



INTERNATIONAL OLYMPIC COMMITTEE

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# Olympic Data Feed



**ODF Ice Hockey Data Dictionary**  
**PyeongChang – XXIII Olympic Winter Games**  
Technology and Information Department  
© International Olympic Committee

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## Table of Contents

1 Introduction.....	<u>6</u>
1.1 This document.....	<u>6</u>
1.2 Objective.....	<u>6</u>
1.3 Main Audience.....	<u>6</u>
1.4 Glossary.....	<u>6</u>
1.5 Related Documents.....	<u>6</u>
2 Messages.....	<u>8</u>
2.1 Applicable Messages.....	<u>8</u>
2.2 Messages.....	<u>10</u>
2.2.1 Competition schedule / Competition schedule update.....	<u>10</u>
2.2.1.1 Description.....	<u>10</u>
2.2.1.2 Header Values.....	<u>12</u>
2.2.1.3 Trigger and Frequency.....	<u>13</u>
2.2.1.4 Message Structure.....	<u>13</u>
2.2.1.5 Message Values.....	<u>14</u>
2.2.1.6 Message Sort.....	<u>15</u>
2.2.2 List of participants by discipline / List of participants by discipline update.....	<u>16</u>
2.2.2.1 Description.....	<u>16</u>
2.2.2.2 Header Values.....	<u>16</u>
2.2.2.3 Trigger and Frequency.....	<u>17</u>
2.2.2.4 Message Structure.....	<u>17</u>
2.2.2.5 Message Values.....	<u>19</u>
2.2.2.6 Message Sort.....	<u>23</u>
2.2.3 List of teams / List of teams update.....	<u>24</u>
2.2.3.1 Description.....	<u>24</u>
2.2.3.2 Header Values.....	<u>24</u>
2.2.3.3 Trigger and Frequency.....	<u>25</u>
2.2.3.4 Message Structure.....	<u>25</u>
2.2.3.5 Message Values.....	<u>26</u>
2.2.3.6 Message Sort.....	<u>29</u>
2.2.4 Event Unit Start List and Results.....	<u>30</u>
2.2.4.1 Description.....	<u>30</u>
2.2.4.2 Header Values.....	<u>30</u>
2.2.4.3 Trigger and Frequency.....	<u>31</u>
2.2.4.4 Message Structure.....	<u>31</u>
2.2.4.5 Message Values.....	<u>34</u>
2.2.4.6 Message Sort.....	<u>53</u>



2.2.5	Play by Play	54
2.2.5.1	Description	54
2.2.5.2	Header Values	54
2.2.5.3	Trigger and Frequency	55
2.2.5.4	Message Structure	55
2.2.5.5	Message Values	57
2.2.5.6	Message Sort	62
2.2.6	Current Information	63
2.2.6.1	Description	63
2.2.6.2	Header Values	63
2.2.6.3	Trigger and Frequency	64
2.2.6.4	Message Structure	64
2.2.6.5	Message Values	65
2.2.6.6	Message Sort	66
2.2.7	Pool Standings	67
2.2.7.1	Description	67
2.2.7.2	Header Values	67
2.2.7.3	Trigger and Frequency	68
2.2.7.4	Message Structure	68
2.2.7.5	Message Values	70
2.2.7.6	Message Sort	75
2.2.8	Brackets	76
2.2.8.1	Description	76
2.2.8.2	Header Values	76
2.2.8.3	Trigger and Frequency	77
2.2.8.4	Message Structure	77
2.2.8.5	Message Values	78
2.2.8.6	Message Sort	81
2.2.9	Statistics	82
2.2.9.1	Description	82
2.2.9.2	Header Values	82
2.2.9.3	Trigger and Frequency	83
2.2.9.4	Message Structure	83
2.2.9.5	Message Values	85
2.2.9.6	Message Sort	110
2.2.10	Event Final Ranking	111
2.2.10.1	Description	111
2.2.10.2	Header Values	111
2.2.10.3	Trigger and Frequency	112
2.2.10.4	Message Structure	112
2.2.10.5	Message Values	113



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT418 R-WOG-2018-IHO-v2.1 APP

2.2.10.6 Message Sort.....	<a href="#">116</a>
3 Document Control.....	<a href="#">117</a>



# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF Foundation Principles	The document explains the environment and general principles for ODF
ODF/INT401	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD404	Common Codes	The document describes the ODF Common codes used across all ODF documents.



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



## 2 Messages

### 2.1 Applicable Messages

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

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

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

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)

HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)

HNOC NOC Head to Head units (e.g. ARC, ALP )

HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

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

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



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

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

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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



When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	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	<a href="#">SC @Source</a>	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 Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Unit (0,N)</a>				
		Code			
		PhaseType			
		ScheduleStatus			
		Venue			
		Location			
		<a href="#">ItemName (1,N)</a>			
			Language		
			Value		
		<a href="#">VenueDescription (1,1)</a>			
			VenueName		
			LocationName		
		<a href="#">StartList (0,1)</a>			



	<a href="#">Start (1,N)</a> SortOrder PreviousWLT PreviousUnit <a href="#">Competitor (1,1)</a> Code Type
--	-----------------------------------------------------------------------------------------------------------------------------

### 2.2.1.5 Message Values

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	<a href="#">CC @PhaseType</a>	Phase type for the unit
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	Unit Status
Venue	M	<a href="#">CC @VenueCode</a>	Venue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	<a href="#">CC @Location</a>	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description.  For competition units show the short unit description from common codes which matches the RSC. 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
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.
PreviousWLT	O	S(1)	Winner or Loser of the Unit specified at PreviousUnit.
PreviousUnit	O	S(34)	The full RSC of the Unit from the previous competition phase that fulfill the specified position in the match up. To add only when the Unit from previous competition phase to give the competitor is 100% confirmed as participating at this time and not subject to change due to TV times or any other reason.or any other reason. To remove when the actual competitors are known.

**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,A	T for team A for athlete

**2.2.1.6 Message Sort**

Sort by Session @SessionCode.

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

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



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

### 2.2.2.1 Description

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

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

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

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

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition





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

### 2.2.2.3 Trigger and Frequency

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

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

### 2.2.2.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Participant (1,N)</a>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		<a href="#">Discipline (1,1)</a>			
			Code		
			IFId		
			<a href="#">RegisteredEvent (0,N)</a>		



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

### 2.2.2.5 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>



			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".
Status	O	<a href="#">CC @ParticStatus</a>	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".  To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	<a href="#">CC @ResultsFunction</a>	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

**Element: Participant /Discipline (1,1)**

**All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.**

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline



IFId	O	S(16)	Competitor's federation number for the corresponding discipline.
------	---	-------	------------------------------------------------------------------

**Element: Participant /Discipline /RegisteredEvent (0,N)**

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(2)	Jersey number
Status	O	<a href="#">SC @AthleteStatus</a>	Participant's status in the team. Only send if applicable, do not send empty.

**Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)**

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	POSITION	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>
	Value	O	<a href="#">CC @Position</a>
	<b>Description</b>		Position Code for the player
ENTRY	HAND	N/A	Element Expected: As soon it is known (this information can be sent in both messages). Not applicable in Paralympics
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @Hand</a>
	<b>Description</b>		Handedness of the player
ENTRY	CLUB_NAME	N/A	Type Description: Send proposed typeCode Description: Send proposed codeElement Expected: As soon it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(25)
	<b>Description</b>		Name of the club of the player

**Sample (Athlete's event entries)**



```
<Discipline Code="IHO-----" IFId="203258" >
  <RegisteredEvent Event="IHOMTEAM6-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="D" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Vancouver Canucks" />
  </RegisteredEvent>
</Discipline>
```

### 2.2.2.6 Message Sort

The message is sorted by Participant @Code



## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

The List of teams message contains the list of teams related to the current competition.

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

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

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number





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

### 2.2.3.3 Trigger and Frequency

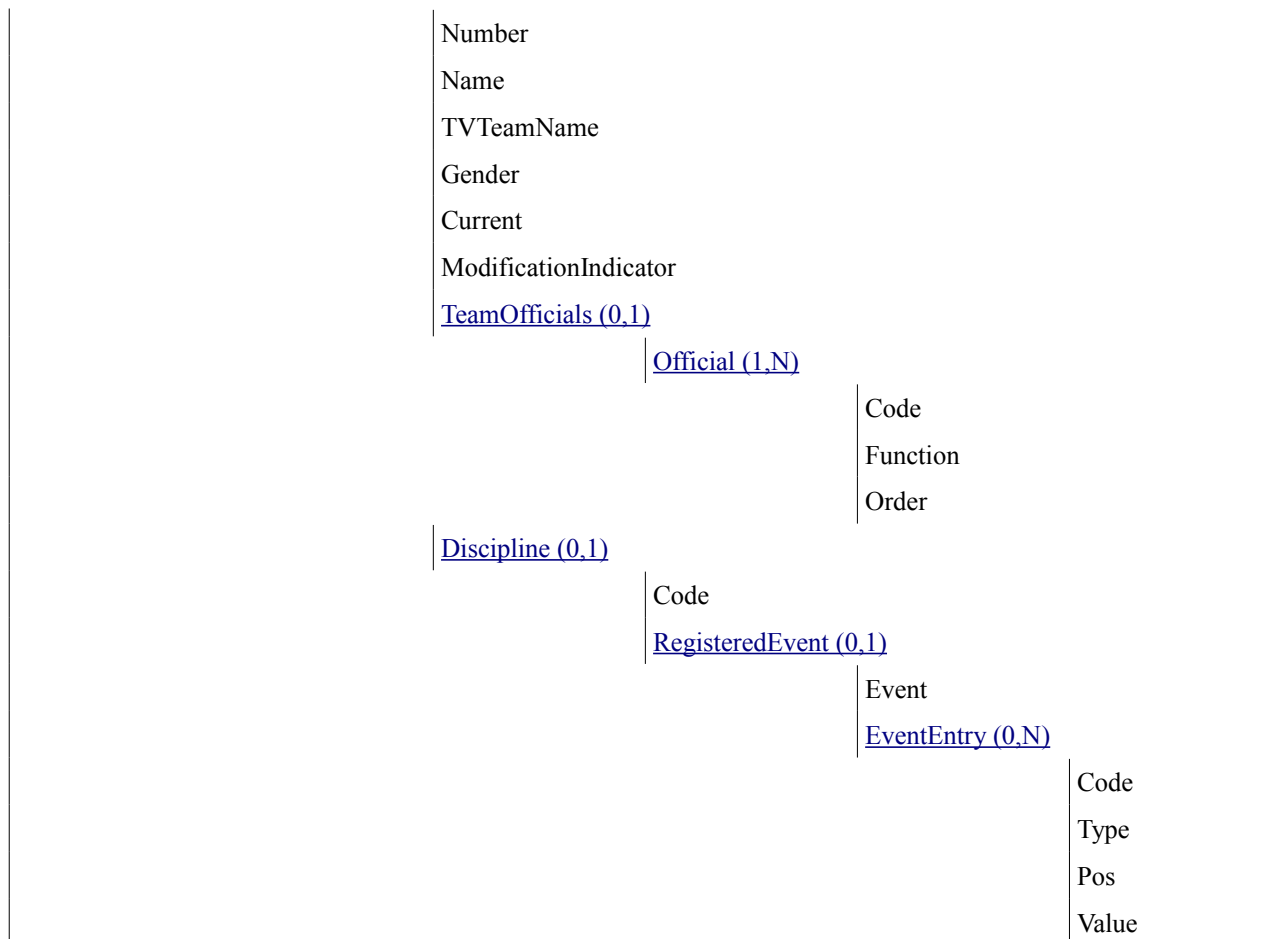
The DT\_PARTIC\_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Team (1,N)</a>				
		Code			
		Organisation			



### 2.2.3.5 Message Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553)  When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number.  If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc.



			Required in the case of current teams.
Name	M	S(73)	Team's name.  It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ModificationIndicator=D
TVTeamName	O	S(21)	Team's TV Name. In head-to-head pairs competitions this should be in the format SMITH/JONES [max char(10) per name] else it is the organisation name unless special rules apply.
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only  N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team  If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams  If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams  If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official.  Therefore, he/she makes part of the team's officials.
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function for the team.
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	<a href="#">CC @Discipline</a>	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	<a href="#">CC @Event</a>	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	GROUP	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>
	Value	O	S(1)
			<b>Description</b>
			Pool of the team in the preliminaries

**Sample (Team's event entries)**

```
<Team Code="IHOMTEAM6---BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  .....
  </Composition>
  <TeamOfficials>
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="AST_COA" />
  .....
  </TeamOfficials>
  <Discipline Code="IHO" >
    <RegisteredEvent Event="IHOMTEAM6-----" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
    </RegisteredEvent>
  </Discipline>
</Team>
```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT418 R-WOG-2018-IHO-v2.1 APP

### **2.2.3.6 Message Sort**

The message is sorted by Team @Code.



## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports.

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in IHO.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in IHO.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	START_LIST, LIVE, INTERMEDIATE, UNOFFICIAL or 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



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

### 2.2.4.3 Trigger and Frequency

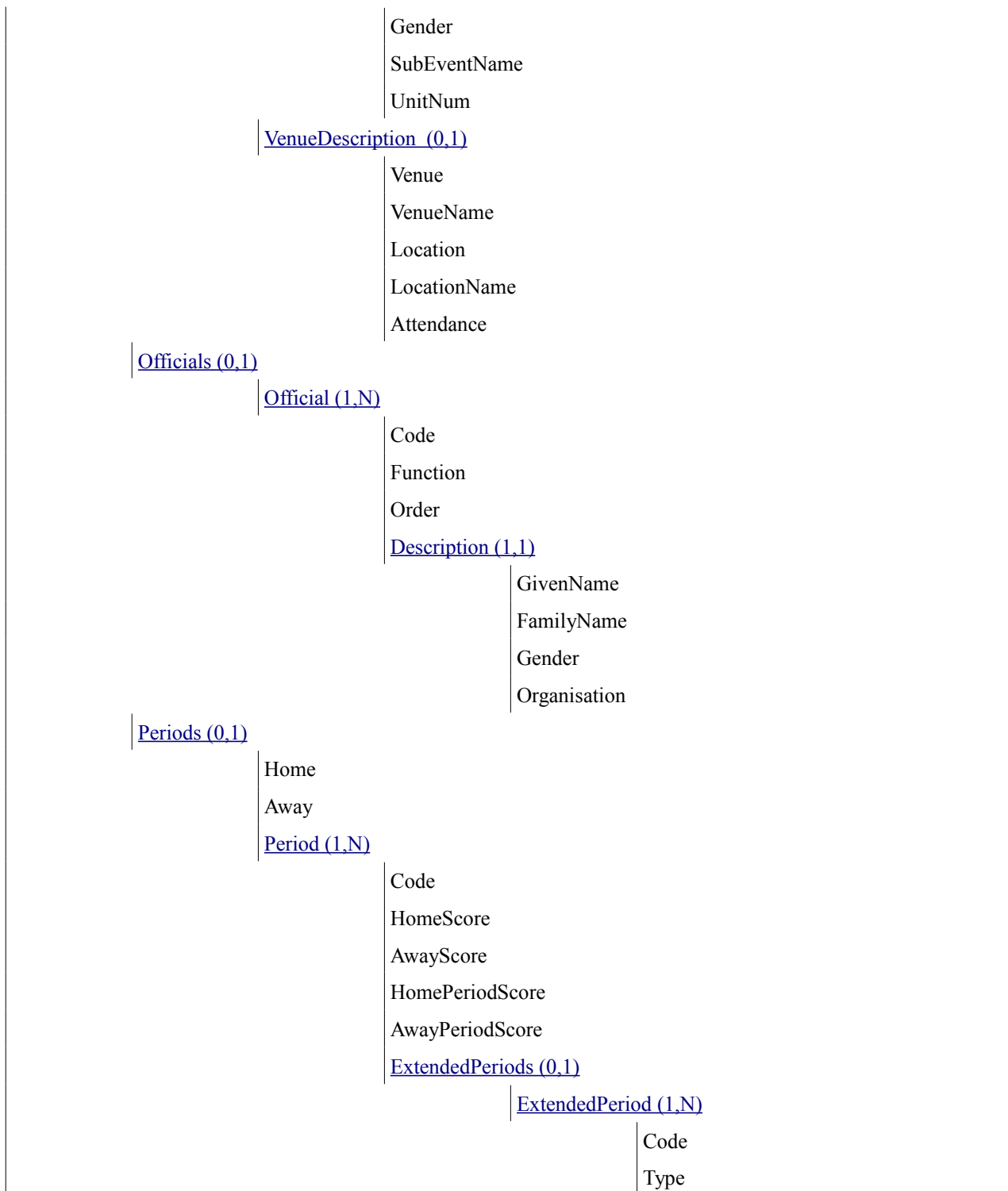
Please, follow the general definition, taking also into account the following:

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

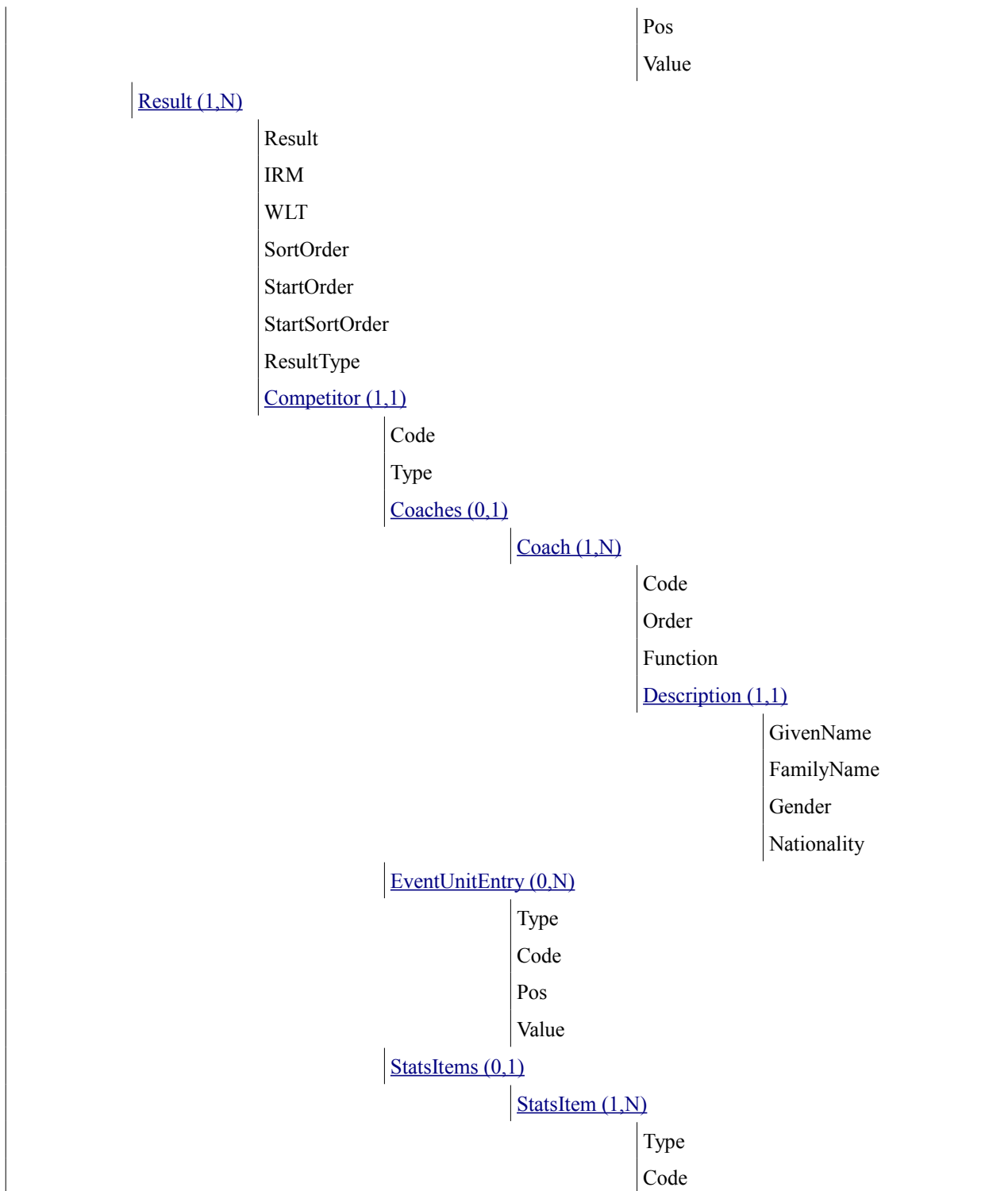
### 2.2.4.4 Message Structure

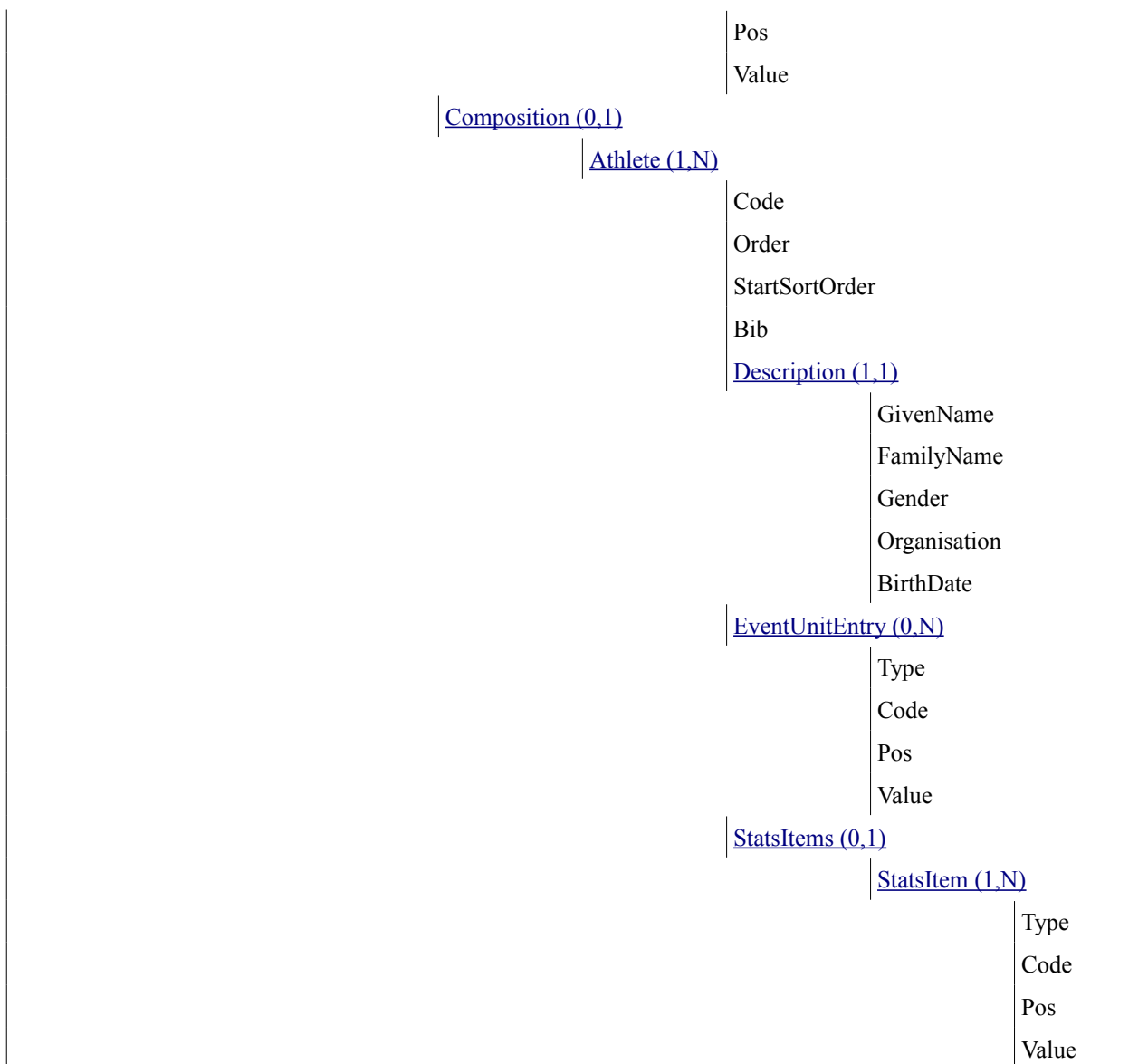
The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">UnitDateTime (0,1)</a>					
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				









### 2.2.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Send when LIVE or INTERMEDIATE.	
Attribute	M/O	Value	Description	



	Value	O	<a href="#">SC @Period</a>	Send current period.
DISPLAY		String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: SOG, GOAL, ASSIST, PIM 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	O	S(20)	Send the competitor ID of the athlete and/or team who was updated.

**Sample (ExtendedInfo element)**

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2014-02-08T12:00:00+04:00" />
  <UnitInfo Type="UI" Code="PERIOD" Value="P2" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="1" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="2" Value="IHOWTEAM6---USA01" />
  <SportDescription DisciplineName="Ice Hockey" EventName="Women" SubEventName="Women's Preliminaries Match 1" Gender="W" UnitNum="1" />
  <VenueDescription Venue="ABC" VenueName="Ice Palace" Location="IH1" LocationName="Ice Palace" />
.....
</ExtendedInfos>
.....

```

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

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit



SubEventName	O	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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes
Attendance	O	#####0	Number of spectators

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Send according to the codes, the referees, the linesmen and the Goal Judges
Order	M	Numeric	Send in order, Referee 1, referee 2 (if applicable), Linesmen 1, Linesmen 2, Goal Judge 1, Goal Judge 2

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

**Officials extended information.**

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

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

Attribute	M/O	Value	Description
Home	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	<a href="#">SC @Period</a>	Period. Only send periods which are complete or have started.
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period indicated at @Code
AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period indicated at @Code
HomePeriodScore	M	Numeric #0	Score of the home competitor just for the period indicated at @Code
AwayPeriodScore	M	Numeric #0	Score of the away competitor just for the period indicated at @Code

<b>Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)</b>			
<b>ExtendedPeriod information.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
EP	PSS_HOME	N/A	Element Expected: Always for Period/Code = PSS
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			Home result for a PSS period.  For example, in a PSS, if the home team scores 4 times and wins the PSS, the home score will be 1, and the PSS_HOME will be 4.
EP	PSS_AWAY	N/A	Element Expected: Always for Period/Code = PSS
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			Away result for a PSS period.  For example, in a PSS, if the away team scores 4 times and wins the PSS, the away score will be 1, and the PSS_AWAY will be 4.

**Sample (ExtendedPeriod element)**



```

.....
<Period Code="P3" HomeScore="5" AwayScore="5" HomePeriodScore="0" AwayPeriodScore="1">
<Period Code="PSS" HomeScore="5" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="1">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="PSS_HOME" Value="2" />
    <ExtendedPeriod Type="EP" Code="PSS_AWAY" Value="4" />
  </ExtendedPeriods>
</Period>
.....

```

**Element: Result (1,N)**  
 For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric #0	The score of the competitor in the event unit In the case of a forfeit: If @IRM is FORFEIT_2 (Forfeit of the two teams) the Result should be '*', to indicate the both teams lost by '5 - 0'. However, if @IRM is FORFEIT (for just one of the teams), Result will be numeric, as if it were Score.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
StartOrder	O	Numeric	Redundant, not required
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	M	<a href="#">SC @ResultType</a>	Type of the @Result attribute.

**Sample (IRMs - Forfeit & Double Forfeit)**

```

<Result Result="0" ResultType="IRM_POINTS" IRM="FORFEIT" WLT="L" SortOrder="1" StartSortOrder="1" >
<Result ResultType="IRM" IRM="FORFEIT_2" WLT="L" SortOrder="1" StartSortOrder="1" >

```

**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	Competitor's ID or TBD in case that the competitor is



		zeroes or TBD or NOCOMP	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

**Element: Result /Competitor /Coaches /Coach (1,N)**

**Competitor's Coach**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	ID of the Coach
Order	M	Numeric 0	Send order for coaches, sequential number. Send one Head Coach, one Assistant and the Team Leader.
Function	M	<a href="#">CC @ResultsFunction</a>	Function

**Element: Result /Competitor /Coaches /Coach /Description (1,1)**

**Coach extended information.**

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

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

**For team event information**

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @Home</a>
EUE	UNIFORM	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	String
			Team Uniform colour

**Sample (EventUnitEntry element)**



```

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

```

<b>Element: Result /Competitor /StatsItems /StatsItem (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST		GF	SC @Period or S(3)	Pos Description: Period or TOT (for total) 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	Goals for
ST		GF_TOURN	S(3)	Pos Description: TOT for Total 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	Number of goals in the whole tournament
ST		ASSIST	SC @Period or S(3)	Pos Description: Period or TOT (for total) 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	Number of assists
ST		ASSIST_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric	Number of assists in the whole





			##0	tournament
ST		SOG	SC @Period or S(3)	Pos Description: Period or TOT (for total) 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	Shots on Goal
ST		SVSP	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Percentage of saves of total SOG
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SVS	Send proposed code	
	Pos	N/A		
	Value	Numeric #0	Total saves	
ST		PTY	SC @Period or S(3)	Pos Description: Period or TOT (for total) 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	Number of penalties
ST		PIM	SC @Period or	Pos Description: Period or TOT (for total)



			S(3)	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	Penalties in minutes
ST		PIM_TOURN	S(3)	Pos Description: TOT for Total 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	Penalties in minutes in the tournament
ST		PTS	SC @Period or S(3)	Pos Description: Period or TOT (for total) 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	Points
ST		PTS_TOURN	S(3)	Pos Description: TOT for Total 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	Points in the tournament
ST		SHG	SC @Period or S(3)	Pos Description: Period or TOT (for total) 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	Shorthanded goals



ST		PKP	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Penalty killing percentage
ST		TPP	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss	Time in power play
ST		PPG	SC @Period or S(3)	Pos Description: Period or TOT (for total) 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	Power play goals.Power play goals.
ST		PPP	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Power play eff. as percentage.
ST		FOP	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Value	O	Numeric ##0.00	Face-offs won percent
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LOST	Send proposed code	
Pos	N/A		
Value	Numeric #0	Face-offs lost	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PLUS_MINUS	Send proposed code	
Pos	N/A		
Value	Numeric +#0 or -#0	Face-offs net	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WON	Send proposed code	
Pos	N/A		
Value	Numeric #0	Face-offs won	

**Sample (StatsItem element for the team statistics)**



```

.....
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Pos="P1" Value="1" />
  <StatsItem Type="ST" Code="GF" Pos="P1" Value="1" />
  <StatsItem Type="ST" Code="ASSIST" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="PTY" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="SHG" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="PKP" Pos="P1" Value="0.00" />
  <StatsItem Type="ST" Code="PPG" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="PPP" Pos="P1" Value="0.00" />
  <StatsItem Type="ST" Code="SOG" Pos="P1" Value="15" />
  <StatsItem Type="ST" Code="PIM" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="TPP" Pos="P1" Value="4:00" />
  <StatsItem Type="ST" Code="FOP" Pos="P1" Value="60.00" >
    <ExtendedStat Code="WON" Value="3" />
    <ExtendedStat Code="LOST" Value="2" />
    <ExtendedStat Code="PLUS_MINUS" Value="+1" />
  </StatsItem>
.....

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	ID of the Athlete
Order	M	Numeric ##0	Before the unit starts it is the same as StartSortOrder. After start order the players as in ORIS Game Summary and Not dressed at the bottom.
StartSortOrder	M	Numeric #0	Order the players should appear in the Line-Up (Goalkeeper by number, Assignment followed by position followed by jersey number) Not dressed at the bottom. If line-up not available then order by ORIS Game Roster.
Bib	M	S(2)	Athlete's Jersey number.

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete



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

<b>Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)</b>				
<b>Individual athletes entry information.</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
EUE		POSITION	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">CC @Position</a>	Position of the player in the team.
EUE		ASSIGNMENT	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Assignment</a>	Line in the line-up
EUE		STATUS	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @AthleteStatus</a>	Send code is applicable
EUE		STARTER	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Indicator of starting players. Send Y in case the athlete is starting else do not send
EUE		HAND	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Hand</a>	Handedness of the player
EUE		CAPTAIN	N/A	Element Expected: Send just for the assistant captain(s) (when this information is known)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y in case of the athlete is the captain else do not send
EUE		CAPTAIN_AST	N/A	Element Expected: Send just for the assistant captain(s)



				(when this information is known)
Attribute	M/O	Value	Description	
Value	O	S(1)	For @Value: Send Y in case of the athlete is the assistant captain else do not send	

**Sample (EventUnitEntry element)**

```

.....
<Athlete Code="1135320" Order="2" Bib="27" StartSortOrder="2" >
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="ENTRY" Code="POSITION" Value="D" />
  <EventUnitEntry Type="ENTRY" Code="ASSIGNMENT" Value="1" />
  <EventUnitEntry Type="ENTRY" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="ENTRY" Code="HAND" Value="R" />
.....

```

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	GF	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Goals for
ST	GF_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Number of goals in the whole tournament
ST	GA	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero for GK	



	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Goals against GK
ST		GA_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero for GK
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Number of goals against in the whole tournament
ST		ASSIST	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of assists
ST		ASSIST	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Number of assists
ST		ASSIST_TOURN	S(3)	Pos Description: Always if not zero Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Number of assists in the whole tournament
ST		SOG	SC @Period or	Pos Description: Period or TOT (for total)





			S(3)	Element Expected: Always if not zero
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Shots on Goal
ST		SVSP	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Percentage of saves of total SOG
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SVS		
	Pos	N/A		
	Value	Numeric #0	Total saves	
ST		SAVE_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Saves in the tournament
ST		PTY	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	O	Numeric #0	Number of penalties
ST		PIM	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Penalties in minutes
ST		PIM_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Penalties in minutes in the tournament
ST		PLUS_MINUS	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric +#0 or -#0	Net plus / minus
ST		MINS	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always if not zero
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	mm:ss	Time on ice
ST		MINS_AVG	S(3)	Pos Description: TOT (for total) Element Expected: Always if not zero



	Attribute	M/O	Value	Description
	Value	O	S(3)	Average time per shift
ST		SHIFTS	S(3)	Pos Description: TOT (for total) Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total number of shifts
ST		SOG_GK	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Shots on goal against goalkeeper
ST		SOG_GK_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Shots on goal against goalkeeper in the tournament.
ST		PTS	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Points.



ST	PTS_TOURN	S(3)	Pos Description: TOT for Total. Element Expected: Always if not zero.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Points in the tournament.
ST	FOP	S(3)	Pos Description: TOT (for total). Element Expected: Always, if the information is available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Face-offs won percent.
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem</b> Expected: Always, if the information is available.				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	LOST		
	Pos	N/A		
	Value	Numeric #0	Face-offs lost.	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem</b> Expected: Always, if the information is available.				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PLUS_MINUS		
	Pos	N/A		
	Value	Numeric +#0 or -#0	Face-offs net.	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem</b> Expected: Always, if the information is available.				



Attribute	Value	Description
Code	WON	
Pos	N/A	
Value	Numeric #0	Face-offs won.

**Sample (StatsItem element)**

```

.....
<StatsItems>
.....
  <StatsItem Type="ST" Code="PIM" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="PIM_TOURN" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="GF" Pos="TOT" Value="1" />
  <StatsItem Type="ST" Code="GF_TOURN" Pos="TOT" Value="3" />
  <StatsItem Type="ST" Code="SOG" Pos="P1" Value="2" />
  <StatsItem Type="ST" Code="SOG" Pos="P2" Value="1" />
  <StatsItem Type="ST" Code="SOG" Pos="P3" Value="3" />
  <StatsItem Type="ST" Code="SOG" Pos="TOT" Value="6" />
  <StatsItem Type="ST" Code="PLUS_MINUS" Pos="TOT" Value="+1" />
  <StatsItem Type="ST" Code="MINS" Pos="TOT" Value="14:53" />
  <StatsItem Type="ST" Code="SHIFTS" Pos="TOT" Value="16" />
  <StatsItem Type="ST" Code="MINS_AVG" Pos="TOT" Value="0:55" />
  <StatsItem Type="ST" Code="FOP" Pos="TOT" Value="5" >
    <ExtendedStat Code="WON" Value="60.00" />
    <ExtendedStat Code="LOST" Value="2" />
    <ExtendedStat Code="PLUS_MINUS" Value="+1" />
  </StatsItem>
.....
</StatsItems>
.....

```

**2.2.4.6 Message Sort**

Sort by Result @SortOrder



## 2.2.5 Play by Play

### 2.2.5.1 Description

The Play by Play is a message containing official raw data from the results provider for each action or incident.

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in IHO.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	String	Send ACTION.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after



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

### 2.2.5.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- \* After every action (LIVE)
- \* After each period (INTERMEDIATE)
- \* After the unit (UNOFFICIAL / OFFICIAL)

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

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



	Venue
	VenueName
	Location
	LocationName
<u>Actions (0,1)</u>	
	Home
	Away
<u>Action (1,N)</u>	
	Id
	Period
	Order
	Action
	ActionAdd
	When
	Result
	ScoreH
	ScoreA
	SO_H
	SO_A
	TimeStamp
	<u>ExtendedAction (0,N)</u>
	Code
	Pos
	Value
	<u>Competitor (0,N)</u>
	Code
	Type
	Role
	Order
	Organisation
	<u>Composition (0,1)</u>
	<u>Athlete (1,N)</u>





	Code
	Order
	Bib
	Role
	<a href="#">Description (1.1)</a>
	GivenName
	FamilyName
	Gender
	Organisation

### 2.2.5.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description

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

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

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	<a href="#">SC @Period</a>	Send one period code
Order	M	Numeric ##0	Unique sequential number for all the actions in the unit, from 1 to n (from the first action the last one).
Action	M	<a href="#">SC @Action</a>	Actions in the game, Send one action code
ActionAdd	O	SC @PenaltyDesc or SC @PS_Desc	Send SC @PenaltyDesc in the case of a penalty Send SC @PS_Desc in the case of a penalty shot. Send the code only.
When	M	mm:ss	Time in the match which the action occurred. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00'. If Period PSS is after a 5-minute overtime, time will be '65:00', if it is after a 10-minute overtime, '70:00', if it is after a 20-minute overtime, '80:00'. For Paralympics where a period lasts 15 minutes. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'. If Period PSS is after a 5-minute overtime, time will be '50:00', if it is after a 10-minute overtime, '55:00', if it is after a 20-minute overtime, '65:00'.
Result	O	S(10)	Result of the Action for the player/team If Action = GOAL Use SC @ResActionGoal If Action = P Penalty then send penalty time in minutes (e.g.: '2', '2+10'). Do not send for value '0'.
ScoreH	O	Numeric #0	Home Score of the game after the action. Send if there is a score change for either team.
ScoreA	O	Numeric #0	Away Score of the game after the action. Send if there is a score change for either team.
SO_H	O	Numeric	Home team score in shoot-out (to break tie)



		#0	
SO_A	O	Numeric #0	Away team score in shoot-out (to break tie)
TimeStamp	O	DateTime	Local time of the action

Element: Actions /Action /ExtendedAction (0,N)				
Extended Action information.				
Type		Code	Pos	Description
		PTY_END	N/A	Element Expected: If applicable for penalties
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	mm:ss	Penalty end time. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00' For Paralympics where a period lasts 15 minutes. Penalty end time. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'
		PTY_END_PERIOD	N/A	Element Expected: If applicable for penalties
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @Period</a>	Penalty end time period. Send only if the end time period is different from the penalty time period. (e.g: Penalty time = '19:50' and End Time = '21:50'. Then PTY_END_PERIOD = P2)
		PTY_TYPE_PS	N/A	Element Expected: If applicable for penalties
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	O	S(1)	Send Y in the case of a penalty shot else do not send.
		PTY_TYPE_AG	N/A	Element Expected: If applicable for penalties
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y in the case of a penalty leads to an Awarded Goal else do not send.
		PTY_TEAM	N/A	Element Expected: If applicable for penalties
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y in the case of a team penalty else do not send.
		GOAL_UNASSISTED	N/A	Element Expected: If applicable for goals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y if the goal is unassisted else do not send
		PSS_NUM	N/A	Element Expected: For PSS
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the shot number in case of PSS.
		LAST_PSS	N/A	Element Expected: For PSS
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send Y if the unit action is the last PSS shot during the current PSS period else do not send.

**Sample (ExtendedAction Element)**



```

.....
<Actions Home="IHOWTEAM6---USA01" Away="IHOWTEAM6---FIN01" >
.....
  <Action Id="123456" Period="P1" Order="2" Action="GK" When="00:00" >
    <Competitor Code="IHOWTEAM6---FIN01" Type="T" Order="1" Organisation="FIN" >
      <Composition>
        <Athlete Code="2032496" Role="IN" Bib="14" Order="1" >
          <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="FIN" BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
  <Action Id="123123" Period="P1" Order="3" Action="GOAL" When="00:53" Result="EQ" ScoreH="1"
ScoreA="0">
    <ExtendedAction Code="GOAL_UNASSISTED" Value="Y" />
    <Competitor Code="IHOWTEAM6---USA01" Type="T" Order="1" Organisation="USA" >
      <Composition>
        <Athlete Code="2021026" Role="SCR" Bib="22" Order="1" >
          <Description GivenName="Harry" FamilyName="Jones" Gender="M"
Organisation="USA" BirthDate="1993-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
  <Action Id="111111" Period="P1" Order="4" Action="P" When="01:22" Result="2" ActionAdd="HOOK">
    <ExtendedAction Type="EA" Code="PTY_END" Value="03:22" />
    <Competitor Code="IHOWTEAM6---FIN01" Type="T" Order="1" Organisation="FIN" >
      <Composition>
        <Athlete Code="2032484" Bib="32" Order="1" >
          <Description GivenName="John" FamilyName="Brown" Gender="M"
Organisation="FIN" BirthDate="1992-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
.....

```

Element: Actions /Action /Competitor (0,N)			
Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	T for team, A for athlete



Role	O	<a href="#">SC @ActionRole</a>	Role of the team in the action if it was a team action.
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes related to the action.
Bib	O	S(2)	Jersey Number
Role	O	<a href="#">SC @ActionRole</a>	Role of the athlete in the action

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

**2.2.5.6 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 for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.

The following information is the recommended way to use the clock information provided in DT\_CURRENT.

- Show a running clock on the 'results' page for a particular unit
- The clock should be first displayed when the ResultStatus for the unit becomes 'LIVE' for the first time (i.e. no longer 'START\_LIST') and DT\_CURRENT is received.
- The DT\_CURRENT includes the clock information and a status, if the clock is running or stopped.
- The clock should be some sort of display at client side through an application/applet/widget (e.g. javascript countdown/timing clock) which continuously runs in the page, when the status of the clock is indicated as running (Running = Y) then start at the time sent in the same message.
- Whenever you receive a message with the status stopped (Running = N) you need to stop your running clock and show the time sent in the same message. The clock will only be started again, once you receive Running = Y again.
- Every time a new DT\_CURRENT is received then re-synchronise the in-page clock to the time in the message and take action to start or stop the clock as described previously.
- The clock can be continuously displayed while the ResultStatus of the unit in reference is 'LIVE' or 'INTERMEDIATE' (users may prefer to remove when INTERMEDIATE or SCHEDULED\_BREAK)
- Once a unit is 'FINISHED' or the ResultStatus is not one of those above then the clock should be removed from the page as no further updates will be provided.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in IHO.
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.6.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- \* 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 Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0,1)</a>	<a href="#">Clock (0,1)</a>		





<a href="#">Periods (0,1)</a>	Period Time Running	Code HomeScore AwayScore HomePeriodScore AwayPeriodScore
	Home Away <a href="#">Period (1,N)</a>	

### 2.2.6.5 Message Values

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

Element: Periods (0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	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	<a href="#">SC @Period</a>	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 (Current Information)**

```

.....
<Competition Code="OG2016">
  <Clock Period="P2" Time="1:34" Running="Y" />
  <Periods Home="IHOWTEAM6---USA01" Away="IHOWTEAM6---CAN01" >
    <Period Code="P1" HomeScore="2" AwayScore="1" HomePeriodScore="2"
    AwayPeriodScore="1" />
    <Period Code="P2" HomeScore="2" AwayScore="2" HomePeriodScore="0"
    AwayPeriodScore="1" />
  </Periods>
</Competition>
.....

```

**2.2.6.6 Message Sort**

Sort by Result @SortOrder.



## 2.2.7 Pool Standings

### 2.2.7.1 Description

The Pool Standings message contains the standings of a group in a competition.

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 headers (DocumentCode and DocumentSubtype).

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (at group level).	Sent according for all the competition events to the ODF Common Codes document (header values). (for example IHOMTEAM6-----GPA----- for Men's Preliminary Round - Group A).
DocumentSubcode	N/A	Not used in IHO.
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	Not used in IHO.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: INTERMEDIATE (during the phase) UNCONFIRMED (if last match is unconfirmed) 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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

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

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

Trigger also after any change.

### 2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">ExtendedInfos (0,1)</a>				
		<a href="#">ExtendedInfo (0,N)</a>			



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



	Type Organisation <a href="#">Opponent (0,N)</a>
	Code Type Pos Organisation Date Time Result Unit HomeAway <a href="#">Description (0,1)</a>
	TeamName

### 2.2.7.5 Message Values

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

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

**Venue Names in Text. only include if all matches at the same venue.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Text short description, not code.

**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	S(2)	Rank in the group. It is optional because the team can be disqualified. For Group D send with trailing D. (2D etc).
RankEqual	O	S(1)	Send 'Y' if the Rank is equalled else do not send.
ResultType	M	<a href="#">SC @RequestType</a>	Result type, POINTS or IRM.
Result	O	Numeric #0	Send the classification points a team has accrued during the pool stage. Optional as not available before



			the competition.
IRM	O	<a href="#">SC @IRM</a>	Send just in the case @ResultType is IRM (see codes section).
SortOrder	M	Numeric #0	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 and before the competition starts.
Won	O	Numeric 0	Number of games won by the team in the group.
Lost	O	Numeric 0	Number of games lost by the team in the group.
Played	O	Numeric 0	Number of games played by the team in the group.
For	O	Numeric #0	Total number of goals for.
Against	O	Numeric #0	Total number of goals against.
Diff	O	+Numeric ##0 or -Numeric -##0	Points difference, between for and against. Send + or - unless value is 0.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	OTW	N/A	Element Expected: Always.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			<b>Description</b>
			Overtime wins by the competitor.





ER		OTL	N/A	Element Expected: Always.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Overtime losses by the competitor..
ER		RANK_WLD	N/A	Element Expected: Send only for the whole preliminary round message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	World ranking for the previous full year for the team competitor.

**Sample (ExtendedResult element)**

```

.....
<Result Rank="1" SortOrder="1" ResultType="POINTS" Result="3" Played="1" Won="1" Lost="0" For="5"
Against="0" Diff="+5" >
  <Competitor Code="IHOWTEAM6---CAN01" Type="T" Organisation="CAN" >
    <Description TeamName="Canada"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="OTW" Value="0" />
      <ExtendedResult Type="ER" Code="OTL" Value="0" />
    </ExtendedResults>
    <Opponent Code="IHOWTEAM6---USA01" Type="T" Pos="1" Organisation="USA"
Date="2018-02-06" Time="14:00" Unit="IHOWTEAM6-----GPA-0001----" HomeAway="H" Result="5-0">
      <Description TeamName="United States"/>
    </Opponent>
    <Opponent Code="IHOWTEAM6---BLR01" Type="T" Pos="2" Organisation="BLR"
Date="2018-02-08" Time="09:00" Unit="IHOWTEAM6-----GPA-0003----" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="IHOWTEAM6---NZL01" Type="T" Pos="4" Organisation="NZL"
Date="2018-02-10" Time="19:00" Unit="IHOWTEAM6-----GPA-0005----" HomeAway="H" >
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
.....

```

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

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

Type	Code	Pos	Description	
T	S(20) with no leading zeroes	Numeric	Type Description: T for team 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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Organisation	M	<a href="#">CC @Organisation</a>	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	M	<a href="#">CC @Unit</a>	Full RSC unit code for the unit.
	HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must



				include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.
--	--	--	--	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

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

### 2.2.7.6 Message Sort

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



## 2.2.8 Brackets

### 2.2.8.1 Description

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (event level)	Sent according for all the competition events to the ODF Common Codes document (header values).
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	START_LIST, INTERMEDIATE, UNOFFICIAL or OFFICIAL.
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.8.3 Trigger and Frequency

- \* Before the competition starts (START\_LIST).
- \* After every match in the preliminaries which determines a position in the bracket (INTERMEDIATE).
- \* After every match during final phases (INTERMEDIATE)
- \* After the last match (UNOFFICIAL/OFFICIAL)

Trigger also after any change.

### 2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
	<a href="#">Bracket (1,N)</a>					
		Code				
		<a href="#">BracketItems (1,N)</a>				
			Code			
			<a href="#">BracketItem (1,N)</a>			
				Code		
				Order		
				Date		
				Time		
				Unit		



Result	
NextUnit	
NextUnitLoser	
<a href="#">CompetitorPlace (1,N)</a>	
Pos	
Code	
WLT	
Result	
IRM	
<a href="#">PreviousUnit (0,1)</a>	
Unit	
Value	
WLT	

### 2.2.8.5 Message Values

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

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

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items.



<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	The game number for each bracket item (e.g.: 17, 18, 19, 20 ...) when known. Send 'TBD' for to be defined, if the game number is not known.
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 is known.
Time	O	S(5)	HH:MM. Must be filled if known.
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit.
Result	O	S(50)	Fill when match is complete, filled and formatted for display including OT and PSS if applicable.
NextUnit	O	<a href="#">CC @Unit</a>	Full RSC of the unit where successful competitors will progress.
NextUnitLoser	O	<a href="#">CC @Unit</a>	Full RSC of the unit where unsuccessful competitors will progress if it exists.

<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	<a href="#">SC @CompetitorPlace</a>	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	Numeric #0	Score of the team in the unit.
IRM	O	<a href="#">SC @IRM</a>	IRM code 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	<a href="#">CC @Unit</a>	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. If from a pool then send full RSC of the Pool phase (A, B C etc).
Value	O	S(4)	When competitor is not known and is possible to do so: - (and not coming from a pool) send the BracketItem code (match number) to indicate the competitor. - If from a women's pool then the rank in the pool. - If from men's pools for men's then send nD where n is the preliminary rank.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is from a pool.

**Sample (Bracket node)**





```
.....
<Bracket Code="FNL">
  <BracketItems Code="R16">
    <BracketItem Code="19" Order="1" Date="2018-02-07" Time="12:00"
Unit="IHOMTEAM6-----8FNL000100--" Result="4-2" NextUnit="IHOMTEAM6-----QFNL000100--"
>
      <CompetitorPlace Pos="1" WLT="W" Result="4" >
        <Competitor Code="IHOMTEAM6---SLO01" Type="T" Organisation="SLO" >
          <Description TeamName="Slovenia"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="2" >
        <Competitor Code="IHOMTEAM6---AUT01" Type="T" Organisation="AUT" >
          <Description TeamName="Austria"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
.....
```

### 2.2.8.6 Message Sort

Bracket @Code order by priority, FNL, BRN etc.

BracketItems @Code should be sorted by qualification, quarterfinals, semifinals etc.



## 2.2.9 Statistics

### 2.2.9.1 Description

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

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

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (i.e. send at event level).
DocumentSubcode	N/A	Not used in IHO.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes: * CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the Organisation, e.g. USA1. Concatenation will happen only when an organisation has more than one team. * TOU: For Tournament statistics * IND_RANKING: Ranking of individual statistics. * TEAM_RANKING: Ranking of individual statistics
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)



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

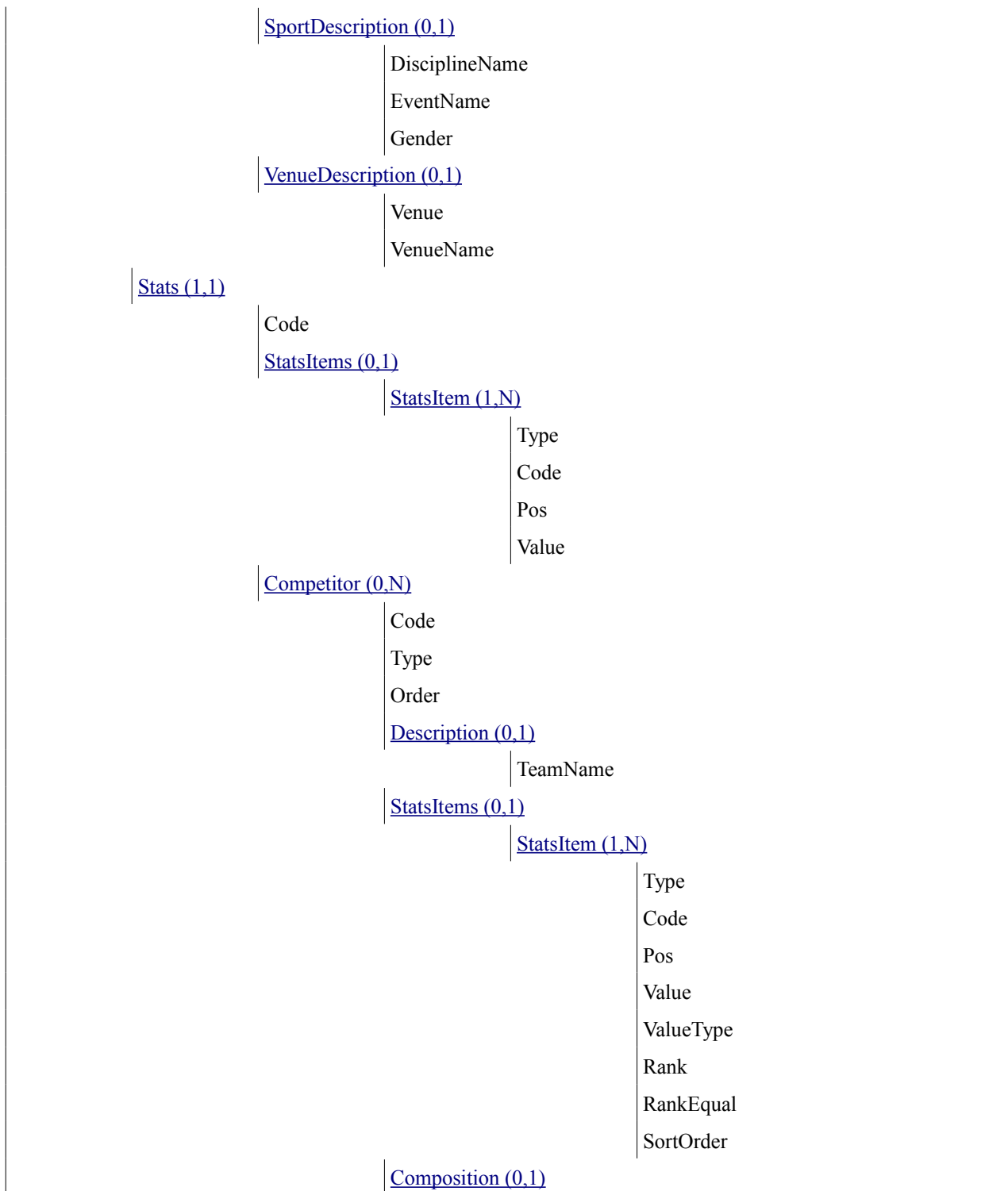
### 2.2.9.3 Trigger and Frequency

\* After each match according to the general definition. The CUM is only triggered for the team involved in the match.

### 2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				





### 2.2.9.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		LAST_UNIT	N/A	Element Expected: Always after at least one unit is complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">CC @Unit</a>	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.



	Attribute	M/O	Value	Description
	Value	O	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.
	Attribute	M/O	Value	Description
	Value	O	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.

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

**Sport Description in Text**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Text description from common codes.
EventName	M	S(40)	Text short description, not code.
Gender	O	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

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

**Venue Names in text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Text short description, not code.

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

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed.

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

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



Type	Code	Pos	Description
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
ST	ATTEND_AVG	N/A	Element Expected: Always send if DocumentSubtype=TOU.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #####0
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: Always send if DocumentSubtype= TOU.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ATTENDANCE	
	Pos	N/A	
	Value	Numeric #####0	Total attendance for all games played.

**Sample (TOU)**

```

.....
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="ATTEND_AVG" Value="8173" >
      <ExtendedStat Code="ATTENDANCE" Value="245200" >
    </StatsItem>
    <StatsItem Type="ST" Code="MP" Value="30" />
  </StatsItems>
.....

```



<b>Element: Stats /Competitor (0,N)</b>			
<b>Competitor of the statistics.</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 to be assigned a specific type of statistic.  The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T,A	T for team A for athlete
Order	M	Numeric	Sort order: For each team: 1 - Team NOC code

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

<b>Element: Stats /Competitor /StatsItems /StatsItem (1,N)</b>				
<b>Team competitor's stats item, according to competitors' rules.</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
ST	MP	N/A	Element Expected: If available for TEAM_RANKING.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total games played.
ST	IRM	N/A	Element Expected: If available for TEAM_RANKING.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @IRM</a>	Send DQB if the competitor is disqualified.
ST	GF	N/A	Element Expected: If available for TEAM_RANKING.	





	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Number of goals for.
ST		GA	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Number of goals against.
ST		SE	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00	Scoring efficiency as a percentage.
	ValueType	O	S(7)	Send PERCENT.
	Rank	O	S(2)	Send the Rank for display of the scoring efficiency.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>				
	Attribute	Value	Description	
	Code	SOG		
	Pos	N/A		
	Value	Numeric ##0	Shots on goal.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>				



Attribute	Value	Description	
Code	SSG		
Pos	N/A		
Value	Numeric ##0	Shots saved by goalkeeper.	
ST	PP	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Power Play efficiency as a percentage.
ValueType	O	S(7)	Send PERCENT.
Rank	O	S(2)	Send the Rank for display of the PP efficiency.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
SortOrder	O	Numeric #0	Send the sort order.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	ADV		
Pos	N/A		
Value	Numeric ##0	Advantage (times on power play).	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			



Attribute	Value	Description	
Code	PPGF		
Pos	N/A		
Value	Numeric ##0	Power play goals for.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	TTP		
Pos	N/A		
Value	mm:ss	Time in power play.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	TTP_AVG		
Pos	N/A		
Value	mm:ss	Average time in power play.	
ST	PK	N/A	Element Expected: If available for TEAM_RANKING.
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Penalty killing percentage.
ValueType	O	S(7)	Send PERCENT.
Rank	O	S(2)	Send the Rank for display of the PK percentage.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
SortOrder	O	Numeric #0	Send the sort order.



<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>		
Attribute	Value	Description
Code	DVG	
Pos	N/A	
Value	Numeric ##0	Disadvantage (number of times shorthanded).
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>		
Attribute	Value	Description
Code	PPGA	
Pos	N/A	
Value	Numeric ##0	Power play goals against.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>		
Attribute	Value	Description
Code	TSH	
Pos	N/A	
Value	mm:ss	Time shorthanded in minutes and seconds.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>		
Attribute	Value	Description
Code	TSH_AVG	
Pos	N/A	
Value	mm:ss	Average time shorthanded in minutes and seconds.



ST	SVSP	N/A	Element Expected: If available for TEAM_RANKING.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ##0.00	Scoring efficiency as a percentage.
ValueType	O	S(7)	Send PERCENT.
Rank	O	S(2)	Send the Rank for display of the average percent for the position.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
SortOrder	O	Numeric #0	Send the sort order.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ENG		
Pos	N/A		
Value	Numeric ##0	Empty net goals.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GA_AVG		
Pos	N/A		
Value	Numeric #0.00	Goals against as average per 60 minutes. In Paralympics Goals against as average per 45 minutes.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			



Attribute	Value	Description	
Code	SHGA		
Pos	N/A		
Value	Numeric #0	Shorthanded goals against.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	SO		
Pos	N/A		
Value	Numeric ##0	Number of shutouts.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	SOGA		
Pos	N/A		
Value	Numeric ##0	Shots on goal against the goalkeeper.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	SVS		
Pos	N/A		
Value	Numeric ##0	Total saves.	
ST	PIM	N/A	Element Expected: If available for TEAM_RANKING.



Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total penalties in minutes.
ValueType	O	S(7)	Send MINS.
Rank	O	S(2)	Send the Rank for display of the PIM.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
SortOrder	O	Numeric #0	Send the sort order
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	10MIN		
Pos	N/A		
Value	Numeric ##0	Number of 10 minute penalties.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	2MIN		
Pos	N/A		
Value	Numeric ##0	Number of 2 minute penalties.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>			



Attribute	Value	Description	
Code	5MIN		
Pos	N/A		
Value	Numeric ##0	Number of 5 minute penalties.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	AVG		
Pos	N/A		
Value	m:ss	PIM (average) per game (in minutes and seconds).	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	GM		
Pos	N/A		
Value	Numeric ##0	Number of game misconducts, gross misconducts.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	MP		
Pos	N/A		
Value	Numeric ##0	Number of match penalties.	
ST	SHG_NET	N/A	Element Expected: If available for TEAM_RANKING.





Attribute	M/O	Value	Description
Value	O	Numeric +##0 or -##0 or 0	SHGF - SHGA.
ValueType	O	S(7)	Send POINTS.
Rank	O	S(2)	Send the Rank for display of the net SHG.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
SortOrder	O	Numeric #0	Send the sort order.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	SHGA		
Pos	N/A		
Value	Numeric ##0	Shorthanded goals against.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	SHGF		
Pos	N/A		
Value	Numeric ##0	Shorthanded goals for.	
ST	ATTEND_AVG	N/A	Element Expected: If available for TEAM_RANKING.



Attribute	M/O	Value	Description
Value	O	Numeric #####0	Average number of spectators.
ValueType	O	S(7)	Send POINTS.
Rank	O	S(2)	Send the Rank for display of average number of spectators.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
SortOrder	O	Numeric #0	Send the sort order.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for TEAM_RANKING.</b>			
Attribute	Value	Description	
Code	ATTENDANCE		
Pos	N/A		
Value	Numeric ##0	Total number of spectators.	

**Sample (Team Ranking)**



```

.....
<Stats Code="TEAM_RANKING">
  <Competitor Code="IHOWTEAM6---CAN01" Type="T" Order="1" Organisation="CAN" >
  <Description TeamName="Canada" />
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="1" />
    <StatsItem Type="ST" Code="GF" Value="5" />
    <StatsItem Type="ST" Code="GA" Value="0" />
    <StatsItem Type="ST" Code="PK" Value="100.00" ValueType="PERCENT" Rank="2" SortOrder="2">
      <ExtendedStat Code="PPGA" Value="0" />
      <ExtendedStat Code="DVG" Value="1" />
      <ExtendedStat Code="TSH" Value="2:00" />
      <ExtendedStat Code="PPGA" Value="0" />
    </StatsItem>
    <StatsItem Type="ST" Code="ATTEND_AVG" Value="4386" >
      <ExtendedStat Code="ATTENDANCE" Value="4386" />
    </StatsItem>
  </StatsItems>
</Competitor>
.....

```

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Type	Code	Pos	Description
ST	POS	N/A	Element Expected: If available in CUM and IND_RANKING.



	Attribute	M/O	Value	Description
	Value	O	<a href="#">CC @Position</a>	Send the athlete position.
ST		MP	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total games played.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available for GK in CUM and IND_RANKING.</b>				
	Attribute	Value	Description	
	Code	GPI		
	Pos	N/A		
	Value	Numeric #0	Total games where the GK was on the ice.	
ST		GF	N/A	Element Expected: If available in CUM (not valuetype, rank etc.) and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Number of goals for.
	ValueType	O	S(7)	Send POINTS.
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.



ST		ASSIST	N/A	Element Expected: If available in CUM (not valuetype, rank etc.) and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of assists.
	ValueType	O	S(7)	Send POINTS.
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
ST		PTS	N/A	Element Expected: If available in CUM (not valuetype, rank etc.) and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of points.
	ValueType	O	S(7)	Send POINTS.
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
		PTS_DEF_RANK	N/A	Element Expected:



ST				If available in IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Defensemen leading scorers rank.
ST		PIM	N/A	Element Expected: If available in CUM (not valuetype, rank etc.) and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Penalties in minutes.
	ValueType	O	S(7)	Send MINS.
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available in IND_RANKING.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	10MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 10 minute penalties.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available in IND_RANKING.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



Code	2MIN	
Pos	N/A	
Value	Numeric ##0	Number of 2 minute penalties.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available in IND_RANKING.</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	5MIN	
Pos	N/A	
Value	Numeric ##0	Number of 5 minute penalties.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available in IND_RANKING.</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	AVG	
Pos	N/A	
Value	m:ss	PIM (average) per game (in minutes and seconds).
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available in IND_RANKING.</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	GM	
Pos	N/A	
Value	Numeric ##0	Number of game misconducts, gross misconducts.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available in IND_RANKING.</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	MP	



	Pos	N/A	
	Value	Numeric ##0	Number of match penalties.
ST		PLUS_MINUS	N/A Element Expected: If available in CUM (not valuetype, rank etc.) and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric +##0 or -##0 or 0
	ValueType	O	S(7) Send POINTS.
	Rank	O	S(2) Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1) For RankEqual: Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0 Send the sort order.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available in IND_RANKING.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	MINUS	
	Pos	N/A	
	Value	Numeric ##0	Total Minus.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> <b>Expected: If available in IND_RANKING.</b>			





		Attribute	Value	Description	
		Code	PLUS		
		Pos	N/A		
		Value	Numeric ##0	Total Plus.	
ST			GWG	N/A Element Expected: If available in CUM.	
		Attribute	M/O	Value	Description
		Value	O	Numeric ##0	Number of Game Winning Goals.
ST			PPG	N/A Element Expected: If available in CUM and IND_RANKING.	
		Attribute	M/O	Value	Description
		Value	O	Numeric ##0	Number of power play goals.
ST			SHG	N/A Element Expected: If available in CUM and IND_RANKING.	
		Attribute	M/O	Value	Description
		Value	O	Numeric ##0	Number of short hand goals.
ST			SOG	N/A Element Expected: If available in CUM and IND_RANKING.	
		Attribute	M/O	Value	Description
		Value	O	Numeric ##0	Number of shots on goal.
ST			SGP	N/A Element Expected: If available in CUM and IND_RANKING.	



	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00	Percentage of goals from total shots.
ST		MINS	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	O	mm:ss	Total minutes played for goalkeeper and time on ice for skaters.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available in CUM and IND_RANKING.</b>				
	Attribute	Value	Description	
	Code	AVG		
	Pos	N/A		
	Value	mm:ss	Average minutes played for goalkeeper and time on ice for skaters.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for GK in CUM and IND_RANKING.</b>				
	Attribute	Value	Description	
	Code	PERCENT		
	Pos	N/A		
	Value	N/A		
ST		SHIFTS	N/A	Element Expected: If available in CUM.
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Total shifts played.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available in CUM.</b>				



Attribute	Value	Description	
Code	AVG		
Pos	N/A		
Value	mm:ss	If available in CUM.	
ST	FOP	N/A	Element Expected: If available for IND_RANKING.
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Face-offs won percent.
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> Expected: If available for IND_RANKING.			
Attribute	Value	Description	
Code	LOST		
Pos	N/A		
Value	Numeric #0	Face-offs lost.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> Expected: If available for IND_RANKING.			
Attribute	Value	Description	
Code	PLUS_MINUS		
Pos	N/A		
Value	Numeric +#0 or -#0	Face-offs net.	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</b> Expected: If available for IND_RANKING.			
Attribute	Value	Description	



	Code	WON		
	Pos	N/A		
	Value	Numeric #0	Face-offs won.	
ST		GA_GK	N/A	Element Expected: If available for GK in CUM and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Goals against the goalkeeper.
ST		SVSP_GK	N/A	Element Expected: If available for GK in CUM (not valuetype, rank etc.) and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Save percentage by the goalkeeper.
	ValueType	O	S(7)	Send PERCENT.
	Rank	O	S(2)	Send the Rank for display for the GK ranking.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem Expected: If available for GK in CUM and IND_RANKING.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SVS		



	Pos	N/A		
	Value	Numeric ##0	Saves by the goalkeeper.	
ST		SOG_GK	N/A	Element Expected: If available for GK in CUM and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Shots on goal against the goalkeeper.
ST		GAA_GK	N/A	Element Expected: If available for GK in CUM and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Goals against as average per 60 minutes for the GK In Paralympics Goals against as average per 45 minutes for the GK.
ST		SO_GK	N/A	Element Expected: If available for GK in CUM and IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Shut outs bythe goalkeeper.
ST		WON_GK	N/A	Element Expected: If available for GK in CUM.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Games won by the goalkeeper.
ST		LOST_GK	N/A	Element Expected: If available for GK in CUM.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	O	Numeric ##0	Games lost by the goalkeeper.
ST		PPGA_GK	N/A	Element Expected: If available for GK in IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Power play goals against the goalkeeper.
ST		SHGA_GK	N/A	Element Expected: If available for GK in IND_RANKING.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Short handed goals against the goalkeeper.

**Sample (Individual Ranking)**

```

.....
<Stats Code="IND_RANKING">
  <Competitor Code="IHOMTEAM6---CAN01" Type="T" Order="1" Organisation="CAN" >
    <Composition>
      <Athlete Code="2018820" Order="2">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="3" />
          <StatsItem Type="ST" Code="GF" Value="5" ValueType="POINTS" Rank="2" SortOrder="2">
          <StatsItem Type="ST" Code="POS" Value="D" />
          <StatsItem Type="ST" Code="ASSIST" Value="2" ValueType="POINTS" Rank="5" RankEqual="Y"
          SortOrder="7" />
          <StatsItem Type="ST" Code="PIM" Value="2" ValueType="MINS" Rank="18" RankEqual="Y"
          SortOrder="21" />
          <ExtendedStat Code="2MIN" Value="1" />
        </StatsItem>
      </Athlete>
    </Composition>
  </Competitor>
.....

```

**2.2.9.6 Message Sort**

Sort according to the @Order attributes.



## 2.2.10 Event Final Ranking

### 2.2.10.1 Description

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

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

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent according for all the competition events to the ODF Common Codes document (header values) with one message per event.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.10.3 Trigger and Frequency

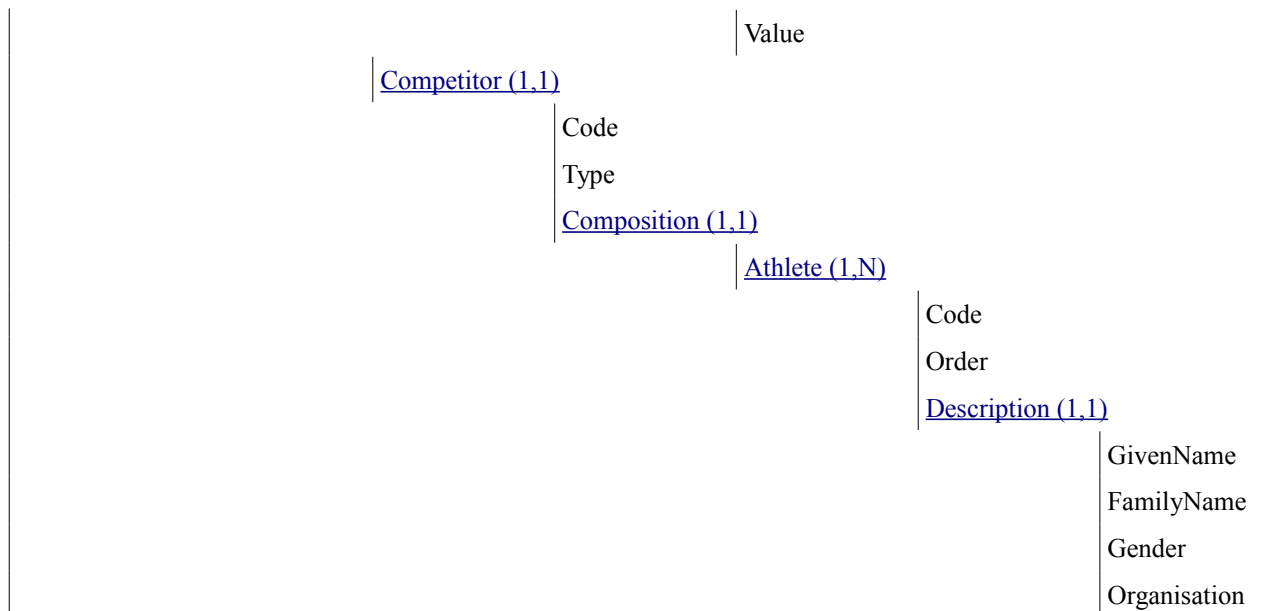
\* After each final position is known.

### 2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		Played				
		Won				
		Lost				
		IRM				
		SortOrder				
		<a href="#">ExtendedResults (0,1)</a>				
			<a href="#">ExtendedResult (1,N)</a>			
				Type		
				Code		
				Pos		





### 2.2.10.5 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Text description from common codes.
EventName	O	S(40)	Text short description, not code.
Gender	O	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit. Must be included if it is a single gender

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	Y	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.
IRM	O	<a href="#">SC @IRM</a>	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 /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		OTW	N/A	Element Expected: Always.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Overtime wins by the competitor.
ER		OTL	N/A	Element Expected: Always.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Overtime losses by the competitor.
ER		GF	N/A	Element Expected: Always.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Goals for the competitor.
		GA	N/A	Element Expected:



ER				Always.
Attribute	M/O	Value	Description	
Value	O	Numeric #0	Goals against the competitor.	

**Sample (Final Ranking)**

```

.....
<Result Rank="1" SortOrder="1" Played="6" Won="5" Lost="0" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="OTW" Value="1" />
    <ExtendedResult Type="ER" Code="OTL" Value="0" />
    <ExtendedResult Type="ER" Code="GF" Value="17" />
    <ExtendedResult Type="ER" Code="GA" Value="3" />
  </ExtendedResults>
  <Competitor Code="IHOWTEAM6---SWE01" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden"/>
    <Composition>
      <Athlete Code="2002600" Order="1" />
    </Composition>
  </Competitor>
</Result>
.....

```

**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, 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	T,A	T for team A for athlete

**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	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 /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation

### 2.2.10.6 Message Sort

Sort by Result @SortOrder



### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
OVR gets Initial data	DT_CODES		o			o	o
	DT_SCHEDULE					o	o
	DT_PARTIC						
OVR sends	DT_PARTIC_TEAMS						
	DT_BRACKETS			X			
	DT_POOL_STANDING	INTERMEDIATE			X		
	<a href="#">DT_PDF C08 Schedule</a>		X				
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		X				
When athlete/team data is confirm	<a href="#">DT_PDF C33 Team Roster</a>			X			
When athlete/team data is confirm	<a href="#">DT_PDF C32E Entry List</a>			X			

#### 3.2 Before a game

Trigger	Message	Status	D	E	P	S	U
Roster is known (-120')	DT_RESULT for each game	START_LIST					X
	<a href="#">DT_PDF C54A Game Roster</a>						X
Line up is known (-50')	DT_RESULT for each game	START_LIST					X
	<a href="#">DT_PDF C54B Line-ups</a>						X
At scheduled start time (0)	DT_SCHEDULE_UPDATE	GETTING_READY	X				o

#### 3.3 During and After Each period

Trigger	Message	Status	D	E	P	S	U
Event unit starts (when puck drop')	DT_SCHEDULE_UPDATE	RUNNING	X			o	o
	DT_RESULT	LIVE					X
	DT_PLAY_BY_PLAY						X
Game Result	DT_RESULT	LIVE					X



Trigger	Message	Status	D	E	P	S	U
	DT_SCHEDULE_UPDATE	SCHEDULE_BREAK	X				o
	DT_RESULT	INTERMEDIATE					X
	<a href="#">DT_PDF C74A After Each Period</a>						X

### 3.4 After End of the Game

Trigger	Message	Status	D	E	P	S	U
Last score/result	DT_RESULT	LIVE					X
In case of tie: PSO	DT_RESULT	LIVE					X
Game finished	DT_SCHEDULE_UPDATE	FINISHED	X				o
Game Score confirmed	DT_RESULT	OFFICIAL					X
	DT_POOL_STANDING	INTERMEDIATE			X		
	<a href="#">DT_PDF C74A After the Game</a>						X
Stats	DT_STATS			X			
	<a href="#">DT_PDF C83 Player Statistics by Team</a>			X			

### 3.5 After the Bronze Medal Game

Trigger	Message	Status	D	E	P	S	U
After last event unit is official	DT_MEDALLISTS	PARTIAL		X			
	DT_RANKING	PARTIAL		X			

### 3.6 After the Gold Medal Game

Trigger	Message	Status	D	E	P	S	U
After last event unit is official	DT_MEDALLISTS	OFFICIAL		X			
	DT_MEDALLISTS_DISCIPLINE		X				
	DT_RANKING	OFFICIAL		X			
	<a href="#">DT_PDF C92x Medallist</a>			X			
	<a href="#">DT_PDF C93 Medallist</a>		X				
	<a href="#">DT_PDF C95 Medal Standings</a>		X				

Legend:						
D Discipline	E Event	P Phase	S Session	U Unit	X Sent on that level	o Includes info from that level



## 4 Document Control

Version history		
Version	Date	Comments
v1.0	07 Mar 2015	First version
v1.1	09 Sep 2015	Update
v1.2	23 Sep 2015	Updated with Omega feedback
v1.3	04 Jan 2016	Status Change
v1.4	24 Mar 2016	Updated with Omega feedback and CRs
v1.5	19 May 2016	Updated
v1.6	24 Jun 2016	Updated
v1.7	22 Sep 2016	Updated
v1.8	10 Nov 2016	Updated
v2.0	23 Feb 2017	First version as a full document
v2.1	20 Apr 2017	Updated.

### File Reference: ODF/INT418 R-WOG-2018-IHO-v2.1 APP

Change Log		
Version	Status	Changes on version
v1.0	Draft	First version
v1.1	Draft	Update
v1.2	SFR	Omega Feedback
v1.3	SFA	Status Change
v1.4	SFA	Fixed typographical errors Removed UNCONFIRMED as it does not apply in ice hockey Clarified Result in case of a forfeit Clarified that overall pool standing are sent with DocumentSubtype D Removed venue in DT_STATS message Clarified that rank is not required in CUM statistics PSS replaces the term GWS CR8928, add attribute Attendance in DT_RESULT (remove extension) CR8928, DT_PARTIC add 'Status' at Discipline/RegisteredEvent and remove extension CR8930 - Change header in pool standings message CR8934, DT_BRACKETS adding IRM attribute and START_LIST CR9941 - Add Result attribute at CompetitorPlace in DT_BRACKETS



		CR9942 - Add home/away indicator in Pool Standings
v1.5	SFA	Add DT_CURRENT in the applicable messages list (typo)
v1.6	SFA	Updated DocumentSubcode in pool standings. In pool standings message additional extendedinfos have been added. In stats message additional extendedinfos have been added.
v1.7	APP	Typographical errors
v1.8	APP	DT_RESULTS & DT_STATS, replaced references to DSQ by DBQ as defined in ORIS Some RSC's in messages samples updated (Event/Unit RSC's).
v2.0	APP	CR014575 - In DT_RESULTS remove Previous Results. CR014577 - In DT_PLAY_BY_PLAY change the format of Actions/Action@TimeStamp from time to DateTime. Small mistakes. First version as a full document.
v2.1	APP	CR014587 - DT_SCHEDULE. Add the attributes @PreviousWLT and @PreviousUnit at Unit/StartList/Start. CR014636 - DT_POOL_STANDING. This change is to remove the use the DocumentSubcode in this message and define the group by the DocumentCode. Small mistakes in Message Timeline.