

OLYMPIC DATA FEED

ODF Tennis Data Dictionary

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Tennis Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the tennis 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 Youth Olympic Games

This document is to be applied for the 2018 Youth Olympic Games. All included concepts are applied except the following:

- DT_RESULT
 - StatsItems not required.
- DT_CURRENT: Message not required
- DT_PLAY_BY_PLAY: Message not required

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
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 tennis.

- 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_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	

Message Type	Message Name	Message extended
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

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

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

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

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

HTEAM Teams Head to Head units (e.g. BKB, VBV, HOC etc)

Managing when start times are not known.

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

In these disciplines usually only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used.

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

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

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

Advice for end users - how to sort event units and use DT_SCHEDULE:

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

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

- The Order is sent for all units where HideStartDate='Y' else only sent if a particular event order is expected. Start with 1 each new session each day

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

Competition schedule update:

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

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

2.2.1.3 Trigger and Frequency

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

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

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

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

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

2.2.1.4 Message Values

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(5)	Format DDD00 where DDD is the discipline and 00 is the session number.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	O	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue name
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	M	CC @ScheduleStatus	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	Phase type for the unit	
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.)</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate='Y' then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(5)	Code of the session which contains this event unit. Usually in the format DDD00 where DDD is the discipline and 00 is the session number within the discipline. For example ATH02 for the second session in Athletics.
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

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)			
Only send in the case that the Unit type is one of HATH (BDM, TTE etc) or HCOUP (BDM, TTE etc), In case of the Competitor @Code='TBD' this element should not be sent.			
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 in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

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.

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

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

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

2.2.2.3 Trigger and Frequency

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

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

2.2.2.4 Message Values

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
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).

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

Element: Participant /Discipline (1,1)			
All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	M/O	Value	Description
Code	M	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

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	QUAL_TYPE	N/A	Element Expected: If applicable (this information can be sent in both messages). Send for Individual only, not individual in teams	
	Attribute	M/O	Value	Description
	Value	M	SC @QualifyingType	Qualification method
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages). Applies to both individual and doubles events.	
	Attribute	M/O	Value	Description
	Value	O	S(4)	Player's world ranking
ENTRY	SEED	N/A	Element Expected: If applicable as soon as this information is known (this information only will be sent in the update message). Only for Individual events.	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Seed number is applicable
ENTRY	HAND	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages). Send for Individual and Team events	
	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness
ENTRY	RANK_WLDJNR	N/A	Element Expected: If applicable in youth/junior competitions (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	O	S(4)	Player's world junior ranking

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 (General)

```
<Discipline Code="TTE-----" IFId="203258" >
  <RegisteredEvent Event="TENMSINGLES-----" >
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="RANK_WLD" Value="7" />
  </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.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams. Tennis has two types of teams, pairs and “team” in the team competition.

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20

Attribute	Value	Comment
		<p>on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

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

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

Element: Team /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	QUAL_TYPE	N/A	Element Expected: Always, as soon as this information is known and this team has Qualifying Type (this information can be sent in both messages)
Attribute	M/O	Value	Description
Value	O	SC @QualifyingType	Qualifying Type
ENTRY	SEED	N/A	Element Expected: Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)
Attribute	M/O	Value	Description
Value	O	Numeric ##	Seed Number

Sample (General)

```
<Team Code="TENMTEAM-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    ....
  </Composition>
  <Discipline Code="TEN-----" >
    <RegisteredEvent Event="TENMTEAM-----" >
      <EventEntry Type="ENTRY" Code="QUAL_TYPE" Value="ITF" />
    </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 LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.4.3 Trigger and Frequency

- As soon as each competitor is known and any changes in start list data (START_LIST)
- When the match starts and after every point (LIVE)
- When match is stopped due to weather or bad light, high temperature etc. (INTERMEDIATE)
- When each set finishes (INTERMEDIATE)
- After the match over (UNOFFICIAL/OFFICIAL)

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.
Duration	O	h:mm	Match duration (elapsed time) It will not be sent for DSQ before the match or WO.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		CURRENT_SET	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	M	SC @Period	Send the proposed Code
UI		FINAL_RESULT	N/A	Element Expected: When the match is over
	Attribute	M/O	Value	Description
	Value	M	String	Match final result in the display format: 7-6(3) 7-5 or 6-3 3-6 [10-4] or 6-1 4-6 1-1 RET
UI		MATCH_STATUS	N/A	Element Expected: Always after the match has started
	Attribute	M/O	Value	Description
	Value	M	SC @Status	Match status
UI		SERVER	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the athlete ID of the player currently serving, either individual or player within the pair.

Sample

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" StartDate="1:29" />
  <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="7-6(3) 7-5 " />
  ...
</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	

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

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Chair Umpire
Order	M	Numeric 0	Order of the Officials, starting at 1.

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

Sample

```
<Officials>
  <Official Code="1138266" Function="UM" Order="1">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
  </Official>
</Officials>
```

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

Element: Periods /Period (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Period	Set Number, usually there are 3 sets except for some men's matches.
HomeScore	M	String	Home competitor score achieved in the set. The format of the result can be [10] or 6 (4).
AwayScore	M	String	Away competitor score achieved in the set. The format of the result can be [10] or 6 (4).
HomePeriodScore	O	S(2)	Home competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point). Only applicable during a game.
AwayPeriodScore	O	S(2)	Away competitor points achieved in the current game or "AD" for player with advantage and " " (null) for player without advantage (update after each point). Only applicable during a game.
Duration	O	mm	Duration of the Set in minutes Expected at the end of the period.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
Type	Code	Pos	Description	
EP	TIE-BREAK_AWAY	N/A	Element Expected: For any tie-break	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Score of the away competitor in the Tie-Break
EP	TIE-BREAK_HOME	N/A	Element Expected: For any tie-break	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Score of the home competitor in the Tie-Break
EP	WIN	N/A	Element Expected: When the Set finishes	
	Attribute	M/O	Value	Description
	Value	O	S(1)	Set Winner Indicator send H or A if the set is winner for Home or Away

Sample

```
<Periods Home="3246254" Away="6318737" >
  <Period Code="S1" HomeScore="6" AwayScore="7" Duration="53min">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="TIE-BREAK_HOME" Value="0" />
      <ExtendedPeriod Type="EP" Code="TIE-BREAK_AWAY" Value="7" />
      <ExtendedPeriod Type="EP" Code="WIN" Value="A" />
    </ExtendedPeriods>
  </Period>
  <Period Code="S2" HomeScore="6" AwayScore="3" Duration="37min">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="WIN" Value="H" />
    </ExtendedPeriods>
  </Period>
  <Period Code="S3" HomeScore="2" AwayScore="3" HomePeriodScore="30" AwayPeriodScore="15"/>
</Periods>
....
```

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	Number of completed sets won by the competitor.
IRM	O	SC @IRM	Invalid result mark (if applicable). Only send it if ResultType is IRM.
WLT	O	SC @WLT	Indicate if the competitor won (W) or lost (L). Only included (mandatory) at the end of the match.
SortOrder	M	Numeric	Used to sort all start list competitors. Send 1 for Home and 2 for Away.
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Result type, either score or IRM for the corresponding event unit, Mandatory when the match is finished.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	CHALLENGES_REMAIN	SC @Period	Pos Description: Send the period code. Element Expected: Always on courts where the data is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #	Send the number of remained challenges for the competitor in the current set.
ER	MATCH_PT_COUNT	N/A	Element Expected: Always when the value is not zero.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a match point in the current MATCH
ER	SET_PT_COUNT	SC @Period	Pos Description: Send the period code. Element Expected: Always when the value is not zero.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a set point in the set seen in @Pos.

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	Send the competitor identifier if known or TBD (for To Be Determined)	
Type	M	S(1)	T for team A for athlete	
Organisation	O	CC @Organisation	Competitor's organisation	

Element: Result /Competitor /Description (0,1)				
Competitors extended information (for Team events, when competitor known).				
Attribute	M/O	Value	Description	
TeamName	O	S(73)	Name of the team. Only applies for teams.	
IFId	O	S(16)	International Federation ID	

Element: Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Type	Code	Pos	Description
EUE	SEED	N/A	Element Expected: Send only for those competitors with seed.
Attribute	M/O	Value	Description
Value	O	Numeric #0	Send Seed number

Sample

```
<EventUnitEntry Type="EUE" Code="SEED" Value="4"/>
```

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Only send for Doubles/Team events.			
Type	Code	Pos	Description
ST	1ST_SERVE	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	1st Serve %
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	ACE		
Pos	N/A	N/A	
Value	Numeric #0	1st Serve Aces	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	ATTEMPTS		
Pos	N/A	N/A	
Value	Numeric ##0	1st Serves attempts	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat Expected: Only for the Doubles event			
Attribute	Value	Description	

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Only send for Doubles/Team events.			
Type	Code	Pos	Description
Code	MADE		
Pos	N/A	N/A	
Value	Numeric ##0		1st Serves made. This is also the information of the 1st Serves POINTS played
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	POINTS_WON		
Pos	N/A	N/A	
Value	Numeric ##0	1st Serve Points Won	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	POINTS_WON_PERCENT		
Pos	N/A	N/A	
Value	S(3) ##0 or "-"	1st Serve Points Winning %	
ST	2ND_SERVE	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	2nd Serve %
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	ACE		
Pos	N/A	N/A	
Value	Numeric #0	2nd Serve Aces	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	ATTEMPTS		

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Only send for Doubles/Team events.			
Type	Code	Pos	Description
Pos	N/A	N/A	
Value	Numeric ##0	2nd Serves played.	This is also the information of the 2nd Serves POINTS played
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	MADE		
Pos	N/A	N/A	
Value	Numeric ##0	2nd Serves made.	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	POINTS_WON		
Pos	N/A	N/A	
Value	Numeric ##0	2nd Serve Points Won	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	POINTS_WON_PERCENT		
Pos	N/A	N/A	
Value	S(3) ##0 or "-"	2nd Serve Points Winning %	
ST	ACES	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Aces
ST	BREAK_PTS	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	Break Point Conversion %

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Only send for Doubles/Team events.				
Type	Code	Pos	Description	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat				
Expected: Only for the Doubles event				
	Attribute	Value	Description	
	Code	ATTEMPTS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Break Points Opportunities	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat				
Expected: Only for the Doubles event				
	Attribute	Value	Description	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric ##0	Break Points Converted	
ST		DBL_FAULT	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Double Faults
ST		ERR_FORCED	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Forced Errors
ST		ERR_UNFORCED	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Unforced Errors
ST		POINTS	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Total Points Won

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Only send for Doubles/Team events.			
Type	Code	Pos	Description
ST	RECEIVE	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	Receiving Points won %
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	ATTEMPTS		
Pos	N/A	N/A	
Value	Numeric ##0	Receiving Points Played	
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric ##0	Receiving Points won	
ST	SERV_WIN	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Service Winners
ST	WINNERS	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Doubles event
Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total Winners
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	BACKHAND		
Pos	N/A	N/A	

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Only send for Doubles/Team events.			
Type	Code	Pos	Description
Value	Numeric ##0		Backhand winners
Sub Element: Result /Competitor / StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Doubles event			
Attribute	Value	Description	
Code	FOREHAND		
Pos	N/A	N/A	
Value	Numeric ##0		Forehand winners

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Send the athlete identifier if known or TBD (for To be determined)
Order	M	Numeric #0	If Competitor @Type="T" then order attribute used to sort team members in a team. If Competitor @Type="A" then 1

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Type	Code	Pos	Description
EUE	SEED	N/A	Element Expected: Send only for those athletes who are seeded in singles.
	Attribute	M/O	Value
	Value	M	Numeric #0
			Description
			Send Seed number

Sample

```
<EventUnitEntry Type="EUE" Code="SEED" Value="5" />
```

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Only send in singles			
Type	Code	Pos	Description
ST	1ST_SERVE	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value
	Value	O	S(3) ##0 or "-"
			Description
			1st Serve %
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			
	Attribute	Value	Description
	Code	ACE	
	Pos	N/A	N/A
	Value	Numeric #0	1st Serve Aces
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: 1st Serves attempts			
	Attribute	Value	Description
	Code	ATTEMPTS	
	Pos	N/A	N/A
	Value	Numeric ##0	Only for the Single event
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			
	Attribute	Value	Description
	Code	MADE	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Only send in singles			
Type	Code	Pos	Description
Pos	N/A	N/A	
Value	Numeric ##0	1st Serves made. This is also the information of the 1st Serves POINTS played	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Single event			
Attribute	Value	Description	
Code	POINTS_WON		
Pos	N/A	N/A	
Value	Numeric ##0	1st Serve Points Won	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Single event			
Attribute	Value	Description	
Code	POINTS_WON_PERCENT		
Pos	N/A	N/A	
Value	S(3) ##0 or "-"	1st Serve Points Winning %	
ST	2ND_SERVE	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Singles events
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	2nd Serve %
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Single event			
Attribute	Value	Description	
Code	ACE		
Pos	N/A	N/A	
Value	Numeric #0	2nd Serve Aces	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Single event			
Attribute	Value	Description	
Code	ATTEMPTS		
Pos	N/A	N/A	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Only send in singles			
Type	Code	Pos	Description
Value	Numeric ##0	2nd Serves played. This is also the information of the 2nd Serves POINTS played	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	MADE		
Pos	N/A	N/A	
Value	Numeric ##0	2nd Serves made.	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	POINTS_WON		
Pos	N/A	N/A	
Value	Numeric ##0	2nd Serve Points Won	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	POINTS_WON_PERCENT		
Pos	N/A	N/A	
Value	S(3) ##0 or "-"	2nd Serve Points Winning %	
ST	ACES	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Aces
ST	BREAK_PTS	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	Break Point Conversion %
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Only send in singles				
Type		Code	Pos	Description
	Attribute	Value	Description	
	Code	ATTEMPTS		
	Pos	N/A	N/A	
	Value	Numeric ##0	Break Points Opportunities	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat				
Expected: Only for the Single event				
	Attribute	Value	Description	
	Code	WON		
	Pos	N/A	N/A	
	Value	Numeric ##0	Break Points Converted	
ST		DBL_FAULT	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Double Faults
ST		ERR_FORCED	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Forced Errors
ST		ERR_UNFORCED	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Unforced Errors
ST		MAX_SPEED	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Always, only for Singles Events and only for those courts provided with speed radar
	Attribute	M/O	Value	Description
	Value	O	S(3) ##0.0 or "-" or "0"	Max Speed kmh in the 1st or 2nd Service

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Only send in singles			
Type	Code	Pos	Description
ST	NET_PTS	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	Net Points Winning %
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	ATTEMPTS		
Pos	N/A	N/A	
Value	Numeric ##0	Net Points Played	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric ##0	Net Points won	
ST	POINTS	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Total Points Won
ST	RECEIVE	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	S(3) ##0 or "-"	Receiving Points won %
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only for the Single event			
Attribute	Value	Description	
Code	ATTEMPTS		
Pos	N/A	N/A	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Only send in singles			
Type	Code	Pos	Description
Value	Numeric ##0	Receiving Points Played	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Single event			
Attribute	Value	Description	
Code	WON		
Pos	N/A	N/A	
Value	Numeric ##0	Receiving Points won	
ST	SERV_WIN	SC @Period Or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	Numeric #0	Service Winners
ST	WINNERS	SC @Period or "TOT"	Pos Description: Send the Period. "TOT" for total Element Expected: Only for the Single event
Attribute	M/O	Value	Description
Value	O	Numeric ##0	Total Winners
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Single event			
Attribute	Value	Description	
Code	BACKHAND		
Pos	N/A	N/A	
Value	Numeric ##0	Backhand winners	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Only for the Single event			
Attribute	Value	Description	
Code	FOREHAND		
Pos	N/A	N/A	
Value	Numeric ##0	Forehand winners	

Sample (Singles)

```
<Stats>
  <Stat Type="ST" Code="SERV_WIN" Pos="S1" Value="0" />
  ....
  <Stat Type="ST" Code="SERV_WIN" Pos="TOT" Value="0" />
  <Stat Type="ST" Code="DBL_FAULT" Pos="S1" Value="5" />
  ....
  <Stat Type="ST" Code="DBL_FAULT" Pos="TOT" Value="8" />
  <Stat Type="ST" Code="ACES" Pos="S1" Value="1" />
  ...
  <Stat Type="ST" Code="ACES" Pos="TOT" Value="7" />
  <Stat Type="ST" Code="1ST_SERVE" Pos="S1" Value="71" >
    <ExtendedStat Code="ATTEMPTS" Value="25" />
    <ExtendedStat Code="MADE" Value="35" />
    <ExtendedStat Code="POINTS_WON" Value="11" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="25" />
    <ExtendedStat Code="ACE" Value="1" />
  </Stat >
  ...
  <Stat Type="ST" Code="1ST_SERVE" Pos="TOT" Value="67" >
    <ExtendedStat Code="ATTEMPTS" Value="85" />
    <ExtendedStat Code="MADE" Value="63" />
    <ExtendedStat Code="POINTS_WON" Value="42" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="67" />
    <ExtendedStat Code="ACE" Value="7" />
  </Stat >
  <Stat Type="ST" Code="2ND_SERVE" Pos="S1" Value="58" >
    <ExtendedStat Code="ATTEMPTS" Value="12" />
    <ExtendedStat Code="MADE" Value="7" />
    <ExtendedStat Code="POINTS_WON" Value="5" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="23" />
    <ExtendedStat Code="ACE" Value="0" />
  </Stat >
  ...
  <Stat Type="ST" Code="2ND_SERVE" Pos="TOT" Value="64" >
    <ExtendedStat Code="ATTEMPTS" Value="22" />
    <ExtendedStat Code="MADE" Value="14" />
    <ExtendedStat Code="POINTS_WON" Value="8" />
    <ExtendedStat Code="POINTS_WON_PERCENT" Value="64" />
    <ExtendedStat Code="ACE" Value="0" />
  </Stat >
  ...
```

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Current Information

2.2.5.1 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 information.

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

2.2.5.3 Trigger and Frequency

- After every serve on courts which collect serve speed
- At the end of every point with the information relating to the next point (AFTER DT_RESULT).

2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	BREAK_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by server speed) or if applicable when triggered at the end of the point.	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Next break point indicator: Send H for home team Send A for away team
UI	MATCH_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by server speed) or if applicable when triggered at the end of the point.	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Next match point indicator: Send H for home team Send A for away team
UI	SERVE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI	SET_POINT	N/A	Element Expected: If applicable for the current point (when message is triggered by server speed) or if applicable when triggered at the end of the point.	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Next set point indicator: Send H for home team Send A for away team

UI	SPEED	N/A	Element Expected: Always on courts where speed available but not in the message at the end of the point (as the data related to the next point).	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Online serve speed
ER	GAME_PT_COUNT	S(1)	Pos Description: Send H or A for Home and Away as appropriate Element Expected: Always when the games point count is greater than 1 for the competitor @Pos	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a game point in the current GAME

Sample

```
<ExtendedInfo Type="UI" Code="SERVE" Value="H" />
<ExtendedInfo Type="UI" Code="SPEED" Value="143.0" />
<ExtendedInfo Type="UI" Code=" GAME_PT_COUNT" Pos="H" Value="3" />
```

2.2.5.5 Message Sort

Sort by Period @Code.

2.2.6 Play by Play

2.2.6.1 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.

2.2.6.2 Header Values

The following table describes the message header attributes.

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

2.2.6.3 Trigger and Frequency

Only at the end of each point in the match.

2.2.6.4 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 of the action 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	M	SC @Action	Game number within the set (Gn) or TB for tie-break
ActionAdd	O	S(1)	Send Y if the action is the end of the game and there was a service break in this game.
Result	M	SC @ResAction	Result of the point
ScoreH	O	S(2)	Home score in the game or AD for advantage. Send except if it was the last point in the game or the other competitor holds advantage
ScoreA	O	S(2)	Away score in the game or AD for advantage. Send except if it was the last point in the game or the other competitor holds advantage
Speed	O	Numeric ##0.0	Send the service speed. Send after each point and only in the available courts and only in the case of a successful serve (km/h)
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Actions /Action /ExtendedAction (0,N)			
Code	Pos	Description	
SET_SCORE_H	N/A	Element Expected: Only at the end of the game	
	Attribute	M/O	Value
	Value	M	Numeric #0
	Description		
	Home score in the current (or just completed) set.		
SET_SCORE_A	N/A	Element Expected: Only at the end of the game	
	Attribute	M/O	Value
	Value	M	Numeric #0
	Description		
	Away score in the current (or just completed) set.		

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 or A for Athlete
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	Send 1 as only the server is ever sent.
Role	O	SC @ActionRole	Role of the player in the action

Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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

```
<Actions Home="123456" Away="234567" >
...
  <UnitAction Id="123456" Period="S1" Order="43" ScoreH="40" ScoreA="15" Action="G2" Result="A1"
Speed="148.0" />
    <Competitor Code="1124914" Type="A" Organisation="NZL">
      <Composition>
        <Athlete Code="1124914" Role="SRV">
          <Description GivenName="John" FamilyName="Fry" Gender="M" Organisation="NZL" />
        </Athlete>
      </Composition>
    </Competitor>
  </UnitAction>
  <UnitAction Id="123457" Period="S1" Order="44" Action="G2" Result="S1" Speed="142.0" />
    <ExtendedAction Code="SET_SCORE_H" Value="1" />
    <ExtendedAction Code="SET_SCORE_A" Value="0" />
    <Competitor Code="1124914" Type="A" Organisation="NZL">
      <Composition>
        <Athlete Code="1124914" Role="SRV">
          <Description GivenName="John" FamilyName="Fry" Gender="M" Organisation="NZL" />
        </Athlete>
      </Composition>
    </Competitor>
  </UnitAction>
...
</UnitActions>
```

2.2.6.5 Message Sort

Actions /Action @Order

2.2.7 Brackets

2.2.7.1 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.

2.2.7.2 Header Values

The following table describes the message header attributes.

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

2.2.7.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available (after the draw).

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to two times for each event unit (if unofficial is used). However if there is no change in the information contained in the messages then it should not be triggered a second time.

The @ResultStatus attribute will vary depending on the competition status.

- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.2.7.4 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 Note for example Gold and Bronze are different brackets.

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	Bracket code to identify a bracket item. Unique identifier for the BracketItem. Sequential number starting at 1.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (example 5-7 7-6(7) 6-4). Must include if the data is available and the match is complete.
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 or SC @IRM	Code for the competitor of the BracketItem When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
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 (sets won)
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	S(3)	If the competitor in the current unit is unknown due to coming previous matches then fill this field with the match number as appropriate.
WLT	O	SC @WLT	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 or A for athlete
Seed	O	Numeric #0	The seed of the competitor or equivalent information Always when it exists
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. Only applies for teams/doubles (Organisation)

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /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	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /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: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)			
Type	Code	Pos	Description
EB	QUAL_TYPE	N/A	Element Expected: When known in the first phase of the event
	Attribute	M/O	Value
	Value	O	SC @QualifyingType
EB	RANK_WLD	N/A	Element Expected: When known in the first phase of the event
	Attribute	M/O	Value
	Value	O	Numeric #0
EB	STRIKE_OUT	N/A	Element Expected: Send always and when there is a competitor with the Result/IRM in (DNS or DQB)
	Attribute	M/O	Value
	Value	O	Y
			Send Y when the athlete is DQB or DNS. Otherwise do not send.

Sample

```

<Bracket Code="FNL">
  <BracketItems Code="QFL">
    <BracketItem Order="1" >
      <CompetitorPlace Pos="1" Code="BYE"/>
      <CompetitorPlace Pos="2" Code="BYE"/>
    </BracketItem>
    <BracketItem Order="2" Result="6-4 6-4" Unit="TENMSINGLES-----QFNL000100--" NextUnit="
TENMSINGLES-----SFNL000100--">
      <CompetitorPlace Pos="1" WLT="W" Result="2" >
        <Competitor Code="1126413" Type="A" Seed="2" Organisation="ESP" >
          <Composition>
            <Athlete Code="1126413" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP"
BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="0" >
        <Competitor Code="1093294" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1093294" Order="1" >
              <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI"
BirthDate="1992-12-13" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>

```

2.2.7.5 Message Sort

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

2.2.8 Event Final Ranking

2.2.8.1 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.

2.2.8.2 Header Values

The following table describes the message header attributes.

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

2.2.8.3 Trigger and Frequency

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

- After the event is finished (OFFICIAL)
- After any final ranking is known (PARTIAL)

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)	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.
IRM	O	SC @IRM	Send just if the competitor has been disqualified
SortOrder	M	Numeric #0	Unique sort order for all results based on rank to break rank ties. 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)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, organisation ID	Competitor's ID. If organisation the Organisation ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete 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
IFId	O	S(16)	Team IF number, send if available

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 (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

```
<Result Rank="1" SortOrder="1" >
  <Competitor Code="1078935" Type="A" Organisation="ESP" >
    <Composition>
      <Athlete Code="1102342" Order="1">
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="ESP"
BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="2" SortOrder="2" >
  <Competitor Code="1126413" Type="A" Organisation="USA" >
    <Composition>
      <Athlete Code="1102342" Order="1">
        <Description GivenName="Pat" FamilyName="Smith" Gender="M" Organisation="USA"
BirthDate="1992-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.2.8.5 Message Sort

Sort by Result @SortOrder

2.2.9 Configuration

2.2.9.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

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	Sent this message for each event.
DocumentType	DT_CONFIG	Configuration 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.

2.2.9.3 Trigger and Frequency

- Send for all events, one message per event when all the information is known.

2.2.9.4 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Event	Full RSC of the event

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @BracketItems
			Send the code for the first bracket phase of the event
EC	RANK_DATE	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	O	Date
			Rank Date

Sample

```
....
<Config Unit="TENMSINGLES-----" >
  <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R64" />
  <ExtendedConfig Type="EC" Code="RANK_DATE" Value="2016-08-02" />
</Config>
```

2.2.9.5 Message Sort

There is no general message sorting rule.

3 Document Control

Version history		
Version	Date	Comments
v1.0	1 August 2017	First version
V1.1	3 January 2018	

File Reference: ODF R-SOG-2020-TEN V1.1 SFA

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)