OLYMPIC DATA FEED

ODF Rugby Sevens Data Dictionary
Tokyo 2020 - Games of the XXXII Olympiad
Technology and Information Department
© International Olympic Committee

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 2018 Commonwealth Games

This document is to be applied for the 2018 Commonwealth Games. All included concepts are applied.

1.5 Glossary

The following abbreviations are used in this document.

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

1.6 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents

Document Title	Document Description
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 rugby sevens.

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	

Message Type	Message Name	Message extended
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

Competition schedule update:

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

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

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

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

2.2.1.2 Header Values

The following table describes the message header attributes.

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

2.2.1.3 Trigger and Frequency

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

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message

including the addition of start list details (H2H).

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

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

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

2.2.1.4 Message Values

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

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

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

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	Full RSC for the unit	
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(6)	Match Number
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	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. This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Example: 2006-02-26T10:00:00+01:00

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
HideStartDate	O	S(1)	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. 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'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. 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.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
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.

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element: Competition /Unit /StartText (0,N) **This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.**			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

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

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

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

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

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

2.2.1.5 Message Sort

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

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

2.2.2.1 Description

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

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

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

2.2.2.3 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	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. 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. 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.
Parent	M	S(20) with no leading zeroes	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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1) **All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

Element: Participant /Discipline /RegisteredEvent (0,N) **All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Event	M	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.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type		Code	Pos	Description
ENTRY		POSITION	N/A	Element Expected:
	Attribute	**M/O**	**Value**	**Description**
	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).
	Attribute	**M/O**	**Value**	**Description**
	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).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Club City
ENTRY		INTERNAT_TOU_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	International tournaments played
ENTRY		CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" in case the participant is a captain else do not send.

Element: Participant /OfficialFunction (0,N) Send if the official has optional functions. Do not send, otherwise.			
Attribute	M/O	Value	Description
FunctionId	M	CC @ResultsFunction	Additional officials' function code

Sample

```
<Discipline Code="RUG------------------------------" IFId="203258" >
        <RegisteredEvent Event="RUGMTEAM7-------------------------" >
                <EventEntry Type="ENTRY" Code="POSITION" Value="B" />
                <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />
                <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />
                <EventEntry Type="ENTRY" Code="INTERNAT_TOU_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(s) 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)

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

Element: Team /Composition /Athlete (0,N) In the case of current teams the number of athletes is 2 or more.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	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

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

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

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

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
	Type	**Code**	**Pos**	**Description**
	ENTRY	UNIFORM	Numeric 0	Pos Description: Send 1, 2 to indicate the number of the shirt: 1- Primary 2-Alternate. Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Shirt Colour
	ENTRY	SHORTS	Numeric 0	Pos Description: Send 1, 2 to indicate the number of the short: 1- Primary 2-Alternate. Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Shorts Colour
	ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	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).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Team's Preliminary Group

Sample

```
<Team Code="RUGMTEAM7-----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="COACH"/>
        <Official Code="7380750" Function="PHYSIO"/>
    </TeamOfficials>
    <Discipline Code="RU" >
        <RegisteredEvent Event=" RUGMTEAM7-------------------------" >
            <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>
```

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.4.3 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: During Match only.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @Period	Send current period.
DISPLAY		String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor

				/Composition /Athlete /StatsItems /StatItem. May be: CONV, PTY, DROP, PTRY Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20)	Send the competitor ID of the athlete or team who was updated
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: When applicable (for PTRY) and only when the unit is LIVE. Send multiple if applicable**			
	Attribute	**Value**	**Description**	
	Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /StatsItems /StatItem. May be: PTS. Only applies to PTRY	
	Pos	N/A	N/A	
	Value	S(1)	Send "Y"	

Sample

```
<ExtendedInfos>
    <UnitDateTime StartDate="2016-07-25T17:00:00+01:00" />
    <ExtendedInfo Type="UI" Code="PERIOD" Value="H2" />
    <ExtendedInfo Type="DISPLAY" Code="CONV" 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

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

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code

VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes
Attendance	O	Numeric	Total attendance (do not send if unknown)

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send the officials (1 Referee, 2 Assistant Referees and 2 In-Goal Judges) according to the codes
Order	M	Numeric	Send by Order as on official score sheet

Element: Officials /Official /Description (1,1)
Officials extended information.

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

Element: Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Competitor code of the home competitor. Must be sent if known
Away	M	S(20) with no leading zeroes	Competitor code of the away competitor. Must be sent if known

Element: Periods /Period (1,N)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
HomePeriodScore	O	Numeric	Score of the first named competitor in the period.

		#0	
AwayPeriodScore	O	Numeric #0	Score of the second named competitor in the 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.
IRM	O	SC @IRM	IRM of the Team for the particular event unit Only send in the case @ResultType both Points and IRM
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

Element: Result /Competitor (1,1)
Competitor related to the result of one event unit.

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

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

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

Element: Result /Competitor /Coaches /Coach (1,N) Competitor's Coach			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Order of the officials sent
Function	M	CC @ResultsFunction	Official function

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

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

Sample

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
<EventUnitEntry Type="EUE" Code="SHORTS" Value="Blue" />
```

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
	Type	**Code**	**Pos**	**Description**
ST		PTS	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Points scored
ST		TRY	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Tries made
ST		CONV	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Conversions made
	Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Conversion Attempts	
ST		DROP	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Drop goals
	Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Drop Attempts	
ST		PTY	N/A	Element Expected: Always, if the information is available.

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
	Type	**Code**	**Pos**	**Description**
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Penalty goals
	Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Penalty Goal Attempts	
ST		PTRY	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Penalty Tries
	Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.			
	Attribute	**Value**	**Description**	
	Code	PTS		
	Pos	N/A	N/A	
	Value	Numeric #0	Penalty Tries Points	
ST		YC	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Red Cards

Sample

```
<StatsItems>
    <StatsItem Type="ST" Code="PTS" Value="14" />
    <StatsItem Type="ST" Code="TRY" Value="2" />
    <StatsItem Type="ST" Code="CONV" Value="1" />
        <ExtendedStat Code="ATT" Value="2" />
    <StatsItem Type="ST" Code="DROP" Value="2">
        <ExtendedStat Code="ATT" Value="2" />
    <StatsItem Type="ST" Code="PTY" Value="1" />
        <ExtendedStat Code="ATT" Value="1" />
</StatsItems>
```

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

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type		Code	Pos	Description
EUE		STATUS	N/A	Element Expected: Send just for those suspended players
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @AthleteStatus	Send "SUSPEND" if the player is suspended
EUE		CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" only if the player is captain
EUE		STARTER	N/A	Element Expected: Send just for those Starter players
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" if the competitor is a Starter
EUE		POSITION	N/A	Element Expected: Send just for the starting players.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	CC @Position	Position for the starting players

Sample

```
<Athlete Code="1125142" Bib="8" Order="4">
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA"
BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="B" />
        <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		PTS	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Points scored
ST		TRY	N/A	Element Expected: Always, if the information is available.

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
	Type	**Code**	**Pos**	**Description**
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Tries made
ST		CONV	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Conversions made
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Conversion Attempts	
ST		DROP	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Drop goals
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Drop Attempts			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Always, if the information is available.	
ST		PTY	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Penalty goals
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.			
	Attribute	**Value**	**Description**	
	Code	ATT		

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
	Type	**Code**	**Pos**	**Description**
	Pos	N/A	N/A	
	Value	Numeric #0	Penalty Goal Attempts	
ST		YC	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Red Cards
ST		MINS	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Minutes Played

Sample

```
<StatsItems>
    <StatsItem Type="ST" Code="PTS" Value="14" />
    <StatsItem Type="ST" Code="TRY" Value="2" />
    <StatsItem Type="ST" Code="CONV" Value="1" />
        <ExtendedStat Code="ATT" Value="2" />
    <StatsItem Type="ST" Code="DROP" Value="2">
        <ExtendedStat Code="ATT" Value="2" />
    <StatsItem Type="ST" Code="PTY" Value="1" />
        <ExtendedStat Code="ATT" Value="1" />
    <StatsItem Type="ST" Code="MINS" Value="90" />
</StatsItems>
```

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	Not used	Not used
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send “ACTION”
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.5.3 Trigger and Frequency

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

2.2.5.4 Message Values

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

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

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

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

Element: Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC @Period	Period within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	SC @Action	Actions in the game, Send one action code
ActionDesc	O	S(200)	Text information related to the action (in ENG)
When	O	mm:ss	Time in minutes and seconds in which the action occurred. Do not send leading zero.
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric ##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric ##0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	Numeric ##0	Lead of the home team. Difference between the numbers of goals for the Home Team. Use + for home team lead, and - for visitor team lead. Send if there is a score change for either team.
LeadA	O	Numeric ##0	Lead of the away team. Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead. Send if there is a score change for either team.

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

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

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

Sample

```
<Action Id="123456" Period="H1" Order="3" Action="TRY" When="2:00" ScoreH="0" ScoreA="5" LeadH="-5" LeadA="+5" Text="Text example"" >
    <Competitor Code="RUGWTEAM7-----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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 Trigger and Frequency

- At the start and end of every period (to start/stop clock)
- Immediately after every change in the score including penalties.
- Every time the clock starts and stops
- During play i.e. after start and not during breaks in play, every 2 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's code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.

Sample (General)

```
<Competition Code="OG2020">
    <Clock Period="Q2" Time="1:34" Running="Y" />
    <Periods Home="RUGWTEAM7----RSA01" Away="RUGWTEAM7-----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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

2.2.7.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
	Type	**Code**	**Pos**	**Description**
UI		LAST_UNIT	N/A	Element Expected: After at least one unit is complete.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Unit	Send the full RSC of the most recently unit made official for the pool included in this message.
UI		UNITS_TOTAL	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total number of units (games) to be played in the pool included in the message.
UI		UNITS_COMPLETE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total number of units (games) which are official in the pool included in this message.

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

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N) For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group (or all groups depending on the group)
Result	O	Numeric or "CANCELLED"	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. In case of overall group, do not send for the top 6 seeding places. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group
Lost	O	Numeric #0	Number of games lost by the team in the group
Tied	O	Numeric #0	Number of games tied by the team in the group
Played	O	Numeric #0	Number of games played by the team in the group
For	O	Numeric ##0	Total number of points for In case of overall group, do not send for the top 6 seeding places.
Against	O	Numeric ##0	Total number of points against
Diff	O	Numeric +/- ##0	Difference of points for/against In case of overall group, do not send for the top 6 seeding places.

Element: Result /ExtendedResults /ExtendedResult (1,N) Team competitor's extended results, according to competitors' rules.				
	Type	**Code**	**Pos**	**Description**
ER		SUB_RES	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	N/A	N/A
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: If available. In case of overall group, do not send for the top 6 seeding places.**			
	Attribute	**Value**	**Description**	
	Code	DIFF		
	Pos	N/A	N/A	
	Value	Numeric +/-#0	Difference of tries for/against	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: If available**			
	Attribute	**Value**	**Description**	
	Code	LOST		
	Pos	N/A	N/A	
	Value	Numeric #0	Total number of tries against	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: If available** **In case of overall group, do not send for the top 6 seeding places.**			
	Attribute	**Value**	**Description**	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric #0	Total number of tries for	

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

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

Sample

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="0" Tied="1" Lost="1" For="24" Against="46" Diff="-22">
    <Competitor Code=" RUGMTEAM7-----EGY01" Type="T" Organisation="EGY">
        <Description TeamName="Egypt"/>
        <ExtendedResults>
            <ExtendedResult Type="ER" Code="SUB_RES">
                    <Extension Code="WON" Value="2" />
                    <Extension Code="LOST" Value="11" />
                    <Extension Code="DIFF" Value="-9" />
            </ExtendedResult>
        </ExtendedResults>
```

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

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

Sample

```
<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="RUGMTEAM7-----EGY01" Type="T" Organisation="EGY">
        <Description TeamName="Egypt"/>
        <Opponent Code="RUGMTEAM7-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00" Unit="RUGMTEAM7----------GPA-000200--" HomeAway="H" Result="2:0">
            <Unit Phase="A" Unit="01"/>
            <Description TeamName="Brazil"/>
        </Opponent>
        <Opponent Code="RUGMTEAM7-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00" Unit="RUGMTEAM7----------GPA-000400--" HomeAway="A" >
            <Unit Phase="A" Unit="03"/>
            <Description TeamName="Belarus"/>
        </Opponent>
        <Opponent Code="RUGMTEAM7-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00" Unit="RUGMTEAM7----------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.

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

2.2.8.3 Trigger and Frequency

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

2.2.8.4 Message Values

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

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

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

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

Element: 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.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric #0	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (example "26-12"). May include an IRM.
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1) Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.			
Attribute	**M/O**	**Value**	**Description**
Unit	O	Full RSC at unit level	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. Not sent when from group.
Value	O	SC @Pool	If there is no competitor team (TBD) and coming from Pool then send appropriate code of pool place if applicable.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1) CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team.

Sample

```
<Bracket Code="FNL">
    <BracketItems Code="SFL">
        <BracketItem Code="33" Order="1" Date="2012-08-10" Time="15:00" Unit="RUGWTEAM7----------
SFNL000100--" NextUnit=" RUGWTEAM7----------FNL-000100--" NextUnitLoser=" RUGWTEAM7----------FNL-
000200--">
            <CompetitorPlace Pos="1">
                <Competitor Code="RUGWTEAM7-----NED01" Type="T" Organisation="NED">
                    <Description TeamName="Netherlands"/>
                </Competitor>
            </CompetitorPlace>
            <CompetitorPlace Pos="2">
                <Competitor Code="RUGWTEAM7-----NZL01" Type="T" Organisation="NZL">
                    <Description TeamName="New Zealand"/>
                </Competitor>
            </CompetitorPlace>
        </BracketItem>
```

2.2.8.5 Message Sort

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

2.2.9 Statistics

2.2.9.1 Description

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

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

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Depending on the statistics is could be at any level though is always full RSC.
DocumentSubcode	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TOU 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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.9.3 Trigger and Frequency

After each match

2.2.9.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		LAST_UNIT	N/A	Element Expected: After at least one unit is complete in the CUM and IND_RANKING messages.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team.
UI		UNITS_TOTAL	N/A	Element Expected: Always in the CUM and IND_RANKING

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
				messages.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	The total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team.
UI		UNITS_COMPLETE	N/A	Element Expected: Always in the CUM and IND_RANKING messages.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	The total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team.

Element: ExtendedInfos /SportDescription (0,1) 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 headers' DocumentCode.				
Type		**Code**	**Pos**	**Description**
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Points scored
ST		TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Tries made
ST		CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Conversions made
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Conversion Attempts	
ST		DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Drop goals
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	

Element: Stats /StatsItems /StatsItem (1,N) Statistics for the event unit / phase or event - depending on the headers' DocumentCode.				
	Type	**Code**	**Pos**	**Description**
	Value	Numeric ##0	Drop Attempts	
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Penalty goals
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric ##0	Penalty Goal Attempts	
ST		PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Penalty tries
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Yellow cards
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Red cards

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 competitors' rules.				
	Type	**Code**	**Pos**	**Description**
ST		IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @IRM	Disqualification / IRM code for the team
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Matches played
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Points scored
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	AGAINST		
	Pos	N/A	N/A	
	Value	Numeric ###0	Points Against	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	DIFF		
	Pos	N/A	N/A	
	Value	Numeric ##0	Points Difference send "-" in front if negative	

Element: Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitors' rules.				
Type		**Code**	**Pos**	**Description**
ST		TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Tries made
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	AGAINST		
	Pos	N/A	N/A	
	Value	Numeric #0	Tries Against	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	DIFF		
	Pos	N/A	N/A	
	Value	Numeric ###0	Tries Difference send - in front if negative	
ST		CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Conversions made
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Conversion Attempts	
ST		DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

Element: Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitors' rules.				
Type		**Code**	**Pos**	**Description**
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Drop goals
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Drop Attempts	
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Penalty goals
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Penalty Goal Attempts	
ST		PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Penalty tries
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	PTS		
	Pos	N/A	N/A	

Element: Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitors' rules.				
	Type	**Code**	**Pos**	**Description**
	Value	Numeric #0	Penalty Tries Points	
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total Red Cards

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 for CUM: Uniform number or disqualification, family name, given name Sort order for IND_RANKING: 1 Rank, 2 family name, 3 given name

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 according to competitors' rules.				
Type		**Code**	**Pos**	**Description**
ST		IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @IRM	Disqualification / IRM code for the athlete
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Matches Played
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Points scored
	Rank	O	S(3)	Athlete's Ranking based on Points scored
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
ST		TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Tries made
	Rank	O	S(3)	Athlete's Ranking based on Tries made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Team member's stats item according to competitors' rules.				
	Type	**Code**	**Pos**	**Description**
ST		CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Conversions made
	Rank	O	S(3)	Athlete's Ranking based on Conversions made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Conversion Attempts	
ST		DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Drop goals
	Rank	O	S(3)	Athlete's Ranking based on Drop Goals made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Drop Attempts	

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Team member's stats item according to competitors' rules.				
	Type	**Code**	**Pos**	**Description**
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Penalty goals
	Rank	O	S(3)	Athlete's Ranking based on Penalty Goals made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Penalty Goal Attempts	
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total Red Cards
ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	mmm:ss	Minutes played

2.2.9.5 Message Sort

Sort according to the @Order attributes.

2.2.10 Event Final Ranking

2.2.10.1 Description

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

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

2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.

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

2.2.10.3 Trigger and Frequency

After each final position is known.

2.2.10.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)
Sport Description in text

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

Element: ExtendedInfos /VenueDescription (0,1)
Venue Names in text

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

Element: Result (1,N)
For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
Tied	O	Numeric #0	Send number of matches tied
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Result /Competitor (1,1) Competitor related to one final event result.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's 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

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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team
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="RUGMTEAM7-----CRO01" Type="T" Organisation="CRO">
                <Description TeamName="Croatia"/>
                <Composition>
                        <Athlete Code="1085534" Order="1" Bib="12" >
```

2.2.10.5 Message Sort

Sort by Result @SortOrder

2.2.11 Event Unit Weather Conditions

2.2.11.1 Description

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

2.2.11.2 Header Values

The following table describes the message header attributes.

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

2.2.11.3 Trigger and Frequency

At the start of the match.

2.2.11.4 Message Values

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

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

Element: Weather /Conditions /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 '+')

2.2.11.5 Message Sort

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

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	2 March 2017	First version
V1.1	24 March 2017	Updated

File Reference: ODF R-SOG-2020-RUG V1.1 SFR

Change Log		
Version	**Status**	**Changes in version**
v1.0	SFR	First Version
V1.1	APP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription