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ODF R-SOG-2020-VBV V2.2 APP

# OLYMPIC DATA FEED

**ODF Beach Volleyball Data Dictionary**  
Tokyo 2020 - Games of the XXXII Olympiad  
Technology and Information Department  
© International Olympic Committee

ODF R-SOG-2020-VBV V2.2 APP  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Beach Volleyball Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for beach volleyball.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Beach Volleyball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the beach volleyball 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 Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

## 2 Messages

### 2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

## 2.2 Messages

### 2.2.1 Competition schedule / Competition schedule update

#### 2.2.1.1 Description

The Competition schedule is a bulk message provided for one particular discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages (and have status UNSCHEDULED or SCHEDULED).

The arrival of the competition schedule message resets all the previous schedule information for one particular discipline.

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

Competition schedule update:

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

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

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

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

### 2.2.1.2 Header Values

The following table describes the message header attributes.

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

### 2.2.1.3 Trigger and Frequency

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

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



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

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

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

#### 2.2.1.4 Message Values

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

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



Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(6)	Match Number
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>





Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(5)	Code of the session which contains this event unit.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only  N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.  If ModificationIndicator="U", then update the event unit.



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

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

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

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

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

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

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

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

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

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



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

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

### 2.2.1.5 Message Sort

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

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

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

### 2.2.2.1 Description

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

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

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



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

### 2.2.2.3 Trigger and Frequency

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

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



### 2.2.2.4 Message Values

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



<b>Element: Participant (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
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
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).



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

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

<b>Element: Participant /Discipline /RegisteredEvent (0,N)</b>			
<b>All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	CC @Event	Full RSC of the event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 1, 2





Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	CAPTAIN	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the competitor is the Captain.
ENTRY	HAND	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Hand	Handedness of the Player
ENTRY	POSITION	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @Position	Send the athlete role
ENTRY	SHIRT_NAME	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Shirt Name of the player

**Sample**

```
<Discipline Code="VBV" IFId="203258" >
  <RegisteredEvent Event="VBVMTEAM2-----" >
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="Dido" />
    <EventEntry Type="ENTRY" Code="CAPTAIN" Value="Y" />
    <EventEntry Type="ENTRY" Code="POSITION" Value="RB" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
  </RegisteredEvent>
</Discipline>
```



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### **2.2.2.5 Message Sort**

The message is sorted by Participant @Code

## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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

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

### 2.2.3.3 Trigger and Frequency

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

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

### 2.2.3.4 Message Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)



<b>Element: Team (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
ModificationIndicator	M	N, U, D	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>

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

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

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



Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	GROUP	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Preliminary Group of the team
ENTRY	SEED	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Seed number.
ENTRY	UNIFORM	Numeric 0	Pos Description: 1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Shirt Colour

**Sample**

```
<Team Code="VBVMTEAM2---BLR01" Organisation="BLR" Number="1" Name="Smith/Jones" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="VBV-----" >
    <RegisteredEvent Event="VBVMTEAM2-----" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```



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### **2.2.3.5 Message Sort**

The message is sorted by Team @Code.

## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

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

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

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE INTERMEDIATE (after each period or unplanned break in play) OFFICIAL UNOFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.





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

### 2.2.4.3 Trigger and Frequency

- START LIST: As soon as the team/teams are known and any change to these (ExtendedInfos, Event Unit competitors, IRMs prior to the start of the unit,...).
- LIVE: At the beginning of each set.
- LIVE: After every rally (score change) and after any data correction (scores, match info, stats,...).
- INTERMEDIATE: After each period (set).
- UNOFFICIAL / OFFICIAL: After the match (unit).

Send on any other change.

### 2.2.4.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
EndDate	O	DateTime	Actual end date-time. It should only be sent at the end of each unit.
Duration	O	h:mm	Match duration



<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>				
Type	Code	Pos	Description	
UI	DURATION_PLAYING	N/A	Pos Description: Do not send anything Element Expected: Send at the end of the Game	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm	Total playing time.
UI	PERIOD	N/A	Pos Description: Do not send anything Element Expected: Always when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Period	Current period
UI	SERVE	N/A	Pos Description: Do not send anything Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Serve Indicator Send H for Home Team Send A Away Team
UI	MATCH_POINT	N/A	Pos Description: Do not send anything Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Match point indicator Send H for Home Team Send A for Away Team
UI	SET_POINT	N/A	Pos Description: Do not send anything Element Expected: When available when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Set point indicator Send H for Home Team Send A for Away Team



<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
DISPLAY	String	Numeric #0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatItem or Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: SRV, ATC, BLC, DIG, PTY.  Pos Description: Unique sequential number for all the statistics to highlight  Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
<b>Expected: When available and only when the unit is LIVE. Send multiple if applicable.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /StatsItems /StatItem or Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: ATT, ACE, FLT, SPEED, ATT, SCS.	
Pos	N/A	Do not send anything	
Value	S(1)	Send 'Y'	



**Sample**

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="SRV" Pos="1" Value="2518090">
    <Extension Code="ATT" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="SRV" Pos="2" Value="VBVMTEAM2---GER01">
    <Extension Code="ATT" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="3" Value="3748065"/>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="4" Value="VBVMTEAM2---GER01"/>
  <ExtendedInfo Type="DISPLAY" Code="ATC" Pos="5" Value="3748065">
    <Extension Code="SCS" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="ATC" Pos="6" Value="VBVMTEAM2---GER01">
    <Extension Code="SCS" Value="Y" />
  </ExtendedInfo>
</ExtendedInfos>
```

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

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Match number

**Element: ExtendedInfos /VenueDescription (0,1)**  
**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes
Attendance	O	Numeric #####0	Total attendance



<b>Element: Officials /Official (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Order of officials

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

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

<b>Element: Periods /Period (1,N) Period in which the event unit message arrives.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	SC @Period	Set number Also always send TOT.
HomeScore	M	Numeric ##0	Overall score (total points) of the first named competitor to this point in the match.
AwayScore	M	Numeric ##0	Overall score (total points) of the second named competitor to this point in the match.
HomePeriodScore	M	Numeric #0	Points score of the first named competitor just for each period.
AwayPeriodScore	M	Numeric #0	Points score of the second named competitor just for each period.
Duration	O	mm	Playing time of each set. (not for TOT)



<b>Element: Result (1,N)</b>			
<b>For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Result	O	Numeric ##0	Result of the Team (Sets won) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0.
IRM	O	SC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM
WLT	O	SC @WLT	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and away team. 1 - for home team; 2 - for away team
StartOrder	M	Numeric	Send 1 for first team, send 2 for the other team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	MATCH_POINT_COUNT	N/A	Pos Description: Do not send anything Element Expected: When the information is applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #
ER	SET_POINT_COUNT	SC @Period	Pos Description: Send the period Element Expected: When the information is applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #
ER	CHALLENGES_REMAIN	SC @Period	Pos Description: Send the period code. Element Expected: Always where the data is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #



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

Element: Result /Competitor /EventUnitEntry (0,N)			
Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Pos Description: Do not send anything Element Expected: As soon as available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Home Home or Away designator Send Home or Away
EUE	SHORTS	N/A	Pos Description: Do not send anything Element Expected: If available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String Team shorts colour
EUE	UNIFORM	N/A	Pos Description: Do not send anything Element Expected: As soon as available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String Team shirt colour

### Sample

```
<Competitor Code="VBVMTEAM2---BLR01" Type="T" Organisation="GER">
  <Description TeamName="Smith/Jones"/>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="Black" />
</Competitor>
```



Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SRV	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ACE		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total aces made by the team in the period	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total service attempts made by the team in the period	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FLT		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total service faults by the team in the period	
ST	ATC	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total attack attempts by the team in the period	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	





Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Code	SCS			
Pos	N/A		Do not send anything	
Value	Numeric #0		Total attack successes by the team in the period	
ST	BLC DIG	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Total block/dig success for the team in event unit.	
ST	OPP_ERR PTY	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Total opponent errors/penalties for the team in event unit.	
ST	TOT_TEAM	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0	Total points	
ST	TOUT	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Time out for the team in the event unit.	

### Sample

```

<StatsItems>
  <StatsItem Type="ST" Code="TOUT" Pos="S1" Value="0" />
  <StatsItem Type="ST" Code="TOUT" Pos="S2" Value="1" />
  <StatsItem Type="ST" Code="TOUT" Pos="S3" Value="1" />
  <StatsItem Type="ST" Code="TOUT" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="ATC" Pos="S1">
    <ExtendedStat Code="SCS" Value="9" />
    <ExtendedStat Code="ATT" Value="17" />
  <StatsItem Type="ST" Code="ATC" Pos="S2">
    <ExtendedStat Code="SCS" Value="8" />
    <ExtendedStat Code="ATT" Value="15" />

```



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric ##0	Order attribute used to sort team members in a team.
Bib	M	S(2)	Shirt number

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Type	Code	Pos	Description
EUE	CAPTAIN	N/A	Pos Description: Do not send anything Element Expected: Only for the captain when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
	<b>Description</b>	Captain. Send 'Y' if the player is captain	
EUE	HAND	N/A	Pos Description: Do not send anything Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Hand
	<b>Description</b>	Handedness of the Player	
EUE	POSITION	N/A	Pos Description: Do not send anything Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC @Position
	<b>Description</b>	Send the athlete role	



**Sample**

```
<Athlete Code="1125142" Bib="8" Order="2">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="HAND" Value="R" />
</Athlete>
```

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SRV	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ACE		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total aces made by the athlete	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total service attempts made by the athlete	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FLT		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total service faults by the athlete	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SPEED		
Pos	N/A	No not send anything	
Value	Numeric ##0	Fastest serve in km/h for the athlete	



Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	ATC	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total attack attempts by the athlete	
<b>Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SCS		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total attack successes by the athlete	
ST	BLC DIG PTY	SC @Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Total block/dig/penalty by the athlete

### Sample

```
<StatsItems>
  <StatsItem Type="ST" Pos="TOT" Code="ATC" >
    <ExtendedStat Code="SCS" Value="9" />
    <ExtendedStat Code="ATT" Value="17" />
  < StatsItem Type="ST" Pos="TOT" Code="ATC" >
    <ExtendedStat Code="SCS" Value="8" />
    <ExtendedStat Code="ATT" Value="15" />

```

### 2.2.4.5 Message Sort

Sort by Result @SortOrder

## 2.2.5 Play by Play

### 2.2.5.1 Description

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

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period (set) only. (S1 – S3)  If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



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

### 2.2.5.3 Trigger and Frequency

- After each rally and after each action correction
- After each set
- After the match (unit).

The message is sent by period according to the header values and with all periods at the end of the match (OFFICIAL only)

### 2.2.5.4 Message Values

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



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

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

<b>Element: Actions /Action (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC @Period	Period within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	SC @Action	Action for the player/team
ActionAdd	O	SC @Challenge or S(1)	Type of challenge Send S (for Spectacular Action) if applicable
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric #0	Total Home Score of the set after the action Send if there is a score change for either team
ScoreA	O	Numeric #0	Total Away Score of the set after the action Send if there is a score change for either team
LeadH	O	Numeric +/-#0	Points lead for the Home Team in the set. Send if there is a score change for either team
LeadA	O	Numeric +/-#0	Points lead for the Away Team in the set. Send if there is a score change for either team
When	O	h:mm	Time the action occurred.
Win	O	S(1)	Indicator of the current Rally Point by Home Team for score action. Send H if the Home Team wins the current Rally Send A if the Away Team wins the current Rally



<b>Element: Actions /Action (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Speed	O	Numeric ##0	Serve Speed
Line	O	Numeric 0	Generally for associating line in the same rally.

<b>Element: Actions /Action /Competitor (0,N)</b>			
<b>Competitor participating in the Action. Used when the Action is related to a competitor.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	CC @Organisation	Competitors' organisation

<b>Element: Actions /Action /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID ( individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Bib number

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





### Sample

```
<Action Id="123456" Period="S1" Order="32" Action="SRV" Result="CON" Rally="8" Line="1">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133405" Order="1" Bib="1">
        <Description GivenName="Nikita" FamilyName="Liamin" Gender="M" Organisation="RUS"
        BirthDate="1985-10-14" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="111111" Period="S1" Order="33" Action="ATC" Result="SCS" LeadH="2" LeadA="-2" ScoreH="5"
ScoreA="3" Rally="8" Win="H" Line="2">
  <Competitor Code="VBVMTEAM2---BRA02" Type="T" Order="1" Organisation="BRA">
    <Composition>
      <Athlete Code="1157802" Order="1" Bib="2">
        <Description GivenName="Evandro" FamilyName="Goncalves Oliveira Junior" Gender="M"
        Organisation="BRA" BirthDate="1990-07-17" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="222222" Period="S1" Order="34" Action="DIG" Result="FLT" Rally="8" Line="2">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133406" Order="1" Bib="2">
        <Description GivenName="Dmitri" FamilyName="Barsuk" Gender="M" Organisation="RUS"
        BirthDate="1980-01-20" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

### 2.2.5.5 Message Sort

Actions /Action @Order

## 2.2.6 Current Information

### 2.2.6.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

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



### 2.2.6.3 Trigger and Frequency

- After every serve (for the serve speed).
- At the end of every rally (primarily for the score).

### 2.2.6.4 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	MATCH_POINT	N/A	Pos Description: Do not send anything Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Match point indicator: Send H for home team Send A for away team
UI	PERIOD	N/A	Pos Description: Do not send anything Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Period	Current period/set
UI	SERVE	N/A	Pos Description: Do not send anything Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI	SET_POINT	N/A	Pos Description: Do not send anything Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Set point indicator: Send H for home team Send A for away team
UI	SPEED	N/A	Pos Description: Do not send anything Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0	Online serve speed



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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Set number
HomeScore	M	Numeric ##0	Overall score (total points) of the first named competitor to this point in the match.
AwayScore	M	Numeric ##0	Overall score (total points) of the second named competitor to this point in the match.
HomePeriodScore	M	Numeric #0	Points score of the first named competitor just for each period.
AwayPeriodScore	M	Numeric #0	Points score of the second named competitor just for each period.
Duration	O	mm	Playing time of each set. (not for TOT)

### Sample

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S2" />
  <ExtendedInfo Type="UI" Code="SPEED" Value="51" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
</ExtendedInfos>
<Periods Home="VBVWTEAM2---SUI02" Away="VBVWTEAM2---AUS02">
  <Period Code="S1" HomeScore="19" AwayScore="21" HomePeriodScore="19" AwayPeriodScore="21" Duration="22" />
  <Period Code="S2" HomeScore="20" AwayScore="22" HomePeriodScore="1" AwayPeriodScore="1" Duration="1" />
</Periods>
```

### 2.2.6.5 Message Sort

Sort by Period @Code.

## 2.2.7 Pool Standings

### 2.2.7.1 Description

The pool standings message contains the standings of a group in a competition. The message is triggered at the start of OVR operations and then after each event unit (match).

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

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



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

### 2.2.7.3 Trigger and Frequency

The 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. The message has status INTERMEDIATE.
- When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL.

Trigger also after any change.

### 2.2.7.4 Message Values

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently unit made official for the pool included in this message.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units which are official in the pool included in this message.



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

<b>Element: Result (1,N)</b>			
<b>For any message, there should be at least one competitor being awarded a result for the pool.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor in all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	IRM for the particular group (or phase) Only send in the case @ResultType is IRM
QualificationMark	O	S(1)	Qualified indicator Send "q" for teams qualified as best 3 <sup>rd</sup> if applicable Send "L" for Lucky Loser teams if applicable
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group.
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 sets won
Against	O	Numeric #0	Total number of sets lost
Ratio	O	Numeric 0.000	Sets Ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".



Element: Result / ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	SUB_RES	N/A	Pos Description: Do not send anything Element Expected: When available
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LOST		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Points against	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RATIO		
Pos	N/A	Do not send anything	
Value	Numeric 0.000	Points ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WON		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Points for	

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





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

Element: Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Type	Code	Pos	Description
T for team	S(20) with no leading zeroes	Numeric	Code Description: Competitor ID or TBD if unknown  Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor.  Element Expected: Always
Attribute	M/O	Value	Description
Organisation	M	CC @Organisation	Competitors' organisation (code). Must include if the data is available
Date	M	Date or S(3)	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. Can send TBD if appropriate
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available. Can send TBD if appropriate
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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



### Sample

```
<Result Rank="1" ResultType="POINTS" Result="5" SortOrder="1" Played="2" Won="1" Lost="1" For="3" Against="4"
Ratio="0.123">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SUB_RES">
      <Extension Code="WON" Value="117" />
      <Extension Code="LOST" Value="107" />
      <Extension Code="RATIO" Value="1.093" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="VBVMTEAM2-----NOR01" Organisation="NOR" Type="T">
    <Description TeamName="SMITH/JONES"/>
    <Opponent Code="VBVMTEAM2-----BRA01" Type="T" Pos="2" Organisation="BRA" Date="2016-08-03"
Time="14:00" HomeAway="H" Unit="VVOMTEAM6-----GPA-001000--" Result="0-2" >
      <Description TeamName="KAPAROV/BARRATT"/>
    </Opponent>
    <Opponent Code="VBVMTEAM2-----CAN01" Type="T" Pos="3" Organisation="CAN" Date="2016-08-04"
Time="09:00" HomeAway="H" Unit="VVOMTEAM6-----GPA-001200--" Result="2-0" >
      <Description TeamName="WHITE/RYAN"/>
    </Opponent>
    <Opponent Code="VBVMTEAM2-----GBR01" Type="T" Pos="4" Organisation="GBR" Date="2016-08-01"
Time="09:00" HomeAway="A" Unit="VVOMTEAM6-----GPA-001500--" Result="2-0" >
      <Description TeamName="GREEN/RYAN"/>
    </Opponent>
  </Competitor>
</Result>
```

### 2.2.7.5 Message Sort

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

## 2.2.8 Brackets

### 2.2.8.1 Description

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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



### 2.2.8.3 Trigger and Frequency

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

### 2.2.8.4 Message Values

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

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

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



<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	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (including IRM if necessary). Must be included if the data is available and the match is complete.

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)</b>			
<b>- If the competitors are known, this element is used to place the competitors in the bracket.</b> <b>- If they are not yet known, it contains some information (on the rule to access to this bracket...)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.



**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	CC @Unit	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 this is the RSC of the pool.
Value	O	SC @Pool or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

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

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

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

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

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



### Sample

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="VBVWTEAM2-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="VBVWTEAM2-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Smith/Jones"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="VBVWTEAM2-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="Black/White"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL">
```

### 2.2.8.5 Message Sort

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

## 2.2.9 Statistics

### 2.2.9.1 Description

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

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

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Depending on the statistics is could be at any level though is always full RSC.
DocumentSubcode	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation has more than one team.  TEAM_RANKING: Ranking of team tournament statistics. IND_RANKING: Ranking of individual tournament statistics
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.





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

### 2.2.9.3 Trigger and Frequency

- After each match.

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



## 2.2.9.4 Message Values

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team. Send in the CUM and IND_RANKING messages.
UnitsTotal	O	Numeric ##0	The total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Send in the CUM and IND_RANKING messages.
UnitsComplete	O	Numeric ##0	The total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM and IND_RANKING messages.

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

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

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

Element: Stats /Competitor (0,N) Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Order of the competitor



Organisation	O	CC @Organisation	Competitor's organisation if known
--------------	---	------------------	------------------------------------

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

Element: Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitors' rules.			
Type	Code	Pos	Description
ST	SRV	N/A	Pos Description: Do not send anything Element Expected:
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Rank	O	String Team's Rank in the service's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"
	RankEqual	O	S(1) Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric Similar to rank but considering all competitors (those with IRM or no rank at this Item)
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ACE	
	Pos	N/A	Do not send anything
	Value	Numeric #0	Total service aces for the team
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ATT	
	Pos	N/A	Do not send anything
	Value	Numeric ##0	Total service attempts to serve in the team
ST	ATC	N/A	Pos Description: Do not send anything Element Expected:
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>



<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>
Rank	O	String	Team's Rank in the attack's category. If doesn't exist rank send "NR". If the team is disqualified send "DSQ".
RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total attempts to attack for the team	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	EA		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Efficiency (attempts/success)	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SCS		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total attack successes for the team	
ST	BLC	N/A	Pos Description: Do not send anything  Element Expected:
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	String	Team's Rank in the block's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ"
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.



Element: Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitors' rules.			
Type	Code	Pos	Description
SortOrder	O	Numeric	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SCS		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total block/ successes for the team	
ST	MP	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available for DocumentSubtype=CUM
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Total matches played
ST	DIG	N/A	Pos Description: Do not send anything  Element Expected:
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	String	Team's Rank in the dig's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ"
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
SortOrder	O	Numeric	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total attempts to dig for the team.	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	EA		



<b>Element: Stats /Competitor /StatsItems /StatsItem (1,N)</b> <b>Team competitor's stats item, according to competitors' rules.</b>			
Type	Code	Pos	Description
Pos	N/A		Do not send anything
Value	Numeric ##0		Efficiency (dig/success)
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
Attribute	Value	Description	
Code	SCS		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total dig successes for the team	



**Sample**

```
<Stats Code="CUM">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="5" />
      <StatsItem Type="ST" Code="ATC">
        <ExtendedStat Code="SCS" Value="146" />
        <ExtendedStat Code="ATT" Value="246" />
        <ExtendedStat Code="EA" Value="59" />
      </StatsItem>
      <StatsItem Type="ST" Code="BLC">
        <ExtendedStat Code="SCS" Value="9" />
      </StatsItem>
      <StatsItem Type="ST" Code="DIG">
        <ExtendedStat Code="SCS" Value="68" />
        <ExtendedStat Code="ATT" Value="172" />
        <ExtendedStat Code="EA" Value="40" />
      </StatsItem>
      <StatsItem Type="ST" Code="SRV">
        <ExtendedStat Code="ACE" Value="15" />
        <ExtendedStat Code="ATT" Value="223" />
      </StatsItem>
    </StatsItems>
    <Composition>
      <Athlete Code="1127813" Order="1">
        <Description GivenName="Taliqua" FamilyName="Clancy" Gender="W" Organisation="AUS"
        BirthDate="1992-06-25" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="5" />
          <StatsItem Type="ST" Code="ATC">
            <ExtendedStat Code="SCS" Value="84" />
            <ExtendedStat Code="ATT" Value="134" />
            <ExtendedStat Code="EA" Value="63" />
          </StatsItem>
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Sort order: Within the team the players are sorted by bib.



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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SRV	N/A	Pos Description: Do not send anything
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Rank	O	String
	RankEqual	O	S(1)
	SortOrder	O	Numeric
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ACE	
	Pos	N/A	Do not send anything
	Value	Numeric #0	Total attempts to aces won in the athlete
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ATT	
	Pos	N/A	Do not send anything
	Value	Numeric ##0	Total attempts to serve in the athlete





Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SRV_SPEED	N/A	Pos Description: Do not send anything
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
	Rank	O	String
	RankEqual	O	S(1)
	SortOrder	O	Numeric
			Sort Order for @Rank
ST	ATC	N/A	Pos Description: Do not send anything
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Rank	O	String
	RankEqual	O	S(1)
	SortOrder	O	Numeric
			Sort Order for @Rank
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ATT	
	Pos	N/A	Do not send anything
	Value	Numeric ##0	Total attempts to attack for the athlete
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	EA	
	Pos	N/A	Do not send anything
	Value	Numeric ##0	Efficiency (attempt/success)
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SCS	
	Pos	N/A	Do not send anything



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Value	Numeric ##0	Total attack successes for the athlete		
ST	BLC	N/A	Pos Description: Do not send anything	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Rank	O	String	Competitor's Rank in the block's category. May be "DSQ". If rank doesn't exist send "NR"	
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.	
SortOrder	O	Numeric	Sort Order for @Rank	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	SCS			
Pos	N/A	Do not send anything		
Value	Numeric ##0	Total block successes for the athlete		
ST	MP	N/A	Pos Description: Do not send anything	
			Element Expected: Always, if the information is available for DocumentSubtype=CUM	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Total matches played	
ST	SETS_PLAYED	N/A	Pos Description: Do not send anything	
			Element Expected: Always, if the information is available for DocumentSubtype=CUM	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0	The number of sets (periods) for the athlete	



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	TOTAL	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available for DocumentSubtype= CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total points(Attacks+Blocks+Serves)
	Rank	O	String	Rank of scores May be "DSQ".
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype= CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	AVG		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0.00	Average points by set (points divide number of sets).	
ST	DIG	N/A	Pos Description: Do not send anything	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	String	Competitor's Rank in the Dig's category. May be "DSQ". If rank doesn't exist send "NR"
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SCS		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Total dig successes for the athlete	



### Sample (IND\_RANKING)

```
<Stats Code="IND_RANKING">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
    <Composition>
      <Athlete Code="1127813" Order="1">
        <Description GivenName="Taliqua" FamilyName="Clancy" Gender="W" Organisation="AUS"
        BirthDate="1992-06-25" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="1" SortOrder="1" />
          <StatsItem Type="ST" Code="BLC" Rank="27" SortOrder="27" RankEqual="Y" />
          <StatsItem Type="ST" Code="DIG" Rank="9" SortOrder="9" />
          <StatsItem Type="ST" Code="SRV" Rank="5" SortOrder="5" />
          <StatsItem Type="ST" Code="SRV_SPEED" Rank="3" SortOrder="3" />
          <StatsItem Type="ST" Code="TOTAL" Rank="6" SortOrder="6" />
        </StatsItems>
      </Athlete>
      <Athlete Code="1127812" Order="2">
        <Description GivenName="Louise" FamilyName="Bawden" Gender="W" Organisation="AUS"
        BirthDate="1981-08-07" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="17" SortOrder="17" />
          <StatsItem Type="ST" Code="BLC" Rank="17" SortOrder="17" RankEqual="Y" />
          <StatsItem Type="ST" Code="DIG" Rank="25" SortOrder="25" />
          <StatsItem Type="ST" Code="SRV" Rank="31" SortOrder="31" />
          <StatsItem Type="ST" Code="SRV_SPEED" Rank="39" SortOrder="39" />
          <StatsItem Type="ST" Code="TOTAL" Rank="18" SortOrder="18" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

### 2.2.9.5 Message Sort

Sort according to the @Order attributes.

## 2.2.10 Event Final Ranking

### 2.2.10.1 Description

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

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

### 2.2.10.2 Header Values

The following table describes the message header attributes.

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



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

### 2.2.10.3 Trigger and Frequency

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

- After each final position is known.

### 2.2.10.4 Message Values

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

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



<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is 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	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

<b>Element: Result /Competitor (1,1)</b>			
<b>Competitor related to one final event result.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Organisation of the competitor

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

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number.



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

**Sample (General)**

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >  
  <Competitor Code="VBVMTEAM2-----CRO01" Type="T" Organisation="CRO">  
    <Description TeamName="Smith/Jones"/>  
    <Composition>  
      <Athlete Code="1085534" Order="1" Bib="2" >
```

### 2.2.10.5 Message Sort

Sort by Result @SortOrder



## 2.2.11 Event Unit Weather Conditions

### 2.2.11.1 Description

The 'Event Unit Weather Conditions' is a message containing the weather conditions in the Event Unit.

### 2.2.11.2 Header Values

The following table describes the message header attributes.

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

### 2.2.11.3 Trigger and Frequency

Before the match starts and if the weather conditions change significantly during the unit.



## 2.2.11.4 Message Values

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	GEN	GEN for general, because this information will only be measured once.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Weather /Conditions /Condition (0,3) Send three times in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	SKY	Weather condition type
Value	M	CC @WeatherConditions	Codes that describe the Weather Condition, they depend on the @Code

Element: Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	SC @PressureUnit	Metric system unit for pressure
Value	M	Numeric ###0	Air pressure

Element: Weather /Conditions /Temperature (0,N) Send with three different @Code in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	AIR, SAND	Air, Sand
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #0.#	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

Element: Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	SC @WindUnit	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed value without plus or minus symbol



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### **2.2.11.5 Message Sort**

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version
V1.1	24 March 2017	Updated
V1.2	17 May 2017	Updated
V1.3	1 August 2017	Approved
V1.4	25 August 2017	Approved
V1.5	20 February 2018	Approved
V2.0	16 August 2018	Updated
V2.1	7 September 2018	Updated
V2.2	25 October 2018	Updated

**File Reference:** ODF R-SOG-2020-VBV V2.2 APP

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
V1.1	SFP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription DT_RESULT: Add HAND as an entry
V1.2	SFA	DT_SCHEDULE: Typographical correction DT_CURRENT: Removed Competition/Result element to be consistent with other team sports, it was unnecessary duplication.
V1.3	APP	DT_RESULT: Add position as Athlete/EUE, required for YOG.
V1.4	APP	DT_POOL_STANDING: Typographical error in sample corrected DT_RESULT: Corrected typo in statistics path and entry POSITION DT_CURRENT: Added Duration for uniformity DT_CURRENT: Added Result element back in DT_PLAY_BY_PLAY: Corrected typographical errors in samples
V1.5	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games



Change Log		
Version	Status	Changes in version
V2.0	SFA	DT_PLAY_BY_PLAY: Updated to send by Period DT_PLAY_BY_PLAY: At Actions/Action add ActionAdd for spectacular action and challenge information DT_RESULT: Updated to only provide athlete statistics for the total, not by period. Removed references to YOG CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_PARTIC_TEAMS: Remove ENTRY/SHORTS DT_POOL_STANDINGS: Add possibility to send TBD to date/time DT_PLAY_BY_PLAY: When replaces Rally. DT_RESULT: Add number of challenges remaining.
V2.2	APP	DT_RESULT: Added statistics by period for athletes DT_CURRENT: Remove Result element for consistency