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ODF R-SOG-2020-HOC V2.1 APP

# OLYMPIC DATA FEED

## **ODF Hockey Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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ODF R-SOG-2020-HOC V2.1 APP

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

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

## 2 Messages

### 2.1 Applicable Messages

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

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

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

### 2.2.1.3 Trigger and Frequency

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

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

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

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

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

#### 2.2.1.4 Message Values

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(5)	Format DDD00 where DDD is the discipline and 00 is the session number.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	O	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue name
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	M	CC @ScheduleStatus	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.</p> <p>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.' or 'Followed by') Using a code set or fixed text will also be directly displayed and allow end user translation.

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

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

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

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

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

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

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



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

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

### 2.2.1.5 Message Sort

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

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

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

### 2.2.2.1 Description

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

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

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

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



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

### 2.2.2.3 Trigger and Frequency

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



Element: Participant (1,N)			
Attribute	M/O	Value	Description
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).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.



<b>Element: Participant (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
ModificationIndicator	M	S(1)	'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>			
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>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>			
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>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: 8, 10...
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player
Status	O	SC @AthleteStatus	Participant status. As soon as information is known.





<b>Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)</b>				
<b>Send if there are specific athlete's event entries.</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ENTRY		POSITION	N/A	Element Expected:
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Position	Position Code in the Team
ENTRY		CLUB_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(25)	Club name
ENTRY		CLUB_CITY	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(25)	Club City
ENTRY		CLUB_ORG	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Country	Club Country Code
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	International games played
ENTRY		INTERNAT_GOALS	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###	Goals scored in international matches
ENTRY		CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" in case the participant is a captain else do not send.



### Sample

```
<Discipline Code="HOC-----" IFId="203258" >  
  <RegisteredEvent Event="HOCMTEAM11-----" >  
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />  
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />  
    <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />  
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="34" />  
  </RegisteredEvent>  
</Discipline>
```

### 2.2.2.5 Message Sort

The message is sorted by Participant @Code

## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
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)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only  N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team



<b>Element: Team (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
			If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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

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

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



Element: Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
Type	Code	Pos	Description	
ENTRY	UNIFORM	Numeric 0	Pos Description: Send 1,2 or 3 to indicate the number of the 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	O	S(25)	Shirt Colour
ENTRY	SHORTS	Numeric 0	Pos Description: Send 1,2 or 3 to indicate the number of the shorts/skirts  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(25)	Shorts/Skirts Colour
ENTRY	SOCKS	Numeric 0	Pos Description: Send 1,2 or 3 to indicate the number of the socks  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(25)	Socks Colour
ENTRY	UNIFORM_GK	Numeric 0	Pos Description: Send 1,2 or 3 to indicate the number of the 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	O	S(25)	Goalkeeper's Shirt Colour



Element: Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.			
Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric #0	The position in which the team is seeded for the competition.
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(1)	Team's Preliminary Group

**Sample (General)**

```

<Team Code="HOCMTEAM11----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
  ....
</Composition>
  <TeamOfficials>
    <Official Code="7380748" Function="TM_MGR" />
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="SI_MGR" />
    <Official Code="7380753" Function="DOCTOR" />
    <Official Code="7380754" Function="PHYSIO" />
  </TeamOfficials>
  <Discipline Code="HOC-----" >
    <RegisteredEvent Event="HOCMTEAM11-----" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
    ....
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>

```



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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 in HOC	Not used in HOC
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period ) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at



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

### 2.2.4.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Beginning of each period. Remove when official.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	SC @Period
	<b>Description</b>		Send current period
STATS	ACP	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
	<b>Description</b>		Attack Circle Penetration
STATS	VTR	N/A	Element Expected: Always, if the information is available



<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric #0	Total Video Team Referral
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: Always, if the information is available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	R		
Pos	N/A	N/A	
Value	Numeric #0	Refused video referrals	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: Always, if the information is available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	U		
Pos	N/A	N/A	
Value	Numeric #0	Upheld video referrals	
STATS	SUB	N/A	Element Expected: Always, if the information is available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric #0	Number of Substitutions
STATS	PC	N/A	Element Expected: Always, if the information is available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ###0	Penalty Corners



Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	String	Numeric ##0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem may be: FG, PC, PTY, FG_GK, PC_GK, PTY_GK, GC, YC and RC.  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	O	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute

**Sample (General)**

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="H1" />
  <ExtendedInfo Type="DISPLAY" Code="PC" Pos="1" Value="2518090" />
</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



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

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

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

<b>Element: Officials /Official /ExtOfficial (0,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
EO	UNIFORM	N/A	Element Expected: When it is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	String
			Shirt Colour of the official



**Sample (General)**

```

...
<Officials>
  <Official Code="1138266" Function="UM" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
    <ExtOfficial Type="EO" Code="UNIFORM" Value="Yellow" />
  </Official>
  <Official Code="1105079" Function="UM" Order="2">
    <Description GivenName="Ann" FamilyName="Jones" Gender="F" Organisation="ESP" />
    <ExtOfficial Type="EO" Code="UNIFORM" Value="Yellow" />
  </Official>
...
</Officials>
...

```

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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period. Excluding goals scored at SOC
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period. Excluding goals scored at SOC
HomePeriodScore	O	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	O	Numeric #0	Score of the second named competitor just for each period.

Element: Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team for the particular event unit.



<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>
IRM	O	SC @IRM	IRM of the Team for the particular event unit  Send just in the case @ResultType both Points and IRM (see codes section)
WLT	O	SC @WLT	The code whether a competitor won, lost or tied.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit

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

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

<b>Element: Result /Competitor /Coaches /Coach (1,N)</b>			
<b>Competitor's Coach</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	1-- Function (as per sample: manager, coach, stand-in manager, doctor, physiotherapist)
Function	M	CC @ResultsFunction	Coach function



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

<b>Element: Result /Competitor /EventUnitEntry (0,N)</b>			
<b>For team event information</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
EUE	HOME_AWAY	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	SC @Home
EUE	UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour.  Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	String
EUE	SHORTS	N/A	Element Expected: If it is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	String
EUE	SOCKS	N/A	Element Expected: If it is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	String
EUE	UNIFORM_GK	N/A	Element Expected: If it is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	String





**Sample (General)**

```
....
<Competitor Code="HOCWTEAM11----RSA01" Type="T" Organisation="RSA">
  <Description TeamName="South Africa"/>
  <Coaches>
    <Coach Code="1098910" Function="MGR" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="F" Nationality="RSA" />
    </Coach>
    <Coach Code="1161886" Function="COACH" Order="2">
      <Description GivenName="Ann" FamilyName="Jones" Gender="F" Nationality="AUT" />
    </Coach>
    <Coach Code="1104950" Function="AST_COA" Order="3">
      <Description GivenName="Jack" FamilyName="Spratt" Gender="M" Nationality="USA" />
    </Coach>
  </Coaches>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Red" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="White" />
  <EventUnitEntry Type="EUE" Code="SOCKS" Value="Red" />
....
```

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	TOTAL FG PC PTY	SC @Period	Code Description: TOTAL: Total Goals/ Shots & Conversion Percentage FG: Field goals/shots PC: Penalty corner goals/shots PTY: Penalty stroke goals/shots  Pos Description: Send proposed pos  Element Expected: Always, if the information is available, shots and goals must always be sent at the same time
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	N/A
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available, shots and goals must always be sent at the same time</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	GOAL	
	Pos	N/A	N/A



Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
Value	Numeric ###0	Goals	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available, shots and goals must always be sent at the same time			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Total Conversion percentage Send only for TOTAL	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available, shots and goals must always be sent at the same time			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT		
Pos	N/A	N/A	
Value	Numeric ###0	Shots	
ST	TOTAL_GK FG_GK PC_GK PTY_GK	N/A	Code Descriptio n: TOTAL_G K: Total Saves/ Shots & Conversion Percentage FG_GK: Field saves /shots PC_GK: Penalty corner saves /shots PTY_GK: Penalty stroke saves /shots  Element Expected: Always, if the information is available, saves and shots must always be sent at the same time
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	N/A	Do not send anything
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available, saves and shots must always be sent at the same time			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Total Conversion percentage Send only for TOTAL_GK	
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available, saves and shots must always be sent at the same time			



Element: Result /Competitor /StatsItems /StatsItem (1,N)					
Type	Code	Pos	Description		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
	Code	SAVE			
	Pos	N/A	N/A		
	Value	Numeric ###0	Saves		
	<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
	<b>Expected: Always, if the information is available, saves and shots must always be sent at the same time</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
	Code	SHOT			
	Pos	N/A	N/A		
	Value	Numeric ###0	Shots		
ST	GC	SC@Period	Pos Description: Send proposed pos  Element Expected: Always, if the information is available		
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
	Value	O	Numeric #0	Total Green Cards	
	ST	YC	SC@Period	Pos Description: Send proposed pos  Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
	Value	O	Numeric #0	Total Yellow Cards	
ST	RC	SC@Period	Pos Description: Send proposed pos  Element Expected: Always, if the information is available		
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
	Value	O	Numeric #0	Total Red Cards	
ST	GC_GK	N/A	Element Expected: Always, if the information is available		



Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Green Cards Goalkeeper
ST	YC_GK	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Yellow Cards Goalkeeper
ST	RC_GK	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Red Cards Goalkeeper
ST		MINS	SC @Period	Pos Description: Send proposed code  Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Minutes Played
ST	POSSESS	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Possession in %
ST	ACP	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Attack Circle Penetration
ST	VTR	N/A	Element Expected: Always, if the information is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Video Team Referral
<b>Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat</b>				



<b>Element: Result /Competitor /StatsItems /StatsItem (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
<b>Expected: Always, if the information is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	R		
Pos	N/A	N/A	
Value	Numeric #0	Refused video referrals	
<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	U		
Pos	N/A	N/A	
Value	Numeric #0	Upheld video referrals	
ST	SUB	N/A	Element Expected: Always, if the information is available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric #0	Number of Substitutions



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**Sample (General)**



```
<StatsItems>
  <StatsItem Type="ST" Code="TOTAL" Pos="TOT">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="5" />
    <ExtendedStat Code="PERCENT" Value="20" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG" Pos="TOT">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="4" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTY" Pos="TOT">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
  </StatsItem>
  <StatsItem Type="ST" Code="TOTAL_GK">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
    <ExtendedStat Code="PERCENT" Value="100" />
  </StatsItem>
  <StatsItem Type="ST" Code="MINS" Pos="TOT" Value="70" />
  <StatsItem Type="ST" Code="POSSESS" Value="23:35" />
  <StatsItem Type="ST" Code="ACP" Value="22" />
  <StatsItem Type="ST" Code="VTR" Value="2">
    <ExtendedStat Code="U" Value="1" />
    <ExtendedStat Code="R" Value="1" />
  </StatsItem>
  <StatsItem Type="ST" Code="SUB" Value="40" />
  <StatsItem Type="ST" Code="TOTAL" Pos="H1">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="1" />
    <ExtendedStat Code="PERCENT" Value="0" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG" Pos="H1">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="1" />
  </StatsItem>
  <StatsItem Type="ST" Code="TOTAL_GK">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
    <ExtendedStat Code="PERCENT" Value="100" />
  </StatsItem>
  <StatsItem Type="ST" Code="MINS" Pos="H1" Value="35" />
  <StatsItem Type="ST" Code="TOTAL" Pos="H2">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="4" />
    <ExtendedStat Code="PERCENT" Value="25" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG" Pos="H2">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="3" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTY" Pos="H2">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
  </StatsItem>
  <StatsItem Type="ST" Code="MINS" Pos="2" Value="35" />
</StatsItems>
```



<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort.  During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
StartSortOrder	M	Numeric	Order the competitor should appear in the Start List. Start with starters, substitutes and then suspended.
Bib	M	S(2)	Shirt number

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





Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	STATUS	N/A	Element Expected: Send just for those suspended players	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" only if the player is captain
EUE	STARTER	N/A	Element Expected: Send just for those Starter players	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" if the competitor is a Starter
EUE	POSITION	N/A	Element Expected: As soon as it is known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Position	Position of the player in the team.

**Sample (General)**

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



Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	TOTAL FG PC PTY	N/A	Code Description: TOTAL: Total Goals/ Shots & Conversion Percentage FG: Field goals/shots PC: Penalty corner goals/shots PTY: Penalty stroke goals/shots  Element Expected: Always, if the information is available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	N/A	N/A
<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	GOAL		
Pos	N/A	Do not send anything	
Value	Numeric #0	Goals	
<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	PERCENT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Conversion percentage (%) Send only for TOTAL	
<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	SHOT		
Pos	N/A	Do not send anything	
Value	Numeric #0	Shots	
ST	TOTAL_GK FG_GK PC_GK PTY_GK	N/A	Code Description: TOTAL_GK: Total Saves/ Shots & Conversion Percentage FG_GK: Field saves/shots PC_GK: Penalty corner saves/shots PTY_GK: Penalty stroke saves/shots



Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
			Element Expected: Always, if the information is available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	N/A	N/A
<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	PERCENT		
Pos	N/A	N/A	
Value	Numeric ##0	Conversion percentage (%) Send only for TOTAL_GK	
<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	SAVE		
Pos	N/A	N/A	
Value	Numeric #0	Saves	
<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	SHOT		
Pos	N/A	N/A	
Value	Numeric #0	Shots	
ST	GC	N/A	Element Expected: Always, if the information is available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric #0	Green Cards
ST	YC	N/A	Element Expected: Always, if the information is available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric #0	Yellow Cards



Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	RC	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
ST	MINS	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0

**Sample (General)**

```

<StatsItems>
  <StatsItem Type="ST" Code="TOTAL">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="4" />
    <ExtendedStat Code="PERCENT" Value="25" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG">
    <ExtendedStat Code="GOAL" Value="0" />
    <ExtendedStat Code="SHOT" Value="3" />
  </StatsItem>
  <StatsItem Type="ST" Code="PTY">
    <ExtendedStat Code="GOAL" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
  </StatsItem>
  <StatsItem Type="ST" Code="MINS" Value="66" />
</StatsItems>

```

**2.2.4.5 Message Sort**

Sort by Result @SortOrder

## 2.2.5 Play by Play

### 2.2.5.1 Description

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

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. (Q1, Q2, Q3, Q4 and PSO)  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 every action
- After each period (half).
- After extra time and shoot-out (if any).
- 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
PId	O	S(36)	If this is a related action then the ID of the original action appear here.
Period	M	SC @Period	Period within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	SC @Action	Actions in the game, Send one action code The first action of each period should always be 'STARTP'. For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN).
When	O	m:ss or mm+	Time in minutes and seconds in which the action occurred. Show "+" on time of match for additional time Remove leading zeros.
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric #0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric #0	Total Away Score of the game after the action Send if there is a score change for either team
SO_H	O	Numeric #0	Home Score in penalty shootout
SO_A	O	Numeric #0	Away Score in penalty shootout



<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.
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.

<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 (General)

```
<Action Id="123456" Period="Q1" Order="3" Action="SHOT" When="2:14" Result="GOAL" ScoreH="0"
ScoreA="1" >
  <Competitor Code="HOCWTEAM11----SA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA"
BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

### 2.2.5.5 Message Sort

Actions /Action @Order

## 2.2.6 Current Information

### 2.2.6.1 Description

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

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



### 2.2.6.3 Trigger and Frequency

- At the start and end of every period (to start/stop clock)
- Immediately after every change in the score including penalty shots.
- Every time the clock starts and stops
- During play i.e. after start and not during breaks in play, every 5 minutes after the last DT\_CURRENT message when there is no other activity triggering this message.

### 2.2.6.4 Message Values

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

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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.



### Sample (General)

```
<Competition>  
  <Clock Period="Q2" Time="1:34" Running="Y" />  
  <Periods Home="HOCWTEAM11---RSA01" Away="HOCWTEAM11----NZL01" >  
    <Period Code="Q1" AwayPeriodScore="3" HomePeriodScore="0" AwayScore="3" HomeScore="0"/>  
    <Period Code="Q2" AwayPeriodScore="1" HomePeriodScore="1" AwayScore="4" HomeScore="1"/>  
  </Periods>  
</Competition>
```

### 2.2.6.5 Message Sort

Sort by Period @Code.

## 2.2.7 Pool Standings

### 2.2.7.1 Description

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

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

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



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

### 2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

### 2.2.7.4 Message Values

Element: ExtendedInfos /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 (games) to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units (games) 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 equaled else do not send.
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric Or S(8)	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. In case of DSQ, send "5-0, DSQ" or "0-5, DSQ". In case of WD, send "5-0, WD" or "0-5, WD".
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Tied	O	Numeric #0	Number of games tied by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group. Send 0 if the team has not played.
For	O	Numeric #0	Total number of goals for. Do not send if the team has not played.
Against	O	Numeric #0	Total number of goals against. Do not send if the team has not played.



**Element: Result (1,N)**

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

Attribute	M/O	Value	Description
Diff	O	Numeric #0 or -Numeric -#0	Goals difference, between goals for and goals against. Do not send if the team has not played.

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

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

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

Competitors extended information.

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

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

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

Type	Code	Pos	Description
T for team	S(20) with no leading zeroes	Numeric	Code Description: Competitor ID or TBD if unknown  Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor.  Element Expected: Always
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Organisation	M	CC @Organisation	Competitors' organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if





				the data is available.
Unit	O	CC @Unit		Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)		Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)		Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

**Element: Result /Competitor /Opponent /Description (0,1)**  
**Competitors extended information.**

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

**Sample (General)**

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="3"
Against="3" Diff="0">
  <Competitor Code="HOCMTEAM11----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="HOCMTEAM11----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Unit="HOCMTEAM11-----GPA-000200--" HomeAway="H" Result="2:0">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="HOCMTEAM11----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" Unit="HOCMTEAM11-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="HOCMTEAM11----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Unit="HOCMTEAM11-----GPA-000500--" HomeAway="A" Result="1:3">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

### 2.2.7.5 Message Sort

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

## 2.2.8 Brackets

### 2.2.8.1 Description

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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



Attribute	Value	Comment
		was produced.
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.8.3 Trigger and Frequency

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

### 2.2.8.4 Message Values

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

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

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)	Fill when match is complete, filled and formatted in the same format as in ORIS. If the match is cancelled, "Cancelled" should be sent.

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)</b>			
- If the competitors are known, this element is used to place the competitors in the bracket.			
- If they are not yet known, it contains some information (on the rule to access to this bracket...)			
<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	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 (General)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="HOCWTEAM11--
-----SFNLO00100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="HOCWTEAM11----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="HOCWTEAM11----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL">
```

### 2.2.8.5 Message Sort

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

## 2.2.9 Image

### 2.2.9.1 Description

The 'Image message' is a message containing an image or images file(s) in .png format (for uniforms) encapsulated in a XML message.

In hockey it is used to send the images of the team uniforms.

### 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	Competitor ID	Competitor ID of the team, for example HOCMTEAM11--CAN01
DocumentSubcode	N/A	Not used
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send UNIFORM
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



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

### 2.2.9.3 Trigger and Frequency

Trigger when available and after any change.

### 2.2.9.4 Message Values

Element: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as the differentiator for multiple images in the message. It is used for each uniform included. NOTE: The values used here MUST match the Pos values used in DT_PARTIC_TEAMS Team /Discipline /RegisteredEvent /EventEntry @ENTRY/UNIFORM so the colour description and image are aligned.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, use png
Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a png file)

### Sample





```
<Image Pos="1" Version="1" Revision="0" ImageType="png" >  
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>  
</Image>  
<Image Pos="2" Version="1" Revision="0" ImageType="png" >  
  <ImageData>/9j/4AAAdddRgABAQEAAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>  
</Image>  
...
```

### 2.2.9.5 Message Sort

Sort by Competition /Image /Pos.

## 2.2.10 Statistics

### 2.2.10.1 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.

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	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, TOU or 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.  TOU: For Tournament statistics (like Tournaments Total statistics)  IND_RANKING: Ranking of individual tournament statistics, for the best athletes.
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.

### 2.2.10.3 Trigger and Frequency

After each match



## 2.2.10.4 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 after at least one unit is complete for 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: Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed

Element: Stats /StatsItems /StatsItem (1,N) Statistics for the event unit / phase or event-- depending on the header DocumentCode.			
Type	Code	Pos	Description
ST	TOTAL FG PC PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ###0
			<b>Description</b>
			Send the total number of Goals, Field Goals, Penalty Corners (PC), Penalty Strokes (PTY).



<b>Element: Stats /StatsItems /StatsItem (1,N)</b>			
<b>Statistics for the event unit / phase or event-- depending on the header DocumentCode.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	GC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
ST	YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
ST	RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
ST	VTR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	R	
	Pos	N/A	N/A
	Value	Numeric #0	Total Video Team Referral Refused
<b>Sub Element: Stats /StatsItems /StatsItem /ExtendedStat</b>			
<b>Expected: Always, if the information is available for the DocumentSubtype=TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	U	
	Pos	N/A	N/A



Element: Stats /StatsItems /StatsItem (1,N)				
Statistics for the event unit / phase or event-- depending on the header DocumentCode.				
Type	Code	Pos	Description	
Value	Numeric #0	Total Video Team Referral Upheld		
ST	SUB	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU	
Attribute	M/O	Value	Description	
Value	O	Numeric #0	Number of Substitutions	

**Sample (General)**

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="TOTAL" Value="185"/>
    <StatsItem Type="ST" Code="FG" Value="109" />
    <StatsItem Type="ST" Code="PC" Value="69" />
    <StatsItem Type="ST" Code="PTY" Value="7" />
    <StatsItem Type="ST" Code="GC" Value="82" />
    <StatsItem Type="ST" Code="YC" Value="26" />
  ...
  </StatsItems>
</Stats>
```

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

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



Element: Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitor's rules.				
Type	Code	Pos	Description	
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Matches Played
ST	IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @IRM	IRM code (Disqualification indicator)
ST	TOTAL FG PC PTY	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.  Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	Send total number of goals, Field Goals (FG), Penalty Corner (PC), Penalty Strokes (PTY).
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected: Always, if the information is available for the DocumentSubtype=CUM				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOT		
	Pos	Numeric #	Send 1 only for Against, do not send for current team.	
	Value	Numeric ###0	Send number of total shots, Field Goals shots (FG), Penalty Corner shots (PC) and Penalty Strokes shots (PTY).	
ST	GC	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.  Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Team competitor's stats item, according to competitor's rules.				
Type	Code	Pos	Description	
	Value	O	Numeric #0	Total Green Cards
ST		YC	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.  Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Yellow Cards
ST		RC	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.  Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Red Cards
ST		TOTAL_GK FG_GK PC_GK PTY_GK	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.  Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	Send number of total goals, Field Goals (FG_GK), Penalty Corner (PC_GK) and Penalty Strokes (PTY_GK) saved/ shots on goal Goalkeeper.
<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	SAVE		
	Pos	Numeric	Send 1 only for Against, do not send for current team.	





Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Team competitor's stats item, according to competitor's rules.				
Type	Code	Pos	Description	
	#			
Value	Numeric ####0		Send number of total goals, Field Goals (FG_GK), Penalty Corner (PC_GK) and Penalty Strokes (PTY_GK) saved/ shots on goal Goalkeeper.	
<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	SHOT			
Pos	Numeric #	Send 1 only for Against, do not send for current team.		
Value	Numeric ####0	Send number of total goals, Field Goals (FG_GK), Penalty Corner (PC_GK) and Penalty Strokes (PTY_GK) saved/ shots on goal Goalkeeper.		
ST	GC_GK	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.  Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ####0	Total Green Cards Goalkeeper
ST	YC_GK	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.  Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Yellow Cards Goalkeeper
ST	RC_GK	Numeric #	Pos Description: Send 1 only for Against, do not send for current team.  Element Expected:	



Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Team competitor's stats item, according to competitor's rules.				
Type	Code	Pos	Description	
			Always, if the information is available for the DocumentSubtype=CUM	
Attribute	M/O	Value	Description	
Value	O	Numeric #0	Total Red Cards Goalkeeper	

**Sample (General)**

```

<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="7" />
  <StatsItem Type="ST" Code="TOTAL" Value="20" />
  <StatsItem Type="ST" Code="FG" Value="15" />
  <StatsItem Type="ST" Code="PTY" Value="5" />
  <StatsItem Type="ST" Code="TOTAL" Pos="1" Value="14" />
  <StatsItem Type="ST" Code="FG" Pos="1" Value="8" />
  <StatsItem Type="ST" Code="PTY" Pos="1" Value="6" />
  <StatsItem Type="ST" Code="GC" Value="9" />
  <StatsItem Type="ST" Code="GC" Pos="1" Value="3" />
  <StatsItem Type="ST" Code="YC" Pos="1" Value="1" />
  <StatsItem Type="ST" Code="TOTAL_GK">
    <ExtendedStat Code="SAVES" Value="35" />
    <ExtendedStat Code="SHOTS" Value="49" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG_GK">
    <ExtendedStat Code="SAVE" Value="27" />
    <ExtendedStat Code="SHOT" Value="35" />
  </StatsItem>
  <StatsItem Type="ST" Code="TOTAL_GK" Pos="1" >
    <ExtendedStat Code="SAVE" Value="47" />
    <ExtendedStat Code="SHOT" Value="67" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG_GK" Pos="1" >
    <ExtendedStat Code="SAVE" Value="39" />
    <ExtendedStat Code="SHOT" Value="54" />
  </StatsItem>
</StatsItems>

```



Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order: Within the team the players are sorted: For each player: 1-- Goals per game (average) 2-- Games played 3-- Minutes per game 4-- Shirt number or disqualification identification 5-- Family name 6-- Given name; sort disqualified players to the bottom of the list

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)				
Team member's stats item				
Type	Code	Pos	Description	
ST	OPPONENT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	
	Value	O	CC @Organisation	Send the NOC of the opponent competitor
	<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	STARTER		
Pos	N/A	N/A		
Value	SC @StartingCode		Send the proposed Code if the player was a starter	



<b>Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)</b>				
<b>Team member's stats item</b>				
Type	Code	Pos	Description	
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Total Matches Played
ST	STATUS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @IRM	IRM code (disqualification code)
ST	TOTAL FG PC PTY	N/A	Code Description: TOTAL: Total goals/shots FG: Field goals/shots PC: Penalty corners goals/shots PTY: Penalty strokes goals/shots  Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	N/A	N/A
	Rank	O	Numeric ###0	Rank of the competitor
	RankEqual	O	S(1)	Send Y where Rank is Equaled else not sent.
	SortOrder	O	Numeric ###0	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	GOAL		
	Pos	N/A	N/A	
	Value	Numeric ###0	Goals	



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Team member's stats item			
Type	Code	Pos	Description
<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	SHOT		
Pos	N/A	N/A	
Value	Numeric ###0	Shots	
ST	TOTAL_GK FG_GK PC_GK PTY_GK GK	N/A	Code Description: TOTAL_GK: Total GK saves/shots FG_GK: Field goal GK saves/shots PC_GK: Penalty corner GK saves/shots PTY_GK: Penalty stroke GK saves/shots  Element Expected: Always, if the information is available for the DocumentSubtype=CUM
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	N/A	N/A
<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	SAVE		
Pos	N/A	N/A	
Value	Numeric ###0	Saved	
<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	SHOT		
Pos	N/A	N/A	
Value	Numeric ###0	Shots at goal	
ST	CARDS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Team member's stats item				
Type	Code	Pos	Description	
Value	O	N/A	N/A	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype= CUM</b>				
Attribute	Value	Description		
Code	GC YC RC			
Pos	N/A	N/A		
Value	Numeric #0	Total Green, Yellow and Red Cards		

**Sample (General)**

```

<Athlete ...>
...
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="7"/>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOCMTEAM11----BEL01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOM400KOR01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
    ....
    </StatsItem>
    <StatsItem Type="ST" Code="OPPONENT" Value="HOCMTEAM11----NED01">
      <ExtendedStat Code="STARTER" Value="X" />
    </StatsItem>
    <StatsItem Type="ST" Code="TOTAL" Value="1" />
    <StatsItem Type="ST" Code="PC" Value="1" />
    <StatsItem Type="ST" Code="CARDS">
      <ExtendedStat Code="GC" Value="1" />
    </StatsItem>
  </StatsItems>
</Athlete>

```

**2.2.10.5 Message Sort**

Sort according to the @Order attributes.

## 2.2.11 Event Final Ranking

### 2.2.11.1 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.

### 2.2.11.2 Header Values

The following table describes the message header attributes.

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

### 2.2.11.3 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.

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

<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	T	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



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team
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" Tied="0" >
  <Competitor Code="HOCMTEAM11----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

### 2.2.11.5 Message Sort

Sort by Result @SortOrder

## 2.2.12 Event Unit Weather Conditions

### 2.2.12.1 Description

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

### 2.2.12.2 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.

### 2.2.12.3 Trigger and Frequency

At least one (1) hour before the match.



## 2.2.12.4 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 /Temperature (0,N) Send with three different @Code in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	AIR	Air
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 "")

## 2.2.12.5 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	15 October 2016	First version
v1.1	23 November 2016	Updated
V1.2	9 January 2017	Updated with feedback
V1.3	2 March 2017	Updated
V1.4	24 March 2017	Updated
V1.5	1 August 2017	Updated
V1.6	25 August 2017	Updated
V1.7	4 December 2017	Updated
V1.8	20 February 2018	Updated
V1.9	22 April 2018	Updated
V2.0	8 August 2018	Updated
V2.1	25 October 2018	Updated

**File Reference:** ODF R-SOG-2020-HOC V2.1 APP

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
v1.1	SFR	DT_RESULTS: Remove PreviousResults DT_CURRENT: Remove Results element to remove some redundancy and minimize the message.
V1.2	SFA	DT_STATS: Clarified when the match information is sent in ExtendedInfos
V1.3	APP	DT_RESULT: Remove StartListMod from the header DT_POOL_STANDING: Remove DocumentSubtype from the header
V1.4	APP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription
V1.5	APP	Added Youth OG
V1.6	APP	DT_BRACKETS: Typo correction "Cancelled"
V1.7	APP	DT_STATS: Add goals data in IND_RANKING message.
V1.8	APP	DT_PARTIC: Updated to add Passport names (CR15219) Minor typographical corrections
V1.9	APP	DT_PLAY_BY_PLAY: Add Pid for consistency with other sports.



Change Log		
Version	Status	Changes in version
V2.0	SFA	DT_PLAY_BY_PLAY: Updated to send by Period Removed references to YOG & Commonwealth Games 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	Add DT_IMAGE DT_RESULT: Add Pos for EUE/UNIFORM DT_PARTIC_TEAMS: Add the possibility of three uniform colours. DT_STATS: In Stats /Competitor /StatsItems /StatsItem remove the extension GOALS for teams as it is redundant. Editorial improvements without changing the meaning.