

# OLYMPIC DATA FEED

## **ODF Table Tennis Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 2018 Commonwealth Games

This document is to be applied for the 2018 Commonwealth Games. All included concepts are applied except the following:

- DT\_PARTIC / DT\_PARTIC\_UPDATE
  - QUAL\_TYPE is excluded
  - RANK\_WLD extension is used to carry the Commonwealth Rank
- DT\_PARTIC\_TEAMS / DT\_PARTIC\_TEAMS\_UPDATE
  - RANK\_WLD extension is used to carry the Commonwealth Rank
- DT\_STATS
  - This message is not produced in any event
- DT\_POOL\_STANDING
  - Result/For and Result/Against are not required
  - GAMES/WON and GAMES/LOST are not required

## 1.5 2018 Youth Olympic Games

This document is to be applied for the 2018 Youth Olympic Games. All included concepts are applied except the following:

- DT\_PARTIC / DT\_PARTIC\_UPDATE
  - RANK\_WLD is not required
- DT\_PARTIC\_TEAMS / DT\_PARTIC\_TEAMS\_UPDATE
  - RANK\_WLD is not required
- DT\_STATS
  - This message is not produced in any event

## 1.6 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

## 1.7 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

## 2 Messages

### 2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	

Message Type	Message Name	Message extended
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
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.

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 only 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.

### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT\_SCHEDULE") when available 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 Values

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(5)	Format DDD00 where DDD is the discipline and 00 is the session number.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	O	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue name
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	M	CC @ScheduleStatus	nly use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session Type of the session

Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the session. (if no other name then is session code)

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(5)	Code of the session which contains this event unit. Usually in the format DDD00 where DDD is the discipline and 00 is the session number within the discipline.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Name of venue
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the session

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.)</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate='Y' then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 5. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 6. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(5)	Code of the session which contains this event unit. Usually in the format DDD00 where DDD is the discipline and 00 is the session number within the discipline. For example ATH02 for the second session in Athletics.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only  N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.  If ModificationIndicator="U", then update the event unit.

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

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

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

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

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

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

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

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

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

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

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

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

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)			
<b>Only send in the case that the Unit type is one of HATH (BDM, TTE etc) or HCOUP (BDM, TTE etc), In case of the Competitor @Code='TBD' this element should not be sent.</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

### 2.2.1.5 Message Sort

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

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



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

### 2.2.2.1 Description

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

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

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

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
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.



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

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message 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 Values

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)

Element: Participant (1,N)			
Attribute	M/O	Value	Description
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.

<b>Element: Participant (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
ModificationIndicator	M	S(1)	<p>'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only</p> <p>N-New participant (in the case that this information comes as a late entry) U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>

<b>Element: Participant /Discipline (1,1)</b>			
<p>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.</p>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

<b>Element: Participant /Discipline /RegisteredEvent (0,N)</b>			
<p>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.</p>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	CC @Event	Full RSC of the event
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player
Status	O	SC @AthleteStatus	Participant status. As soon as information is known.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	QUAL_TYPE	N/A	Element Expected: If applicable (this information can be sent in both messages).  Send for Individual and Team events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @QualifyingType	Qualification method
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages).  Only for Individual events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(4)	Player's world ranking
ENTRY	SEED	N/A	Element Expected: If applicable as soon as this information is known (this information only will be sent in the update message).  Only for Individual events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Seed number is applicable
ENTRY	HAND	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages).  Send for Individual and Team events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Hand	Handedness
ENTRY	GRIP	N/A	Element Expected: As soon as this information is known (this information only will be sent in the update message).  Send for Individual and Team events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @Grip	Grip

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

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

Attribute	M/O	Value	Description
FunctionId	M	CC @ResultsFunction	Additional officials' function code

**Sample (General)**

```
<Discipline Code="TTE-----" IFId="203258" >
  <RegisteredEvent Event="TTEMSINGLES-----" >
    <EventEntry Type="ENTRY" Code="GRIP" Value="xx" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="RANK_WLD" Value="7" />
  </RegisteredEvent>
</Discipline>
```

**2.2.2.5 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 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. Table tennis has two types of teams, pairs and “team” in the team competition.

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	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.

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

### 2.2.3.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message 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 Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.



<b>Element: Team (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only  N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team  If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

<b>Element: Team /Composition /Athlete (0,N)</b>			
<b>In the case of current teams the number of athletes is 2 or more.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element: Team /Discipline (0,1)</b>			
<b>Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	CC @Discipline	Full RSC of the discipline

<b>Element: Team /Discipline /RegisteredEvent (0,1)</b>			
<b>Each current team is assigned to one event. Historical teams will not be registered to any event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	CC @Event	Full RSC of the event

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**  
Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: If available (this information can be sent in both messages)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(4)	Team Ranking

**Sample (General)**

```
<Team Code="TTEMTEAM-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  ....
  </Composition>
  <Discipline Code="TTE-----" >
    <RegisteredEvent Event="TTEMTEAM-----" >
      <EventEntry Type="ENTRY" Code="RANK_WLD" Value="3" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

**2.2.3.5 Message Sort**

The message is sorted by Team @Code.

## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

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

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

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc.). START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL 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.

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

### 2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the start list (competitors) are known and any changes to the information.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

For individual match in Singles or Doubles (in team event or not):

- As soon as each competitor is known and any changes in start list data (START\_LIST)
- When the unit starts and after every change in any data (LIVE)
- At the end of each game (INTERMEDIATE)
- After the unit is over (UNOFFICIAL / OFFICIAL)

(For team match in Team events):

- As soon as each competitor is known and any changes in start list data of team match (START\_LIST)
- When the unit starts and after every change in any data (LIVE)
- After a sub-match is finished (within the team match), except for the last one (INTERMEDIATE)
- After the unit is over (UNOFFICIAL / OFFICIAL)

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

## 2.2.4.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
Duration	O	h:mm	Match duration It will not be sent for DSQ before the match or WO. In case of team events: duration of the team match.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	FINAL_RESULT	N/A	Element Expected: At the end of the match/sub-match.  For singles and team events (for team match also at the end of each sub-match, when INTERMEDIATE)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	String
			<b>Description</b>
			Match final result in the display format.  Examples: -for singles events - match, or, for team events - sub-match: "4-1 DSQ", or "4-1", or "4-0 WO"  -for team events - Team match (and sub-matches in brackets). After a sub-match, there is no closing bracket in the final result of the team match while the match is not finished.  (team match - after first sub-match): "1-0 (3:0 " (team match finished): "3-0 (3:1,3:1,3:0)", or "0-3 (0:3,0-3WO,1:3)", or "3-2 (0:3,3:2,0:3,3:0,3:1)"
UI	RALLY_MAX	N/A	Element Expected: At the end of the match.  For singles events match, and, for team events singles/doubles matches and team match.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			<b>Description</b>
			Send the longest rally (number of strokes) in the match (in case of singles/doubles matches) or in the team match (in case of team events).

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	RALLY_AVG	N/A	Element Expected: At the end of the match.  For singles events match, and, for team events singles/doubles matches and team match.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the average rally (number of strokes) in the match (in case of singles/doubles matches) or in the team match (in case of team events)
UI	TABLE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send table number
UI	SERVE	Numeric 0	Pos Description: Send 1 or 2 for the pair's athlete, to indicate which athlete is serving in the doubles match in teams events (only send in doubles match, else do not send)  Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Serve Indicator, for the competitor with the NEXT serve Send H for Home Send A for Away
UI	CARD	S(1)	Pos Description: Send H (for Home) Send A (for Away) to indicate the competitor who receives the card.  Element Expected: When LIVE (if applicable) in singles and doubles matches (not overall team)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @Card	Send the penalty card code (for the most recent card the competitor has received in the match) (e.g.: Y, YR1 ...)
UI	CURRENT	N/A	Element Expected: When applicable when LIVE For singles events match, and, for team events singles/doubles matches.	

<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	Numeric 0	Send the current game number within the match (singles & doubles matches, not team match).	
TEAM		MATCH	Numeric 0	Pos Description: Send the match number in the team match. (1-5)  Element Expected: Just for team events
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	String	Send the singles/doubles match RSC	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Just for team events, if available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	AWAY			
Pos	Numeric 0	Send 1 in case of singles matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 2)		
Value	S(20) with no leading zeroes or TBD or NOCOMP	Send the player ID for each player (for the team with team order 2) at the match in the team match (if known) or TBD (for To Be Defined) or NOCOMP (if no player)		
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Just for team events, if available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	HOME			
Pos	Numeric 0	Send 1 in case of singles matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1)		
Value	S(20) with no leading zeroes or TBD or NOCOMP	Send the player ID for each player (for the team with team order 1) at the match in the team match if known or TBD (for To Be Defined) or NOCOMP (if no player)		
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Just for team events</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		

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

#### Sample (singles)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="6" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="4-0 DSQ" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="4" />
</ExtendedInfos>
```

#### Sample (team event, singles/doubles match)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="13" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="7" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="1" />
</ExtendedInfos>
```



**Sample (team event, team match)**

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="2:29" />
  <ExtendedInfo Type="UI" Code="RALLY_MAX" Value="16" />
  <ExtendedInfo Type="UI" Code="RALLY_AVG" Value="9" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="0-3 (0:3,2:3,2:3)" />
  <ExtendedInfo Type="UI" Code="TABLE" Value="4" />
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="1" Value="TTEM....">
    <Extension Code="TYPE" Value="S" />
    <Extension Code="HOME" Pos="1" Value="4123456" />
    <Extension Code="AWAY" Pos="1" Value="5654321" />
  </ExtendedInfo>
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="2" Value="TTEM...">
    <Extension Code="TYPE" Value="S" />
    <Extension Code="HOME" Pos="1" Value="4362698" />
    <Extension Code="AWAY" Pos="1" Value="5436276" />
  </ExtendedInfo>
  <ExtendedInfo Type="TEAM" Code="MATCH" Pos="3" Value="TTEM....">
    <Extension Code="TYPE" Value="D" />
    <Extension Code="HOME" Pos="1" Value="TBD" />
    <Extension Code="HOME" Pos="2" Value="TBD" />
    <Extension Code="AWAY" Pos="1" Value="TBD" />
    <Extension Code="AWAY" Pos="2" Value="TBD" />
  </ExtendedInfo>
  ....
</ExtendedInfos>

```

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Match number In the case of singles/doubles matches in a team match, it is followed by: 1, 2, 3 etc. in brackets (to indicate the current sub-match, while the team match is not finished) (e.g.: "12", "32(2)", ...)

<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	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

<b>Element: Officials /Official (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send the umpires
Order	M	Numeric 0	Order of the Officials According to the sport rules

<b>Element: Officials /Official /Description (1,1)</b> <b>Officials extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

#### Sample

```
<Officials>
  <Official Code="1138266" Function="UM" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
  </Official>
  <Official Code="1105079" Function="UM" Order="2">
    <Description GivenName="Ann" FamilyName="Jones" Gender="F" Organisation="ESP" />
  </Official>
</Officials>
```

<b>Element: Periods (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

<b>Element: Periods /Period (1,N)</b>			
<b>Period in which the event unit message arrives.</b>			
<b>Only send for singles and doubles matches (not team match).</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	SC @Period	Game number in case of singles and doubles matches
HomeScore	M	Numeric #0	Home competitor score up (number of games won) at the end of this game (@Code period). Cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match.
AwayScore	M	Numeric #0	Away competitor score up (number of games) at the end of this game (@Code period). Cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match.
HomePeriodScore	O	Numeric #0	Home competitor points just for this game (@Code period). Points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match
AwayPeriodScore	O	Numeric #0	Away competitor points just for this game (@Code period). Points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match
Duration	O	mm	Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match

<b>Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)</b>			
<b>ExtendedPeriod information.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
EP	RALLY_MAX	N/A	Element Expected: Always in singles and doubles matches
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
EP	RALLY_AVG	N/A	Element Expected: Always in singles and doubles matches
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Send the average rally (number of strokes) for the corresponding game.

### Sample

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

<b>Element: Result (1,N)</b> <b>For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.</b>			
Attribute	M/O	Value	Description
Result	O	Numeric #0	Games won in the match for singles/doubles (stand-alone or part of the team event)  If the opponent retires (RET) or is disqualified (DSQ) after the match was started, it will be 4 for the winner.  Or  Matches won in the team match for Team events.  If the opponent retires (RET) or is disqualified (DSQ) after the team match was started, it will be 3 for the winner.
IRM	O	SC @IRM	Invalid result mark (if applicable). Only send it if ResultType is equal to IRM_POINTS
WLT	O	SC @WLT	Indicate if the competitor won (W), lost (L) or tied (T).  Only included (mandatory) at the end of the match/sub-match.
SortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Send 1 for Home and 2 for Away.
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM_POINTS for the corresponding match  Only included (mandatory) at the end of the match/sub-match.

<b>Element: Result /ResultItems /ResultItem (1,N)</b> <b>Only applicable in Team Matches</b> <b>ResultItem /Result will be for one particular subunit in the team match</b>			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full phase level RSC of the subunit.
Order	M	Numeric #0	Logical order of the subunits, usually schedule order.

<b>Element: Result /ResultItems /ResultItem /Result (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric #0	Games won in the sub-match
IRM	O	SC @IRM	Invalid result mark (if applicable). Only send it if ResultType is equal to IRM_POINTS
WLT	O	SC @WLT	Indicate if the competitor won (W) or lost (L) Only included (mandatory) at the end of the sub-match.
SortOrder	M	Numeric 0	One for the first named competitor in the subunit, 2 for the second named competitor.

<b>Element: Result /Competitor (1,1)</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 or NOCOMP	Competitor's ID (if known): -For Competitor @Type=T, it will be: Team's ID -Otherwise, Athlete's ID (for Competitor @Type=A) (for singles).  Or, TBD (for To Be Determined) in case that the competitor is unknown at this time but will be available.  NOCOMP is sent when there is no competitor (and will not come later).
Type	M	S(1)	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Competitors extended information (for Team events, when competitor known).</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	O	S(73)	Name of the team. Only applies for teams.

<b>Element: Result /Competitor /StatsItems /StatsItem (1,N)</b>				
<b>Only send for Doubles/Team events.</b>				
Type	Code	Pos	Description	
ST	PTS_WON	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles Send the match number or TOT for full team match Element Expected: After period or sub-match starts	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Points won by the competitor in the related @Pos
ST	LEAD_MAX	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles Send the match number or TOT for full team match Element Expected: After period or sub-match starts	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Biggest lead by the competitor in the related @Pos. If competitor never had the lead, use “-”
ST	PTS_SERVICE_WON	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles Send the match number or TOT for full team match Element Expected: After period or sub-match starts	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of points won on own serve by the competitor in the related @Pos
ST	PTS_SERVICE_LOST	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles Send the match number or TOT for full team match Element Expected: After period or sub-match starts	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of points lost on own serve by the competitor in the related @Pos
ST	PTS_CONSEC	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles Send the match number or TOT for full team match Element Expected: After period or sub-match starts	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: Result /Competitor /StatsItems /StatsItem (1,N) Only send for Doubles/Team events.				
Type	Code	Pos	Description	
Value	M	Numeric #0	The most consecutive points won by the competitor in the related @Pos	
ST	DEF_OVC_MAX	SC @Period or S(3)	Pos Description: Send the period or TOT for full match in doubles Send the match number or TOT for full team match Element Expected: After period or sub-match starts	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	The greatest deficit overcome by the competitor in the period. If competitor never had deficit overcome, use "-".



**Sample (Doubles)**

```

<StatsItems>
  <StatsItem Type="ST" Code="PTS_WON" Pos="TOT" Value="80" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="TOT" Value="9" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="TOT" Value="42" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="TOT" Value="35" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="TOT" Value="3" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G1" Value="14" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G1" Value="3" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G1" Value="6" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G1" Value="7" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G1" Value="5" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G1" Value="2" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G2" Value="11" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G2" Value="9" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G2" Value="5" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G2" Value="1" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G2" Value="8" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G2" Value="-" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G3" Value="7" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G3" Value="1" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G3" Value="3" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G3" Value="7" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G3" Value="2" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G3" Value="-" />
  <StatsItem Type="ST" Code="PTS_WON" Pos="G4" Value="9" />
  <StatsItem Type="ST" Code="LEAD_MAX" Pos="G4" Value="-" />
  <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G4" Value="6" />
  <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G4" Value="4" />
  <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G4" Value="4" />
  <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G4" Value="-" />
</StatsItems>

```

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	<p>If Competitor @Type="T" then order attribute used to sort team members in a team.</p> <p>Where the unit is doubles (or doubles within a team match) then the order used is 1,2 for the two players)</p> <p>For Team events, only those members that participate in this sub-match will be included</p> <p>If Competitor @Type="A" then 1</p>

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.			
Type	Code	Pos	Description
EUE	TS	N/A	Element Expected: Just for team events, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1) A, B, C, X, Y or Z
			<b>Description</b> Team sequence for each player. For the first two singles matches within the team match: - the team with team order 1 uses team sequence A and B in matches 1 and 2 respectively - the team with team order 2 uses team sequence X and Y  For the doubles match within the team match, for each pair in the match: - for the known player in the pair: the team with team order 1 uses team sequence C and the team with team order 2 uses team sequence Z - for the second player in the pair: the team with team order 1 uses team sequence A or B respectively and the team with team order 2 uses team sequence X or Y  For the fourth match in the team match: - for team order 1: before the team match : blank, after teams have indicated the doubles paring: A or B - for team order 2: Z  For the fifth match in the team match: - for team order 1: C - for team order 2: before the team match : blank, after teams have indicated the doubles paring: X or Y
EUE	GRIP	N/A	Element Expected: Always when available in singles and doubles matches
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Grip
			Grip of the player
EUE	HAND	N/A	Element Expected: Always when available in singles and doubles matches
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Hand
			Handedness of the athlete

**Sample (singles or doubles)**

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

Element: Result /Competitor /Composition /Athlete /StatsItems /Stat (1,N)				
Type	Code	Pos	Description	
ST	PTS_WON	SC @Period or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Points won by the competitor in the @Pos
ST	LEAD_MAX	SC @Period or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Biggest lead by the competitor in the @Pos. If competitor never had the lead, use “-”
ST	PTS_SERVICE_WON	SC @Period or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of points won on own serve by the competitor in the @Pos
ST	PTS_SERVICE_LOST	SC @Period or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of points lost on own serve by the competitor in the @Pos
ST	PTS_CONSEC	SC @Period or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	The most consecutive points won by the competitor in the @Pos
ST	DEF_OVC_MAX	SC @Period or TOT	Pos Description: Send the period or TOT for full match Element Expected: For singles matches	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	The greatest deficit overcome by the competitor in the @Pos. If competitor never had deficit overcome, use “-”.

### Sample (singles)

```
<Athlete Code="1086788" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="NZL" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
  <EventUnitEntry Type="EUE" Code="GRIP" Value="P" />
  <StatsItems>
    <StatsItem Type="ST" Code="PTS_WON" Pos="TOT" Value="80" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="TOT" Value="9" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="TOT" Value="42" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="TOT" Value="35" />
    <StatsItem Type="ST" Code="PTS_CONSEC" Pos="TOT" Value="8" />
    <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="TOT" Value="3" />
    <StatsItem Type="ST" Code="PTS_WON" Pos="G1" Value="14" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="G1" Value="3" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G1" Value="6" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G1" Value="7" />
    ....
    <StatsItem Type="ST" Code="PTS_WON" Pos="G7" Value="11" />
    <StatsItem Type="ST" Code="LEAD_MAX" Pos="G7" Value="3" />
    <StatsItem Type="ST" Code="PTS_SERVICE_WON" Pos="G7" Value="6" />
    <StatsItem Type="ST" Code="PTS_SERVICE_LOST" Pos="G7" Value="4" />
    <StatsItem Type="ST" Code="PTS_CONSEC" Pos="G7" Value="5" />
    <StatsItem Type="ST" Code="DEF_OVC_MAX" Pos="G7" Value="2" />
  </StatsItems>
</Athlete>
```

### 2.2.4.5 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 for each action.

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	Not used	Not used
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

### 2.2.5.3 Trigger and Frequency

The message is sent after every point in all units (except overall team match).

### 2.2.5.4 Message Values

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

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

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

Element: Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC @Period	Period of the action within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	S(2)	Server indicator (for next serves) H or A for Home / Away In doubles follow H/A with 1 or 2 indicating player 1 or 2 to serve
ScoreH	O	Numeric #0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric #0	Total Away Score of the game after the action Send if there is a score change for either team

#### Sample

```
<Actions Home="123456" Away="234567" >
....
  <UnitAction Id="123456" Period="G1" Order="3" ScoreH="2" ScoreA="2" Value="H" />
  <UnitAction Id="123457" Period="G1" Order="4" ScoreH="2" ScoreA="3" Value="A" />
....
</UnitActions>
```

### 2.2.5.5 Message Sort

Actions /Action @Order



## 2.2.6 Pool Standings

### 2.2.6.1 Description

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

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (for the group)	RSC for the pool/group
DocumentType	DT_POOL_STANDING	Pool Standings message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (before and 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.

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

### 2.2.6.3 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.

Trigger also after any change.

### 2.2.6.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	CC @Unit
			Send the full RSC of the most recently unit made official for the pool included in this message.
UI	UNITS_TOTAL	N/A	Element Expected: Always

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total number of units (matches) to be played in the pool included in the message.
UI		UNITS_COMPLETE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total number of units (matches) which are official in the pool included in this message.

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	

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text. Only included where the phase is contested at a single venue				
Attribute	M/O	Value	Description	
Venue	M	CC @VenueCode	Venue Code	
VenueName	M	S(25)	Venue short name (not code) from Common Codes	

Element: Result (1,N) For any message, there should be at least one competitor being awarded a result for the pool.				
Attribute	M/O	Value	Description	
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified	
RankEqual	O	S(1)	Send "Y" if the Rank is 51qualified else do not send.	
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group	
Result	O	Numeric #0	Send the classification points the competitor has accrued during the pool stage. Optional as not available before the competition.	
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)	

<b>Element: Result (1,N)</b>			
<b>For any message, there should be at least one competitor being awarded a result for the pool.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of matches won by the competitor in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of matches lost by the competitor in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of matches played by the competitor in the group. Send 0 if played.
For	O	Numeric ###0	Total number of points won. Do not send if the competitor has not played.
Against	O	Numeric ###0	Total number of points lost. Do not send if the competitor has not played.

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	GAMES	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	N/A
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: If available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric #0	Number of Games lost. Do not send anything in case of IRM.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: If available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	WON	
	Pos	N/A	N/A
	Value	Numeric #0	Number of Games won. Do not send anything in case of IRM.

<b>Element: Result /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	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	M	CC @Organisation	Competitor's organisation

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

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Only send composition if singles event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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	Send 1 as only used for individual events.

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

<b>Element: Result /Competitor /Opponent (0,N)</b>			
<b>Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
T for team or A for athlete	S(20) with no leading zeroes	Numeric #0	Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. Element Expected: Always
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Organisation	M	CC @Organisation	Competitors' organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available and allowed to display.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

<b>Element: Result /Competitor /Opponent /Description (0,1)</b>			
<b>Competitors extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the opposition team if a team

<b>Element: Result /Competitor /Opponent /Composition /Athlete (1,N)</b>			
<b>Only send composition if singles event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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	Send 1 as only used for individual events.

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

### 2.2.6.5 Message Sort

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

## 2.2.7 Brackets

### 2.2.7.1 Description

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



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

### 2.2.7.3 Trigger and Frequency

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

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

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

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

Trigger also after any change.

## 2.2.7.4 Message Values

<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	CC @DisciplineGender	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	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue 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	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket Note for example Gold and Bronze are different brackets.

<b>Element: Bracket /BracketItems (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

<b>Element: Bracket /BracketItems /BracketItem (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	O	Numeric	Bracket code to identify a bracket item. Unique identifier for the BracketItem.  Where available it should be the match number or team match number.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (example 4-1 (11:4 11:7 11:4 1:11 11:1)). Must include if the data is available and the match is complete.
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)</b>			
<b>- If the competitors are known, this element is used to place the competitors in the bracket.</b> <b>- If they are not yet known, it contains some information (on the rule to access to this bracket...)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace  or  SC @IRM	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.  When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit
IRM	O	SC @IRM	The invalid rank mark, if applicable

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

**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	S(1)	T for team or A for athlete
Seed	O	Numeric #0	The seed of the competitor or equivalent information Always when it exists
Organisation	O	CC @Organisation	Competitors' organisation if known

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

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

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

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

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

### Sample

```
<Bracket Code="FNL">
  <BracketItems Code="QFL">
    <BracketItem Order="1" >
      <CompetitorPlace Pos="1" Code="BYE"/>
      <CompetitorPlace Pos="2" Code="BYE"/>
    </BracketItem>
    <BracketItem Order="2" Result="4-1 (11:4 11:7 11:4 1:11 11:1)" Unit="TTEMSINGLES-----QFNL000100--"
NextUnit=" TTEMSINGLES-----SFNL000100--">
      <CompetitorPlace Pos="1" WLT="W">
        <Competitor Code="1126413" Type="A" Seed="2" Organisation="ESP" >
          <Composition>
            <Athlete Code="1126413" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP"
BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L">>
        <Competitor Code="1093294" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1093294" Order="1" >
              <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI"
BirthDate="1992-12-13" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```



### **2.2.7.5 Message Sort**

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

## 2.2.8 Statistics

### 2.2.8.1 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.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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

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

### 2.2.8.3 Trigger and Frequency

This message is sent with CUM and TOU after each match.

### 2.2.8.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Unit	Send the RSC of the most recently unit made official.
UI	UNITS_TOTAL	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	The total number of units (games) to be played.
UI	UNITS_COMPLETE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	The total number of units (games) which are official.



<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	O	S(40)	Event name (not code) from Common Codes.
Gender	O	CC @DisciplineGender	Gender code for the event unit

<b>Element: Stats (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	SC @Statistics	A code to identify the statistics being listed

<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
<b>Statistics for the event unit / phase or event – depending on the headers' DocumentCode. (information sent in the messages with TOU at the DocumentSubtype header)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	MATCHES_TEAM	Numeric 0	Pos Description: Send phase number for the statistics of each phase. "1" for finals "2" for Semifinals "3" for Quarterfinals ... and "0" for total statistics.  Element Expected: Just for team events.  It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). Only send Pos=0 for Daily message.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Number of team matches played
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DURATION		
Pos	N/A	N/A	
Value	hh:mm	Duration of team matches played	

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

Statistics for the event unit / phase or event – depending on the headers' DocumentCode.  
(information sent in the messages with TOU at the DocumentSubtype header)

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

Element: Stats /StatsItems /StatsItem (1,N) Statistics for the event unit / phase or event – depending on the headers' DocumentCode. (information sent in the messages with TOU at the DocumentSubtype header)			
Type	Code	Pos	Description
ST	MATCHES	Numeric #0	Pos Description: Send phase number for the statistics of each phase. "1" for finals "2" for Semifinals "3" for Quarterfinals ... and "0" for total statistics.  Element Expected: For singles and team events.  It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). Only send Pos=0 for Daily message.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Total number of matches played (not team matches)
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DURATION		
Pos	N/A	N/A	
Value	hh:mm	Total duration	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DURATION_AVG		
Pos	N/A	N/A	
Value	hh:mm	Average match duration	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DURATION_MAX		
Pos	N/A	N/A	

<b>Element: Stats /StatsItems /StatsItem (1,N)</b> <b>Statistics for the event unit / phase or event – depending on the headers' DocumentCode.</b> <b>(information sent in the messages with TOU at the DocumentSubtype header)</b>			
Type	Code	Pos	Description
Value	hh:mm		Duration of the longest match
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	DURATION_MIN		
Pos	N/A	N/A	
Value	hh:mm	Duration of the shortest match	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	MARGIN		
Pos	SC @Margin	Send 1 for 4:0, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM	
Value	Numeric #0	Number of matches won for each game margin (indicated at the @Pos number)	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	MARGIN_PERCENT		
Pos	SC @Margin	Send 1 for 4:0, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM	
Value	Numeric #0	Percentage of matches won for each game margin (indicated at the @Pos number)	

<b>Element: Stats /StatsItems /StatsItem (1,N)</b> <b>Statistics for the event unit / phase or event – depending on the headers' DocumentCode.</b> <b>(information sent in the messages with TOU at the DocumentSubtype header)</b>			
Type	Code	Pos	Description
ST	GAMES	Numeric 0	Pos Description: Send phase number for the statistics of each phase. "1" for finals "2" for Semifinals "3" for Quarterfinals ... and "0" for total statistics.  Element Expected: For singles and team events.  It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). Only send Pos=0 for Daily message.
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total games played
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	DURATION		
Pos	N/A	N/A	
Value	hh:mm	Total duration	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	DURATION_AVG		
Pos	N/A	N/A	
Value	hh:mm	Average game duration	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	DURATION_MAX		
Pos	N/A	N/A	

<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
<b>Statistics for the event unit / phase or event – depending on the headers' DocumentCode. (information sent in the messages with TOU at the DocumentSubtype header)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
Value	hh:mm		Duration of the longest game
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DURATION_MIN		
Pos	N/A	N/A	
Value	hh:mm	Duration of the shortest game	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MARGIN		
Pos	SC @PointMargin	Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM	
Value	Numeric #0	Number of games won for each point margin (indicated at the @Pos number)	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MARGIN_PERCENT		
Pos	SC @PointMargin	Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM	
Value	Numeric #0	Percentage of games won for each point margin (indicated at the @Pos number)	

Element: Stats /StatsItems /StatsItem (1,N) Statistics for the event unit / phase or event – depending on the headers' DocumentCode. (information sent in the messages with TOU at the DocumentSubtype header)			
Type	Code	Pos	Description
ST	PTS	Numeric 0	Pos Description: Send phase number for the statistics of each phase. "1" for finals "2" for Semifinals "3" for Quarterfinals ... and "0" for total statistics.  Element Expected: For singles and team events.  It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). Only send Pos=0 for Daily message.
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AVG		
Pos	N/A	N/A	
Value	Numeric #0.00	Average of points scored per game	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CONS_WON_MAX		
Pos	N/A	N/A	
Value	Numeric #0	Send the most consecutive points won	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CUM		
Pos	N/A	N/A	

<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
<b>Statistics for the event unit / phase or event – depending on the headers' DocumentCode. (information sent in the messages with TOU at the DocumentSubtype header)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
Value	Numeric ###0		Total points scored
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DEF_OVC_MAX		
Pos	N/A	N/A	
Value	Numeric #0	Send the greatest deficit overcome	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RALLY_AVG		
Pos	N/A	N/A	
Value	Numeric #0	Send the average rally (number of strokes)	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RALLY_MAX		
Pos	N/A	N/A	
Value	Numeric #0	Send the longest rally (number of strokes)	



**Sample**

```

<StatsItems>
  <StatsItem Type="ST" Code="MATCHES_TEAM" Pos="0" Value="12" >
    <ExtendedStat Code="MARGIN" Pos="5" Value="9" />
    <ExtendedStat Code="MARGIN" Pos="6" Value="3" />
    <ExtendedStat Code="MARGIN" Pos="7" Value="0" />
    <ExtendedStat Code="MARGIN" Pos="8" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="5" Value="75" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="6" Value="25" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="7" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="8" Value="0" />
    <ExtendedStat Code="DURATION" Value="19:18" />
    <ExtendedStat Code="DURATION_MAX" Value="2:42" />
    <ExtendedStat Code="DURATION_MIN" Value="0:58" />
    <ExtendedStat Code="DURATION_AVG" Value="1:37" />
  </StatsItem>
  <StatsItem Type="ST" Code="MATCHES" Pos="0" Value="39" >
    <ExtendedStat Code="MARGIN" Pos="5" Value="26" />
    <ExtendedStat Code="MARGIN" Pos="6" Value="10" />
    <ExtendedStat Code="MARGIN" Pos="7" Value="3" />
    <ExtendedStat Code="MARGIN" Pos="8" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="5" Value="67" />
  ...
  </StatsItem>
  <StatsItem Type="ST" Code="GAMES" Pos="0" Value="133" >
    <ExtendedStat Code="MARGIN" Pos="1" Value="0" />
    <ExtendedStat Code="MARGIN" Pos="2" Value="1" />
    <ExtendedStat Code="MARGIN" Pos="3" Value="7" />
    ....
    <ExtendedStat Code="MARGIN" Pos="11" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="1" Value="0" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="2" Value="1" />
    ....
    <ExtendedStat Code="MARGIN_PERCENT" Pos="10" Value="23" />
    <ExtendedStat Code="MARGIN_PERCENT" Pos="11" Value="0" />
    <ExtendedStat Code="DURATION" Value="13:38" />
    <ExtendedStat Code="DURATION_MAX" Value="0:13" />
    <ExtendedStat Code="DURATION_MIN" Value="0:03" />
    <ExtendedStat Code="DURATION_AVG" Value="0:06" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTS" Pos="0">
    <ExtendedStat Code="CUM" Value="2435" />
    <ExtendedStat Code="AVG" Value="18.31" />
    <ExtendedStat Code="CONS_WON_MAX" Value="9" />
    <ExtendedStat Code="DEF_OVC_MAX" Value="5" />
    <ExtendedStat Code="RALLY_MAX" Value="93" />
    <ExtendedStat Code="RALLY_AVG" Value="6" />
  </StatsItem>
  ....

```

<b>Element: Stats /Competitor (0,N)</b> Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.  The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	S(1)	T for team A for athlete
Order	M	Numeric ##0	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organisation if known

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

<b>Element: Stats /Competitor /Composition /Athlete (1,N)</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

<b>Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)</b> <b>Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.</b> <b>(information sent in the messages with CUM at the DocumentSubtype header attribute)</b>			
Type	Code	Pos	Description
ST	MATCHES	N/A	Element Expected: For athletes or team members
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Number of matches played by the athlete
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DURATION		
Pos	N/A	N/A	
Value	hh:mm	Duration of all matches for the player	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DURATION_AVG		
Pos	N/A	N/A	
Value	hh:mm	Average match duration for the player	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LOST		
Pos	N/A	N/A	
Value	Numeric #0	Number of matches lost by the athlete	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Percentage of matches won	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			

<b>Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)</b> <b>Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.</b> <b>(information sent in the messages with CUM at the DocumentSubtype header attribute)</b>				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of matches won by the athlete	
ST		GAMES	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Number of games played by the player
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	LOST		
	Pos	N/A	N/A	
	Value	Numeric ##0	Number of games lost by the player	
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Percentage of games won by the player	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	WON			
Pos	N/A	N/A		
Value	Numeric ##0	Number of games won by the player		
ST		PTS	N/A	Element Expected: For athletes or team members

**Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)**  
**Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.**  
**(information sent in the messages with CUM at the DocumentSubtype header attribute)**

Type	Code	Pos	Description
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CONS_LOST_MAX		
Pos	N/A	N/A	
Value	Numeric ##0	Most consecutive points lost by the player	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CONS_WON_MAX		
Pos	N/A	N/A	
Value	Numeric ##0	Most consecutive points won by the player	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DEF_OVC_MAX		
Pos	N/A	N/A	
Value	Numeric #0	Greatest deficit overcome by the player	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LEAD_LOST_MAX		
Pos	N/A	N/A	
Value	Numeric #0	Greatest lead lost by the player	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LOST		
Pos	N/A	N/A	

**Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)**  
**Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.**  
**(information sent in the messages with CUM at the DocumentSubtype header attribute)**

Type	Code	Pos	Description
Value	Numeric ##0		Total points lost by the player
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LOST_OPP_SERVE		
Pos	N/A		N/A
Value	Numeric ##0		Total points lost by the player in opponent's serve
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LOST_OWN_SERVE		
Pos	N/A		N/A
Value	Numeric ##0		Total points lost by the player in own serve
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WON		
Pos	N/A		N/A
Value	Numeric ##0		Total points won by the player
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WON_OPP_SERVE		
Pos	N/A		N/A
Value	Numeric ##0		Total points won by the player in opponent's serve
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	

**Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)**  
**Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.**  
**(information sent in the messages with CUM at the DocumentSubtype header attribute)**

Type	Code	Pos	Description	
	Code	WON_OWN_SERVE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total points won by the player in own serve	
ST	HAND	N/A	Element Expected: For athletes or team members, if available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Hand	Handedness of the player
ST	GRIP	N/A	Element Expected: For athletes or team members, if available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Grip	Grip of the player
ST	IRM	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @IRM	Player's invalid result mark for the tournament

### Sample

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

### 2.2.8.5 Message Sort

Sort according to the @Order attributes.



## 2.2.9 Event Final Ranking

### 2.2.9.1 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.

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

### 2.2.9.3 Trigger and Frequency

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

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

### 2.2.9.4 Message Values

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

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

<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	S(1)	Send "Y" if the Rank is 83qualified else do not send.
IRM	O	SC @IRM	Send just if the competitor has been disqualified
SortOrder	M	Numeric #0	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

<b>Element: Result /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, organisation ID	Competitor's ID. If organisation the Organisation ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete T for team
Organisation	O	CC @Organisation	Organisation of the competitor

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

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

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member's extended result (only for Team events)				
Type	Code	Pos	Description	
ER	IRM	N/A	Element Expected: As soon as this information is available and only for individuals in a team if applicable	
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Send invalid result mark, in case it is assigned to a team member.

### Sample

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



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### **2.2.9.5 Message Sort**

Sort by Result @SortOrder

## 2.2.10 Configuration

### 2.2.10.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each event.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.10.3 Trigger and Frequency

- Send for all events, one message per event. Send as soon as the bracket size is known (regardless of the competition starts with pools or not).

### 2.2.10.4 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Event	Full RSC of the event

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	BRACKET_SIZE (send by event)	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	SC @BracketItems	Send the code for the first bracket phase of the event

#### Sample

```
....
<Config Unit="TTEMSINGLES-----" >
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R128" />
</Config>
```

### 2.2.10.5 Message Sort

There is no general message sorting rule.

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	23 November 2016	First version
V1.1	9 January 2017	SFA
V1.2	2 March 2017	Updated
V1.3	24 March 2017	Updated
V1.4	21 May 2017	Error correction
V1.5	1 August 2017	Adapt for YOG

**File Reference:** ODF R-SOG-2020-TTE V1.5 APP

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
V1.1	SFA	Remove reference to Bib in DT_PARTIC (typo) Updated to SFA
V1.2	APP	DT_RESULT: Remove StartListMod in the header 1.4 Add note regarding the RANK_WLD for Commonwealth Games DT_POOL_STANDING: Remove DocumentSubtype in the header
V1.3	APP	DT_RESULT: Note that CARD is for singles and doubles matches, not overall team. Clarify that doubles always uses 1,2 for team order. And only those in a sub-match are included.
v1.4	APP	DT_RESULT: Correct error in the use of duration in ExtendedInfos. Should be an attribute.
V1.5	APP	DT_POOL_STANDING: Add Result/For, Result/Against, GAMES/WON and GAMES/LOST