



ODF R-CG-2018-NBL V1.2 SFA

OLYMPIC DATA FEED

ODF Netball Data Dictionary
Gold Coast 2018

ODF R-CG-2018-NBL V1.2 SFA
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 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 Netball.

- 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)	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>
Medal	O	SC @UnitMedalType	<p>Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit</p>

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
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.

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

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

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

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

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

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

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

2.2.2.4 Message 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.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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>

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

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

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Element Expected:	
	Attribute	M/O	Value	Description
	Value	O	CC @Position	Position Code in the Team
ENTRY	INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	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).	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" in case the participant is a captain else do not send.
ENTRY	VCAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" in case the participant is a vice-captain else do not send.
ENTRY	CCAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
54	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" in case the participant is a co-captain else do not send.

Sample (General)

```

<Discipline Code="NBL-----" IFId="203258" >
  <RegisteredEvent Event="NBLWTEAM7-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="34" />
  </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.

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

2.2.3.3 Trigger and Frequency

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

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

2.2.3.4 Message 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.

Element: Team (1,N)			
Attribute	M/O	Value	Description
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	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>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</p>

Element: Team /Composition /Athlete (0,N)			
In the case of current teams the number of athletes is 2 or more.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Athlete's ID of the listed team's member.</p> <p>Therefore, he/she makes part of the team's composition.</p>
Order	O	Numeric	Team member order

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

Element: Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	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 1,2 to indicate the number of the shirt Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	S(25)
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	Numeric #0
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	O	S(1)

Sample (General)

```

<Team Code="NBLWTEAM7-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  ....
</Composition>
  <TeamOfficials>
    <Official Code="7380748" Function="TM_MGR" />
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
  </TeamOfficials>
  <Discipline Code="NBL-----" >
    <RegisteredEvent Event="NBLWTEAM7-----" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
    ....
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>

```

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 NBL	Not used in NBL
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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).

Attribute	Value	Comment
		<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

- START LIST: As soon as the team/teams are known.
- START LIST: As soon as any of the line-up and starters are known and any change/addition to these.
- LIVE: At the beginning of each period.
- LIVE: After every change in any data [scores, substitute etc].
- INTERMEDIATE: After each period (if it is not the last period).
- UNOFFICIAL / OFFICIAL: After the match (unit).

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.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Beginning of each period. Remove when official.	
	Attribute	M/O	Value	Description
	Value	O	SC @Period	Send current period
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.	
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.

Sample (General)

```

<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="Q1" />
</ExtendedInfos>
  
```

Element: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Match number

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

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send the umpires (2 Umpires, 1 Reserve Umpire)
Order	M	Numeric	Send by Order as on official score sheet

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

Sample (General)

```

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

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)			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period. Excluding goals scored at SOC
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period. Excluding goals scored at SOC
HomePeriodScore	O	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	O	Numeric #0	Score of the second named competitor just for each period.

Element: Result (1,N)			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team for the particular event unit.
IRM	O	SC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
WLT	O	SC @WLT	The code whether a competitor won, lost or tied.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home named (1) and the Visitor (2)

Element: Result (1,N)			
Attribute	M/O	Value	Description
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit

Element: Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Element: Result /Competitor /Coaches /Coach (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach followed by assistant coach
Function	M	CC @ResultsFunction	Coach function

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

Element: Result /Competitor /EventUnitEntry (0,N) For team event information				
Type		Code	Pos	Description
EUE		HOME_AWAY	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	O	SC @Home	Send Home or Away designator
EUE		UNIFORM	N/A	Element Expected: If it is available
	Attribute	M/O	Value	Description
	Value	O	String	Uniform colour of the team

Sample (General)

```

....
<Competitor Code="NBLWTEAM7----RSA01" Type="T" Organisation="RSA">
  <Description TeamName="South Africa"/>
  <Coaches>
    <Coach Code="1161886" Function="COACH" Order="1">
      <Description GivenName="Ann" FamilyName="Jones" Gender="F" Nationality="RSA" />
    </Coach>
    <Coach Code="1104950" Function="AST_COA" Order="2">
      <Description GivenName="Jack" FamilyName="Spratt" Gender="M" Nationality="NZL" />
    </Coach>
  </Coaches>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
....
  
```

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
ST		SHOT	SC @Period	Pos Description: Send period including TOT for total Element Expected: Always, if the information is available, shots and made should always be sent at the same time
	Attribute	M/O	Value	Description
	Value	O	N/A	Do not send anything
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	MADE		

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
	Pos	N/A	N/A	
	Value	Numeric ##0	Goals made	
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Shots taken	
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	PERCENT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total Conversion percentage Send only for TOT	
ST		TO INT DFL CON OBS	SC@Period	Code Description: TO: Turnovers INT: Interceptions DFL: Deflections CON: Contact Penalty OBS: Obstruction Penalty Pos Description: Send period including TOT for total Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of stat items for this @Pos
ST		POSSESS	SC@Period	Pos Description: Send period including TOT for total Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	O	m:ss	Time in possession for the period

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	ASSIST FIC CPR PU GAI OR DR OFS BPA BHA OTH	N/A	Code Description: ASSIST: Assist FIC: Feed into Centre CPR: Centre Pass Receives PU: Pick-Ups GAI: Gains OR: Offensive Rebound DR: Defensive Rebound OFS: Offside BPA: Bad Pass BHA: Handling Error OTH: Other Errors Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of stat items

Sample (General)

```

<StatsItems>
  <StatsItem Type="ST" Code="SHOT" Pos="TOT">
    <ExtendedStat Code="MADE" Value="4" />
    <ExtendedStat Code="ATT" Value="5" />
    <ExtendedStat Code="PERCENT" Value="80" />
  </StatsItem>
  <StatsItem Type="ST" Code="TO" Pos="Q1" Value="2" />
  ...
  <StatsItem Type="ST" Code="BHA" Value="2" />
  <StatsItem Type="ST" Code="BPA" Value="1" />
  ...
</StatsItems>
  
```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
StartSortOrder	M	Numeric	Order the competitor should appear in the Start List. Start with starters, substitutes and then suspended.

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual entry information.				
Type	Code	Pos	Description	
EUE	STATUS	N/A	Element Expected: Send just for those players	
	Attribute	M/O	Value	Description
	Value	O	SC @AthleteStatus	Send the appropriate code is applicable.
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" only if the player is the captain
EUE	VCAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" only if the player is a vice-captain
EUE	CCAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" only if the player is a co-captain
EUE	STARTER	N/A	Element Expected: Send just for those Starter players	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" if the competitor is a Starter
EUE	POSITION	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	O	CC @Position	Position of the player in the team.
EUE	AGE	N/A	Element Expected: For all listed athletes where DOB is known	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Player age at the day of the match.

Sample (General)

```

<Athlete Code="1125142" Order="4">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="GK" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="EUE" Code="AGE" Value="23" />
  
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Description	
ER	POSITION	SC @Period	Element Expected: At start of each period	
	Attribute	M/O	Value	Description
	Value	O	CC @Position	Position of the player at the start of the period @Pos.

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SHOT	N/A	Element Expected: Always, if the information is available.	
	Attribute	M/O	Value	Description
	Value	O	N/A	Do not send anything
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	MADE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Goals made	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Shots taken	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	PERCENT		

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Pos	N/A	N/A		
Value	Numeric ##0	Total Conversion percentage		
ST	TO INT DFL CON OBS ASSIST FIC CPR PU GAI OR DR OFS BPA BHA OTH	N/A	Code Description: TO: Turnovers INT: Interceptions DFL: Deflections CON: Contact Penalty OBS: Obstruction Penalty ASSIST: Assist FIC: Feed into Centre CPR: Centre Pass Receives PU: Pick-Ups GAI: Gains OR: Offensive Rebound DR: Defensive Rebound OFD: Offside BPA: Bad Pass BHA: Handling Error OTH: Other Errors Element Expected: Always, if the information is available.	
Attribute	M/O	Value	Description	
Value	O	Numeric #0	Number of stat items for this code	
ST	MINS	N/A	Element Expected: Always, if the information is available	
Attribute	M/O	Value	Description	
Value	O	Numeric #0	Minutes played	

Sample (General)

```

<StatsItems>
  <StatsItem Type="ST" Code="SHOT">
    <ExtendedStat Code="MADE" Value="1" />
    <ExtendedStat Code="ATT" Value="4" />
    <ExtendedStat Code="PERCENT" Value="25" />
  </StatsItem>
  <StatsItem Type="ST" Code="OR" Value="1" />
</StatsItems>
  
```



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 in NBL	Not used in NBL
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

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

2.2.5.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)
Sport Descriptions in Text.

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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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

Element: Actions (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Actions /Action (1,N)

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC @Period	Period 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, Send one action code The first action of each period should always be "STARTP". The last action of each period should always be "ENDP". For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN).
When	O	m:ss	Time in minutes and seconds in which the action occurred. Remove leading zeros. Substitutions between periods are at time 0:00 in the new period.
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

Element: Actions /Action /Competitor (0,N)			
Competitor participating in the Action. Used when the Action is related to a competitor.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	CC @Organisation	Competitors' organisation

Element: 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.
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

Sample

```
<Action Id="123456" Period="Q1" Order="3" Action="SHOT" When="2:14" Result="GOAL" ScoreH="0"
ScoreA="1" >
  <Competitor Code="NBLWTEAM7-----SA01" 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

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 in NBL	Not used in NBL
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/end of every period (to start/stop clock)
- Immediately after every change in the score and when the clock start/stops.
- During play i.e. after start and not during period breaks, Every 1 minute after the last DT_CURRENT message when there is no other activity.

2.2.6.4 Message Values

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

Element: Periods (0,1)			
Attribute	M/O	Value	Description
Home	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's code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.

Sample

```
<Competition>  
  <Clock Period="Q2" Time="1:34" Running="Y" />  
  <Periods Home="NBLWTEAM7-----RSA01" Away="NBLWTEAM7-----NZL01" >  
    <Period Code="Q1" AwayPeriodScore="3" HomePeriodScore="0" AwayScore="3" HomeScore="0"/>  
    <Period Code="Q2" AwayPeriodScore="1" HomePeriodScore="1" AwayScore="4" HomeScore="1"/>  
  </Periods>  
</Competition>
```

2.2.6.5 Message Sort

Sort by Result @SortOrder.

2.2.7 Pool Standings

2.2.7.1 Description

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

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

2.2.7.2 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it

Attribute	Value	Comment
		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.

2.2.7.3 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.	
	Attribute	M/O	Value	Description
	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	
	Attribute	M/O	Value	Description
	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	
	Attribute	M/O	Value	Description
	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)			
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	Result type, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric Or S(8)	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is 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.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Tied	O	Numeric #0	Number of games tied 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. Send 0 if the team has not played.
For	O	Numeric #0	Total number of goals for. Do not send if the team has not played.
Against	O	Numeric #0	Total number of goals against. Do not send if the team has not played.

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
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
Attribute	M/O	Value	Description
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 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for

			other competitor or depending on home/away display rules.
--	--	--	---

Element: Result /Competitor /Opponent /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="3"
Against="3" Diff="0">
  <Competitor Code="NBLWTEAM7-----ENG01" Type="T" Organisation="ENG">
    <Description TeamName="England"/>
    <Opponent Code="NBLWTEAM7-----AUS01" Type="T" Pos="1" Organisation="AUS" Date="2012-07-27"
Time="14:00" Unit="NBLWTEAM7-----GPA-000200--" HomeAway="H" Result="2:0">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Australia"/>
    </Opponent>
    <Opponent Code="NBLWTEAM7-----JAM01" Type="T" Pos="2" Organisation="JAM" Date="2012-08-01"
Time="09:00" Unit="NBLWTEAM7-----GPA-000400--" HomeAway="A" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Jamaica"/>
    </Opponent>
    <Opponent Code="NBLWTEAM7-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Unit="NBLWTEAM7-----GPA-000500--" HomeAway="A" Result="1:3">
      <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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message

Attribute	Value	Comment
		was produced.
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.

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.

Element: Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	S(1)	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.

Sample (General)

```

<Bracket Code="FNL">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Date="2012-08-10" Time="15:00" Unit="NBLWTEAM7-----
SFNL000100--" NextUnit="NBLWTEAM7-----FNL-000100--" NextUnitLoser="NBLWTEAM7-----FNL-
000200--">
      <CompetitorPlace Pos="1">
        <Competitor Code="NBLWTEAM7-----AUS01" Type="T" Organisation="AUS">
          <Description TeamName="Australia"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="NBLWTEAM7-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL">
  
```

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 Organisation code concatenated with the Team Number, e.g. NZL1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM, TOU, IND_RANKING or TEAM_RANKING	<p>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.</p> <p>TOU: For Tournament statistics (like Tournaments Total statistics)</p> <p>IND_RANKING: Ranking of individual tournament statistics, for the best athletes.</p> <p>TEAM_RANKING: Ranking of team tournament statistics.</p>
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	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete in the CUM, TEAM_RANKING and IND_RANKING messages.	
	Attribute	M/O	Value	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, TEAM_RANKING and IND_RANKING messages.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	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, TEAM_RANKING and IND_RANKING messages.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	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.

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

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) Tournament Statistics			
Type	Code	Pos	Description
ST	SHOT	N/A	Element Expected: If the information is available for the tournament. In the TOU message.
Attribute	M/O	Value	Description
Value	O	N/A	Do not send anything
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Attribute	Value	Description	
Code	MADE		
Pos	N/A	N/A	
Value	Numeric ##0	Goals made	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	N/A	
Value	Numeric ##0	Shots taken	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Attribute	Value	Description	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0.0	Total Conversion percentage	

Element: Stats /StatsItems /StatsItem (1,N)				
Tournament Statistics				
Type	Code	Pos	Description	
ST	TO INT DFL CON OBS ASSIST FIC CPR PU GAI OR DR OFS BPA BHA	N/A	Code Description: TO: Turnovers INT: Interceptions DFL: Deflections CON: Contact Penalty OBS: Obstruction Penalty ASSIST: Assist FIC: Feed into Centre CPR: Centre Pass Receives PU: Pick-Ups GAI: Gains OR: Offensive Rebound DR: Defensive Rebound OFS: Offside BPA: Bad Pass BHA: Bad Hands Element Expected: If the information is available for the tournament. In the TOU message.	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of stat items for this code

Sample (General)

```

<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="TO" Value="15"/>
    <StatsItem Type="ST" Code="INT" Value="19" />
    <StatsItem Type="ST" Code="CON" Value="9" />
    <StatsItem Type="ST" Code="OBS" Value="7" />
  ...
  </StatsItems>
</Stats>
  
```


Element: Stats /Competitor (0,N)			
Statistics of the Competitor			
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	T	T for team
Order	M	Numeric ##0	Sort order: For each team; sort disqualified teams to the bottom of the list

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)				
Team competitor's stats item, according to competitors' rules.				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	IRM
ST	MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of games (matches) played
ST	SHOT	N/A	Element Expected: If the information is available in the CUM and TEAM_RANKING message.	
	Attribute	M/O	Value	Description
	Value	O	N/A	Do not send anything
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	MADE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Goals made	

Element: Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitors' rules.			
Type	Code	Pos	Description
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat			
	Attribute	Value	Description
	Code	ATT	
	Pos	N/A	N/A
	Value	Numeric ##0	Shots taken
ST		SHOT_PERCENT	N/A
			Element Expected: If the information is available in the CUM and TEAM_RANKING message.
	Attribute	M/O	Value
	Value	O	Numeric ##0.0
	Rank	O	Numeric ##0
	RankEqual	O	S(1)
	SortOrder	M	Numeric ##0
			Send Y if the rank is equaled
			Sort order for @Rank

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

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ST	TO INT DFL CON OBS PTY ASSIST FIC CPR PU GAI OR DR REB OFS BPA BHA OTH	N/A	Code Description: TO: Turnovers INT: Interceptions DFL: Deflections CON: Contact Penalty OBS: Obstruction Penalty PTY: Total Penalties ASSIST: Assist FIC: Feed into Centre CPR: Centre Pass Receives PU: Pick-Ups GAI: Gains OR: Offensive Rebound DR: Defensive Rebound REB: Total Rebounds OFS: Offside BPA: Bad Pass BHA: Bad Hands OTH: Other Errors Element Expected: If the information is available for the tournament. In the CUM and TEAM_RANKING messages.
Attribute	M/O	Value	Description
Value	O	Numeric ##0	Number of stat items for this code

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Team competitor's stats item, according to competitors' rules.				
Type	Code	Pos	Description	
ST	TO_AVG INT_AVG DFL_AVG PTY_AVG ASSIST_AVG FIC_AVG CPR_AVG PU_AVG GAI_AVG REB_AVG OFS_AVG BPA_AVG BHA_AVG	N/A	Code Description: TO_AVG: Turnovers average INT_AVG: Interceptions average DFL_AVG: Deflections average PTY_AVG: Total Penalties average ASSIST_AVG: Assist average FIC_AVG: Feed into Centre average CPR_AVG: Centre Pass Receives average PU_AVG: Pick-Ups average GA_AVG I: Gains average REB_AVG: Total Rebound average s OFS_AVG: Offside average BPA_AVG: Bad Pass average BHA_AVG: Bad Hands average Element Expected: If the information is available in the TEAM_RANKING message.	
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Average of the statistic
	Rank	O	Numeric ##0	Rank of the team
	RankEqual	O	S(1)	Send Y if the rank is equaled
	SortOrder	M	Numeric ##0	Sort order for @Rank

Sample (General)

```

<Stats Code="CUM">
....
  <StatsItems>
    <StatsItem Type="ST" Code="TO" Value="15"/>
    <StatsItem Type="ST" Code="INT" Value="19" />
    <StatsItem Type="ST" Code="CON" Value="9" />
    <StatsItem Type="ST" Code="OBS" Value="7" />
  ...
  </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.

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

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Athlete's stats item				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	IRM
ST	MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of games (matches) played
ST	SHOT	N/A	Element Expected: If the information is available in the CUM and IND_RANKING message.	
	Attribute	M/O	Value	Description
	Value	O	N/A	Do not send anything
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	MADE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Goals made	
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Shots taken	
ST	SHOT_PERCENT	N/A	Element Expected: If the information is available in the CUM and IND_RANKING message.	
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Shooting percentage

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Athlete's stats item				
	Type	Code	Pos	Description
	Rank	O	Numeric ##0	Rank
	RankEqual	O	S(1)	Send Y if the rank is equaled
	SortOrder	M	Numeric ##0	Sort order for @Rank
ST		TO INT DFL CON OBS PTY ASSIST FIC CPR PU GAI OR DR REB OFS BPA BHA OTH MINS	N/A	<p>Code Description:</p> <p>TO: Turnovers INT: Interceptions DFL: Deflections CON: Contact Penalty OBS: Obstruction Penalty PTY: Total Penalties ASSIST: Assist FIC: Feed into Centre CPR: Centre Pass Receives PU: Pick-Ups GAI: Gains OR: Offensive Rebound DR: Defensive Rebound REB: Total Rebounds OFS: Offside BPA: Bad Pass BHA: Bad Hands OTH: Other Errors MINS: Minutes Played</p> <p>Element Expected: If the information is available for the tournament. In the CUM and IND_RANKING messages.</p>
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Number of stat items for this code

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Athlete's stats item				
Type	Code	Pos	Description	
ST	TO_AVG INT_AVG DFL_AVG PTY_AVG ASSIST_AVG FIC_AVG CPR_AVG PU_AVG GAI_AVG REB_AVG OFS_AVG BPA_AVG BHA_AVG MINS_AVG	N/A	Code Description: TO_AVG: Turnovers average INT_AVG: Interceptions average DFL_AVG: Deflections average PTY_AVG: Total Penalties average ASSIST_AVG: Assist average FIC_AVG: Feed into Centre average CPR_AVG: Centre Pass Receives average PU_AVG: Pick-Ups average GA_AVG I: Gains average REB_AVG: Total Rebound average s OFS_AVG: Offside average BPA_AVG: Bad Pass average BHA_AVG: Bad Hands average MINS_AVG: Minutes average average Element Expected: If the information is available in the IND_RANKING message.	
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Average deflections
	Rank	O	Numeric ##0	Rank
	RankEqual	O	S(1)	Send Y if the rank is equaled
	SortOrder	M	Numeric ##0	Sort order for @Rank

Sample (General)

```

<Stats Code="CUM">
  <StatsItems>
    <StatsItem Type="ST" Code="TO" Value="15"/>
    <StatsItem Type="ST" Code="INT" Value="19" />
    <StatsItem Type="ST" Code="CON" Value="9" />
    <StatsItem Type="ST" Code="OBS" Value="7" />
  
```

...

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.

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

2.2.10.3 Trigger and Frequency

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.

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text

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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled 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
Tied	O	Numeric #0	Send number of matches tied
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, Organisation ID	Competitor's ID. If organisation, the value will be Organisation Code ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T	T for team

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

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

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

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

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

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

Sample (General)

```

<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
  <Competitor Code="NBLWTEAM7-----NZL01" Type="T" Organisation="NZL">
    <Description TeamName="New Zealand"/>
    <Composition>
      <Athlete Code="1085534" Order="1" >
  
```

2.2.10.5 Message Sort

Sort by Result @SortOrder

3 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version
V1.1	24 March 2017	Updated
V1.2	17 May 2017	Updated with new CRIS information

File Reference: ODF R-CG-2018-NBL V1.2 SFA

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
V1.1	SFA	DT_RESULT: Add possession for the competitor DT_RESULT: Move CURRENT to ExtendedInfos to be consistent with other sports DT_RESULT: Remove TIES_NUM and LEAD_CHANGES from ExtendedInfos DT_RESULT: Remove AGE_AVG DT_RESULT: Remove ER/STATUS at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult as it is duplicated at EUE. DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription DT_PARTIC: Corrected typo in sample Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
V1.2	SFA	FIC becomes Feed in to Circle CPR becomes Centre Pass Receives DT_STATS/DT_RESULT: Align with new CRIS