></ul></li><li>* Statistics:<ul style="list-style-type: none"><li>- DocumentSubcode's Value and Comment have been updated as it is used for DocumentSubtype = CUM (It was not done in last version).</li></ul></li></ul>