

# OLYMPIC DATA FEED

## **ODF Basketball Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

© International Olympic Committee

ODF R-SOG-2020-BKB V1.7 APP

15 November 2017

## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.5 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

## 1.6 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 basketball.

- 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	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
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.

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).

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 this attribute.

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

### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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	CC @PhaseType	Phase type for the unit
UnitNum	O	S(6)	Match Number
ScheduleStatus	M	CC @ScheduleStatus	Unit Status

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
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>Example: 2006-02-26T10:00:00+01:00</p>
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: 1. 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. 2. 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.
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.

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

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

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

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

### 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.

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.
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.

### 2.2.2.3 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
Bib	O	S(2)	<p>Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10...</p>
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. Send if applicable else do not send.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type		Code	Pos	Description
ENTRY		POSITION	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Position	Position Code in the Team
ENTRY		CLUB_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(25)	Club name
ENTRY		CLUB_ORG	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Country	Club Country Code
ENTRY		CLUB_LEAGUE	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(10)	League of the Club
ENTRY		NATURALISED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the player is naturalised else do not send.
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	International games played
ENTRY		CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" in case the participant is a captain else do not send.

**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="BKB-----" IFId="203258" >
  <RegisteredEvent Event="BKBMTAMS-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="PG" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Cibona" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CRO" />
    <EventEntry Type="ENTRY" Code="CLUB_LEAGUE" Value="A1" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="22" />
  </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.

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.
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</p>

Attribute	Value	Comment
		Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

### 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.
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

Element: Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.  Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

<b>Element: Team /TeamOfficials /Official (1,N)</b>			
<b>Send if there are specific officials for the team. Does not apply to historical teams.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

<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	UNIFORM	Numeric 0	Pos Description: Send 1 for Light uniform and 2 for Dark uniform  Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(25)	Uniform Colour
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	The position in which the team is seeded for the competition.
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Team's Preliminary Group

#### Sample (General)

```
<Team Code=" BKBMTEAM5-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  ....
</Composition>
<TeamOfficials>
  <Official Code="7380750" Function="COACH" />
  <Official Code="7380751" Function="AST_COA" />
  <Official Code="7380752" Function="AST_COA" />
</TeamOfficials>
<Discipline Code="BKBM-----" >
  <RegisteredEvent Event="BKBMTEAM5-----" >
    <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
    <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="Red" />
  </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 in BKB	Not used in BKB
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 INTERMEDIATE (After each period ) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
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 expected information is available and any changes to the information. Possible information is:

- START LIST: As soon as the team/teams are known, before the match begins.
- START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.

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

- LIVE: At the beginning of each period.
- LIVE: After every change in any data (scores, substitute, DQ etc).

This message is also sent when the unit finishes and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks.

- INTERMEDIATE: After each period (if it is not the last period).
- UNOFFICIAL / OFFICIAL: After the unit.

Trigger also after any change.

## 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

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Beginning of each period. Remove when official.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	SC @Period Send current period
STATS	LEAD_CHANGES	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0 Lead changes in the match
STATS	TIED_NUM	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0 Number of times the scores are tied in the match
DISPLAY	CURRENT	Numeric #0	Pos Description: Send a unique number for each competitor on the court.  Element Expected: When available when the unit is LIVE and only for those players on the court.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) without leading zeroes Send the competitor ID of the player.
DISPLAY	String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /Stat or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: FG, P2, P3, FT, REB, ASSIST, TO, ST, BLC, PF, TREB, TTO, PF_COACH
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
			Pos Description: Sequential number within message  Element Expected: When available and only when the unit is LIVE. Send multiple if applicable	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(20)	Send the ID of the athlete/team who was updated	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When applicable (for REB and TREB) and only when the unit is LIVE. Send multiple if applicable				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	String	Send the @ExtendedStat Code of the last updated Result /Composition /Athlete /StatsItems /StatsItem. May be: OR or DR. Only applies to REB and TREB		
Pos	N/A	N/A		
Value	S(1)	Send "Y"		

### Sample (General)

```

<ExtendedInfos>
  <ExtendedInfo Type="STATS" Code="TIED_NUM" Value="5" />
  <ExtendedInfo Type="STATS" Code="LEAD_CHANGES" Value="8" />
  <ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="1" Value="1102201" />
  <ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="2" Value="1102199" />
  <ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="3" Value="1102203" />
  <ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="4" Value="1102213" />
  <ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="5" Value="1102198" />
  <ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="6" Value="1109414" />
  .....
  <ExtendedInfo Type="DISPLAY" Code="P2" Pos="1" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="P2" Pos="2" Value=" BKM400GER01" />
</ExtendedInfos>
  
```

<b>Element: ExtendedInfos /SportDescription (0,1)</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
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Match number

<b>Element: ExtendedInfos /VenueDescription (0,1)</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
Attendance	O	#####0	Total attendance (do not send if unknown)

<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	Official's function. Send according to the codes, the referee, the umpires and the commissioner
Order	M	Numeric	Send by Order as on official score sheet

<b>Element: Officials /Official /Description (1,1)</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

<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>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period.
HomePeriodScore	O	Numeric ##0	Score of the home competitor for this period. Only send for full quarters (not half quarter) and each overtime
AwayPeriodScore	O	Numeric ##0	Score of the away competitor for this period Only send for full quarters (not half quarter) and each overtime



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
ExtendedPeriod information.				
Type	Code	Pos	Description	
STARTER	HOME	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime  Element Expected: When the information is available for each quarter and overtime.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	ID of home team starter for each Period
STARTER	AWAY	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime  Element Expected: When the information is available for each quarter and overtime.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	ID of away team starter in each Period

### Sample

```

....
<Periods>
  <Period Code="Q1_H" HomeScore="10" AwayScore="4" />
  <Period Code="Q1" HomeScore="16" AwayScore="12" HomePeriodScore="16" AwayPeriodScore="12">
    <ExtendedPeriods>
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="1" Value="1102201" />
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="2" Value="1102199" />
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="3" Value="1102203" />
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="4" Value="1102213" />
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="5" Value="1102198" />
      <ExtendedPeriod Type="STARTER" Code="AWAY" Pos="1" Value="1109414" />
    .....
```

<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>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Result	O	Numeric ##0	Result of the Team for the particular event unit.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM
WLT	O	SC @WLT	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

<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 or TBD in case that the competitor is unknown at this time but will be available  NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	O	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

<b>Element: Result /Competitor /Coaches /Coach (1,N)</b>			
<b>Competitor's Coach</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach order (if more than one coach is needed).  Send 1 if just one coach, sequential number if more than one (order as they are presented on organisation entry form)
Function	M	CC @ResultsFunction	Coach functions

<b>Element: Result /Competitor /Coaches /Coach /Description (1,1)</b>			
<b>Coach 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
Nationality	M	CC @Country	Coach's nationality

Element: Result /Competitor /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	HOME_AWAY	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @Home	Send Home or Away designator
EUE	UNIFORM	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Uniform colour of the team
EUE	AGE_AVG	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Average age of the team at the day of the match
EUE	HEIGHT_AVG	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0.00	Average height of the team in metres

### Sample

```
....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
<EventUnitEntry Type="EUE" Code="UNIFORM" Value="BLUE" />
<EventUnitEntry Type="EUE" Code="AGE_AVG" Value="28.0" />
<EventUnitEntry Type="EUE" Code="HEIGHT_AVG" Value="1.92" />
....
```

<b>Element: Result /Competitor /StatsItems /StatsItem (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	PTS	N/A	Element Expected: Always
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Total Points for the team
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	2CHANCE		
Pos	N/A	N/A	
Value	Numeric #0	Second Chance Points	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	BENCH		
Pos	N/A	N/A	
Value	Numeric #0	Bench Points	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FAST_BRK		
Pos	N/A	N/A	
Value	Numeric #0	Fast Break Points	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PAINT		
Pos	N/A	N/A	
Value	Numeric #0	Points in the Paint	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available			

Element: Result /Competitor /StatsItems /StatsItem (1,N)					
Type	Code	Pos	Description		
ST	<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
	Code	TO			
	Pos	N/A	N/A		
	Value	Numeric #0	Points from Turnovers		
		LEAD_MAX	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
	Value	M	Numeric #0	Biggest Lead	
	<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
	Code	SCORE			
Pos	N/A	N/A			
Value	String	Current score when biggest lead occurs			
ST		SCORE_RUN_MAX	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
	Value	M	String	Biggest Scoring Run.	
	<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
	Code	SCORE			
	Pos	N/A	N/A		
	Value	String	Current score when biggest scoring run occurs		
	ST		LEADING	N/A	Element Expected: Always, if the information is available
		<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Total time leading	

<b>Element: Result /Competitor /StatsItems /StatsItem (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	FG P2 P3 FT PAINT	SC @Period	Code Description: Use FG for field goal Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw Use PAINT for Paint  Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always except PAINT which is only for TOT.
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric #0	Attempts	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MADE		
Pos	N/A	N/A	
Value	Numeric #0	Successful attempts	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Shooting Percentage	

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	REB	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
	<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DR	
	Pos	N/A	N/A
	Value	Numeric #0	Defensive Rebounds
	<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	OR	
	Pos	N/A	N/A
	Value	Numeric #0	Offensive Rebounds
ST	TREB	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
	<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DR	
	Pos	N/A	N/A
	Value	Numeric #0	Team Defensive Rebounds
	<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>		



Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Offensive Rebounds	
ST	ASSIST	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Assists
ST	TO	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Turnovers
ST	TTO	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Team turnovers
ST	ST	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Steals

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	BLC	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Blocked Shots
ST	PF	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Fouls
ST	PF_TEAM	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Team Period fouls of the current period
ST	EFF	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Team efficiency
ST	PF_COACH	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Coach Fouls
ST	FD	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT  Element Expected: Always, if the information is available	

<b>Element: Result /Competitor /StatsItems /StatsItem (1,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	M	Numeric #0	Total Fouls Drawn
ST		PLUS_MINUS	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or -#0	Plus / Minus for the team
ST		TOUT	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of time outs totally taken
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	MAX		
	Pos	N/A	N/A	
	Value	Numeric #0	Maximum possible Time outs	

### Sample (General)

```
....
<StatItems>
  <StatItems Type="ST" Code="PTS" Value="71">
    <ExtendedStat Code="TO" Value="7" />
    <ExtendedStat Code="PAINT" Value="20" />
    <ExtendedStat Code="2CHANCE" Value="15" />
  </StatItems>
  <StatItems Type="ST" Code="LEAD_MAX" Value="9" />
  <StatItems Type="ST" Code="SCORE_RUN_MAX" Value="6-0 (16-7)" />
  <StatItems Type="ST" Code="TTO" Value="2" />
  <StatItems Type="ST" Code="TREB" Value="3" >
    <ExtendedStat Code="OR" Value="1" />
    <ExtendedStat Code="DR" Value="2" />
  </StatItems>
  <StatItems Type="ST" Code="FG" Pos="TOT">
    <ExtendedStat Code="MADE" Value="25" />
    <ExtendedStat Code="ATT" Value="54" />
    <ExtendedStat Code="PERCENT" Value="46" />
  </StatItems>
  <StatItems Type="ST" Code="P2" Pos="TOT">
    <ExtendedStat Code="MADE" Value="20" />
    <ExtendedStat Code="ATT" Value="40" />
    <ExtendedStat Code="PERCENT" Value="50" />
  </StatItems>
  <StatItems Type="ST" Code="P3" Pos="TOT">
    <ExtendedStat Code="MADE" Value="5" />
    <ExtendedStat Code="ATT" Value="14" />
    <ExtendedStat Code="PERCENT" Value="36" />
  </StatItems>

  <StatItems Type="ST" Code="FT" Pos="TOT">
    <ExtendedStat Code="MADE" Value="16" />
    <ExtendedStat Code="ATT" Value="18" />
    <ExtendedStat Code="PERCENT" Value="89" />
  </StatItems>
  <StatItems Type="ST" Code="REB" Pos="TOT" Value="34" >
    <ExtendedStat Code="OR" Value="11" />
    <ExtendedStat Code="DR" Value="23" />
  </StatItems>
  <StatItems Type="ST" Code="ASSIST" Pos="TOT" Value="13" />
  <StatItems Type="ST" Code="TO" Pos="TOT" Value="15" />
  <StatItems Type="ST" Code="ST" Pos="TOT" Value="3" />
  <StatItems Type="ST" Code="BLC" Pos="TOT" Value="2" />
  <StatItems Type="ST" Code="PF" Pos="TOT" Value="14" />
  <StatItems Type="ST" Code="FD" Pos="TOT" Value="14" />
....
```

<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. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Firstly, send order according to Start @Bib, Family Name and Given Name. Next, send suspended players at the period.  Order attribute used to sort team members in a team.
StartSortOrder	M	Numeric #0	Order the players should appear in the Start List. Order attribute used to sort team members in a team on the start list.
Bib	M	S(2)	Shirt number

<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	STATUS	N/A	Element Expected: Send just for those suspended players	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain when known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" only if the player is captain
EUE	STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the competitor is a Starter
EUE	POSITION	N/A	Element Expected: As soon as it is known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @Position	Position of the player in the team.
EUE	AGE	N/A	Element Expected: As soon as it is known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @Position	Position of the player in the team.

### Sample

```
<Athlete Code="1125142" Bib="8" Order="4">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="G" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="EUE" Code="AGE" Value="22" />
```

<b>Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	FG P2 P3 FT	N/A	Code Description: Use FG for Field goal Use P2 for 2pts Use P3 for 3pts Use FT for Free Throw  Element Expected: Do not send if not applicable.
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric #0	Attempts	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MADE		
Pos	N/A	N/A	
Value	Numeric #0	Successful attempts	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Shooting Percentage	
ST	REB	N/A	Element Expected: Do not send if not applicable.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Total rebounds
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Defensive Rebounds	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive Rebounds	
ST		ASSIST	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Assists
ST		TO	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Turnovers
ST		ST	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Steals
ST		BLC	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Blocked Shots
ST		PF	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Fouls



Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	FD	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	M	Numeric #0	Fouls Drawn
ST	EFF	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	M	Numeric #0	Player efficiency
ST	PTS	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	M	Numeric ##0	Total Points
ST	MINS	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	M	m:ss or S(3)	Minutes Played or DNP if the player did not play
ST	PLUS_MINUS	N/A	Element Expected: Do not send if not applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	M	Numeric #0 or -#0	Plus / minus

### Sample (General)

```
....  
<StatItems>  
  <StatItems Type="ST" Code="FG">  
    <ExtendedStat Code="MADE" Value="1" />  
    <ExtendedStat Code="ATT" Value="5" />  
    <ExtendedStat Code="PERCENT" Value="20" />  
  </StatItems>  
  <StatItems Type="ST" Code="P2">  
    <ExtendedStat Code="MADE" Value="1" />  
    <ExtendedStat Code="ATT" Value="5" />  
    <ExtendedStat Code="PERCENT" Value="20" />  
  </StatItems>  
  <StatItems Type="ST" Code="FT">  
    <ExtendedStat Code="MADE" Value="7" />  
    <ExtendedStat Code="ATT" Value="8" />  
    <ExtendedStat Code="PERCENT" Value="88" />  
  </StatItems>  
  <StatItems Type="ST" Code="REB" Value="6" >  
    <ExtendedStat Code="OR" Value="2" />  
    <ExtendedStat Code="DR" Value="4" />  
  </StatItems>  
  <StatItems Type="ST" Code="ASSIST" Value="1" />  
  <StatItems Type="ST" Code="TO" Value="1" />  
  <StatItems Type="ST" Code="PF" Value="2" />  
  <StatItems Type="ST" Code="FD" Value="4" />  
  <StatItems Type="ST" Code="PTS" Value="9" />  
  <StatItems Type="ST" Code="MINS" Value="20:05" />  
</StatItems>
```

### 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

This message is sent:

- LIVE: After every action
- LIVE: At the start of every period/OT
- INTERMEDIATE: After each period (if it is not the last period)
- UNOFFICIAL/OFFICIAL: After the match (unit)

### 2.2.5.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
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)			
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
PId	O	S(36)	If this is a related action then the ID of the original action appear here.
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	SC @Action	Actions in the game, one action code
ActionAdd	O	S(200)	Additional information related to the action
ActionDesc	O	S(200)	Action/Incident description (ENG)
When	O	mm:ss	Time in which the action occurred.  Action's time in minutes and seconds Example (02:05)
Result	O	SC @ResAction	Result of the Action for the player/team
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
LeadH	O	Numeric #0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	Numeric #0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
X	O	S(20)	X coordinate of the action location
Y	O	S(20)	Y coordinate of the action location
TimeStamp	O	DateTime	Time of the action (for alignment to video)

<b>Element: Actions /Action /ExtendedAction (0,N)</b>				
<b>Code</b>		<b>Pos</b>	<b>Description</b>	
FREETHROWS		N/A	Element Expected: When available in case of FT or FOUL	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	SC @FreeThrow	For FOUL: Number of Free Throws awarded. For FT: Number of Free Throws total.	
SHOT_FLAG		N/A	Element Expected: When available in case of FT or P2/P3	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	SC @ShotFlag	For FT and P2/P3: Shot Flag	
SHOT_POS		N/A	Element Expected: When available in case P2/P3	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	SC @Sector	Shot Sector	
SHOT_TYPE		N/A	Element Expected: When available in case of FT or P2/P3	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	SC @FreeThrowOf Or SC @Res_Sub	For FT: Number of Shots For P2/P3: Shot Type	

<b>Element: Actions /Action /Competitor (0,N)</b>				
<b>Competitor participating in the Action. Used when the Action is related to a competitor.</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)	T for team	
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor	
Organisation	M	CC @Organisation	Competitors' organisation	

Element: Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID ( individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Shirt Number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

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

Element: Actions /Action /Competitor /Coaches /Coach (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.

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

### Sample

```
<Action Id="123456" Period="Q1" Order="3" Action="P20" When="2:14" Result="MISS" ScoreH="0" ScoreA="2" >
  <Competitor Code="BKBWTEAM5-----RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA"
        BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

### 2.2.5.5 Message Sort

Actions /Action @Order followed by @Pos



## 2.2.6 Current Information

### 2.2.6.1 Description

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	Not used	Not used
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<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

- At the start and end of every period (to start/stop clock)
- Immediately after every change in the score.
- Every time the clock starts and stops
- During play i.e. after start and not during breaks in play, every 30 seconds after the last DT\_CURRENT message when there is no other activity triggering this message.

### 2.2.6.4 Message Values

Element: Clock (0,1)			
Attribute	M/O	Value	Description
Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
Time	M	mm:ss	Value of the clock
Running	M	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running; N to indicate the clock is stopped.

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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period code
HomeScore	M	Numeric ##0	Overall score of the home competitor (first named competitor) at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away (second named competitor) competitor at the end of the period
HomePeriodScore	M	Numeric #0	Score of the home competitor (first named competitor) just for this period. Only send for full quarters (not half quarter) and each overtime
AwayPeriodScore	M	Numeric #0	Score of the away competitor (second named competitor) just for this period. Only send for full quarters (not half quarter) and each overtime

**Sample**

```
<Competition>  
  <Clock Period="Q2" Time="1:34" Running="Y" />  
  <Periods Home="BKBWTEAM5---RSA01" Away="BKBWTEAM5-----NZL01" >  
    <Period Code="Q1" AwayPeriodScore="13" HomePeriodScore="10" AwayScore="13" HomeScore="10"/>  
    <Period Code="Q2" AwayPeriodScore="11" HomePeriodScore="11" AwayScore="24" HomeScore="21"/>  
  </Periods>  
</Competition>
```

**2.2.6.5 Message Sort**

Sort by Period @Code.

## 2.2.7 Pool Standings

### 2.2.7.1 Description

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

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

### 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 (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.

### 2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

### 2.2.7.4 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	M	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 (games) 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 (games) 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	
SubEventName	M	S(40)	Text short description of the Event Phase, not code	
Gender	M	CC @DisciplineGender	Gender code for the event unit	

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 equalled else do not send.	
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group	
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.	
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned.	
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 games won by the team in the group. Do not send if the team has not played.	

<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>
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group Do not send if the team has not played.
For	O	Numeric #0	Total number of points for. Do not send if the team has not played.
Against	O	Numeric #0	Total number of points against. Do not send if the team has not played.
Diff	O	Numeric ##0 or -##0	Points difference, between points for and points against
Ratio	O	Numeric ##0	Send the winning percentage for the team

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	STREAK	Numeric 0	Pos Description: Send 1 (games won) or 2 (games lost)  Element Expected: If available, for not disqualified teams
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
	<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If available, for not disqualified teams</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DETAIL	
	Pos	Numeric 0	Send 1..n for the last n games
	Value	S(1)	Send W if the games was won, L is the game was lost

<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)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

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

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

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

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

Type	Code	Pos	Description
T for team	S(20) with no leading zeroes	Numeric	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.
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 85-82). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.



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

**Sample (General)**

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1"
For="167" Against="156" Diff="11" Ratio="50">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="STREAK" Pos="1" Value="1" >
      <Extension Code="DETAIL" Pos="1" Value="L" />
      <Extension Code="DETAIL" Pos="2" Value="W" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="BKBMTTEAM5-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="BKBMTTEAM5-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Unit="BKBMTTEAM5-----GPA-000200--" HomeAway="H" Result="82:80">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="BKBMTTEAM5-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" Unit="BKBMTTEAM5-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="BKBMTTEAM5-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Unit="BKBMTTEAM5-----GPA-000500--" HomeAway="A" Result="91:103">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

### 2.2.7.5 Message Sort

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

## 2.2.8 Brackets

### 2.2.8.1 Description

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	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.

### 2.2.8.3 Trigger and Frequency

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

### 2.2.8.4 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)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

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

<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 #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1
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)	Fill when match is complete, filled and formatted in the same format as in ORIS. If the match is cancelled, "Cancelled" should be sent.
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	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
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	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
WLT	O	S(1)	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
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.

### Sample (General)

```
<Bracket Code="FNL-">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Date="2012-08-10" Time="15:00" Unit="BKBWTEAM5-----
SFNL000100--" NextUnit=" BKBWTEAM5-----FNL-000100--" NextUnitLoser=" BKBWTEAM5-----FNL-
000200--">
      <CompetitorPlace Pos="1">
        <Competitor Code="BKBWTEAM5-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="BKBWTEAM5-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

### 2.2.8.5 Message Sort

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

## 2.2.9 Statistics

### 2.2.9.1 Description

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

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

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	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	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	<ul style="list-style-type: none"> <li>- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the organisation code concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation has more than one team.</li> <li>- TOU: For Tournament statistics (like Tournaments Total statistics)</li> <li>- IND_RANKING: Ranking of individual tournament statistics, for the best athletes.</li> <li>- TEAM_RANKING: Ranking of team tournament statistics.</li> </ul>
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	<p>It indicates whether the result is official or intermediate etc).</p> <p>LIVE (used during the competition when nothing else applies)</p> <p>INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units)</p> <p>OFFICIAL (after the last unit which effects the statistics is official)</p>

Attribute	Value	Comment
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.

### 2.2.9.3 Trigger and Frequency

After each match



## 2.2.9.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
EI	VENUE	N/A	Element Expected: In TOU message when capacity available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @VenueCode	Send a venue code
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: In TOU message when available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	CAPACITY		
	Pos	N/A	N/A	
	Value	Numeric ####0	Venue Public capacity	
MIN_ATPG	FGP	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minimum number of attempts per game for the total field goals percentage athlete's ranking
MIN_ATPG	P2P	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minimum number of attempts per game for the total 2 points field goals percentage athlete's ranking
MIN_ATPG	P3P	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minimum number of attempts per game for the total 3 points field goals percentage athlete's ranking
MIN_ATPG	FTP	N/A	Element Expected: Always in IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Minimum number of attempts per game for the total free throws percentage athlete's ranking
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete in the CUM, IND_RANKING and TEAM_RANKING messages.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
Value	M	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team.	
UI	UNITS_TOTAL	N/A	Element Expected: Always in the CUM, IND_RANKING and TEAM_RANKING messages.	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	Send the total number of units (games) to be played). For CUM which only includes one team then it is the total units for that team.	
UI	UNITS_COMPLETE	N/A	Element Expected: Always in the CUM, IND_RANKING and TEAM_RANKING messages.	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team.	

**Sample (Stats Code="TOU")**

```
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="VENUE" Value="BBA">
    <Extension Code="CAPACITY" Value="12000" />
  </ExtendedInfo>
  <ExtendedInfo Type="EI" Code="VENUE" Value="NGA">
    <Extension Code="CAPACITY" Value="18500" />
  </ExtendedInfo>
</ExtendedInfos>
```

**Sample (Stats Code="IND\_RANKING")**

```
<ExtendedInfos>
  <ExtendedInfo Type="MIN_ATPG" Code="FGP" Value="8" />
  <ExtendedInfo Type="MIN_ATPG" Code="P2P" Value="6" />
  <ExtendedInfo Type="MIN_ATPG" Code="P3P" Value="2" />
  <ExtendedInfo Type="MIN_ATPG" Code="FTP" Value="3" />
</ExtendedInfos>
```

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

Gender	M	CC @DisciplineGender	Gender code for the event unit
--------	---	----------------------	--------------------------------

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

Element: Stats /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	MP	N/A	Element Expected: If available, for the DocumentSubtype=TOU	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the overall number of games (matches) played
ST	FG P2 P3 FT	N/A	Code Description: Use FG for (Field Goal) Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw	
	Element Expected: Always for the DocumentSubtype=TOU			
	<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ####0	Total shot attempts	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0	Average shot attempts per game	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	

Element: Stats /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
Code	MADE		
Pos	N/A	N/A	
Value	Numeric ####0		Total successful shot attempts
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MADE_AVG		
Pos	N/A	N/A	
Value	Numeric ##0		Average successful shot attempts per game
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0		Shooting percentage
ST	REB	N/A	Element Expected: If available, for the DocumentSubtype=TOU
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ###0	Send the total number of rebounds
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AVG		
Pos	N/A	N/A	
Value	Numeric #0		Average rebounds per game
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DR		

Element: Stats /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
Pos	N/A	N/A	
Value	Numeric ###0		Send the total defensive rebounds
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DR_AVG		
Pos	N/A	N/A	
Value	Numeric #0		Average defensive rebounds per game
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	OR		
Pos	N/A	N/A	
Value	Numeric ###0		Send the total offensive rebounds
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	OR_AVG		
Pos	N/A	N/A	
Value	Numeric #0		Average offensive rebounds per game
ST	ASSIST TO ST BLC PF FD PTS	N/A	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Foul Drawn Use PTS for Points  Element Expected: If available, for the DocumentSubtype=TOU
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: Stats /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Value	M	Numeric ###0	Total	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	AVG			
Pos	N/A	N/A		
Value	Numeric ##0 Or Numeric ##0.0	Average per game Send ##0.0 for PTS.		
ATTEND	DATE	N/A	Element Expected: If available, for the DocumentSubtype=TOU	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Date	Send a competition date	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	ATTENDANCE			
Pos	N/A	N/A		
Value	Numeric #####0	Total attendance at the matches of the day		
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	PERCENT			
Pos	N/A	N/A		
Value	Numeric ##0	Average of Percentage of capacities of the venues occupied at the matches of the day		
ATTEND	RSC_TOTALS	N/A	Element Expected: If available, for the DocumentSubtype=TOU	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	

Element: Stats /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
Value	M	S(9)	Send an RSC. Totals by discipline, gender or phase as appropriate.
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATTENDANCE		
Pos	N/A	N/A	
Value	Numeric #####0	Total attendance at all the matches	
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=TOU			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Average of Percentage of capacities of the venues occupied at the matches	

**Sample (TOU)**

```

<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="GP" Value="18" />
    <StatsItem Type="ST" Code="FG">
      <ExtendedStat Code="MADE" Value="1037" />
      <ExtendedStat Code="MADE_AVG" Value="58" />
      <ExtendedStat Code="ATT" Value="2349" />
      <ExtendedStat Code="ATT_AVG" Value="131" />
      <ExtendedStat Code="PERCENT" Value="44" />
    </StatsItem>
    <StatsItem Type="ST" Code="P2">
      <ExtendedStat Code="MADE" Value="797" />
      <ExtendedStat Code="MADE_AVG" Value="44" />
      <ExtendedStat Code="ATT" Value="1601" />
      <ExtendedStat Code="ATT_AVG" Value="89" />
      <ExtendedStat Code="PERCENT" Value="50" />
    </StatsItem>
    <StatsItem Type="ST" Code="FT">
      <ExtendedStat Code="MADE" Value="481" />
      <ExtendedStat Code="MADE_AVG" Value="27" />
      <ExtendedStat Code="ATT" Value="717" />
      <ExtendedStat Code="ATT_AVG" Value="40" />
      <ExtendedStat Code="PERCENT" Value="67" />
    </StatsItem>
    <StatsItem Type="ST" Code="REB" Value="1401" >
      <ExtendedStat Code="AVG" Value="78" />
      <ExtendedStat Code="OR" Value="417" />
      <ExtendedStat Code="OR_AVG" Value="23" />
      <ExtendedStat Code="DR" Value="984" />
      <ExtendedStat Code="DR_AVG" Value="55" />
    </StatsItem>
    <StatsItem Type="ST" Code="ASSIST" Value="595" >
      <ExtendedStat Code="AVG" Value="33" />
  </StatsItems>
</Stats Code="TOU">

```

**Element: Stats /Competitor (0,N)**  
**Competitor of the statistics.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 – Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	CC @Organisation	Competitor's organisation if known



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

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @IRM	IRM
ST	MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of games (matches) played
ST	FG P2 P3 FT PAINT		Numeric 0	Code Description: Use FG for Field Goals P2 for 2pts P3 for 3pts FT for Free Throws PAINT for Paint  Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (not required in TEAM_RANKING)  Element Expected: Always
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING except PAINT</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ###0	Total attempts	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING except PAINT</b>				

Element: Stats /Competitor /StatsItems /StatsItem (1,N)					
Type	Code	Pos	Description		
ST	<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
	Code	MADE			
	Pos	N/A	N/A		
	Value	Numeric ###0	Total successful attempts		
		FG_PERCENT P2_PERCENT P3_PERCENT FT_PERCENT	N/A	Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0	Shooting percentage for the team		
Rank	O	Numeric #0	Team ranking percentage		
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equaled else not sent.		
SortOrder	M	Numeric #0	Sort Order for @Rank		
ST	FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING		
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
	Value	M	Numeric ##0.0	Average per game	
	Rank	O	Numeric #0	Team ranking made average	
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equaled else not sent.	
	SortOrder	M	Numeric #0	Sort Order for @Rank	
ST	FG_ATT_AVG P2_ATT_AVG P3_ATT_AVG FT_ATT_AVG	N/A	Element Expected: If available, for the DocumentSubtype=TEAM_RANKING		
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	Numeric ##0.0	Attempts average per game		

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Rank	O	Numeric #0	Team ranking attempts average	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equaled else not sent.	
SortOrder	M	Numeric #0	Sort Order for @Rank	
ST	REB REB_OR REB_DR	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING  Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0	Total rebounds	
Rank	O	Numeric #0	Team ranking average	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equaled else not sent.	
SortOrder	M	Numeric #0	Sort Order for @Rank	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	AVG			
Pos	N/A	N/A		
Value	Numeric #0.0	Average rebounds		
ST	TREB (Team Reb)	N/A	Element Expected: If available, for the DocumentSubtype=CUM	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Team Total Rebounds	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=CUM				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		

Element: Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
Code	AVG		
Pos	N/A	N/A	
Value	Numeric ##0.0		Team Total Rebounds Average
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=CUM			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DR		
Pos	N/A	N/A	
Value	Numeric #0		Team Defensive Rebounds
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=CUM			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DR_AVG		
Pos	N/A	N/A	
Value	Numeric ##0.0		Team Defensive Rebounds Average
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=CUM			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	OR		
Pos	N/A	N/A	
Value	Numeric #0		Team Offensive Rebounds
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=CUM			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	OR_AVG		
Pos	N/A	N/A	
Value	Numeric ##0.0		Team Offensive Rebounds Average

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	ASSIST TO ST BLC PF FD	Numeric 0	Code Description: Use ASSIST for Assists Use TO for Turnover Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Fouls Drawn Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equaled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average	
ST	TTO	N/A	Element Expected: Always, if the information is available except in TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Team turnovers
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	AVG		

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Pos	N/A	N/A		
Value	Numeric ##0.0	Team turnovers Average		
ST	EFF	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Team efficiency
ST	PF_COACH	N/A	Element Expected: If applies, for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Coach Fouls
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Coach Fouls Average	
ST	PLUS_MINUS	N/A	Element Expected: If applies, for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or -#0	Plus / minus for the team
ST	PTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype= TEAM_RANKING & CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total Points

<b>Element: Stats /Competitor /StatsItems /StatsItem (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
Rank	O	Numeric #0	Team ranking average
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equaled else not sent.
SortOrder	M	Numeric #0	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	2CHANCE		
Pos	N/A	N/A	
Value	Numeric ##0	Second chance points	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	2CHANCE_AVG		
Pos	N/A	N/A	
Value	Numeric #0.0	Second chance points (average per game)	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AVG		
Pos	N/A	N/A	
Value	Numeric ##0.0	Per game average for the team	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PAINT		
Pos	N/A	N/A	
Value	Numeric ##0	Points in the Paint	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available, for the DocumentSubtype=CUM</b>			

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PAINT_AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Points in the Paint (average per game)	
ST	BENCH FAST_BRK TOPTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING  Element Expected: If available, for the DocumentSubtype= TEAM_RANKING & CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total Points from Bench, Fast Break, Turnovers Points
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equaled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
	<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average	



### Sample (CUM)

```
<StatsItem>
  <StatsItem Type="ST" Code="MP" Value="5" />
  <StatsItem Type="ST" Code="FG_PERCENT" Value="38" />
  <StatsItem Type="ST" Code="P2_PERCENT" Value="43" />
  ...
  <StatsItem Type="ST" Code="FG_AVG" Value="24.6" />
  <StatsItem Type="ST" Code="FG_ATT_AVG" Value="24.6" />
  <StatsItem Type="ST" Code="P2_ATT_AVG" Value="16.6" />
  ...
  <StatsItem Type="ST" Code="FG" Pos="0">
    <ExtendedStat Code="MADE" Value="123" />
    <ExtendedStat Code="ATT" Value="324" />
  </StatsItem>
  <StatsItem Type="ST" Code="P2" Pos="0">
    <ExtendedStat Code="MADE" Value="83" />
    <ExtendedStat Code="ATT" Value="195" />
  </StatsItem>
  ...
  <StatsItem Type="ST" Code="PAINT" Pos="0">
    <ExtendedStat Code="MADE" Value="82" />
    <ExtendedStat Code="ATT" Value="114" />
  </StatsItem>
  <StatsItem Type="ST" Code="REB_OR" Pos="0">
    <ExtendedStat Code="TOT" Value="82" />
    <ExtendedStat Code="AVG" Value="16.4" />
  </StatsItem>
  <StatsItem Type="ST" Code="REB_DR" Pos="0">
    <ExtendedStat Code="TOT" Value="130" />
    <ExtendedStat Code="AVG" Value="26.0" />
  </StatsItem>
  <StatsItem Type="ST" Code="REB" Pos="0">
    <ExtendedStat Code="TOT" Value="212" />
    <ExtendedStat Code="AVG" Value="42.4" />
  </StatsItem>
  <StatsItem Type="ST" Code="ASSIST" Pos="0">
    <ExtendedStat Code="TOT" Value="64" />
    <ExtendedStat Code="AVG" Value="12.8" />
  </StatsItem>
```

**Sample (TEAM\_RANKING)**

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="5" />
  <StatsItem Type="ST" Code="FG" Value="43">
    <ExtendedStat Code="ATT" Value="333" />
    <ExtendedStat Code="MADE" Value="143" />
  </StatsItem>
  <StatsItem Type="ST" Code="P2" Value="48">
    <ExtendedStat Code="ATT" Value="232" />
    <ExtendedStat Code="MADE" Value="111" />
  </StatsItem>
  <StatsItem Type="ST" Code="P3" Value="32">
    <ExtendedStat Code="ATT" Value="32" />
    <ExtendedStat Code="MADE" Value="32" />
  </StatsItem>
  <StatsItem Type="ST" Code="FT" Value="63">
    <ExtendedStat Code="ATT" Value="80" />
    <ExtendedStat Code="MADE" Value="50" />
  </StatsItem>
  <StatsItem Type="ST" Code="PAINT" Value="65" />
  <StatsItem Type="ST" Code="FG_PERCENT" Value="42.9" Rank="3" SortOrder="3" />
  <StatsItem Type="ST" Code="F2_PERCENT" Value="47.8" Rank="4" SortOrder="4" />
</StatsItems>
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order: Within the team the players are sorted: For each player: Uniform number or disqualification identification.

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

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

<b>Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)</b>				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @IRM	Send in case of the athlete has IRM
ST	MP	N/A	Element Expected: If available for the DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of games (matches) played
ST	FG P2 P3 FT	N/A	Code Description: Use FG for Field Goal Use P2 for for 2pts Use P3 for 3pts Use FT for Free Throw  Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=CUM and IND_RANKING</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Attempts	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype= IND_RANKING</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT_AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average attempts per game	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=CUM and IND_RANKING</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	MADE		

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Pos	N/A	N/A		
Value	Numeric ##0	Total		
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype= IND_RANKING				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	MADE_AVG			
Pos	N/A	N/A		
Value	Numeric #0.0	Average per game		
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: If available, for the DocumentSubtype=CUM and IND_RANKING				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	PERCENT			
Pos	N/A	N/A		
Value	Numeric ##0.0	Shooting percentage for the athlete		
ST	FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	Numeric #0	Athlete's ranking based on Average per game
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 92qualified else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST	FG_ATT P2_ATT P3_ATT FT_ATT	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	Text	Athlete's ranking based on attempts
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 92qualified else not sent.
	SortOrder	M	Numeric	Sort Order for @Rank

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	FG_PERCENT P2_PERCENT P3_PERCENT FT_PERCENT	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Numeric #0	Athlete's ranking based on the shooting percentage
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 93qualified else not sent.
SortOrder	M	Numeric #0	Sort Order for @Rank
ST	REB REB_DR REB_OR	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Total, defensive and offensive Rebounds
Rank	O	Numeric #0	Athlete's ranking based on the Rebounds per Game average
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 93qualified else not sent.
SortOrder	M	Numeric #0	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=IND_RANKING</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AVG		
Pos	N/A	N/A	
Value	Numeric #0.0	Rebounds per Game average for the athlete	
ST	ASSIST TO ST BLC FD	N/A	Code Description: Use ASSIST for Assists Use TO for Turnovers Use ST for Steals Use BLC for Blocks Use FD for Fouls Drawn Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0	Total	
Rank	O	Numeric #0	Athlete's ranking based on the game average	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 94qualified else not sent.	
SortOrder	M	Numeric #0	Sort Order for @Rank	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: If available, for the DocumentSubtype=IND_RANKING</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	AVG			
Pos	N/A	N/A		
Value	Numeric #0.0	Average for the athlete		
ST	PF	N/A	Element Expected: If available for the DocumentSubtype= CUM and IND_RANKING	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0	Total of personal fouls made by the athlete for all the games played	
Rank	O	Numeric #0	Athlete's ranking based on Fouls per Game average	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 94qualified else not sent.	
SortOrder	M	Numeric #0	Sort Order for @Rank	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: If available, for the DocumentSubtype=IND_RANKING</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	AVG			
Pos	N/A	N/A		
Value	Numeric #0.0	Fouls per Game average for the athlete		

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	EFF	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Player efficiency
ST	PTS	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total Points
	Rank	O	Numeric #0	Athlete's ranking based on Total Points
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 95qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST	PTS_AVG	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Points per game average for the athlete
	Rank	O	Numeric #0	Athlete's ranking based on the Points per game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 95qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST	MINS	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING and CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm:ss or S(3)	Time Played or DNP if did not play

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Rank	O	Numeric #0	Athlete's ranking based on MPG	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 96qualified else not sent.	
SortOrder	M	Numeric #0	Sort Order for @Rank	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype= IND_RANKING and CUM</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	MPG			
Pos	N/A	N/A		
Value	m:ss	Minutes played per game average for the athlete		
ST	PLUS_MINUS	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING and CUM	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0 or -##0	Plus / minus	
Rank	O	Numeric #0	Athlete's ranking based on Plus / Minus per Game average	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 96qualified else not sent.	
SortOrder	M	Numeric #0	Sort Order for @Rank	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: If available, for the DocumentSubtype=IND_RANKING</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	AVG			
Pos	N/A	N/A		
Value	Numeric ##0 or -##0	Plus / Minus Game average		
ST	DBL_DBL	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING	



<b>Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)</b>				
Type	Code	Pos	Description	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Total double doubles	
Rank	O	Numeric #0	Athlete's ranking based on double double game average	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 97qualified else not sent.	
SortOrder	M	Numeric #0	Sort Order for @Rank	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: If available, for the DocumentSubtype=IND_RANKING</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	AVG			
Pos	N/A	N/A		
Value	Numeric 0.0	Double double Game average		

### Sample (CUM)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="4" />
  <StatsItem Type="ST" Code="FG">
    <ExtendedStat Code="MADE" Value="7" />
    <ExtendedStat Code="ATT" Value="21" />
    <ExtendedStat Code="PERCENT" Value="33" />
  </StatsItem>
  <StatsItem Type="ST" Code="P2">
    <ExtendedStat Code="MADE" Value="3" />
    <ExtendedStat Code="ATT" Value="12" />
    <ExtendedStat Code="PERCENT" Value="25" />
  </StatsItem>
  <StatsItem Type="ST" Code="P3">
    <ExtendedStat Code="MADE" Value="4" />
    <ExtendedStat Code="ATT" Value="9" />
    <ExtendedStat Code="PERCENT" Value="44" />
  </StatsItem>
  <StatsItem Type="ST" Code="FT">
    <ExtendedStat Code="MADE" Value="9" />
    <ExtendedStat Code="ATT" Value="13" />
    <ExtendedStat Code="PERCENT" Value="69" />
  </StatsItem>
  <StatsItem Type="ST" Code="REB_OR" Value="6" />
  <StatsItem Type="ST" Code="REB_DR" Value="6" />
  <StatsItem Type="ST" Code="REB" Value="12" />
  <StatsItem Type="ST" Code="ASSIST" Value="8" />
</StatsItems>
```

### Sample (IND\_RANKING)

```
<StatsItem>  
  <StatsItem Type="ST" Code="FG_AVG" Rank="1" SortOrder="1"/>  
  <StatsItem Type="ST" Code="P2_AVG" Rank="1" SortOrder="1"/>  
  ...  
  <StatsItem Type="ST" Code="REB" Value="49" Rank="1" SortOrder="1">  
    <ExtendedStat Code="AVG" Value="8.2"/>  
  </StatsItem>  
  <StatsItem Type="ST" Code="REB_DR" Rank="1" SortOrder="1">  
    <ExtendedStat Code="AVG" Value="5.8"/>  
  </StatsItem>  
  <StatsItem Type="ST" Code="REB_OR" Value="14" Rank="4" SortOrder="4">  
    <ExtendedStat Code="AVG" Value="2.3"/>  
  </StatsItem>  
  <StatsItem Type="ST" Code="TO" Value="19" Rank="3" SortOrder="3">  
    <ExtendedStat Code="AVG" Value="3.2"/>  
  </StatsItem>  
  <StatsItem Type="ST" Code="BLC" Value="10" Rank="1" SortOrder="1">  
    <ExtendedStat Code="AVG" Value="1.7"/>  
  </StatsItem>  
  <StatsItem Type="ST" Code="EFF" Value="12"/>  
  <StatsItem Type="ST" Code="PTS_AVG" Value="12.8" Rank="1" SortOrder="1"/>  
  <StatsItem Type="ST" Code="PTS" Value="77" Rank="3" SortOrder="3"/>  
  <StatsItem Type="ST" Code="MINS" Value="171" Rank="2" RankEqual="Y" SortOrder="3">  
    <ExtendedStat Code="MPG" Value="28.5"/>  
  </StatsItem>
```

### 2.2.9.5 Message Sort

Sort according to the @Order attributes.

## 2.2.10 Event Final Ranking

### 2.2.10.1 Description

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

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

### 2.2.10.2 Header Values

The following table describes the message header attributes.

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

### 2.2.10.3 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 each final position is known.

### 2.2.10.4 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.

<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 equaled else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

<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
Bib	O	S(2)	Shirt number.

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

**Sample**

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="BKBMTTEAM5-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

### 2.2.10.5 Message Sort

Sort by Result @SortOrder

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	31 October 2016	First version
V1.1	23 November 2016	Updated
V1.2	9 January 2017	Updated with feedback
V1.3	2 March 2017	Updated
V1.4	24 March 2017	Updated
V1.5	1 August 2017	Updated to add 3x3 basketball
V1.6	25 August 2017	Updated
V1.7	15 November	Removed information applicable to 3x3 and YOG

**File Reference:** ODF R-SOG-2020-BKB V1.7 APP

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
v1.1	SFR	Change triggering in DT_CURRENT to also include each action (play by play) also DT_RESULT: Remove PreviousResults DT_CURRENT: Removed Result element to reduce redundancy.
V1.2	SFA	DT_STATS: added extensions in ExtendedInfos for matches played etc. DT_PARTIC: Corrected copy/paste error in sample.
V1.3	APP	DT_RESULT: Remove StartListMod in the header DT_PLAY_BY_PLAY: Change TimeStamp format to DateTime DT_POOL_STANDING: Remove DocumentSubtype from the header
V1.4	APP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription DT_REUTLS: Move Duration to the new attribute
V1.5	APP	Add 3x3 requirements Add dunk and 3 point requirements
V1.6	APP	DT_PLAY_BY_PLAY: Typographical corrections for UnitAction DT_RESULT: In Result /Competitor /Description add IFId DT_STATS: Update sort order within team as requested. DT_STATS: Remove TTO and EFF for TEAM_RANKING
V1.7	APP	Remove 3x3 Information



