INTERNATIONAL OLYMPIC COMMITTEE

## Olympic Data Feed

## ODF Basketball  Data Dictionary

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Technology Department
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# 1 Introduction

## 1.1 This document

This document includes the ODF Basketball Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Basketball, as well as defines the codes used in these messages.

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document

- **IF –** International Federation

- **IOC –** International Olympic Committee

- **NOC –** National Olympic Committee

- **ODF –** Olympic Data Feed

- **ODF-RT** – Olympic Data Feed Real Time

- **RSC –** Results System Codes

- **BK  –** Basketball

- **WNPA –** World News Press Agencies

## 1.5 Related Documents

| Document Reference | Document Title | Document Description |
| --- | --- | --- |
| ODF/INT001 | ODF Message Transmission Document | This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users |
| ODF/COD001 | ODF Common Codes Document | This document describes the ODF codes used across the rest of the ODF documents |
| ODF/INT003 | ODF Central Messages Interface Document | This document describes the ODF central messages |
| ODF/INT004 | ODF Sport Messages Interface Document | This document describes the ODF sport messages, generated independently by each sport |

# 2 Overall Perspective

## 2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Basketball Data Dictionary.

## 2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Basketball Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Basketball.

Any ODF Basketball message should follow all the previous definitions in order to be considered as an ODF compliant message.

# 3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

*CC @CodeEntity*

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

| Code Entity | Code Entity Set of Values | |
|---|---|---|
| CC @Action | **Code** | **Description** |
| | JB | Jump ball |
| | JBT | Jump ball situation, throw-in |
| (Explanation: | P2F_W | 2 Pts fast break made |
| | P2F_L | 2 Pts fast break missed |
| P2 = 2 Pts, P3 = 3 Pts | P2F_B | 2 Pts fast break blocked |
| | P3F_W | 3 Pts fast break made |
| F = fast break, I = inside paint, | P3F_L | 3 Pts fast break missed |
| O = outside paint | P3F_B | 3 Pts fast break blocked |
| | P2O_W | 2 Pts outside paint made |
| _W = made, _L = missed, | P2O_L | 2 Pts outside paint missed |
| _B = blocked) | P2O_B | 2 Pts outside paint blocked |
| | P2I_W | 2 Pts inside paint made |
| | P2I_L | 2 Pts inside paint missed |
| | P2I_B | 2 Pts inside paint blocked |
| | P3_W | 3 Pts made |
| | P3_L | 3 Pts missed |
| | P3_B | 3 Pts blocked |
| | BLC | Blocked Shot |
| | FT_W | Free throw made |
| | FT_L | Free throw missed |
| | OR | Offensive Rebound |
| | DR | Defensive Rebound |
| | PF | Personal Foul |
| | RF | Foul drawn |
| | OF | Offensive Foul |
| | TO | Turnover |
| | TF | Technical Foul |
| | UF | Unsportsmanlike Foul |
| | DQF | Disqualifying Foul |
| | CTF | Coach Technical Foul |
| | CDF | Coach Disqualifying Foul |
| | ST | Steal |

| Code Entity | Code Entity Set of Values | |
|---|---|---|
| | SUBST | Substitution |
| | TOR | Offensive Team Rebound |
| | TOUT | Time Out |
| | TDR | Defensive Team Rebound |
| | TTO | Team Turnover |
| | NO_ACC | No Action |
| | STARTP | Start Of Period |
| CC @ActionRole | **Code** | **Description** |
| | JBL | lost |
| | JBW | won |
| | IN | In |
| | OUT | Out |
| | OUT_I | Out, Injury |
| | SCR | Scorer |
| | ASS | Assist |
| CC @Bracket | **Code** | **Description** |
| | FNL | Finals |
| CC @BracketItems | **Code** | **Description** |
| | QFL | Quarter-finals |
| | SFL | Semi-finals |
| | FNL | Finals |
| CC @CompetitorPlace | **Code** | **Description** |
| | BYE | There is no competitor, the other team passes directly to the next round |
| | UNK | The competitor is not known yet |
| CC @Country | Defined in ODF Common Codes Document<br><br>See entity Country<br>• The entity's attribute to be used is Code | |
| CC @Desc | **Code** | **Description** |
| | 10 | Group A |
| | 11 | Group B |
| | 1 | Winner |
| | 0 | Loser |
| CC @ExtendedAction | **Code** | **Description** |
| | JS | Jump shot (for 2 Pts) |
| | LU | Lay-up (for 2 Pts) |
| | D | Dunk (for 2 Pts) |
| | TI | Tip-in (for 2 Pts) |
| | AO | Alley-oop |
| | BP | Bad pass (for Turnover) |
| | OB | Out of bounds (for Turnover) |
| | TR | Travelling (for Turnover) |
| | LB | Ball handling (for Turnover) |
| | VI | Backcourt violation (for Turnover) |
| | T3 | 3 seconds (for Turnover) |

| Code Entity | Code Entity Set of Values | |
|---|---|---|
| | T5 | 5 seconds (for Turnover) |
| | T8 | 8 seconds (for Team Turnover) |
| | T24 | 24 seconds (for Team Turnover) |
| | F1 | 1 free throw awarded (for Foul) |
| | F2 | 2 free throws awarded (for Foul) |
| | F3 | 3 free throws awarded (for Foul) |
| CC @Function | Defined in ODF Common Codes Document<br><br>See entity Function<br>• The entity's attribute to be used is Code | |
| CC @IRM | **Code** | **Description** |
| | DSQ | Disqualified |
| CC @Organisation | Defined in ODF Common Codes Document<br><br>See entity Organization<br><br>• The entity's attribute to be used is Code | |
| CC @Period | **Code** | **Description** |
| | Q1 | Quarter 1 |
| | Q2 | Quarter 2 |
| | Q3 | Quarter 3 |
| | Q4 | Quarter 4 |
| | Q1_H | Half of Quarter 1 |
| | Q2_H | Half of Quarter 2 |
| | Q3_H | Half of Quarter 3 |
| | Q4_H | Half of Quarter 4 |
| | OT1..OTn | Overtime 1..n |
| | OT | Overtime total |
| | HT | Half Time |
| | TOT | Total |
| CC @PeriodNo | **Code** | **Description** |
| | 0 | All periods (for totals) |
| | 1..4 | Quarter 1..Quarter 4 |
| | 5 | All Overtimes |
| CC @PeriodStatus | **Code** | **Description** |
| | R | Running |
| | S | Stop (Break) |
| | E | Match End |
| CC @Position | **Code** | **Description** |
| | G | Guard |
| | F | Forward |
| | C | Centre |
| CC @PositionNumber | **Code** | **Description** |
| | 1 | Point Guard |
| | 2 | Shooting Guard |
| | 3 | Small Forward |
| | 4 | Power Forward |

| Code Entity | Code Entity Set of Values | |
|---|---|---|
| | 5 | Centre |
| CC @ResultType | **Code** | **Description** |
| | POINTS | Points |
| | IRM_POINTS | For both, Points and invalid result mark |
| CC @Statistics | **Code** | **Description** |
| | CUM | Cumulative Statistics of team and individual |
| | IND_RANKING | Ranking of Individual tournament statistics |
| | TEAM_RANKING | Ranking of Team tournament statistics |
| | TOU | Tournament Statistics |
| CC @Uniform | **Code** | **Description** |
| | LIGHT | Light Uniform |
| | DARK | Dark Uniform |
| CC @VenueCode | Defined in ODF Common Codes Document<br><br>See entity Venue<br><br>• The entity's attribute to be used is Code | |

# 4 Basketball Data Extension

## 4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

### 4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

### 4.1.2 Attributes Definition

The attributes types are explained in the section "5.1.2. Attributes Definition" of the ODF Central Messages Interface Document. Please, refer to that document for further information

# 5  Point in Time

## 5.1  Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Basketball, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- 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 documented" indicates the document where you should go to have the general definition for a particular Message type

- The column "Message used in this sport" indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.

- The column "Message extended in this document" indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the "Message used in this sport column". If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

| Message Type | Message name | Message documented | Message used in this sport | Message extended in this document |
|---|---|---|---|---|
| DT_SCHEDULE | Competition schedule | Central | X | |
| DT_SCHEDULE_UPDATE | Competition schedule update | Central | X | |
| DT_ORGANISATION | Organisation | Central | Global | |
| DT_PARTIC | List of participants by discipline | Central | X | X |
| DT_PARTIC_UPDATE | List of participants by discipline update | Central | X | X |
| DT_PARTIC_TEAMS | List of teams | Central | X | X |
| DT_PARTIC_TEAMS_UPDATE | List of teams update | Central | X | X |
| DT_PARTIC_HORSES | List of equestrian horses | Central | | |
| DT_PARTIC_HORSES_UPDATE | List of horses update | Central | | |
| DT_MEDALS | Medal standings | Central | Global | |
| DT_MEDALLISTS_DAY | Medallists of the day | Central | Global | |
| DT_HISTORIC_RECORD | Historical records | Central | | |
| DT_HIST_REC_UPDATE | Historical records update | Central | | |
| DT_GLOBAL_GM | Global good morning | Central | Global | |

| Message Type | Message name | Message documented | Message used in this sport | Message extended in this document |
|---|---|---|---|---|
| DT_GLOBAL_GN | Global good night | Central | Global | |
| DT_START_LIST | Start List | Sports | X | X |
| DT_RESULT | Event Unit Results | Sports | X | X |
| DT_PHASE_RESULT | Phase Results | Sports | | |
| DT_CUMULATIVE_RESULT | Cumulative Results | Sports | | |
| DT_POOL_STANDING | Pool Standings of group in a team competition | Sports | X | X |
| DT_RANKING | Event Final ranking | Sports | X | X |
| DT_STATS | Statistics table | Sports | X | X |
| DT_MEDALLISTS | Medallists of one event | Sports | X | X |
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | Sports | X | |
| DT_RECORD | Records | Sports | | |
| DT_COMMUNICATION | Official Communication | Sports | X | |
| DT_BRACKETS | Brackets | Sports | X | X |
| DT_GM | Discipline/venue good morning | Sports | X | X |
| DT_GN | Discipline/venue good night | Sports | X | X |
| DT_FED_RANKING | Federation Ranking | Sports | | |
| DT_CONFIG | Discipline Configuration | Sports | X | X |
| DT_WEATHER | Event Unit Weather conditions | Sports | | |
| DT_SERIAL | List of Current PiT Serial | Sports | X | |

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

#### 5.1.1.1 Description

This message is the List of participants by discipline (and the update) as described in the ODF Central Messages Interface Document.

#### 5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

#### 5.1.1.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

#### 5.1.1.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Basketball are:

- EventEntry

In the next section (message values), there is a more detailed definition.

#### 5.1.1.5 Message Values

The following table lists the "List of accredited athletes by discipline/ update" optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case Basketball, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|-------|----------|
| Competition /Participant | Height | O | N(3)<br>999 | It will be included if this information is available. |
| Competition /Participant /Discipline | International FederationId | O | S(16) | FIBA ID (competitor's federation number for the discipline).<br>It will be included. |
| Competition /Participant /Discipline /RegisteredEvent | Bib | O | S(2) | Shirt number.<br><br>Although this attribute is optional, it will be updated and informed as soon as this information is known.<br><br>Example: 8, 10 … |

The following table describes in more detail the EventEntry element in the case of Basketball.

| Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry | | | | |
|---|---|---|---|---|
| **Type** | **Code** | **Pos** | **Value** | **Description** |
| E_ENTRY | E_IRM | | "DSQ" | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos<br>Do not send anything |
| | | | | For @Value:<br>Send proposed Value |
| | E_POSITION | N(1)<br>0 | CC @Position | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |

| Type | Code | Pos | Value | Description |
|---|---|---|---|---|
| | | | | For @Pos<br>Send the position number |
| | | | | For @Value:<br>Position Code |
| | E_POSITION_NUMBER | N(1)0 | CC @PositionNumber | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos<br>Send the position number |
| | | | | For @Value:<br>Position Number |
| | E_CAPTAIN | | S(1) | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code for the captain |
| | | | | For @Pos<br>Do not send anything |
| | | | | For @Value:<br>Send Y in case the participant is a captain, N just if the value of the attribute has changed |
| | E_CLUB_NAME | | S(n) | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos<br>Do not send anything |
| | | | | For @Value:<br>Club name |
| | E_CLUB_CITY | | S(n) | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos<br>Do not send anything |
| | | | | For @Value:<br>Club City |
| | E_CLUB_ORG | | CC @Country | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos<br>Do not send anything |
| | | | | For @Value:<br>Club Country Code |
| | E_INT_GAMES_P | | N(3)999 | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos<br>Do not send anything |
| | | | | For @Value:<br>International games played |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| E_ENTRY /E_IRM | Invalid Result Mark | Only in the case that the athlete has been Disqualified (this information only will be sent in the update message) |
| E_ENTRY /E_POSITION | Position Code in the Team | As soon as this information is known (this information can be sent in both messages) |
| E_ENTRY /E_POSITION_NUMBER | Position Number | As soon as this information is known (this information can be sent in both messages) |
| E_ENTRY /E_CAPTAIN | Captain | As soon as this information is known (this information can be sent in both messages) |
| E_ENTRY /E_CLUB_NAME | Club Name | As soon as this information is known (this information only will be sent in the update message) |
| E_ENTRY /E_CLUB_CITY | Club city | As soon as this information is known (this information only will be sent in the update message) |
| E_ENTRY /E_CLUB_ORG | Club Country | Always, as soon as this information is known (this information only will be sent in the update message) |
| E_ENTRY /E_INT_GAMES_P | International games played | Always, as soon as this information is known (this information only will be sent in the update message) |

### 5.1.1.6 Message sort

Please, follow the general definition.

### 5.1.2 List of teams /List of teams update

#### 5.1.2.1 Description

This message is the List of teams (and the update) as described in the ODF Central Messages Interface Document.

#### 5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

#### 5.1.2.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

#### 5.1.2.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Basketball are:

- TeamOfficials and its child element

- EventEntry

In the next section (message values), there is a more detailed definition.

#### 5.1.2.5 Message Values

The following table lists the "List of accredited teams by discipline/ update" optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case Basketball, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|-------|----------|
| Competition /Team /TeamOfficials /Official | Function | M | CC @Function | Official's function for the team |

The following table describes in more detail the EventEntry element in the case of Basketball.

| Element: Competition /Team /Discipline /RegisteredEvent /EventEntry | | | | |
|------|------|-----|-------|-------------|
| **Type** | **Code** | **Pos** | **Value** | **Description** |
| E_ENTRY | E_SHIRT | N(1) 0 | String | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos Send 1 for Light uniform and 2 for Dark uniform |
| | | | | For @Value: Colour's Uniform |
| | E_GROUP | | String | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos Do not send anything |
| | | | | For @Value: Team's Group |
| | E_SEED | | N(2) | For @Type: Send proposed type |

**Element: Competition /Team /Discipline /RegisteredEvent /EventEntry**

| Type | Code | Pos | Value | Description |
|------|------|-----|-------|-------------|
| | | | | For @Code: Send proposed code |
| | | | | For @ Pos Do not send anything |
| | | | | For @Value: Seed number |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|------------|-------------|----------|
| E_ENTRY /E_SHIRT | Light/ Dark team uniform colour | As soon as this information is known (this information can be sent in both messages) |
| E_ENTRY /E_GROUP | Team's Group | As soon as this information is known (this information can be sent in both messages) |
| E_ENTRY /E_SEED | Seed number | As soon as this information is known (this information will be sent just in the List of teams update message) |

### 5.1.2.6   Message sort

Please, follow the general definition.

### 5.1.3 Start List

#### 5.1.3.1 Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

#### 5.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

#### 5.1.3.3 Trigger and Frequency

Please, follow the general definition.

#### 5.1.3.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Basketball are:

- UnitDateTime (following the general rules for this element)

- Competition /UnitInfos and its child element UnitInfo

- Officials and its child element Official

- Coaches and its child element Coach

- Start /Competitor /Composition /Athlete /EventUnitEntry

- Start /Competitor /EventUnitEntry

In the next section (message values), there is a more detailed definition.

#### 5.1.3.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Basketball, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| Officials /Official | Function | M | CC @Function | Send according to the codes, the referee, the umpires and the commissioner |
| | Order | M | Numeric | Send by Order as on official score sheet |
| Start | StartOrder | M | Numeric | Send 1 for home team, send 2 for away team |
| | SortOrder | M | Numeric | Same @StartOrder |
| Start /Competitor /Coaches/Coach | Function | M | CC @Function | Coach function |
| | Order | M | Numeric | Send 1 if just one coach, sequential number if more than one (order as they are presented on NOC entry form) |
| Start /Competitor /Composition /Athlete | Bib | M | S(2) | Shirt number |
| | Order | M | N(3) 990 | Firstly, send order according to Start @Bib, Family Name and Given Name. Next, send suspended players at the period. |

The following table describes in more detail the Competition /UnitInfos /UnitInfo element in the case of Basketball.

**Element: Competition /UnitInfos /UnitInfo**

| Type | Code | Pos | Value | Description |
|------|------|-----|-------|-------------|
| UI_BK | BK_SESSION_DAY | | N(1) 0 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Number of the match session at the day |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|------------|-------------|----------|
| UI_BK /BK_SESSION_DAY | Number of the match session at the competition match day | Always |

The following table describes in more detail the Competitor /Composition /Athlete /EventUnitEntry element in the case of Basketball.

**Element: Competitor /Composition /Athlete /EventUnitEntry**

| Type | Code | Value | Description |
|------|------|-------|-------------|
| EUE_BK | BK_STARTER | S(1) | For @Type: Send proposed type |
| | | | For @Code: Send proposed code for starter players |
| | | | For @Value: Send Y in case of the athlete is an starter |
| | BK_SUSPENDED | S(1) | For @Type: Send proposed type |
| | | | For @Code: Send proposed code for suspended players |
| | | | For @Value: Send Y in case of the athlete is has been suspended |
| | BK_CAPTAIN | S(1) | For @Type: Send proposed type |
| | | | For @Code: Send proposed code for the captain |
| | | | For @Value: Send Y in case of the athlete is the captain |
| | BK_AGE | N(2) | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Age of the competitor |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|------------|-------------|----------|
| EUE_BK /BK_STARTER | Send Y for the starter players | Send just for athletes in the starting line-up at the beginning of the game (when available) |
| EUE_BK /BK_SUSPENDED | Send Y for the suspended players | Send just for those suspended players |
| EUE_BK /BK_CAPTAIN | Send Y for the Captain | Send just for the captain (when this information is known) |
| EUE_BK /BK_AGE | Player's Age | Always |

The following table describes in more detail the Competitor /EventUnitEntry element in the case of Basketball.

| Element: Competitor /EventUnitEntry | | | |
|---|---|---|---|
| **Type** | **Code** | **Value** | **Description** |
| EUE_BK | BK_AVG_AGE | N(2).N(1) | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Average Age of the team |
| | BK_UNIFORM | CC @Uniform | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Team Uniform |
| | | | For @Value:<br>Send the proposed code |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| EUE_BK /BK_AVG_AGE | Team average age | Always |
| EUE_BK /BK_UNIFORM | Team uniform | Always |

### 5.1.3.6    Message sort

Please, follow the general definition.

## 5.1.4 Event Unit Results

### 5.1.4.1 Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

### 5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

### 5.1.4.3 Trigger and Frequency

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

- After each period (half/set/third/quarter)

- After last extra time or shoot-out (if any)

- After the game/match/bout/contest (unit)

### 5.1.4.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Basketball are:

- UnitDateTime (following the general rules for this element)

- UnitInfo

- Periods and its child element Period

- Period /ExtendedPeriod

- UnitActions and its child element UnitAction

- UnitAction /ExtendedAction

- UnitAction /Competitor

- UnitAction /Competitor /Composition /Athlete

- Competitor /Stats /Stat

- Competitor /Composition /Athlete /Stats /Stat

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

### 5.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|-------|----------|
| Period | Code | M | CC @Period | |
| | HomeScore | M | N(3) 990 | Home competitor score up to the end of the @Code period |
| | AwayScore | M | N(3) 990 | Away competitor score up to the end of the @Code period |
| | HomePeriodScore | O | N(3) 990 | Score of the home competitor just for this period (for all periods except for HT and TOT) |

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| | AwayPeriodScore | O | N(3) 990 | Score of the away competitor just for this period (for all periods except for HT and TOT) |
| UnitAction /Competitor /Composition /Athlete | Role | O | CC @ActionRole | Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions. |
| Result | ResultType | M | CC @ResultType | Result type, either points or IRM with points for the corresponding event unit |
| | IRM | O | CC @IRM | IRM of the Team for the particular event unit<br><br>Send just in the case @ResultType both Points and IRM (see codes section) |
| | Result | O | N(3) 990 | Result of the Team for the particular event unit. |
| | WLT | O | S(1) | The code whether a competitor won (W) or lost (L) |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the Home (1) and the Visitor (2) |

Send UnitDateTime

The following table describes in more detail the UnitInfo element in the case of Basketball.

| Element: Competition /UnitInfos /UnitInfo | | | |
|---|---|---|---|
| **Type** | **Code** | **Value** | **Description** |
| UI_BK | BK_ATTENDANCE | N(3),N(3) 999,990 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Number of spectators at the match |
| | BK_PERC_CAPACITY | N(3) 990 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Percentage of the capacity of the venue that has been occupied during the match |
| | BK_LEAD_CHANGES | N(2) 90 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Lead Changes at the match |
| | BK_TIMES_TIED | N(2) 90 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Times Tied at the match |
| | BK_PERIOD | CC @Period | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Send current period |
| | BK_STATUS | CC @PeriodStatus | For @Type: |

| Element: Competition /UnitInfos /UnitInfo | | | |
|---|---|---|---|
| Type | Code | Value | Description |
| | | | Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send period Status |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| UI_BK /BK_ATTENDANCE | Number of spectators at the match | Send just if this information is available |
| UI_BK /BK_PERC_CAPACITY | Percentage of the capacity of the venue that has been occupied during the match | Send just if this information is available |
| UI_BK /BK_LEAD_CHANGES | Lead Changes at the match | Send just if this information is available |
| UI_BK /BK_TIMES_TIED | Times Tied at the match | Send just if this information is available |
| UI_BK /BK_PERIOD | Send current period | Send just if this information is available |
| UI_BK /BK_STATUS | Send period status | Send just if this information is available |

The following table describes in more detail the Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of Basketball.

| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod | | | | |
|---|---|---|---|---|
| Type | Code | Pos | Value | Description |
| EP_BK | BK_HOME_STARTER | N(1)0 | S(20)<br>with no leading zeroes | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos:<br>1 to 5 to say the five athletes that Start the Quarter or Overtime |
| | | | | For @Value:<br>Athlete's home team ID |
| | BK_AWAY_STARTER | N(1)0 | S(20)<br>with no leading zeroes | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos:<br>1 to 5 to say the five athletes that Start the Quarter or Overtime |
| | | | | For @Value:<br>Athlete's away team ID |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| EP_BK/ BK_HOME_STARTER | Home team starter for each Period | When the information is available |
| EP_BK/ BK_AWAY_STARTER | Away team starter in each Period | When the information is available |

The following table describes in more detail the UnitAction element in the case of Basketball.

**Element: Competition /UnitActions /UnitAction**

| Type | Code | Pos | Value | Description |
|---|---|---|---|---|
| UAC_BK | CC @Period | N(2) 90 | CC @Action | For @Type: Send proposed type |
| | | | | For @Code: Send one period code (quarter or overtime) |
| | | | | For @Pos: Unique sequential number for all the actions of the period, from 1 to n (from the first action of the period to the last one). |
| | | | | For @Value: Send one action code |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| UAC_BK /CC @Period | Actions in the game | Send always 2 minutes after each quarter and 2 minutes after the game |

The following table describes in more detail the ExtendedAction element in the case of Basketball.

**Element: Competition /UnitActions /UnitAction /ExtendedAction**

| Type | Code | Value | Description |
|---|---|---|---|
| EA_BK | BK_SCR_H | N(3) 990 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Home Score of the game after the action |
| | BK_SCR_A | N(3) 990 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Away Score of the game after the action |
| | BK_LEAD | N(2) 90 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code for lead after the action |
| | | | For @Value: Current Lead for the score Send 0 when teams have the same score |
| | BK_TYPE | CC @ExtendedAction | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Extended Action Type (only used for 2 Pts, Foul, Turnover and Team Turnover actions) |
| | BK_DESC | Text | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Text to add information for the action |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| EA_BK /BK_SCR_H | Home Score of the match after the action | Send when the action of change score happen |
| EA_BK /BK_SCR_A | Away Score of the match after the action | Send when the action of change score happen |
| EA_BK /BK_LEAD | Current Lead for the score | Send when the action of change score happen |
| EA_BK /BK_TYPE | Extended Action Type (only used for 2 Pts, Foul, Turnover and Team Turnover actions) | Send when the action requires this information |
| EA_BK /BK_DESC | Additional information for the action, for example the running total of player points scored: (5 Pts) | Send when the action requires this information |

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Basketball.

| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | |
|---|---|---|---|---|
| Type | Code | Pos | Value | Description |
| ER_BK | BK_INJURED | | S(1) | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed type |
| | | | | For @Pos:<br>Do not send anything |
| | | | | For @Value:<br>Send Y if the athlete is Injured |
| | BK_SUSPENDED | | S(1) | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code for suspended players |
| | | | | For @Pos:<br>Do not send anything |
| | | | | For @Value:<br>Send Y if the athlete has been suspended |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| ER_BK /BK_INJURED | Status Injured of the athlete | If the athlete has been injured |
| ER_BK /BK_SUSPENDED | Status Suspended of the athlete | If the athlete has been suspended |

The following table describes in more detail the Competitor /Stats /Stat element in the case of Basketball for the team statistics.

| Element: Competitor /Stats /Stat | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_BK | BK_PTS | | | | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Do not send anything |
| | | BK_TOT | | N(3) | For @Type: |

**Element: Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | 990 | Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Points |
| | | BK_TO | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points from Turnovers |
| | | BK_PAINT | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points in the Paint |
| | | BK_2CHANCE | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Second Chance Points |
| | | BK_FAST_BRK | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Fast Break Points |
| | BK_BIGGEST_LEAD | | | Numeric | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Biggest Lead |
| | BK_BIG_SCORING_RUN | | | N(2)-N(2)<br>(N(3)-N(3))<br><br>90-90 (990-990) | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |

**Element: Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Value:<br>Biggest Scoring Run |
| | BK_FG<br>BK_P2<br>BK_P3<br>BK_FT | | CC<br>@PeriodNo | | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Do not send anything |
| | | BK_MADE | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points |
| | | BK_ATT | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Attempts |
| | | BK_PERC | | N(3)<br>990 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Shooting Percentage |
| | BK_REBOUNDS | | CC<br>@PeriodNo | | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Do not send anything |
| | | BK_OFF | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Offensive Rebounds |
| | | BK_DEF | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |

**Element: Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Defensive Rebounds |
| | | BK_TOTAL | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Rebounds |
| | BK_TEAM_REB | BK_OFF | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team Offensive Rebounds |
| | | BK_DEF | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team Defensive Rebounds |
| | | BK_TOTAL | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team Total Rebounds |
| | BK_ASS | | CC<br>@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Assists |
| | BK_TO | | CC<br>@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |

**Element: Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | For @Value:<br>Turnovers |
| | BK_TEAM_TO | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team turnovers |
| | BK_ST | | CC<br>@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Steals |
| | BK_BS | | CC<br>@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Blocked Shots |
| | BK_PF | | CC<br>@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Fouls |
| | BK_COA_PF | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Coach Fouls |
| | BK_FD | | CC<br>@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Total Fouls Drawn |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| ST_BK /BK_PTS /BK_TOT | Total Points for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_PTS /BK_TO | Points from Turnovers | Always, if the information is available |
| ST_BK /BK_PTS /BK_PAINT | Points in the Paint | Always, if the information is available |
| ST_BK /BK_PTS /BK_2CHANCE | Second Chance Points | Always, if the information is available |
| ST_BK /BK_PTS /BK_FAST_BRK | Fast Break Points | Always, if the information is available |
| ST_BK /BK_BIGGEST_LEAD | Biggest Lead | Always, if the information is available |
| ST_BK /BK_BIG_SCORING_RUN | Biggest Scoring Run | Always, if the information is available |
| ST_BK /BK_FG | Total of Field Goals made/attempted/shooting percentage for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_P2 | Total of 2 Points made/attempted/shooting percentage for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_P3 | Total of 3 Points made/attempted/shooting percentage for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_FT | Total of Free Throws made/attempted/shooting percentage for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_REBOUNDS /BK_OFF | Total of Offensive Rebounds for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_REBOUNDS /BK_DEF | Total of Defensive Rebounds for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_REBOUNDS /BK_TOTAL | Total of Total Rebounds for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_TEAM_REB /BK_OFF | Offensive Rebounds of the team | Always, if the information is available |
| ST_BK /BK_TEAM_REB /BK_DEF | Defensive Rebounds of the team | Always, if the information is available |
| ST_BK /BK_TEAM_REB /BK_TOTAL | Total rebounds of the team | Always, if the information is available |
| ST_BK /BK_ASS | Total of Assists for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_TO | Total of turnovers of the athletes of the team | Always, if the information is available |
| ST_BK /BK_TEAM_TO | Team Turnovers | Always, if the information is available |
| ST_BK /BK_ST | Total of Steals for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_BS | Total of Blocked Shots for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_PF | Total of Personal Fouls for all the athletes of the team | Always, if the information is available |
| ST_BK /BK_COA_PF | Coach fouls | Always, if the information is available |
| ST_BK /BK_FD | Total of Fouls Drawn for all the athletes of the team | Always, if the information is available |

The following table describes in more detail the Competitor /Composition /Athlete /Stats /Stat element in the case of Basketball for the team statistics.

**Element: Competitor/Composition/Athlete/Stats/Stat**

| Type | Code | Extended Code | Pos | Value | Description |
|---|---|---|---|---|---|
| ST_ BK | BK_FG<br>BK_P2<br>BK_P3<br>BK_FT | BK_MADE | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points |
| | | BK_ATT | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Attempts |
| | | BK_PERC | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Shooting Percentage |
| | BK_REBOUNDS | BK_OFF | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Offensive Rebounds |
| | | BK_DEF | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Defensive Rebounds |
| | | BK_TOTAL | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Rebounds |
| | BK_ASS | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |

**Element: Competitor/Composition/Athlete/Stats/Stat**

| Type | Code | Extended Code | Pos | Value | Description |
|------|------|---------------|-----|-------|-------------|
| | | | | | For @Value:<br>Assists |
| | BK_TO | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Turnovers |
| | BK_ST | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Steals |
| | BK_BS | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Blocked Shots |
| | BK_PF | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Fouls |
| | BK_FD | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Fouls Drawn |
| | BK_PTS | | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Points |
| | BK_MIN | | | MM:SS<br>90:00 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |

**Element: Competitor/Composition/Athlete/Stats/Stat**

| Type | Code | Extended Code | Pos | Value | Description |
|------|------|---------------|-----|-------|-------------|
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Minutes Played |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|------------|-------------|----------|
| ST_BK /BK_FG | Field Goals made / attempted /Shooting Percentage | Always, if the information is available |
| ST_BK /BK_P2 | 2 Points made / attempted /Shooting Percentage | Always, if the information is available |
| ST_BK /BK_P3 | 3 Points made / attempted /Shooting Percentage | Always, if the information is available |
| ST_BK /BK_FT | Free Throws made / attempted /Shooting Percentage | Always, if the information is available |
| ST_BK /BK_REBOUNDS /BK_OFF | Offensive Rebounds | Always, if the information is available |
| ST_BK /BK_REBOUNDS /BK_DEF | Defensive Rebounds | Always, if the information is available |
| ST_BK /BK_REBOUNDS /BK_TOTAL | Total Rebounds | Always, if the information is available |
| ST_BK /BK_ASS | Assists | Always, if the information is available |
| ST_BK /BK_TO | Turnovers | Always, if the information is available |
| ST_BK /BK_ST | Steals | Always, if the information is available |
| ST_BK /BK_BS | Blocked Shots | Always, if the information is available |
| ST_BK /BK_PF | Personal Fouls | Always, if the information is available |
| ST_BK /BK_FD | Fouls Drawn | Always, if the information is available |
| ST_BK /BK_PTS | Total Points | Always, if the information is available |
| ST_BK /BK_MIN | Minutes Played for the athlete.<br><br>The number of minutes could be greater than 60,<br>e.g. 64:21 (64 minutes, 21 seconds) | Always, if the information is available |

### 5.1.4.6    Message sort

Please, follow the general definition.

## 5.1.5 Pool standings of group in a team competition

### 5.1.5.1 Description

This message is the Pool standings of group in a team competition message as described in the ODF Sport Messages Interface Document.

In the case of Basketball, the message has to be sent for all the competition events, as listed in the header values section.

### 5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values sheet).

DocumentSubtype attributes will be:
- Preliminary Round Group A: A
- Preliminary Round Group B: B
- Preliminary Round: 9

### 5.1.5.3 Trigger and Frequency

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

- Interim: After each game of the preliminaries is official of the relevant group

- Official: After last game of the preliminaries

### 5.1.5.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Basketball are:

- Competitor /ExtendedResults and its child element ExtendedResult

### 5.1.5.5 Message Values

The following table lists the Pool standings of group in a team competition optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Basketball, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|-------|----------|
| Result | Rank | O | Text | Rank at the group.<br>The rank is calculated firstly by classification points and secondly by goal average.<br>It is optional because the team can be disqualified |
| | RankEqual | O | S(1) | Send Y if the Rank is equalled. |
| | ResultType | M | CC @ResultType | Result type, either points or IRM with points obtained by the competitor at all the games of the group |
| | IRM | O | CC @IRM | IRM<br>Send just in the case @ResultType is points and IRM (see codes section) |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element

| Element: Competitor /ExtendedResults /ExtendedResult | | | | | |
|---|---|---|---|---|---|
| **Type** | **Code** | **Extension Code** | **Pos** | **Value** | **Description** |
| ER_BK | BK_YESTERDAY_RANK | | | Text | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send yesterday's rank |
| | BK_YESTERDAY_ERANK | | | S(1) | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send Y in case of the yesterday's rank was an equalled rank |
| | BK_OPPONENT | | N(1) | CC<br>@Organisation | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send a numeric, from 1 to n |
| | | | | | For @Value:<br>Send the NOC of the opponent competitor |
| | | BK_RES | | Text | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Game Results |
| | | BK_COMP_DATE | | Date | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Date of the match |
| | BK_GAMES | BK_PLAYED | | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the number of games played |
| | | BK_WON | | N(1) | For @Type: |

| Element: Competitor /ExtendedResults /ExtendedResult | | | | | |
|---|---|---|---|---|---|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | 0 | Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not sent anything |
| | | | | | For @Value: Send the number of games won |
| | | BK_LOST | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the number of games lost |
| | | BK_CP | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the classification points |
| | BK_RES | BK_WON | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Points obtained by the team |
| | | BK_LOST | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the number of points against the team |
| | | BK_DIFF | | +N(3) +990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the points difference |
| | BK_CURRENT_RUN | | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send 1 (games won) or 2 (games lost) |

| Element: Competitor /ExtendedResults /ExtendedResult | | | | | |
|---|---|---|---|---|---|
| **Type** | **Code** | **Extension Code** | **Pos** | **Value** | **Description** |
| | | | | | For @Value:<br>Send the number of games won or lost in row |
| | BK_LAST2GAMES | | N(1)<br>0 | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send 1 (games won) or 2 (games lost) |
| | | | | | For @Value:<br>Send the number of games won/lost of the last 2 games played |
| | BK_MARG_LESS5 | | N(1)<br>0 | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send 1 (games won) or 2 (games lost) |
| | | | | | For @Value:<br>Send the number of games won/lost with score less than 5 points margin |
| | BK_MARG_BIG15 | | N(1)<br>0 | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send 1 (games won) or 2 (games lost) |
| | | | | | For @Value:<br>Send the number of games won/lost with score bigger than 15 points margin |

For the table above, we have the following additional/summary information:

| Type /Code | Extension Code | Description | Expected |
|---|---|---|---|
| ER_BK /BK_YESTERDAY_RANK | | Rank of the team at the group at the end of the previous day the message was sent | If available, for not disqualified teams |
| ER_BK /BK_YESTERDAY_ERANK | | Send Y in case of the rank of the team at the group at the end of the previous day was an equalled rank | Just if applies |
| ER_BK /BK_OPPONENT | | Competitor opponent at the group | If available, for all the opponent teams |
| | BK_RES | Result of the game played with this opponent | Just if the match has finished |
| | BK_COMP_DATE | Competition date of the match | Just if the match has not finished |
| ER_BK /BK_GAMES/ BK_PLAYED | | Number of games played by the team at the group | If available |
| ER_BK /BK_GAMES/ BK_WON | | Number of games won by the team at the group | If available |

| Type /Code | Extension Code | Description | Expected |
|---|---|---|---|
| ER_BK /BK_GAMES /BK_LOST | | Number of games lost by the team at the group | If available |
| ER_BK /BK_GAMES /BK_CF | | Classification points of the team at the group | If available, for not disqualified teams |
| ER_BK /BK_RES/ BK_WON | | Total points of the team at the group | If available |
| ER_BK /BK_RES/ BK_LOST | | Total points against the team at the group | If available |
| ER_BK /BK_RES /BK_DIFF | | Points difference between points for and points against | If available, for not disqualified teams |
| ER_BK /BK_CURRENT_RUN | | Number of games won or lost in row | If available, for not disqualified teams |
| ER_BK /BK_LAST2GAMES | | Number of games won/lost by the team at the group for the last 2 games played | If available, for not disqualified teams |
| ER_BK / BK_MARG_LESS5 | | Number of games won/lost with score less than 5 points margin | If available, for not disqualified teams |
| ER_BK / BK_MARG_BIG15 | | Number of games won/lost with score bigger than 15 points margin | If available, for not disqualified teams |

### 5.1.5.6   Message sort

Please, follow the general definition.

### 5.1.6 Event Final Ranking

#### 5.1.6.1 Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

In the case of Basketball, the message has to be sent for all the competition events, as listed in the header values section.

#### 5.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

#### 5.1.6.3 Trigger and Frequency

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

- After each event

#### 5.1.6.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Basketball are:

- Competitor /ExtendedResults and its child element ExtendedResult

#### 5.1.6.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Basketball, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|-------|----------|
| Result | 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. |
| | IRM | O | CC @IRM | Send just if the team has been disqualified |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element

| Element: Competitor /ExtendedResults /ExtendedResult | | | | | |
|------|------|-----------------|-----|-------|-------------|
| Type | Code | Extended Code | Pos | Value | Description |
| ER_BK | BK_GAMES | BK_PLAYED | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send number of games played |
| | | BK_WON | | N(1) 0 | For @Type: Send proposed type |

**Element: Competitor /ExtendedResults /ExtendedResult**

| Type | Code | Extended Code | Pos | Value | Description |
|------|------|---------------|-----|-------|-------------|
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the number of games won |
| | | BK_LOST | | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the number of games lost |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|------------|-------------|----------|
| ER_BK /BK_GAMES/ BK_PLAYED | Number of games played at the end of the event | Always, if available |
| ER_BK /BK_GAMES/ BK_WON | Number of games won by the team at the end of the event | Always, if available |
| ER_BK /BK_GAMES/ BK_LOST | Number of games lost by the team at the end of the event | Always, if available |

### 5.1.6.6 Message sort

Please, follow the general definition.

## 5.1.7 Statistics table

### 5.1.7.1 Description

This message is the Statistics table message as described in the ODF Sport Messages Interface Document.

In the case of Basketball, the message has to be sent for all the competition events, as listed in the header values section.

### 5.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

Moreover, header attribute DocumentSubtype will be informed, categorizing different types of statistics reports. We will have the following different DocumentSubtype header attributes:

- **CUM**: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an NOC has more than one team.

- **TOU**: For Tournament statistics (like Tournaments Total statistics)

- **IND_RANKING**: Ranking of individual tournament statistics, for the best athletes.

- **TEAM_RANKING**: Ranking of team tournament statistics.

### 5.1.7.3 Trigger and Frequency

This message has to be sent after game results.

### 5.1.7.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Basketball are:

- Competition /Stats /StatsItems and its child element StatsItem

- Stats /Competitor

- Competitor /StatsItems and its child element StatsItem

- Competitor /Composition /Athlete /StatsItems and its child element StatsItem

### 5.1.7.5 Message Values

The following table lists the Statistics table optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Basketball, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| Stats | Code | M | CC @Statistics | A code to identify the statistics being listed |
| Stats /Competitor | Order | M | N(3) | Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list |

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| Stats Competitor /Composition /Athlete | Order | M | N(3) | Sort order:<br>Within the team the players are sorted: For each player: 1 - Points per game (average) 2 - Games played 3 - Minutes per game 4 - Uniform number or disqualification identification 5 - Family name 6 - Given name; sort disqualified players to the bottom of the list |

The following table describes in more detail the Competition /Stats /StatsItems /StatsItem

| Element: Competition /Stats /StatsItems /StatsItem | | | | | |
|---|---|---|---|---|---|
| **Type** | **Code** | **ExtendedStat Code** | **Pos** | **Value** | **Description** |
| ST_BK | BK_GP | | | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the overall number of games played |
| | BK_FG<br>BK_P2<br>BK_P3<br>BK_FT | BK_MADE | | N(4)<br>9990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Points made |
| | | BK _AVG | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Average points per game |
| | | BK_ATT | | N(4)<br>9990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Attempted |
| | | BK_ATT_AVG | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Overall Total of attempts (Average per game) |

**Element: Competition /Stats /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | BK_PERC | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Shooting percentage |
| | BK_OR BK_DR BK_REB BK_ASS BK_TO BK_ST BK_BS BK_PF BK_FD BK_PTS | BK_TOT | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total |
| | | BK_AVG | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average per game |
| | BK_PPG_TIED BK_PTS_TIED BK_RPG_TIED BK_APG_TIED BK_FD_TIED BK_BS_TIED BK_ST_TIED BK_TO_TIED BK_FGP_TIED BK_FG_TIED BK_P2P_TIED BK_P2_TIED BK_P3P_TIED BK_P3_TIED BK_FTP_TIED BK_FT_TIED | BK_RANK | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Rank tied |
| | | BK_NUMBER | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Number of participants tied |
| | | BK_RES | | N(2).N(1) 90.0 Or N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average or percentage |
| | BK_COMP_DATE | | | Date | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |

**Element: Competition /Stats /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | For @Value:<br>Send a competition date |
| | | BK_ATTENDANCE | | N(3),N(3)<br>999,990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total attendance at the matches of the day |
| | | BK_PERC_CAPACITY | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Average of Percentage of capacities of the venues occupied at the matches of the day |
| | BK_RSC_TOTALS | | | DDGEEEPUU | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send an RSC |
| | | BK_ATTENDANCE | | N(3),N(3)<br>999,990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total attendance at all the matches |
| | | BK_PERC_CAPACITY | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Average of Percentage of capacities of the venues occupied at the matches |

For the table above, we have the following additional/summary information:

| Type /Code | ExtendedStat Code | Description | Expected |
|------------|-------------------|-------------|----------|
| ST_BK /BK_GP | | Send the overall number of games played | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_FG | | Overall Total of Field goals | If available, for the |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | | made/attempted/average | DocumentSubtype=TOU |
| ST_BK /BK_P2 | | Overall 2 Points made/attempted/average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_P3 | | Overall 3 Points made/attempted/average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_FT | | Overall Free Throws made/attempted/average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_OR | | Overall Offensive Rebounds/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_DR | | Overall Defensive Rebounds/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_REB | | Overall Total Rebounds/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_ASS | | Overall Assists/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_TO | | Overall Turnovers/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_ST | | Overall Steals/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_BS | | Overall Blocked Shots/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_PF | | Overall Fouls/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_FD | | Overall Fouls Drawn/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_PTS | | Overall Total Points Scored/ Average per game | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_PPG_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_PTS_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_RPG_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_APG_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_FD_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or | If applies, for the |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | | percentage | DocumentSubtype=TOU |
| ST_BK /BK_BS_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_ST_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_TO_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_FGP_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_FG_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_FGP_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_P2P_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_P2_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_P3P_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_P3_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | | | DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_FTP_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_FT_TIED | BK_RANK | Send the athlete's ranking place | If applies, for the DocumentSubtype=TOU |
| | BK_NUMBER | Send the number of athletes tied | If applies, for the DocumentSubtype=TOU |
| | BK_RES | Send the tied total of points or percentage | If applies, for the DocumentSubtype=TOU |
| ST_BK /BK_COMP_DATE | | Competition date | If available, for the DocumentSubtype=TOU |
| | BK_ATTENDANCE | Total attendance at the matches of the day | If available, for the DocumentSubtype=TOU |
| | BK_PERC_CAPACITY | Average of Percentage of capacity of the venues occupied at the matches of the day | If available, for the DocumentSubtype=TOU |
| ST_BK /BK_RSC_TOTALS | | Totals by discipline, gender or phase: DD0000000 for Basketball tournaments total DDG000000 for Men's or Women's Tournaments total DDGEEEP00 for phase (preliminary or final) total | If available, for the DocumentSubtype=TOU |
| | BK_ATTENDANCE | Total attendance at the matches of the day | If available, for the DocumentSubtype=TOU |
| | BK_PERC_CAPACITY | Average of Percentage of capacity of the venues occupied at the matches | If available, for the DocumentSubtype=TOU |

The following table describes in more detail the Competition /Stats /Competitor /StatsItems /StatsItem

| Element: Competition /Stats /Competitor /StatsItems /StatsItem | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_BK | BK_IRM | | | CC @IRM | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: IRM |
| | BK_GP | | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |

**Element: Competition /Stats /Competitor /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Value:<br>Send the number of games played |
| | BK_FG<br>BK_P2<br>BK_P3<br>BK_FT | | N(1)<br>9 | | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send 0 for the team statistics and 1 for the opponent statistics |
| | | | | | For @Value:<br>Do not send anything |
| | | BK_MADE | | N(3)<br>990 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total made |
| | | BK_ATT | | N(3)<br>990 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total attempted |
| | | BK_PERC | | N(3)<br>990 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Shooting percentage for the team |
| | | BK _RANK | | N(2)<br>90 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team ranking |
| | | BK_ERANK | | S(1) | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send Y in case of the BK_RANK is an equalled rank |
| | | BK _AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed StatsItem code |

**Element: Competition /Stats /Competitor /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Average per game |
| | BK_OR<br>BK_DR | | | | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send 0 for the team statistics and 1 for the opponent statistics |
| | | | | | For @Value:<br>Do not send anything |
| | | BK_TOT | | N(3)<br>990 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total |
| | | BK_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Average |
| | BK_TEAM_REB | BK_OFF | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team Offensive Rebounds |
| | | BK_DEF | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team Defensive Rebounds |
| | | BK_TOTAL | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value: |

**Element: Competition /Stats /Competitor /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | Team Total Rebounds |
| | BK_ASS BK_ST BK_BS BK_PF BK_FD BK_REB | | N(1) 9 | N(3) 990 Or N(2).N(1) 90.0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send 0 for the team statistics and 1 for the opponent statistics |
| | | | | | For @Value: Total |
| | | BK_ RANK | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Team ranking |
| | | BK_ERANK | | S(1) | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the BK_RANK is an equalled rank |
| | | BK_ AVG | | N(2) 90 | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average |
| | BK_TO | | N(1) 9 | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send 0 for the team statistics and 1 for the opponent statistics |
| | | | | | For @Value: Total Turnovers |
| | | BK _RANK | | N(2) 90 | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Team ranking based on the number of Turnovers |
| | | BK_ERANK | | S(1) | For @Type: Send proposed StatsItem code |

**Element: Competition /Stats /Competitor /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send Y in case of the BK_RANK is an equalled rank |
| | | BK_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Turnovers (average per game) |
| | | BK_TEAM | | N(2)<br>90 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team turnovers |
| | BK_COA_PF | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Coach Fouls |
| | BK_PTS | | N(1)<br>9 | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send 0 for the team statistics and 1 for the opponent statistics |
| | | | | | For @Value:<br>Total Points |
| | | BK_RANK | | N(2)<br>90 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Rank based on Total Points Average |
| | | BK_ERANK | | S(1) | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |

**Element: Competition /Stats /Competitor /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Value:<br>Send Y in case of the BK_RANK is an equalled rank |
| | | BK_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points per game average for the team |
| | | BK_TO | | N(2)<br>90 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points from Turnovers |
| | | BK_TO_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points from Turnovers (average per game) |
| | | BK_PAINT | | N(3)<br>990 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points in the Paint |
| | | BK_PAINT_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points in the Paint (average per game) |
| | | BK_2CHANCE | | N(3)<br>990 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Second chance points |
| | | BK_2CHANCE_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed StatsItem code |

**Element: Competition /Stats /Competitor /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Second chance points (average per game) |
| | | BK_FAST_BRK | | N(3)<br>990 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Fast break points |
| | | BK_FAST_BRK_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Fast break points (average per game) |

For the table above, we have the following additional/summary information:

| Type /Code | ExtendedStat Code | Description | Expected |
|------------|-------------------|-------------|----------|
| ST_BK /BK_IRM | | IRM indication for the team | If applies, for the DocumentSubtype=CUM |
| ST_BK /BK_GP | | Games played by the team or by the opponents | |
| ST_BK /BK_FG | | Team/Opponents field goals statistics for all the games played | |
| | BK_MADE | Total made | If available, for the DocumentSubtype=CUM |
| | BK_ATT | Total attempted | If available, for the DocumentSubtype=CUM |
| | BK_PERC | Shooting percentage for the team | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Team ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled team ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_P2 | | Team/Opponents 2 points statistics for all the games played | |
| | BK_MADE | Total made | If available, for the DocumentSubtype=CUM |
| | BK_ATT | Total attempted | If available, for the DocumentSubtype=CUM |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | BK_PERC | Shooting percentage for the team | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Team ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled team ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_P3 | | Team/Opponents 3 points statistics for all the games played | |
| | BK_MADE | Total made | If available, for the DocumentSubtype=CUM |
| | BK_ATT | Total attempted | If available, for the DocumentSubtype=CUM |
| | BK_PERC | Shooting percentage for the team | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Team ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled team ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_FT | | Team/Opponents free throws statistics for all the games played | |
| | BK_MADE | Total made | If available, for the DocumentSubtype=CUM |
| | BK_ATT | Total attempted | If available, for the DocumentSubtype=CUM |
| | BK_PERC | Shooting percentage for the team | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Team ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled team ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_OR | | Offensive Rebounds statistics for all the games played by the team or by the opponents | |
| | BK_TOT | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_DR | | Defensive Rebounds statistics for all the games played by the team or by the opponents | |
| | BK_TOT | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| ST_BK /BK_TEAM_REB | | Rebounds of the team for all the games played | |
| | BK_OFF | Offensive Rebounds | If available, for the DocumentSubtype=CUM |
| | BK_DEF | Defensive Rebounds | If available, for the DocumentSubtype=CUM |
| | BK_TOTAL | Total Rebounds | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_ASS | | Team/Opponents assists statistics for all the games played | |
| | BK_RANK | Ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_ST | | Team/Opponents steals statistics for all the games played | |
| | BK_RANK | Ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_BS | | Team/Opponents blocked shots statistics for all the games played | |
| | BK_RANK | Ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_PF | | Team/Opponents personal fouls statistics for all the games played | |
| | BK_RANK | Ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_FD | | Team/Opponents fouls drawn statistics for all the games played | |
| | BK_RANK | Ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average | If available, for the |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | | | DocumentSubtype=CUM |
| ST_BK /BK_REB | | Team/Opponents rebounds statistics for all the games played | |
| | BK_RANK | Ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_TO | | Team/Opponents turnovers statistics for all the games played | |
| | BK_RANK | Ranking | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled ranking | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Average | If available, for the DocumentSubtype=CUM |
| | BK_TEAM | Team turnovers | If available, for the DocumentSubtype=CUM |
| ST_BK /BK_COA_PF | | Coach fouls for all the games played | If applies, for the DocumentSubtype=CUM |
| ST_BK /BK_PTS | | Team/Opponents points statistics for all the games played | |
| | BK_RANK | Rank based on total points average | If available, for the DocumentSubtype= TEAM_RANKING |
| | BK_ERANK | Equalled rank | If applies, for the DocumentSubtype= TEAM_RANKING |
| | BK_AVG | Points per game average | If available, for the DocumentSubtype=CUM |
| | BK_TO | Points from Turnovers | If available, for the DocumentSubtype=CUM |
| | BK_TO_AVG | Points from Turnovers (average per game) | If available, for the DocumentSubtype=CUM |
| | BK_PAINT | Points in the Paint | If available, for the DocumentSubtype=CUM |
| | BK_PAINT_AVG | Points in the Paint (average per game) | If available, for the DocumentSubtype=CUM |
| | BK_2CHANCE | Second chance points | If available, for the DocumentSubtype=CUM |
| | BK_2CHANCE_AVG | Second chance points (average per game) | If available, for the DocumentSubtype=CUM |
| | BK_FAST_BRK | Fast break points | If available, for the DocumentSubtype=CUM |
| | BK_FAST_BRK_AVG | Fast break points (average per game) | If available, for the DocumentSubtype=CUM |

The following table describes in more detail the Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem

| Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_BK | BK_IRM | | | CC @IRM | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: IRM |
| | BK_FG BK_P2 BK_P3 BK_FT | BK_MADE | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total |
| | | BK_AVG | | N(2).N(1) 90.0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average per game |
| | | BK_AVG_RANK | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Athlete's ranking based on Average per game |
| | | BK_AVG_ERANK | | S(1) | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the BK_AVG_RANK is an equalled rank |
| | | BK_ATT | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Attempts |
| | | BK_PERC | | N(3).N(1) | For @Type: |

**Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | 990.0 | Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Shooting percentage for the athlete |
| | | BK_PERC_RANK | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Athlete's ranking based on the shooting percentage |
| | | BK_PERC_ERANK | | S(1) | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the BK_PERC_RANK is an equalled rank |
| | BK_OR | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Offensive Rebounds |
| | BK_DR | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Defensive Rebounds |
| | BK_REB | BK_TOT | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Rebounds |
| | | BK_AVG | | N(2).N(1) 90.0 | For @Type: Send proposed type |
| | | | | | For @Code: |

**Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Rebounds per Game average for the athlete |
| | | BK_RANK | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Athlete's ranking based on the Rebounds per Game average |
| | | BK_ERANK | | S(1) | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send Y in case of the BK_RANK is an equalled rank |
| | BK_ASS<br>BK_TO<br>BK_ST<br>BK_BS<br>BK_FD | BK_TOT | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total |
| | | BK_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Average for the athlete |
| | | BK_RANK | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Athlete's ranking based on the game average |
| | | BK_ERANK | | S(1) | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |

**Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send Y in case of the BK_RANK is an equalled rank |
| | BK_PF | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Fouls |
| | BK_PTS | BK_TOT | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Points |
| | | BK_RANK | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Athlete's ranking based on Total Points |
| | | BK_ERANK | | S(1) | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send Y in case of the BK_RANK is an equalled rank |
| | | BK_AVG | | N(2).N(1)<br>90.0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Points per game average for the athlete |
| | | BK_AVG_RANK | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |

**Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Value:<br>Athlete's ranking based on the Points per game average |
| | | BK_AVG_ERANK | | S(1) | For @Type:<br>Send proposed StatsItem code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send Y in case of the BK_AVG_RANK is an equalled rank |
| | BK_GP | | | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the number of games played |
| | BK_MIN | | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Minutes Played |
| | BK_MPG | | | MM:SS<br>90:00 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Minutes played per game average for the athlete |

For the table above, we have the following additional/summary information:

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| ST_BK /BK_IRM | | Send in case of the athlete has IRM | If applies, for the DocumentSubtype=CUM |
| ST_BK /BK_FG | | Field goals statistics by the athlete for all the games played | |
| | BK_MADE | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | BK_AVG_RANK | Athlete's ranking based on Average per game | If available, for the DocumentSubtype= IND_RANKING |
| | BK_AVG_ERANK | Equalled athlete's ranking based on average per game | If applies, for the DocumentSubtype= IND_RANKING |
| | BK_ATT | Attempts | If available, for the DocumentSubtype=CUM |
| | BK_PERC | Shooting percentage for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_PERC_RANK | Athlete's ranking based on the shooting percentage | If available, for the DocumentSubtype= IND_RANKING |
| | BK_PERC_ERANK | Equalled athlete's ranking based on the shooting percentage | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_P2 | | 2 Points stats by the athlete for all the games played | |
| | BK_MADE | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |
| | BK_AVG_RANK | Athlete's ranking based on Average per game | If available, for the DocumentSubtype= IND_RANKING |
| | BK_AVG_ERANK | Equalled athlete's ranking based on average per game | If applies, for the DocumentSubtype= IND_RANKING |
| | BK_ATT | Attempts | If available, for the DocumentSubtype=CUM |
| | BK_PERC | Shooting percentage for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_PERC_RANK | Athlete's ranking based on the shooting percentage | If available, for the DocumentSubtype= IND_RANKING |
| | BK_PERC_ERANK | Equalled athlete's ranking based on the shooting percentage | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_P3 | | Three points stats by the athlete for all the games played | |
| | BK_MADE | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |
| | BK_AVG_RANK | Athlete's ranking based on Average per game | If available, for the DocumentSubtype= IND_RANKING |
| | BK_AVG_ERANK | Equalled athlete's ranking based on average per game | If applies, for the DocumentSubtype= IND_RANKING |
| | BK_ATT | Attempts | If available, for the DocumentSubtype=CUM |
| | BK_PERC | Shooting percentage for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_PERC_RANK | Athlete's ranking based on the shooting percentage | If available, for the DocumentSubtype= IND_RANKING |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | BK_PERC_ERANK | Equalled athlete's ranking based on the shooting percentage | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_FT | | Free throws made by the athlete for all the games played | |
| | BK_MADE | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average per game | If available, for the DocumentSubtype=CUM |
| | BK_AVG_RANK | Athlete's ranking based on Average per game | If available, for the DocumentSubtype= IND_RANKING |
| | BK_AVG_ERANK | Equalled athlete's ranking based on average per game | If applies, for the DocumentSubtype= IND_RANKING |
| | BK_ATT | Attempts | If available, for the DocumentSubtype=CUM |
| | BK_PERC | Shooting percentage for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_PERC_RANK | Athlete's ranking based on the shooting percentage | If available, for the DocumentSubtype= IND_RANKING |
| | BK_PERC_ERANK | Equalled athlete's ranking based on the shooting percentage | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_OR | | Total of Offensive Rebounds made by the athlete for all the games played | If available |
| ST_BK /BK_DR | | Total of Defensive Rebounds made by the athlete for all the games played | If available |
| ST_BK /BK_REB | | Rebounds statistics made by the athlete for all the games played | |
| | BK_TOT | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Rebounds per Game average for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Athlete's ranking based on the Rebounds per Game average | If available, for the DocumentSubtype= IND_RANKING |
| | BK_ERANK | Send Y in case of the athlete's ranking based on the Rebounds per Game average is an equalled rank | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_ASS | | Assists statistics by the athlete for all the games played | |
| | BK_TOT | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Athlete's ranking based on the game average | If available, for the DocumentSubtype= IND_RANKING |
| | BK_ERANK | Equalled ranking based on the game average | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_TO | | Turnovers statistics by the athlete for all the games played | |
| | BK_TOT | Total | If available, for the DocumentSubtype=CUM |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | BK_AVG | Average for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Athlete's ranking based on the game average | If available, for the DocumentSubtype= IND_RANKING |
| | BK_ERANK | Equalled ranking based on the game average | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_ST | | Steals statistics by the athlete for all the games played | |
| | BK_TOT | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Athlete's ranking based on the game average | If available, for the DocumentSubtype= IND_RANKING |
| | BK_ERANK | Equalled ranking based on the game average | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_BS | | Blocked shots statistics by the athlete for all the games played | |
| | BK_TOT | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Athlete's ranking based on the game average | If available, for the DocumentSubtype= IND_RANKING |
| | BK_ERANK | Equalled ranking based on the game average | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_FD | | Fouls drawn statistics by the athlete for all the games played | |
| | BK_TOT | Total | If available, for the DocumentSubtype=CUM |
| | BK_AVG | Average for the athlete | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Athlete's ranking based on the game average | If available, for the DocumentSubtype= IND_RANKING |
| | BK_ERANK | Equalled ranking based on the game average | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_PF | | Total of personal fouls made by the athlete for all the games played | If available |
| ST_BK /BK_PTS | | Points statistics by the athlete for all the games played | |
| | BK_TOT | Total Points | If available, for the DocumentSubtype=CUM |
| | BK_RANK | Athlete's ranking based on Total Points | If available, for the DocumentSubtype= IND_RANKING |
| | BK_ERANK | Equalled athlete's ranking based on Total Points | If applies, for the DocumentSubtype= IND_RANKING |
| | BK_AVG | Points per game average for the athlete | If available, for the |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | | | DocumentSubtype=CUM |
| | BK_AVG_RANK | Athlete's ranking based on the Points per game average | If available, for the DocumentSubtype= IND_RANKING |
| | BK_AVG_ERANK | Equalled Athlete's ranking based on the Points per game average | If applies, for the DocumentSubtype= IND_RANKING |
| ST_BK /BK_GP | | Games played by the athlete | If available |
| ST_BK /BK_MIN | | Minutes played per game by the athlete for all the games played | If available |
| ST_BK /BK_MPG | | Minutes played per game average for the athlete | If available |

### 5.1.7.6 Message sort

Please, follow the general definition.

## 5.1.8 Brackets

### 5.1.8.1 Description

This message is the Brackets message as described in the ODF Sport Messages Interface Document.

In the case of Basketball, the message has to be sent for all the competition events, as listed in the header values section.

### 5.1.8.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values sheet).

### 5.1.8.3 Trigger and Frequency

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

- Before competition

- After the last game of preliminaries is officialised

- After every game during final phases

### 5.1.8.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Basketball are:

- ExtCompPlaces and its child element

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of the quarterfinals and semi-finals.

- BracketItem /NexUnitLoser should be informed just in the case of the semi-finals.

- CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game and semi-finals.

### 5.1.8.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Basketball, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| Bracket | Code | M | CC @Bracket | Bracket code to identify a bracket item. It should be always a bracket of finals. |
| Bracket /BracketItems | Code | M | CC @BracketItems | Bracket code to identify a set of bracket items. It is referred to the quarterfinals, semi-finals or finals phase. |
| Bracket /BracketItems /BarcketItem | Code | M | N(2) 90 | It will be sent the game number for each bracket item (e.g.: 17, 18, 19, 20 …) |
| Bracket /BracketItems /BracketItem /CompetitorPlace | Code | O | CC @CompetitorPlace | It will be sent when there is no competitor team (BYE) o when it is not known yet (UNK). |

The following table describes in more detail the Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element

| Element: Competition/Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace | | | | |
|---|---|---|---|---|
| Type | Code | Pos | Value | Description |
| ECP_BK | BK_COMP_INF | CC @Desc | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send if the competitor is the winner or the loser |
| | | | | For @Value: Send the game number |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| ECP_BK /BK_COMP_INF | The competitor is the winner or the loser of the specified game number | Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK) |

### 5.1.8.6 Message sort

Please, follow the general definition.

## 5.1.9 Event's Medallists

### 5.1.9.1 Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Basketball, the message has to be sent for all the competition events, as listed in the header values section.

### 5.1.9.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

### 5.1.9.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.9.4 Message Structure

Please, follow the general definition.

### 5.1.9.5 Message Values

Please, follow the general definition.

### 5.1.9.6 Message sort

Please, follow the general definition.

## 5.1.10 Discipline/venue good morning

### 5.1.10.1 Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

### 5.1.10.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### 5.1.10.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.10.4 Message Structure

Please, follow the general definition.

### 5.1.10.5 Message Values

Please, follow the general definition.

### 5.1.10.6 Message sort

Please, follow the general definition.

### 5.1.11 Discipline/venue good night

#### 5.1.11.1 Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

#### 5.1.11.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

#### 5.1.11.3 Trigger and Frequency

Please, follow the general definition.

#### 5.1.11.4 Message Structure

Please, follow the general definition.

#### 5.1.11.5 Message Values

Please, follow the general definition.

#### 5.1.11.6 Message sort

Please, follow the general definition.

### 5.1.12 Discipline configuration

#### 5.1.12.1 Description

This message is the Discipline configuration message as described in the ODF Sport Messages Interface Document.

#### 5.1.12.2 Header Values

Please, follow the general definition.

#### 5.1.12.3 Trigger and Frequency

Please, follow the general definition.

#### 5.1.12.4 Message Structure

Please, follow the general definition.

#### 5.1.12.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table describes in more detail the Competition /Configs /Config/ ExtendedConfig element.

| Element : Competition /Configs /Config /ExtendedConfig | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedConfigItem Code | Pos | Value | Description |
| EC_BK | BK_SEASON (send by discipline) | | | String | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Club – Season Information for the discipline |
| | BK_VENUE (send by discipline) | | | CC @VenueCode | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send a venue code |
| | | BK_CAPACITY | | N(3),N(3) 999,990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Venue Public capacity |
| | BK_NUMBER_EVENTS (send by discipline) | | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: |

**Element : Competition /Configs /Config /ExtendedConfig**

| Type | Code | ExtendedConfigItem Code | Pos | Value | Description |
|------|------|------------------------|-----|-------|-------------|
| | | | | | Total number of events for the discipline |
| | BK_MATCH_NUMBER (send by event unit) | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Match Number |
| | BK_FGP_MIN_ATPG (send by discipline) | | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Minimum number of attempts per game for the total field goals percentage athlete's ranking for the discipline |
| | BK_P2P_MIN_ATPG (send by discipline) | | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Minimum number of attempts per game for the total 2 points field goals percentage athlete's ranking for the discipline |
| | BK_P3P_MIN_ATPG (send by discipline) | | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Minimum number of attempts per game for the total 3 points field goals percentage athlete's ranking for the discipline |
| | BK_FTP_MIN_ATPG (send by discipline) | | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Minimum number of attempts per game for the total free throws percentage athlete's ranking for the discipline |

For the table above, we have the following additional/summary information

| Type /Code | ExtendedConfig Code | Description | Expected |
|---|---|---|---|
| EC_BK /BK_SEASON | | Club – Season Information | If available |
| EC_BK /BK_VENUE | | Code of one discipline venue | If the venue public capacity is available |
| | BK_CAPACITY | Send the venue public capacity | If available |
| EC_BK /BK_NUMBER_EVENTS | | Total number of events for the discipline | If available |
| EC_BK /BK_MATCH_NUMBER | | Match Number for each event unit | If available |
| EC_BK /BK_FGP_MIN_ATPG | | Minimum number of attempts per game for the total field goals percentage athlete's ranking for the discipline | If available |
| EC_BK /BK_P2P_MIN_ATPG | | Minimum number of attempts per game for the total 2 points field goals percentage athlete's ranking for the discipline | If available |
| EC_BK /BK_P3P_MIN_ATPG | | Minimum number of attempts per game for the total 3 points field goals percentage athlete's ranking for the discipline | If available |
| EC_BK /BK_FTP_MIN_ATPG | | Minimum number of attempts per game for the total free throws percentage athlete's ranking for the discipline | If available |

### 5.1.12.6 Message sort

Please, follow the general definition.

# 6 Real time

The following chapter describes the ODF-RT part of Basketball.

## 6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Basketball the same way as it is done in the table of chapter 4.

| Message Type | Message name | Message documented | Message used in this sport | Message extended in this document |
|---|---|---|---|---|
| DT_RT_GM | RT Discipline/Venue good morning | Sports | X | |
| DT_RT_GN | RT Discipline/venue good night | Sports | X | |
| DT_RT_KA | RT Discipline/venue keep alive | Sports | X | |
| DT_RT_RESULT | RT Event Unit Results | Sports | X | X |
| DT_RT_CLOCK | RT Clock | Sports | X | X |

### 6.1.1 RT Event Unit Results

#### 6.1.1.1 Description

This message is the RT Event Unit Results message as described in the ODF Sport Messages Interface Document.

#### 6.1.1.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

#### 6.1.1.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE_UPDATE"

    o T1: Trigger at the beginning of one period

    o T2: Trigger after one new or modified action

    o T3: Trigger after one change in the scores

    o T4: Trigger after one player is substituted out

    o T5: Trigger at the end of one period

    o T6: Trigger when a team is disqualified

    o T7: Trigger at the end of one match

    o T8: Trigger after one change in the UnitInfo

- ResultStatus="LIVE_FULL"

    o This value should be suggested and sent in the DT_RT_GM message after further testing

- For other ResultStatus, follow the general definition.

#### 6.1.1.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Basketball are:

- UnitInfos and its child elements UnitDateTime and UnitInfo

- Periods and its child element Period

- UnitActions and its child element UnitAction

- UnitAction /Competitor

- UnitAction /Competitor /Composition and its child elements Athlete

- Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult

Please, follow the general considerations for all ResultStatus.

In the next section (message values), there is a more detailed definition.

#### 6.1.1.5 Message Values

The following table lists the RT Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments | LIVE_UPDATE RT trigger expected |
|---|---|---|---|---|---|
| Period | Code | M | CC @Period | | T3 |
| | HomeScore | M | N(3) 990 | Home competitor score up to this moment in time of the @Code period | T3 |
| | AwayScore | M | N(3) 990 | Away competitor score up to this moment in time of the @Code period | T3 |
| | HomePeriodScore | O | N(3) 990 | Score of the home competitor just for this period at this moment in time (for all periods except for HT and TOT) | T3 |
| | AwayPeriodScore | O | N(3) 990 | Score of the away competitor just for this period at this moment in time (for all periods except for HT and TOT) | T3 |
| UnitAction /Competitor /Composition /Athlete | Role | O | CC @ActionRole | Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions. | T2 (for an assistant player) |
| Result | ResultType | M | CC @ResultType | Result type, either points or IRM with points for the corresponding event unit | T6 or T7 |
| | IRM | O | CC @IRM | IRM of the Team for the particular event unit. Send just in the case @ResultType both Points and IRM (see codes section) | T6 |
| | Result | O | N(3) 990 | Result of the Team for the particular event unit. | T7 |
| | WLT | O | S(1) | The code whether a competitor won (W) or lost (L) | T7 |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the Home (1) and the Visitor (2) | T6 or T7 |

Send UnitDateTime

The following table describes in more detail the UnitInfo element in the case of Basketball.

| Element: Competition /UnitInfos /UnitInfo | | | |
|---|---|---|---|
| Type | Code | Value | Description |
| UI_BK | BK_LEAD_CHANGES | N(2) 90 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Lead Changes at the match |
| | BK_PERIOD | CC @Period | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |

**Element: Competition /UnitInfos /UnitInfo**

| Type | Code | Value | Description |
|------|------|-------|-------------|
| | | | For @Value:<br>Send current period |
| | BK_STATUS | CC @PeriodStatus | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send period Status |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|------------|-------------|----------|
| UI_BK /BK_LEAD_CHANGES | Lead Changes at the match | T8 |
| UI_BK /BK_PERIOD | Send current period | T1, T8 |
| UI_BK /BK_STATUS | Send period status | T1,T5, T7, T8 |

The following table describes in more detail the UnitAction element in the case of Basketball.

**Element: Competition /UnitActions /UnitAction**

| Type | Code | Pos | Value | Description |
|------|------|-----|-------|-------------|
| UAC_BK | CC @Period | N(2)<br>90 | CC @Action | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send one period code (quarter or overtime) |
| | | | | For @Pos:<br>Unique sequential number for all the actions of the period, from 1 to n (from the first action of the period to the last one). |
| | | | | For @Value:<br>Send one action code |

For the table above, we have the following additional/summary information:

| Type /Code | Description | LIVE_UPDATE RT trigger expected |
|------------|-------------|--------------------------------|
| UAC_BK /CC @Period | Actions in the game | T2 |

The following table describes in more detail the ExtendedAction element in the case of Basketball.

**Element: Competition /UnitActions /UnitAction /ExtendedAction**

| Type | Code | Value | Description |
|------|------|-------|-------------|
| EA_BK | BK_SCR_H | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Home Score of the game after the action |

**Element: Competition /UnitActions /UnitAction /ExtendedAction**

| Type | Code | Value | Description |
|---|---|---|---|
|  | BK_SCR_A | N(3) 990 | For @Type: Send proposed type |
|  |  |  | For @Code: Send proposed code |
|  |  |  | For @Value: Away Score of the game after the action |
|  | BK_LEAD | N(2) 90 | For @Type: Send proposed type |
|  |  |  | For @Code: Send proposed code for lead after the action |
|  |  |  | For @Value: Current Lead for the score Send 0 when teams have the same score |
|  | BK_TYPE | CC @ExtendedAction | For @Type: Send proposed type |
|  |  |  | For @Code: Send proposed code |
|  |  |  | For @Value: Extended Action Type (only used for 2 Pts, Foul, Turnover and Team Turnover actions) |
|  | BK_DESC | Text | For @Type: Send proposed type |
|  |  |  | For @Code: Send proposed code |
|  |  |  | For @Value: Text to add information for the action |

For the table above, we have the following additional/summary information:

| Type /Code | Description | LIVE_UPDATE RT trigger expected |
|---|---|---|
| EA_BK /BK_SCR_H | Home Score of the match after the action | T2 |
| EA_BK /BK_SCR_A | Away Score of the match after the action | T2 |
| EA_BK /BK_LEAD | Current Lead for the score | T2 |
| EA_BK /BK_TYPE | Extended Action Type (only used for 2 Pts, Foul, Turnover and Team Turnover actions) | T2 |
| EA_BK /BK_DESC | Additional information for the action, for example the running total of player points scored: (5 Pts) | T2 |

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Basketball.

**Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult**

| Type | Code | Pos | Value | Description |
|---|---|---|---|---|
| ER_BK | BK_CPL |  | S(1) | For @Type: Send proposed type |
|  |  |  |  | For @Code: Send proposed code |
|  |  |  |  | For @Pos: Do not send anything |
|  |  |  |  | For @Value: Send Y in case of the athlete is on the field and N in case of the athlete leaves the field |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| ER_BK /BK_CPL | Code to indicate that the player is currently on the field | T1 or T4 |

The following table describes in more detail the Competitor /Stats /Stat element in the case of Basketball for the team statistics.

| Element: Competitor /Stats /Stat | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_BK | BK_BIGGEST_LEAD | | | Numeric | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Biggest Lead |
| | BK_FG<br>BK_P2<br>BK_P3<br>BK_FT | | CC<br>@PeriodNo | | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Do not send anything |
| | | BK_MADE | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Field Goals(BK_FG)/2 Points (BK_P2)/3 Points (BK_P3)/Free Throws(BK_FT) made |
| | | BK_ATT | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Field Goals(BK_FG)/2 Points (BK_P2)/3 Points (BK_P3)/Free Throws(BK_FT) attempted |
| | | BK_PERC | | N(3)<br>990 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |

**Element: Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Field Goals(BK_FG)/2 Points (BK_P2)/3 Points (BK_P3)/Free Throws(BK_FT) Shooting Percentage |
| | BK_REBOUNDS | | CC<br>@PeriodNo | | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Do not send anything |
| | | BK_OFF | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Offensive Rebounds |
| | | BK_DEF | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Defensive Rebounds |
| | | BK_TOTAL | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Rebounds |
| | BK_TEAM_REB | BK_OFF | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team Offensive Rebounds |
| | | BK_DEF | | N(2)<br>90 | For @Type:<br>Send proposed Stat code |
| | | | | | For @Code:<br>Send proposed ExtendedStat code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Team Defensive Rebounds |

**Element: Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | BK_TOTAL | | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Team Total Rebounds |
| | BK_ASS | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send the period number or 0 (for all the periods) |
| | | | | | For @Value: Assists |
| | BK_TO | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send the period number or 0 (for all the periods) |
| | | | | | For @Value: Turnovers |
| | BK_TEAM_TO | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Team turnovers |
| | BK_ST | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send the period number or 0 (for all the periods) |
| | | | | | For @Value: Steals |
| | BK_BS | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send the period number or 0 (for all the periods) |
| | | | | | For @Value: Blocked Shots |
| | BK_PF | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |

**Element: Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Fouls |
| | BK_COA_PF | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Coach Fouls |
| | BK_FD | | CC<br>@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Send the period number or 0 (for all the periods) |
| | | | | | For @Value:<br>Total Fouls Drawn |
| | BK_PTS | | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Points |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|------------|-------------|----------|
| ST_BK /BK_BIGGEST_LEAD | Biggest Lead | T2 (if changed) |
| ST_BK /BK_FG | Total of Field Goals made/attempted/shooting percentage for all the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_P2 | Total of 2 Points made/attempted/shooting percentage for all the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_P3 | Total of 3 Points made/attempted/shooting percentage for all the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_FT | Total of Free Throws made/attempted/shooting percentage for all the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_REBOUNDS | Total of Offensive/Defensive/Total Rebounds for all the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_TEAM_REB | Offensive/Defensive/Total Rebounds of the team | T2 (if changed) |
| ST_BK /BK_ASS | Total of Assists for all the athletes of the team until now, for | T2 (if changed) |

| Type /Code | Description | Expected |
|---|---|---|
| | one specific period or for all the periods | |
| ST_BK /BK_TO | Total of turnovers of the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_TEAM_TO | Team turnovers | T2 (if changed) |
| ST_BK /BK_ST | Total of Steals for all the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_BS | Total of Blocked Shots for all the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_PF | Total of Personal Fouls for all the athletes of the team until now, for one specific period or for all the periods | T2 (if changed) |
| ST_BK /BK_COA_PF | Coach fouls | T2 (if changed) |
| ST_BK /BK_FD | Total of Fouls Drawn for all the athletes of the team | T2 (if changed) |
| ST_BK /BK_PTS | Total Points for all the athletes of the team | T2 (if changed) |

The following table describes in more detail the Competitor /Composition /Athlete /Stats /Stat element in the case of Basketball for the team statistics.

| Element: Competitor/Composition/Athlete/Stats/Stat | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_BK | BK_FG BK_P2 BK_P3 BK_FT | BK_MADE | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Field Goals/2 Points/3 Points/Free Throws made |
| | | BK_ATT | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Field Goals/2 Points/3 Points/Free Throws attempted |
| | | BK_PERC | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Field Goals/2 Points/3 Points/Free Throws (Shooting Percentage) |
| | BK_REBOUNDS | BK_OFF | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Offensive Rebounds |

**Element: Competitor/Composition/Athlete/Stats/Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | BK_DEF | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Defensive Rebounds |
| | | BK_TOTAL | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Rebounds |
| | BK_ASS | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Assists |
| | BK_TO | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Turnovers |
| | BK_ST | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Steals |
| | BK_BS | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Blocked Shots |
| | BK_PF | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |

**Element: Competitor/Composition/Athlete/Stats/Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Value:<br>Fouls |
| | BK_FD | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Fouls Drawn |
| | BK_PTS | | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Points |
| | BK_MIN | | | MM:SS<br>90:00 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Minutes Played |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|---|---|---|
| ST_BK /BK_FG | Field Goals made/attempted/shooting percentage | T2 (if changed) |
| ST_BK /BK_P2 | 2 Points made/attempted/shooting percentage | T2 (if changed) |
| ST_BK /BK_P3 | 3 Points made/attempted/shooting percentage | T2 (if changed) |
| ST_BK /BK_FT | Free Throws made/attempted/shooting percentage | T2 (if changed) |
| ST_BK /BK_REBOUNDS | Offensive/Defensive/Total Rebounds | T2 (if changed) |
| ST_BK /BK_ASS | Assists | T2 (if changed) |
| ST_BK /BK_TO | Turnovers | T2 (if changed) |
| ST_BK /BK_ST | Steals | T2 (if changed) |
| ST_BK /BK_BS | Blocked Shots | T2 (if changed) |
| ST_BK /BK_PF | Personal Fouls | T2 (if changed) |
| ST_BK /BK_FD | Fouls Drawn | T2 (if changed) |
| ST_BK /BK_PTS | Total Points scored by the player in the current game | T2 or T3 (if changed) |
| ST_BK /BK_MIN | Minutes Played for the athlete in the current game.<br><br>The number of minutes could be greater than 60,<br>e.g. 64:21 (64 minutes, 21 seconds) | T4 or T5 |

#### 6.1.1.6   Message sort

Please, follow the general definition.

## 6.1.2  RT Clock

### 6.1.2.1  Description

This message is the RT Clock message as described in the ODF Sport Messages Interface Document.

### 6.1.2.2  Header Values

The definition in the ODF Sport Messages Interface Document is valid.

### 6.1.2.3  Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- at the start and end of each period
- every time the clock starts and stops
- every 10 seconds

### 6.1.2.4  Message Structure

Please, follow the general definition.

### 6.1.2.5  Message Values

Please, follow the general definition.

### 6.1.2.6  Message sort

Please, follow the general definition.

# 7 PDF feed

The following chapter describes the ODF-PDF part of Basketball.

## 7.1 PDF Applicable Messages

The next table is a full list of all ODF-PDF messages and describes the list of messages used in Basketball the same way as it is done in the table of chapter 4.

| Message Type | Message name | Message documented | Message used in this sport | Message extended in this document |
|---|---|---|---|---|
| DT_PDF | PDF messages, these messages includes a PDF file inside of them based in the ORIS (or PRIS) type | Sports | X | X |
| DT_PDF_GM | PDF Discipline/Venue good morning | Sports | X | |
| DT_PDF_GN | PDF Discipline/venue good night | Sports | X | |
| DT_PDF_SERIAL | List of Current PDF Serial | Sports | X | |

## 7.1.1 DT PDF

### 7.1.1.1 Description

This message is the PDF message as described in the ODF Sport Messages Interface Document.

### 7.1.1.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the PDF as described in the ODF Common Codes document.

For PDF outputs which contain information for a single team, use DocumentSubcode to specify the Organisation code (NOC code) of the team. The DocumentCode attribute in the ODF header will be sent for all competition events according to the ODF Common Codes document (ODF Header Values sheet). (e.g., DT_PDF: C33 Team Roster; DT_PDF:C84x Team Statistics).

### 7.1.1.3 Trigger and Frequency

Please, follow the general definition.

### 7.1.1.4 Message Structure

Please, follow the general definition.

### 7.1.1.5 Message Values

Please, follow the general definition.

### 7.1.1.6 Message sort

Please, follow the general definition.

# DOCUMENT CONTROL

## Version history

| Version | Date | Comments |
|---|---|---|
| R2 1.0 | 30 Jan 2009 | Submitted for review version |
| R2 2.0 | 27 Feb 2009 | Submitted for approval |
| R2 3.0 | 27 Mar 2009 | Approved |
| R2 3.1 | 27 Apr 2009 | Approved |
| R2 4.0 | 22 May 2009 | After improvements presented in last WNPA meeting |
| R2 4.1 | 19 Jun 2009 | Some minor issues |
| R2 4.2 | 17 Jul 2009 | Some minor issues and added the copyright |
| R2 4.3 | 27 Nov 2009 | Some minor issues |
| R2 5.0 | 12 Mar 2010 | ORIS Release 5 version 1.1 changes and some minor issues |
| R2 6.0 | 29 Oct 2010 | After internal request IR009 and some minor issues |
| R2 6.1 | 05 Nov 2010 | Some minor issues |
| R2 6.2 | 03 Dec 2010 | Some minor issues |
| R2 7.0 | 16 Feb 2011 | IR0022, defects #36104 and #34829 |
| R2 8.0 | 18 Mar 2011 | CR1461 |
| R2 8.1 | 08 Jul 2011 | Some defects |
| R2 8.2 | 03 Oct 2011 | Some minor issues |
| R2 9.0 | 09 Nov 2011 | CR5076 and some minor issues |
| R2 10.0 | 09 Jan 2012 | IR101 and some minor issues |
| R2 10.1 | 12 Mar 2012 | Some minor issues |
| R2 11.0 | 13 Apr 2012 | CR8511 and some minor issues |

**File reference:**     ODF/INT023-R2 v11.0 APP (BK)

## Change Log

| Version | Status | Changes on version |
|---------|--------|---------------------|
| R2 1.0 | SFR | • First version |
| R2 2.0 | SFA | • Codes: Removed SBO,SBO_I and SBI, ASS Action codes. Added SUBST, STARTP code.<br>• Codes: Added IN, OUT, OUT_I, SCR ActionRole codes.<br>• Codes: Added new values for Statistics codes<br>• Codes: Defined codes for PeriodStatus<br>• List of accredited teams by discipline: Added Group element<br>• List of accredited teams by discipline: Added Average age element<br>• Start List: Added competitor age, average age and uniform elements<br>• Event Unit Results: Removed BK_Fouls_Player and BK_Fouls_Team elements, added BK_Desc.<br>• Pool standings: Added new description for Header's DocumentSubtype.<br>• Pool standings: Added BK_Points_For element, removed Result.<br>• Statistics: Deleted all Opponent Stats. Added Position description to these stats that can be used also for the opponent.<br>• Statistics: Changed BK_DSQ to BK_IRM<br>• Statistics: Defined SortOrder<br>• RT Event Unit Results: Added expected data to BK_Status |
| R2 3.0 | APP | • Changed CC @ResultType codes names<br>• Changed CC @Action 'SUBS' code by 'SUBST'<br>• Changed CC @Action 'STARTTP' code by 'STARTP'<br>• Added CC @ ActionRole 'ASS' code<br>• General: Changed rank value from numeric to Text<br>• List of accredited teams by discipline: Changed E_AVG_HEIGHT value from String to N(3)<br>• Pool Standings: Merged BK_GAMES_WON and BK_GAMES_LOST into BK_GAMES<br>• Pool Standings: Merged BK_PTS_FOR and BK_PTS_AGAINST into BK_RES<br>• Pool Standings: Merged BK_LAST2GAMES_WON and BK_LAST2GAMES_LOST into BK_LAST2GAMES<br>• Pool standings: Merged BK_MARG_LESS5_WON and BK_MARG_LESS5_LOST into BK_MARG_LESS5<br>• Pool Standings: Merged BK_MARG_BIG15_WON and BK_MARG_BIG15_LOST into BK_MARG_BIG15 |
| R2 3.1 | APP | • Pool Standings: Splited BK_GAMES into BK_GAMES_WIN and BK_GAME_LOST |
| R2 4.0 | APP | • Delete all references to the DT_PARTIC_ATHLETES, DT_PARTIC_ATHLETES_UPDATE, DT_PARTIC_OFFICIALS, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_HISTORIC, DT_TEAM_HISTORIC messages<br>• Include four new messages DT_PARTIC, DT_PARTIC_UPDATE and references to DT_HIST_REC_UPDATE and DT_WEATHER.<br>• Codes: Changed DESC code by Desc<br>• List of Participants: Changed E_POSITION_y and E_POSITION_NUMBER_y to E_POSITION and E_POSITION_NUMBER<br>• List of Teams: Merged E_SHIRT_1 and E_SHIRT_2 to E_SHIRT element<br>• Start List: Removed GAME_NUMBER element<br>• Discipline Configuration: Added MATCH_NUMBER element |
| R2 4.1 | APP | • Added a new value for the @PeriodNo Code for all periods totals.<br>• Added a new @Value description for the BK_CPL element at the Stat element of the DT_RT_RESULT message.<br>• Corrected the name of the attribute AwayPeriodScore at the Period element of the DT_RT_RESULT message |

## Change Log

| Version | Status | Changes on version |
|---------|--------|--------------------|
| R2 4.2 | APP | • Changed the DT_PARTIC_HORSES_UPDATE message name.<br>• Added the copyright. |
| R2 4.3 | APP | • Added the HomePeriodScore and the AwayPeriodScore attributes for the Period element in the DT_RESULT message.<br>• Added the BK_PERIOD and the BK_STATUS codes at the UnitInfo element in the DT_RESULT message.<br>• The @Pos attribute has been informed for some of the Stat and ExtendedStat elements for teams in the DT_RESULT message to be consistent with the DT_RT_RESULT message.<br>• The BK_HOME_SCR and BK_AWAY_SCR codes of the ExtendedAction element has been changed to BK_SCR_H and BK_SCR_A at the DT_RT_RESULT message to be consistent with the DT_RESULT message.<br>• Added some ExtendedStat elements at the DT_RT_RESULT message to be consistent with the DT_RESULT message.<br>• Deleted the BK_RF code at the Stat element of the DT_RT_RESULT message.<br>• Added the BK_TEAM_TO code at the Stat element of the DT_RT_RESULT message. |
| R2 5.0 | APP | • <u>ORIS Release 5 – Version 1.1</u>: Added the BK_FD Stat code for teams at the Competition/Result/Competitor/Stats/Stat element and team members at the Competition/Result/Competitor/Composition/Athlete/Stats/Stat element at the DT_RESULT and DT_RT_RESULT messages.<br>• <u>ORIS Release 5 – Version 1.1</u>: Added the BK_TEAM_REB Stat code and its ExtendedStat BK_OFF, BK_DEF and BK_TOTAL at the Competition/Result/Competitor/Stats/Stat element at the DT_RESULT and DT_RT_RESULT messages.<br>• <u>ORIS Release 5 – Version 1.1</u>: Added the BK_FD StatItem code at the Competition/Stats/StatsItems/StatItem element and its ExtendedStat BK_TOT and BK_AVG at the DT_STATS message<br>• <u>ORIS Release 5 – Version 1.1</u>: Added the BK_FD StatItem code and its ExtendedStat BK_TOT, BK_AVG and BK_AVG_RANK for teams at the Competition/Stats/Competitor/StatsItems/StatItem element and team members at the Competition/Stats/Competitor/Composition/Athlete/StatsItems/StatItem element at the DT_STATS message.<br>• <u>ORIS Release 5 – Version 1.1</u>: Added the BK_TEAM_REB StatItem code and its ExtendedStat BK_OFF, BK_DEF and BK_TOTAL at the Competition/Stats/Competitor/StatsItems/StatItem element at the DT_STATS message.<br>• The Trigger and Frequency has been changed for the DT_START_LIST, DT_RESULT, DT_POOL_STANDING, DT_RANKING, DT_STATS and DT_BRACKETS messages |
| R2 6.0 | APP | • Changed the Value format for the BK_ CAPTAIN EventEntry code at the DT_PARTIC and DT_PARTIC_UPDATE messages<br>• Changed the Expected information for the E_AVG_HEIGHT EventEntry code at the DT_PARTIC_TEAMS_UPDATE message<br>• Added the E_SEED EventEntry code at the DT_PARTIC_TEAMS_UPDATE message<br>• Changed the Value format for the BK_STARTER, BK_SUSPENDED and BK_CAPTAIN EventUnitEntry codes at the DT_START_LIST message<br>• Changed the Value format for the BK_AVG_AGE EventUnitEntry code at the DT_START_LIST message<br>• Removed the BK_STARTER Stat Code at the DT_RESULT message<br>• Removed the BK_RF Stat code for players and for teams at the DT_RESULT message<br>• Removed the BK_PTS_TO, BK_PTS_PAINT, BK_SND_CHANCE_PTS and BK_FAST_BRK_PTS Stat codes for teams at the DT_RESULT message<br>• Added the BK_TOT, BK_TO, BK_PAINT, BK_2CHANCE and BK_FAST_BRK ExtendedStat codes at the BK_PTS Stat code for teams at the DT_RESULT |

## Change Log

| Version | Status | Changes on version |
|---------|--------|--------------------|

message
- Added the Result/RankEqual attribute at the DT_POOL_STANDING message
- Added the BK_YESTERDAY_ERANK ExtendedResult code at the DT_POOL_STANDING message
- Added the Pos attribute information for the BK_OPPONENT ExtendedResult code at the DT_POOL_STANDING message
- Changed all the appearances of the StatsItem Type ST_TEAM_BK and ST_ATH_BK to ST_BK at the DT_STATS message
- Changed the BK_PLACE ExtendedStat code to the BK_RANK ExtendedStat code for the BK_PPG_TIED, BK_PTS_TIED, BK_RPG_TIED, BK_APG_TIED, BK_RF_TIED, BK_BS_TIED, BK_ST_TIED, BK_TO_TIED, BK_FGP_TIED, BK_FG_TIED, BK_P2P_TIED, BK_P2_TIED, BK_P3P_TIED, BK_P3_TIED, BK_FTP_TIED and BK_FT_TIED StatsItem codes at the DT_STATS message
- Changed the BK_TOT Extendedstat code to the BK_MADE ExtendedStat code for the BK_FG, BK_P2, BK_P3 and BK_FT StatsItem codes wherever appears at the DT_STATS message
- Removed the BK_RPG_AVG StatsItem code for teams at the DT_STATS message
- Changed the BK_RPG_AVG StatsItem code to the BK_AVG ExtendedStat code for the BK_REB StatsItem code for players at the DT_STATS message
- Changed the BK_RPG_AVG_RANK StatsItem code to the BK_RANK ExtendedStat code for the BK_REB StatsItem code for players at the DT_STATS message
- Removed the BK_RF StatsItem code for players and for teams at the DT_STATS message
- Changed the BK_RF_TIED StatsItem code to the BK_FD_TIED StatsItem code at the DT_STATS message
- Removed the BK_APG StatsItem code for teams at the DT_STATS message
- Removed the BK_PTS and BK_PTS_AVG ExtendedStat codes for the BK_TO StatsItem code for teams at the DT_STATS message
- Added the BK_TO and BK_TO_AVG ExtendedStat codes for the BK_PTS StatsItem code for teams at the DT_STATS message
- Changed the BK_MPG_AVG StatsItem code to the BK_MPG StatsItem code for players at the DT_STATS message
- Changed the @Value format for the BK_MIN and the BK_MPG StatsItem codes for players at the DT_STATS message
- Removed the BK_FGP_MIN_ATPG, BK_P2P_MIN_ATPG, BK_P3P_MIN_ATPG and BK_FTP_MIN_ATPG StatsItem codes at the DT_STATS message
- Changed the BK_PER ExtendedStat code to the BK_PERC ExtendedStat code for the BK_FG, BK_P2, BK_P3 and BK_FT StatsItem codes at the DT_STATS message
- Removed the BK_VENUE StatsItem code and its ExtendedStat code BK_CAPACITY at the DT_STATS message
- Changed the BK_FGP_RANK ExtendedStat code to the BK_PERC_RANK ExtendedStat Code for the BK_FG, BK_P2, BK_P3 and BK_FT StatsItem codes for players at the DT_STATS message
- Changed the BK_AVG_RANK ExtendedStat code to the BK_RANK ExtendedStat code for the BK_ASS, BK_TO, BK_ST, BK_BS and BK_FD StatsItem codes for players at the DT_STATS message
- Added the BK_RANK ExtendedStat code for the BK_REB StatsItem code for teams at the DT_STATS message
- Changed the @Value description for the BK_RANK ExtendedStat code of the BK_PTS StatsItem code for teams at the DT_STATS message
- Moved the Pos information of all the ExtendedStat codes at the Pos and Value information of the BK_FG, BK_P2, BK_P3, BK_FT, BK_OR, BK_DR, BK_ASS, BK_ST, BK_BS, BK_PF, BK_FD, BK_REB, BK_TO and BK_PTS StatsItem codes for teams at the DT_STATS message
- Added the BK_ERANK ExtendedStat code for the BK_FG, BK_P2, BK_P3, BK_FT, BK_ASS, BK_ST, BK_BS, BK_PF, BK_FD, BK_REB, BK_TO and BK_PTS StatsItem codes for teams at the DT_STATS message
- Added the BK_AVG_ERANK and the BK_PERC_ERANK ExtendedStat codes for the BK_FG, BK_P2, BK_P3 and BK_FT StatsItem codes for players at the DT_STATS message.
- Added the BK_ERANK ExtendedStat code for the BK_ASS, BK_TO, BK_ST,

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|---------|--------|--------------------|

BK_BS, BK_FD and BK_REB Statsitem codes for players at the DT_STATS message.

- Added the BK_TOT ExtendedStat code for the BK_REB StatsItem code for players at the DT_STATS message
- Added the BK_ERANK and the BK_AVG_ERANK ExtendedStat codes for the BK_PTS StatsItem code for players at the DT_STATS message.
- Added the BK_FGP_MIN_ATPG, BK_P2P_MIN_ATPG, BK_P3P_MIN_ATPG and BK_FTP_MIN_ATPG ExtendedConfig codes at the DT_CONFIG message
- Removed the BK_VENUE_CAPACITY ExtendedConfig code at the DT_CONFIG message
- Added the BK_VENUE ExtendedConfig code and its Extension Code BK_CAPACITY at the DT_CONFIG message
- Changed all the appearances of the Stat Type ST_TEAM_BK and ST_ATH_BK to ST_BK at the DT_RESULT and DT_RT_RESULT messages
- Removed the BK_CPL Stat Code at the DT_RT_RESULT message
- Added a new optional element at the Message Structure section at the DT_RT_RESULT message
- Added the BK_CPL ExtendedResult code at the DT_RT_RESULT message
- Changed the BK_POINTS ExtendedStat code to the BK_MADE ExtendedStat code for the BK_FG, BK_P2, BK_P3 and BK_FT Stat codes for players and for teams at the DT_RESULT and DT_RT_RESULT messages
- Changed the BK_ATTEMPTS ExtendedStat code to the BK_ATT ExtendedStat code for the BK_FG, BK_P2, BK_P3 and BK_FT Stat codes for players and for teams at the DT_RESULT and DT_RT_RESULT messages
- Moved the Pos information of all the ExtendedStat codes at the Pos and Value information of the BK_FG, BK_P2, BK_P3, BK_PT and BK_REBOUNDS StatsItem codes for teams at the DT_RESULT and DT_RT_RESULT messages

## Change Log

| Version | Status | Changes on version |
|---------|--------|--------------------|
| R2 6.1 | APP | • Removed the E_AVG_HEIGHT EventEntry code at the DT_PARTIC_TEAMS and DT_PARTIC_TEAMS_UPDATE messages. |
| R2 6.2 | APP | • Changed the Value format for the BK_RSC_TOTALS StatsItem code at the DT_STATS message |
| R2 7.0 | APP | • Codes: CC @Action code entity has been modified and CC @ExtentedAction has been added to display all possible descriptions in BKG3 screen. CC @Country has been added. <br> • Event Unit Results and RT Event Unit Results: EA_BK /BK_TYPE and EA_BK /BK_DESC codes have been added / updated to display all possible descriptions in BKG3 screen. <br> • Defect 36104: The Value column should refer to CC @Country and not CC @Organisation. The E_CLUB_ORG is the Club Country Code, not the Club Organisation. <br> • IR022: Changes after the WNPA meeting: <br> ▪ Change the triggers and frequency as the revision of WNPA meeting <br> ▪ Codes: add a format column to Section 3 of the Data Dictionaries |
| R2 8.0 | APP | • CR1461:DT_RT_CLOCK message has been added |
| R2 8.1 | APP | • All percentage values have been changed from N(2) to N(3) as the value could be 100. <br> • Event Unit Results & RT Event Unit Results: Some values have been removed because they were duplicated. <br> • Statistics: <br> ▪ Description for DocumentSubtype CUM has been updated. <br> ▪ Some values and BK_TOT codes have been removed and comments have been updated. <br> • RT Event Unit Results: BK_LEAD_CHANGES, BK_LEAD and BK_BIGGEST_LEAD codes have been added as they were missing. Comments about ResultStatus have been updated. |
| R2 8.2 | APP | • Codes: P2F_B and P3F_B have been added as they were missing. <br> • Pool Standings and Event Final Ranking: RankEqual comment has been updated. |
| R2 9.0 | APP | • CR5076: <br> ▪ Section for DT_PDF messages has been added with a sub-section for Header Values in special cases. <br> • Statistics: <br> ▪ Attribute "Sort" has been changed to "Order" for Stats /Competitor and Stats /Competitor /Composition /Athlete in order to follow ODF Sport Messages Interface document. <br> • Event Unit Results & RT Event Unit Results: <br> ▪ EA_BK /BK_LEAD value has been updated, removing the "+". |
| R2 10.0 | APP | • IR101: DT_SERIAL message added in the PiT messages. <br> • Statistics: <br> ▪ ST_BK /BK_GB code has been updated in Summary table as it hasn't any ExtendedStat code. |
| R2 10.1 | APP | • Codes: <br> ▪ OUT_I description has been changed to "Out, Injury". <br> ▪ CC @Statistics codes have been updated. <br> • List of participants: <br> ▪ InternationaFederationId attribute has been added to Competition |

## Change Log

| Version | Status | Changes on version |
|---------|--------|--------------------|
| | | /Participant /Discipline element. |
| R2 11.0 | APP | • CR8511:<br>  ▪ RT Clock: Triggers have been updated.<br>• Pool standings:<br>  ▪ Triggers: Intermediate has been changed to Interim (#68792). |

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