Olympic Data Feed

ODF Beach Volleyball Data Dictionary

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Technology Department
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1 Introduction

1.1 This document

This document includes the ODF Beach Volleyball Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Beach Volleyball, 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 Beach Volleyball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Beach Volleyball competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **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

- **BV –** Beach Volleyball

- **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 Beach Volleyball 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 Beach Volleyball 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 Beach Volleyball.

Any ODF Beach Volleyball 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**
	ATC	Attack
	BLC	Block
	DIG	Dig
	OPP_ERR	Opponent Error
	PTY	Penalty
	SRV	Serve
	STARTP	Start Of Period (only for RT)
	TF	Team Fault Note: when UnitAction Type has this value it must be followed by an ExtendedAction Type of BV_RESULT with a value of "FLT"
	TOUT	Time Out
CC @Bracket	**Code**	**Description**
	FNL	Finals
CC @BracketItems	**Code**	**Description**
	FNL	Final
	QFL	Quarterfinal
	R16	Round of 16
	SFL	Semifinal
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 @Desc	**Code**	**Description**
	30	draw
	10	Group A
	11	Group B
	12	Group C
	13	Group D
	14	Group E
	15	Group F

Code Entity	Code Entity Set of Values	
	0	Lost
	1	Won
CC @Function	Defined in ODF Common Codes Document See entity Function The entity's attribute to be used is Code In case of officials in DT_START_LIST use: For **Official @Function** use: R1 Referee 1 R2 Referee 2	
CC @Hand	**Code**	**Description**
	L	Left
	R	Right
	B	Left/Right
CC @IRM	**Code**	**Description**
	DSQ	Disqualified
	INJ	Injury
CC @Period	**Code**	**Description**
	S1	Set 1
	S2	Set 2
	S3	Set 3
CC @PeriodNo	**Code**	**Description**
	0	For the totals
	1	S1
	2	S2
	3	S3
CC @PeriodStatus (Only for RT)	**Code**	**Description**
	E	Match End
	R	Running
	S	Stop (Break)
CC @PressureUnit	**Code**	**Description**
	Mb	Mb
CC @ReportType	**Code**	**Description**
	1	Entry List by Event
	2	Entry List by NOC
	3	Match Results
	4	Play by Play
	5	Player Ranking by Skill
	6	Draw
	7	Results Summary
	8	Results Table
	9	Tournament Ranking
	10	Team Ranking by Skill
CC @ResAction	**Code**	**Description**
	ACE	Ace
	CON	Continue

Code Entity	Code Entity Set of Values	
	EXP	Expulsion
	DEL	Delay
	DSQ	Disqualified
	FLT	Fault
	MISC	Misconduct
	SCS	Success
CC @ResultType	**Code**	**Description**
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Points
CC @Role	**Code**	**Description**
	LB	Left Blocker
	LD	Left Defender
	RB	Right Blocker
	RD	Right Defender
CC @SpeedUnit	**Code**	**Description**
	1	Mp/h
	2	Km/h
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
CC @TemperatureUnit	**Code**	**Description**
	C	Celsius
	F	Fahrenheit
CC @WeatherConditions	Defined in ODF Common Codes Document See entity Weather Conditions • The entity's attribute to be used is Code	
CC @WindDirection	Defined in ODF Common Codes Document See entity Weather Conditions	
CC @WLT	**Code**	**Description**
	L	Lost
	W	Won

4   Beach Volleyball 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 Beach Volleyball, 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_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	
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	X	X
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), for that discipline it is the list of athletes, and officials, 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 Beach Volleyball 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 participants by discipline/ update" optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	GivenName	M	S(25)	Given name in WNPA format (mixed case)
	BirthDate	O	YYYYMMDD	Date of birth for the athlete
	Height	O	N(3) 999	Height in centimetres for the athlete Send when this information is available
	MainFunctionId	M	CC @Function	Main function
RegisteredEvent	Bib	O	String	Shirt number for the athlete. Although this attribute is optional, it will be updated and informed As soon as it is known. Example: 1, 2

The following table describes in more detail the EventEntry element for the athletes in the case of Beach Volleyball.

Element: EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_SHIRT_NAME		S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Shirt Name
	E_CAPTAIN		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:

Element: EventEntry

Type	Code	Pos	Value	Description
				Do not send anything
				For @Value: Send "Y" if the competitor is the Captain or N if it is not more.
	E_POSITION	N(1) 0	CC @Role	For @Type: Send proposed type
				For @Code: Send proposed type code
				For @Pos: Send 2 to indicate the role in the team.
				For @Value: Send the athlete role
	E_HAND		CC @Hand	For @Type: Send proposed type
				For @Code: Send proposed type code
				For @Pos: Do not send anything
				For @Value: Hand of the Player

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

Type /Code	Description	Expected
E_ENTRY /E_SHIRT_NAME	Shirt Name of the player	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_CAPTAIN	Captain	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_POSITION	Role in the team	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_HAND	Hand of the Player.	As soon as it is known (it can be sent in both messages)

5.1.1.6   Message sort

Please, follow the general definition.

5.1.2 List of accredited teams by discipline/ List of accredited teams by discipline update

5.1.2.1 Description

This message is the List of accredited teams by discipline (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 Beach Volleyball are:

- 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 Central Sport Messages Interface Document) that are used in the case Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Team	Name	M	S(73)	The team's name shall consist of the family and/or given names of their athletes. Example :"RICARDO/EMANUEL", "DIECKMANN M./RECKERMANN", "HOLDREN/METZGER"

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

Element: EventEntry				
Type	**Code**	**Pos**	**Value**	**Description**
E_ENTRY	E_SEED		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Seed number.
	E_SHIRT	N(1) 0	S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1, 2, 3 to indicate the number of shirt
				For @Value: Colour's Shirt
	E_SHORTS	N(1)	S(25)	For @Type:

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Element: EventEntry

Type	Code	Pos	Value	Description
		0		Send proposed type
				For @Code: Send proposed code
				Send 1, 2, 3 to indicate the number of shorts
				For @Value: Colour's 1st Shorts
	E_GROUP		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Preliminary Group of the team

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

Type /Code	Description	Expected
E_ENTRY /E_SEED	Seed number	As soon as it is known (it can be sent in update message)
E_ENTRY /E_SHIRT	1st / 2nd /3rd team shirt colour	As soon as it is known (this information can be sent in both messages)
E_ENTRY /E_SHORTS	1st / 2nd /3rd team shorts colour	As soon as it is known (this information can be sent in both messages)
E_ENTRY /E_GROUP	Preliminary Group of the team	As soon as this information is known (it can be sent in update message)

5.1.2.6 Message sort

Please, follow the general definition.

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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 Beach Volleyball are:

- UnitDateTime (following the general rules for this element)

- Officials /Official

- 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 Beach Volleyball, 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.
	Order	M	Numeric	Send by order for each official in each function, example: referee 1, referee 2.
Start	StartOrder	M	Numeric	Send 1 for first team, send 2 for the other team
	SortOrder	M	Numeric	
Start /Competitor	Bib	M	S(2)	Seed number
Start /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	N(3) 990	

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

Element: Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_BV	BV_SHIRT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Shirt
	BV_SHORTS	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value:

Element: Competitor /EventUnitEntry

Type	Code	Value	Description
			Colour's 1st Shorts/brief

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

Type /Code	Description	Expected
BV_SHIRT	team shirt colour	If it is available
BV_SHORTS	team shorts colour	

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 (set)

- After the match (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 Beach Volleyball are:

- UnitDateTime (following the general rules for this element)

- UnitInfo

- Periods /Period

- UnitActions /UnitAction

- UnitAction /ExtendedAction

- UnitAction /Competitor(following the general rules for this element)

- UnitAction /Competitor /Composition /Athlete (following the general rules for this element)

- Competitor /ExtendedResults /ExtendedResult

- Competitor /Stats /Stat

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

- Competitor /Composition /Athlete /Stats /Stat

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	Set Number, usually there are 3 sets
	HomeScore	M	N(3) 990	Overall score of the home competitor at the end of the period. At the start of the game the result should be 0.
	AwayScore	M	N(3) 990	Overall score of the away competitor at the end of the period. At the start of the game the result should be 0.
	HomePeriodScore	M	N(3) 990	Score of the home competitor just for that period.

Element	Attribute	M/O	Value	Comments
	AwayPeriodScore	M	N(3) 990	Score of the away competitor just for that period.
	Duration	O	MMm 90m	Playing time of each set.
UnitAction	Time	M	MM:SS	Time of the action. Ascending from the beginning (0:00) to the end of one Period.
	Status	M	N	Status of the action for indicate if the action is new (N)
Result	ResultType	O	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 Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	N(3) 990	Result of the Team (Sets winning) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0.
	WLT	O	CC @WLT	The code whether a competitor won or lost.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and away team. 1 – for home team; 2 – for away team
Result /Competitor/ EventUnitEntry	Code	M	E_HOME or E_AWAY	Key of the EventUnitEntry to uniquely identify if the Competitor is the Home or the Away Team

Send UnitDateTime

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

Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_BV	BV_DURATION	HHh MMm 99h 90m	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match Duration time
	BV_PDURATION	HHh MMm 99h 90m	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Total playing time.
	BV_SERVE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Serve Indicator Send H for Home Team Send A Away Team
	BV_PNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match point indicator Send H for Home Team Send A Away Team
	BV_SPNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code

Element: Competition /UnitInfos /UnitInfo

Type	Code	Value	Description
			For @Value: Set point indicator Send H for Home Team Send A Away Team
	BV_ATTENDANCE	N(5) 99990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of spectators at the match

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

Type /Code	Description	Expected
UI_BV /BV_DURATION	Match duration	Send at the end of the Game
UI_BV /BV_PDURATION	Total Playing time	Send at the end of the Game
UI_BV /BV_PNT	Match point indicator	When was available
UI_BV /BV_SPNT	Set point indicator	
UI_BV /BV_SERVE	Serve Indicator	
UI_BV /BV_ATTENDANCE	Number of spectators at the match	Send just if this information is available

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

Element: Competition /UnitActions /UnitAction

Type	Code	Pos	Value	Description
UAC_BV	CC @Period	N(3) 990	CC @Action	For @Type: Send proposed type
				For @Code: Send the period code.
				For @Pos: Unique sequential number for all the action of the period, from 1 to n (from the first action of the Set to the last one).
				For @Value: Action for the player/team

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

Type /Code	Description	Expected
UAC_BV /CC @Period	Actions in the game	Send always 2 minutes after set and 2 minutes after the game will be approved

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

Element: Competition /UnitActions /UnitAction /ExtendedAction

Type	Code	Value	Description
EA_BV	BV_RALLY	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of the rally in which the action

Element: Competition /UnitActions /UnitAction /ExtendedAction

			occurs
	BV_RESULT	CC @ResAction	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Result of the Action for the player/team
	BV_LEAD_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Points lead for the Home Team in the rally
	BV_LEAD_A	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Points lead for the Away Team in the rally
	BV_SCR_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home team score in the Rally.
	BV_SCR_A	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Away team score in the Rally.
	BV_WIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send H if the Home Team win the current Rally Send A if the Away Team win the current Rally
	BV_SPEED	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Serve Speed

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

Type /Code	Description	Expected
EA_BV /BV_RALLY	Number of the rally in which the action occurs	When was available
EA_BV /BV_RESULT	Result of the Action for the player/team	Send always 2 minutes after set and 2 minutes after the game will be approved
EA_BV /BV_LEAD_H	Points lead for the Home Team	When the information is available
EA_BV /BV_LEAD_A	Points lead for the Away Team	When the information is available
EA_BV /BV_SCR_H	Home team score in the Rally.	When the information is available
EA_BV /BV_SCR_A	Away team score in the Rally.	When the information is available
EA_BV /BV_WIN	Indicator of the current Rally Point by Home Team	When the information is available

EA_BV /BV_SPEED	Serve Speed.	When the information is available

The following table describes in more detail the Competitor Competitor/ /ExtendedResults /ExtendedResult element in the case of Beach Volleyball for the team.

Element: Competitor /ExtendedResults /ExtendedResult			
Type	**Code**	**Value**	**Description**
ER_BV	BV_PNT	N(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match point count
	BV_SPNT	N(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Set point count (Only for the current set)

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

Type /Code	Description	Expected
ER_BV /BV_PNT	Match point count	When the information is available
ER_BV /BV_SPNT	Set point count	When the information is available

The following table describes in more detail the Competitor /Stats /Stat element in the case of Beach Volleyball.

Element: Competitor /Stats /Stat					
Type	**Code**	**ExtendedStat**	**Pos**	**Value**	**Description**
ST_BV	BV_SRV		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Do not send anything
		BV_ATT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to serve in the team by event unit
		BV_ACE		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to aces won in the team in the event unit Only when CC @PeriodNo is "0"

Element: Competitor /Stats /Stat

Type	Code	ExtendedStat	Pos	Value	Description
		BV_FLT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total faults when the team serve for event unit Only when CC @PeriodNo is "0"
	BV_ATC		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Do not send anything
		BV_ATT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to attack for the team in the event unit
		BV_SCS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attack successes for the team in the event unit Only when CC @PeriodNo is "0"
	BV_BLC BV_DIG		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Total block/dig success for the team in event unit.
	BV_OPP_ERR BV_PTY			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total opponent errors/penalties for the team in event unit.
	BV_TOT_TEAM		CC @PeriodNo	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Competitor /Stats /Stat

Type	Code	ExtendedStat	Pos	Value	Description
					For @Value: Total points (Service aces + attack successes + block successes + opponent errors)
	BV_TOUT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time out for the team in the event unit.

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

Type /Code	Description	Expected
ST_BV /BV_SRV	Total attempts to serve, aces won and faults when the team serve for event unit	Always, if the information is available
ST_BV /BV_ATC	Total attempts to attack and attack successes for the team in the event unit	Always, if the information is available
ST_BV /BV_BLC	Total block success for the team in event unit.	Always, if the information is available
ST_BV /BV_OPP_ERR	Total opponent errors for the team in the event unit.	Always, if the information is available
ST_BV /BV_DIG	Total dig success for the team in the event unit.	Always, if the information is available
ST_BV /BV_PTY	Total penalties for the team in the event unit.	Always, if the information is available
ST_BV /BV_TOT_TEAM	Total points	Always, if the information is available
ST_BV /BV_TOUT	Time out for the team in the event unit.	Always, if the information is available

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Value	Description
ER_BV	BV_CAPTAIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "Y" if the competitor is the Captain

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

Type /Code	Description	Expected
ER_BV /BV_CAPTAIN	Captain	As soon as it is known (it can be sent in both messages)

The following table describes in more detail the Competitor /Composition /Athlete /Stats /Stat element in the case of Beach Volleyball.

Element: Competitor /Composition /Athlete /Stats /Stat

Type	Code	ExtendedStat	Value	Description
ST_BV	BV_SRV	BV_ATT	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total attempts to serve in the athlete by event unit
		BV_ACE	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total attempts to aces won in the athlete in the event unit
		BV_FLT	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total faults when the athlete serve for event unit
		BV_SPEED	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: (see codes section)
				For @Value: Fastest serve in km/h for the athlete in the event unit.
	BV_ATC	BV_ATT	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total attempts to attack for the athlete in the event unit
		BV_SCS	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total attack successes for the athlete in the event unit
	BV_BLC BV_DIG BV_PTY		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**	**Value**	**Description**
				For @Value: Total block/dig/penalties success for the athlete in event unit.

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

Type /Code	Description	Expected
ST_BV /BV_SRV	Total attempts to serve, aces won, faults and Fastest serve when the athlete serve for event unit.	Always, if the information is available
ST_BV /BV_ATC	Total attempts to attack and attack successes for the athlete in the event unit	Always, if the information is available
ST_BV /BV_BLC	Total block success for the athlete in event unit.	Always, if the information is available
ST_BV /BV_DIG	Total dig success for the athlete in the event unit.	Always, if the information is available
ST_BV /BV_PTY	Total penalties for the athlete in the event unit.	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 Beach Volleyball, 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 ([DD][G][EEE]900) attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values sheet).

DocumentSubtype and Subtype attributes will be:

- Pool A: A
- Pool B: B
- Pool C: C
- Pool D: D
- Pool E: E
- Pool F: F

5.1.5.3 Trigger and Frequency

Please, follow the general definition.

- 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 Beach Volleyball are:

- Competitor /ExtendedResults /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 Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the corresponding Phase. Ranking in pools will be determined by the total number of points. It is optional because the team can be disqualified from the tournament or he can be without results

Element	Attribute	M/O	Value	Comments
	RankEqual	O	Y	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	ResultType	O	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 for the particular group (or phase) Send just in the case @ResultType is IRM (see codes section)
	Qualification Mark	0	S(1)	Qualified indicador Send "q" for team qualified as best 3rd
	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	Extensions	Pos	Value	Description
ER_BV	BV_GAMES	BV_PLAYED		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of matches played
		BV_CP		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total points for the team for all the group games
		BV_WON		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Matches's number winner.
		BV_LOST		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Matches's number lost.
	BV_RES BV_SUB_RES	BV_WON		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Set's /Points's number winner.
		BV_LOST		N(3)	For @Type:

Element: Competitor /ExtendedResults /ExtendedResult

Type	Code	Extensions	Pos	Value	Description
				990	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Set's /Points's number loser.
		BV_RATIO		String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Set's/Points's ratio. The "Ratio" to be calculated to three decimal points (Format 0.990). If the number of losses is zero, the value is "MAX".
	BV_OPPONENT		N(1)	CC @Organisation	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Order between the opponents
					For @Value: Send the NOC of the opponent competitor.
		BV_RES		N(3) - N(3) 990 – 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Match result EX. 2-0, 1-2
		BV_COMP_DATE		DDD DD MMM HH:MM Or DDD DD MMM TBD	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the date of the Match. Ex. FRI 27 JUL 9:00, FRI 27 JUL TBD

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

Type /Code	Description	Expected
ER_BV /BV_GAMES	Match Tally (matches played, won, lost)	When was available
ER_BV /BV_RES	Sets Tally (sets won, sets lost)	
ER_BV /BV_SUB_RES	Points Tally (points won, points lost)	
ER_BV /BV_OPPONENT BV_OPPONENT /BV_RES BV_OPPONENT /BV_COMP_DATE	Match information. Opponent's NOC, Match's results, Match's Date	

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 Beach Volleyball, 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

- 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 Beach Volleyball are:

- Competitor /ExtendedResults /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 Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Final rank of the competitor in the corresponding event. It is optional because the team can be disqualified
	RankEqual	O	Y	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	IRM	O	CC @IRM	Send just if the team has been disqualified or is not even know.
	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	Extensions	Pos	Value	Description
ER_BV	BV_GAMES	BV_PLAYED		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Matches played
		BV_WON		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competitor /ExtendedResults /ExtendedResult

Type	Code	Extensions	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Number of matches won
		BV_LOST		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of matches lost

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

Type /Code	Description	Expected
ER_BV /BV_GAMES	The total matches played, played won and played lost by the team.	Always

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.

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.

- TEAM_RANKING: Ranking of team tournament statistics

- IND_RANKING: Ranking of individual tournament statistics.

5.1.7.3 Trigger and Frequency

This message should be sent after the end of each of the games / event units when it is official with the DocumentCode DDGEEE0000.

- After each match

Note: First send the CUM messages and after send the TEAM_RANKING and IND_RANKING messages.

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 Beach Volleyball are:

- Competition /Stats /StatsItems /StatItem

- Competitor /StatsItems /StatsItem

- Competitor /Composition /Athlete /StatsItems /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 Beach Volleyball, 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.
Competitor	Code	M	S(20)	Teams with one or more matches played will be displayed only

Element	Attribute	M/O	Value	Comments
Stats/Competitor	Sort	M	N(3)	For "Service": 1-Service aces (descending) 2-Match number 3-Service attempts 4-NOC code 5-Team name For "Attack", "Block" and "Dig": 1-Successes (descending) 2-Match number 3-NOC code 4-Team name
Stats /Competitor /Composition /Athlete	Sort	M	N(3)	For "Service": 1-Service aces (descending) 2-Matches played 3-Service attempts 4-NOC code 5-Shirt name For "Attack", "Block" and "Dig": 1-Successes (descending) 2-Matches played 3-NOC code 4-Shirt name

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

Element: Competition /Stats /Competitor /StatsItems /StatItem				
Type	**Code**	**ExtendedStat**	**Value**	**Description**
ST_BV	BV_SRV	BV_ATT	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total service attempts to serve in the team
		BV_RANK	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Team's Rank in the service's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"
		BV_ERANK	Y	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Y in the case of equalled rank
		BV_ACE	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total service aces for the team
	BV_ATC	BV_ATT	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total attempts to attack for the team
		BV_RANK	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Team's Rank in the attack's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"
		BV_ERANK	Y	For @Type: Send proposed type

Element: Competition /Stats /Competitor /StatsItems /StatItem

Type	Code	ExtendedStat	Value	Description
				For @Code: Send proposed code
				For @Value: Y in the case of equalled rank
		BV_SCS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total attack successes for the team
		BV_EA	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Efficiencia(att/succes)
	BV_BLC	BV_RANK	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Team's Rank in the block's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"
		BV_ERANK	Y	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Y in the case of equalled rank
		BV_SCS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total block/ successes for the team
	BV_MP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total matches played
	BV_DIG	BV_ATT	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total attempts to dig for the team.
		BV_RANK	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Team's Rank in the dig's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"
		BV_ERANK	Y	For @Type: Send proposed type
				For @Code: Send proposed code

Element: Competition /Stats /Competitor /StatsItems /StatItem				
Type	Code	ExtendedStat	Value	Description
				For @Value: Y in the case of equalled rank
		BV_SCS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total dig successes for the team
		BV_EA	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Efficiencia(dig/succes)

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

Type /Code	Description	Expected
ST_BV /BV_SRV	Total attempts to serve, aces won when the team serve.	Always, if the information is available for the DocumentSubtype=CUM
ST_BV /BV_ATC	Total attempts to attack, attack successes and efficiencia played for the team.	Always, if the information is available for the DocumentSubtype=CUM
ST_BV /BV_BLC	Total block success for the team.	Always, if the information is available for the DocumentSubtype=CUM
ST_BV /BV_DIG	Total dig success for the team.	Always, if the information is available for the DocumentSubtype=CUM
BV_SRV /BV_RANK BV_ATC /BV_RANK BV_BLC /BV_RANK BV_DIG /BV_RANK BV_SRV /BV_ERANK BV_ATC /BV_ERANK BV_BLC /BV_ERANK BV_DIG /BV_ERANK	Team's Rank in the service's/ attack's/block's/dig's category. BV_ERANK identify if a rank has been equalled.	Always, if the information is available for the DocumentSubtype=TEAM_RANKING
ST_BV/BV_MP	Total matches played	Always, if the information is available for the DocumentSubtype=CUM

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

Element: Competition /Stats /Composition /Athlete /StatsItems /StatItem					
Type	Code	ExtendedStat	Pos	Value	Description
ST_BV	BV_SRV	BV_ATT		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to serve in the athlete
		BV_RANK		String	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competition /Stats /Composition /Athlete /StatsItems /StatItem

Type	Code	ExtendedStat	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Competitor's Rank in the service's category. If doesn't exist rank send "NR"
		BV_ERANK		Y	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y in the case of equalled rank¡
		BV_ACE		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to aces won in the athlete
		BV_SPEED		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Fastest serve in Km/h for the athlete.
		BV_SPEED_RANK		String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of fastest serve
		BV_SPEED_ERANK		S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y in the case of equalled rank
	BV_ATC	BV_ATT		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to attack for the athlete
		BV_RANK		String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Competition /Stats /Composition /Athlete /StatsItems /StatItem

Type	Code	ExtendedStat	Pos	Value	Description
					For @Value: Competitor's Rank in the attack's category. If doesn't exist rank send "NR"
		BV_ERANK		Y	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y in the case of equalled rank
		BV_SCS		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attack successes for the athlete
		BV_EA		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Efficiency(att/succes)
	BV_BLC	BV_RANK		String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Competitor's Rank in the block's category. If doesn't exist rank send "NR"
		BV_ERANK		Y	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y in the case of equalled rank
		BV_SCS		N(3) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total block successes for the athlete
	BV_MP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total matches played

Element: Competition /Stats /Composition /Athlete /StatsItems /StatItem

Type	Code	ExtendedStat	Pos	Value	Description
	BV_NSET			N(3) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The number of sets (periods) for the athlete
	BV_TOTAL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total points(Attacks+Blocks+Serves)
		BV _AVG		N(3).N(2) 990.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Average by set (points divide number of sets).
	BV_RANK			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of scores
	BV_ERANK			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y in the case of equalled rank
	BV_DIG	BV_ATT		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to Dig for the athlete
		BV_RANK		String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Competitor's Rank in the Dig's category. If doesn't exist rank send "NR"
		BV_ERANK		Y	For @Type: Send proposed type

Element: Competition /Stats /Composition /Athlete /StatsItems /StatItem

Type	Code	ExtendedStat	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y in the case of equalled rank
		BV_SCS		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total dig successes for the athlete
		BV_EA		N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Efficiency(dig/succes)

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

Type /Code	Description	Expected
ST_BV /BV_SRV	Total attempts to serve, aces won, Fastest serve when the athlete.	Always, if the information is available for the DocumentSubtype=CUM
ST_BV /BV_ATC	Total attempts to attack, attack successes and Efficiency played for the athlete.	Always, if the information is available for the DocumentSubtype=CUM
ST_BV /BV_BLC	Total block success for the athlete.	Always, if the information is available for the DocumentSubtype=CUM
ST_BV /BV_DIG	Total dig success for the athlete.	Always, if the information is available for the DocumentSubtype=CUM
BV_SRV /BV_RANK BV_ATC /BV_RANK BV_BLC /BV_RANK BV_DIG /BV_RANK BV_SRV /BV_ERANK BV_ATC /BV_ERANK BV_BLC /BV_ERANK BV_DIG /BV_ERANK	Competitor's Rank in the service's/ attack's/block's/dig's category BV_ERANK identify if a rank has been equalled.	Always, if the information is available for the DocumentSubtype=IND_RANKING
BV_SRV /BV_SPEED_RANK BV_SRV / BV_SPEED_ERANK	Rank of fastest server BV_SPEED_ERANK identify if a rank has been equalled.	Always, if the information is available for the DocumentSubtype=IND_RANKING
ST_BV/BV_MP	Total matches played	Always, if the information is available for the DocumentSubtype=CUM
ST_BV /BV_NSET	The number of sets (periods) for the athlete	Always, if the information is available for the DocumentSubtype=CUM
ST_BV/BV_TOTAL ST_BV / BV_TOTAL/BV_AVG	Total points(Attacks+Blocks+Serves) and Average by set (points divide number of sets) for the athlete	Always, if the information is available for the DocumentSubtype= CUM

Type /Code	Description	Expected
ST_BV/BV_RANK	Rank of scores	Always, if the information is available for the DocumentSubtype=IND_RANKING
ST_BV/BV_ERANK	BV_ERANK identify if a rank has been equalled.	

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 Beach Volleyball, 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

- Before the competition

- After the last match of preliminaries is officialised

- After every match 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 Beach Volleyball are:

- ExtCompPlaces /ExtCompPlace

- Moreover, the following should be considered:

    - BracketItem /NextUnit should be informed in the case of the round of 16, quarterfinal and semifinal.

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

    - CompetitorPlace /PreviousUnit should be informed in the case of the Final, Semifinal and Quarterfinal.

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 Beach Volleyball, 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. (see codes section)
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section)
Bracket /BracketItems /BarcketItem	Code	M	N(2) 90	It will be sent the matcher for each bracket item (e.g.: 39, 40, 41, 47 …)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (UNK).

The following table describes in more detail the CompetitorPlace /ExtCompPlaces /ExtCompPlace element

Element: CompetitorPlace /ExtCompPlaces /ExtCompPlace

Type	Code	Pos	Value	Description
ECP_BV	BV_COMP_INF	CC @Desc	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the draw, group, winner or the loser. (see codes section)
				For @Value: Send the match number (with Format: 90) or rank in the group or "L" for Lucky Loser

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

Type /Code	Description	Expected
ECP_BV /BV_COMP_INF	The competitor is the winner or the loser of the specified game number. Example: @pos=10 @Value=1 -> "A1" @pos=30　@Value=L -> "Draw(Lucky loser)" @pos=30　@Value=2 -> "Draw(2nd from pool)" @pos=30　@Value=3 -> "Draw(Top two 3rd from pool)" @pos=1 @Value=39 -> "Winner Match 39"	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 Beach Volleyball, 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

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

- ExtendedConfigItem

5.1.12.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
Config	Gender	O	CC @Gender	
	Event	O	CC @Event	
	Phase	O	CC @Phase	
	Unit	O	CC @Unit	

The following table describes in more detail the ExtendedConfig element.

Element: ExtendedConfig				
Type	Code	ExtendedConfigItem Code	Value	Description
EC_BV	BV_TYPE (By discipline)		CC @ ReportType	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Code for identify the report (see codes section)
		BV_FIVBCODE	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: FIVB code for that report (example: P2, P3, …)
	BV_MATCH_NUMBER (By Event unit)		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Match number.

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

Type /Code	Description	Expected
EC_BV/ BV_TYPE	FIVB Code for identify the report. Example: If the Play by Play report has a FIVB output code [B3b] send Code="BV_TYPE" Value="4" Code="BV_FIVBCODE" Value="B3b"	If available
EC_BV /BV_MATCH_NUMBER	The match number.	Always After this information was approval.

5.1.12.6 Message sort

Please, follow the general definition.

5.1.13 Event Unit Weather Conditions

5.1.13.1 Description

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

5.1.13.2 Header Values

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

5.1.13.3 Trigger and Frequency

Please, follow the general definition.

5.1.13.4 Message Structure

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

- Competition /Weather /Conditions /Condition (following the general rules for this element)

5.1.13.5 Message Values

The following table lists the Event Unit Weather Conditions 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
Conditions	Code	M	GL	GL for generically, because this information will only be measured once.
	Humidity	M	N(3) 990	Humidity in %
	Wind_Direction	M	CC @WindDirection	Wind direction
Competition /Weather /Conditions /Condition	Code	M	SKY	Weather condition type
	Value	M	CC @WeatherCondition	Codes that describe the weather
Competition /Weather /Conditions /Pressure	Unit	M	CC @PressureUnit	Metric system unit for pressure
	Value	M	N(4) 9990	Barometric pressure in @Unit
Competition /Weather /Conditions /Temperature	Code	M	AIR, SAND	Air, sand
	Unit	M	CC @TemperatureUnit	Metric system unit for temperature
	Value	M	N(2) 90	Temperature of the @Code
Competition /Weather /Conditions /Wind	Unit	M	CC @SpeedUnit	Metric system unit for Wind
	Value	M	N(2) 90	Wind speed in @Unit degrees.

5.1.13.6 Message sort

Please, follow the general definition.

6 Real time

The following chapter describes the ODF-RT part of Beach Volleyball.

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 Beach Volleyball 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_CUMULATIVE_RESULT	RT Cumulative Results	Sports		
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"

    - T1: Trigger at the beginning of one period

    - T2: Trigger after one new or modified RALLY, ACTION

    - T3: Trigger after one change in the scores

    - T4: Trigger after receiving a new speed from the server speed

    - T5: Trigger at the end of one period

    - T6: Trigger when a team is disqualified

    - T7: Trigger at the end of one match

    - T8: Trigger after one change in the UnitInfo (attendance)

- for the other ResultStatus, please, 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 Beach Volleyball are:

- UnitDateTime (following the general rules for this element)

- UnitInfo

- Periods /Period

- UnitActions /UnitAction

- UnitAction /ExtendedAction

- UnitAction /Competitor

- UnitAction /Competitor /Composition /Athlete (following the general rules for this element)

- Competitor /Stats /Stat

- Competitor /Composition /Athlete /Stats /Stat

Please, follow the general considerations for all the different type of messages.

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

6.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Period	Code	M	CC @Period	Set Number, usually there are 3 sets	T3
	HomeScore	M	N(3) 990	Overall score of the home competitor at the end of the period. At the start of the game the result should be 0.	T3
	AwayScore	M	N(3) 990	Overall score of the away competitor at the end of the period. At the start of the game the result should be 0.	T3
	HomePeriodScore	M	N(3) 990	Score of the home competitor just for that period.	T3
	AwayPeriodScore	M	N(3) 990	Score of the away competitor just for that period.	T3
	Duration	O	MMm 90m	Playing time of each set.	T3, T5
UnitAction	Time	M	MM:SS	Time of the action. Ascending from the beginning (0:00) to the end of one Period.	T2
	Status	M	N, U, D	Status of the action for indicate if the action is new (N), update (U) or delete (D)	
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit	T6, 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)	
	Result	O	N(3) 990	Result of the Team (Sets winning) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0.	T5, T6, T7
	WLT	O	CC @WLT	The code whether a competitor won or lost.	T6, T7
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and the away team. 1 – for home team; 2 – for away team	T6,T7
Result /Competitor/ EventUnitEntry	Code	M	E_HOME or E_AWAY	Key of the EventUnitEntry to uniquely identify if the Competitor is the Home or the Away Team	
Result /Competitor /Composition/ Athlete	Order	M	Numeric	Sort by Shirt Number	T2

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

Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_BV	BV_DURATION	HHh MMm 99h 90m	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match duration time.

Element: Competition /UnitInfos /UnitInfo

Type	Code	Value	Description
	BV_PDURATION	HHh MMm 99h 90m	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Total playing time.
	BV_PERIOD	CC @Period	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Current period
	BV_STATUS	CC @PeriodStatus	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Period Status
	BV_SPEED	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Online Serve Speed
	BV_SERVE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Serve Indicator Send H for Home Team Send A Away Team Send N for None
	BV_PNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match point indicator Send H for Home Team Send A Away Team Send N for None
	BV_SPNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Set point indicator Send H for Home Team Send A Away Team Send N for None
	BV_ATTENDANCE	N(5) 99990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of spectators at the match

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

Type /Code	Description	Expected

UI_BV /BV_DURATION	Match duration	T3, T5
UI_BV /BV_PDURATION	Total playing time	T3, T5
UI_BV /BV_PERIOD	Current period	T1
UI_BV /BV_STATUS	Period status	T1, T5, T7
UI_BV /BV_SPEED	Online Serve Speed.	T4
UI_BV /BV_PNT	Match point indicator	T3
UI_BV /BV_SPNT	Set point indicator	T3
UI_BV /BV_SERVE	Serve Indicator	T2, T3
UI_BV /BV_ATTENDANCE	Number of spectators at the match	Send just if this information is available

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

Element: Competition /UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_BV	CC @Period	N(3) 990	CC @Action	For @Type: Send proposed type
				For @Code: Send the period code.
				For @Pos: Unique sequential number for all the action of the period, from 1 to n (from the first action of the Set to the last one).
				For @Value: Action for the player/team

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

Type /Code	Description	Expected
UAC_BV /CC @Period	Actions in the game	T2

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

Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_BV	BV_RALLY	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of the rally in which the action occurs
	BV_RESULT	CC @ResAction	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Result of the Action for the player/team
	BV_RESULT	CC @ResAction	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Result of the Action for the player/team

	BV_LEAD_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Points lead for the Home Team in the rally
	BV_SCR_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home team score in the Rally.
	BV_SCR_A	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Away team score in the Rally.
	BV_WIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send H if the Home Team win the current Rally Send A if the Away Team win the current Rally Send N if it is not more
	BV_SPEED	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Serve Speed

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

Type /Code	Description	Expected
EA_BV /BV_RALLY	Number of the rally in which the action occurs	T2
EA_BV /BV_RESULT	Result of the Action for the player/team	
EA_BV /BV_LEAD_H	Points lead for the Home Team	When the information is available
EA_BV /BV_LEAD_A	Points lead for the Away Team	When the information is available
EA_BV /BV_SCR_H	Home team score in the Rally.	T2
EA_BV /BV_SCR_A	Away team score in the Rally.	
EA_BV /BV_WIN	Indicator of the current Rally Point by Home Team	
EA_BV /BV_SPEED	Serve Speed.	

The following table describes in more detail the Competitor Competitor/ /ExtendedResults /ExtendedResult element in the case of Beach Volleyball for the team.

Element: Competitor /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_BV	BV_PNT	N(1)	For @Type: Send proposed type
			For @Code: Send proposed code

				For @Value: Match point count
BV_SPNT	N(1)			For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Set point count (Only for the current set)

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

Type /Code	Description	Expected
ER_BV /BV_PNT	Match point count	T3
ER_BV /BV_SPNT	Set point count	

The following table describes in more detail the Competitor /Stats /Stat element in the case of Beach Volleyball.

Element: Competitor /Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
ST_BV	BV_SRV		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Do not send anything
		BV_ATT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to serve in the team by event unit
		BV_ACE		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to aces won in the team in the event unit
		BV_FLT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total faults when the team serve for event unit
	BV_ATC		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos:

Element: Competitor /Stats /Stat

Type	Code	ExtendedStat	Pos	Value	Description
					Send the period number
					For @Value: Do not send anything
		BV_ATT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attempts to attack for the team in the event unit
		BV_SCS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total attack successes for the team in the event unit
	BV_BLC BV_DIG		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Total block/dig success for the team in event unit.
	BV_OPP_ERR BV_PTY			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total opponent errors/ penalties for the team in the event unit
	BV_TOUT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time out for the team in the event unit.
	BV_TOT_TEAM		CC @PeriodNo	N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total points (Service aces+ attack successes+ block success+ opp err)

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

Type /Code	Description	Expected

Type /Code	Description	Expected
ST_BV /BV_SRV	Total attempts to serve, aces won and faults when the team serve for event unit	T2
ST_BV /BV_ATC	Total attempts to attack and attack successes for the team in the event unit	T2
ST_BV /BV_BLC	Total block success for the team in event unit.	T2
ST_BV /BV_OPP_ERR	Total opponent errors for the team in the event unit.	T2
ST_BV /BV_DIG	Total dig success for the team in the event unit.	T2
ST_BV /BV_PTY	Total penalties for the team in the event unit.	T2
ST_BV /BV_TOUT	Time out for the team in the event unit.	T2
ST_BV /BV_TOT_TEAM	Total points	T2

The following table describes in more detail the Competitor /Composition /Athlete /Stats /Stat element in the case of Beach Volleyball.

Element: Competitor /Composition /Athlete /Stats /Stat				
Type	**Code**	**ExtendedStat**	**Value**	**Description**
ST_BV	BV_SRV	BV_ATT	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total attempts to serve in the athlete by event unit
		BV_ACE	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total attempts to aces won in the athlete in the event unit
		BV_FLT	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total faults when the athlete serve for event unit
		BV_SPEED	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Fastest serve in Km/h for the athlete in the event unit.
	BV_ATC	BV_ATT	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	Value	Description
				For @Value: Total attempts to attack for the athlete in the event unit
		BV_SCS	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total attack successes for the athlete in the event unit
	BV_BLC BV_DIG BV_PTY		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total block/dig/penalties success for the athlete in event unit.

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

Type /Code	Description	Expected
ST_BV /BV_SRV	Total attempts to serve, aces won, faults and Fastest serve when the athlete serve for event unit.	T2
ST_BV /BV_ATC	Total attempts to attack and attack successes for the athlete in the event unit	T2
ST_BV /BV_BLC	Total block success for the athlete in event unit.	T2
ST_BV /BV_DIG	Total dig success for the athlete in the event unit.	T2
ST_BV /BV_PTY	Total penalties for the athlete in the event unit.	T2

6.1.1.6 Message sort

Please, follow the general definition.

6.1.1 RT Clock

6.1.1.1 Description

This message is the RT Clock 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:

o T1: Trigger after any change

6.1.1.4 Message Structure

The elements should be included in the case of Beach Volleyball are:

- UnitInfos/UnitInfo

- Periods /Period

- Results

6.1.1.5 Message Values

The following table describes in more detail the UnitInfos/UnitInfo element.

Element: Competition /UnitInfos /UnitInfo			
Type	**Code**	**Value**	**Description**
UI_BV	BV_PERIOD	CC @Period	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send set number
	BV_PNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match point indicator: Send H for home team Send A for away team
	BV_SPNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Set point indicator: Send H for home team Send A for away team
	BV_SERVE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Serve indicator: Send H for home team
	BV_SPEED	N(3).N(1) 990.0	For @Type: Send proposed type
			For @Code:

Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
			Send proposed code
			For @Value: Online serve speed

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

Type /Code	Description	Expected
UI_BV /BV_PERIOD	Current period	T1
UI_BV /BV_PNT	Match point indicator	T1
UI_BV /BV_SPNT	Set point indicator	T1
UI_BV /BV_SERVE	Serve Indicator	T1
UI_BV /BV_SPEED	Online Serve Speed.	T1

The following table describes in more detail the Periods/Period element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Period	Code	M	CC @Period	Send set number	T1
	HomePeriodScore	M	N(3) 990	Send score of the home team just for this period	T1
	AwayPeriodScore	M	N(3) 990	Send score of the away team just for this period	T1
	Duration	O	MMm 90m	Send the duration of the period	T1

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	Result	O	N(3) 990	Send Result of the Team (Sets winning)	T1
	SortOrder	M	Numeric	Send 1 for home team Send 2 for away team	T1

6.1.1.6   Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	3 April 2009	Submitted for review version
R2 v2.0	22 May 2009	Changes after the WNPA meeting and after Interface meeting.
R2 v3.0	19 June2009	Document reformatted according to changes log
		Status changed to APP
R2 v3.1	17 July 2009	Some minor corrections and added the copyright
R2 v4.0	6 April 2010	Some minor corrections
R2 v5.0	28 June 2010	Some minor corrections
R2 v6.0	17 January 2011	Some minor corrections & IR022
R2 v6.1	8 April 2011	Defect 39253
R2 v7.0	8 July 2011	Defect 40236/41511/41531/41505/41504/39862&IR0447
R2 v8.0	9 January 2012	CR4978, IR101, Defect 58170
R2 v8.1	12 March 2012	Defect 52470
R2 v9.0	13 April 2012	CR8595, 68792, 70851
R2 v10.0	25 May 2012	CR10395, Clarification for statistics

File reference: ODF/INT024 R2 v10.0 APP (BV)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v2.0	SFA	• Changes after the WNPA meeting: ▪ Results/ RT Results: delete _WEATER and put all that information in the new message for Weather ▪ Change "List of athletes by discipline" (DT_PARTIC_ATHLETES) by "List of participants by discipline" (DT_PARTIC), where this message is merging the messages list of athletes, list of officials and list of historical athletes. ▪ Change "List of athletes by discipline update" (DT_PARTIC_ATHLETES_UPDATE) by "List of participants by discipline update" (DT_PARTIC_UPDATE), where this message is merging the messages list of athletes update and list of officials update. ▪ Merge the messages "List of Teams" (DT_PARTIC_TEAMS) and "List of Historical teams" (DT_TEAMS_HISTORIC) in "List of Teams". ▪ Delete DT_ORGANISATIONS, DT_PARTIC_OFFICIALS, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_HISTORIC, DT_TEAM_HISTORIC. ▪ Add a new message DT_HIST_REC_UPDATE, DT_WEATHER • Change after Interface meeting: ▪ Codes: Add a new codes CC @Hand, CC @Position, CC @Role; Delete DNS and add DSQ for CC @IRM; Change CC @ActionsRes by CC @ResAction; Delete ERR_IFR, RCP, SET, SPK; Add STARTP for RT. Order the codes alphabetically; Change the CC @Period from 1,... to S1,.. and add cc @PeriodNo; Use E, R, S for CC @PeriodStatus ; Change the CC @Desc to numeric ▪ Participants: Add a position and hand. ▪ Teams: add the colour's shirts and colour's shorts; add the group (Due E_Group Until now the Group Info is missing in the X30. But is necessary for all the team sports); Add _RANK (The information will come from the federation before the games. In case of a tie after the pool phase (after all other "normal" tie criteria) the Team with the better E_Rank gets the better rank.) ▪ Start List: delete the colour's shirts and colour's shorts and add color's uniform (the right way is to have three colors per Team and select a color for the match from these three); delete captain (the captain is valid for the whole tournament). ▪ Results: Use ATC for Attack and ATT for a Attempts; ExtendedPeriod add a _WIN_H/_WIN_A; Change UnitAction@Value by CC @Action and _RALLY in ExtendedAction@Code; Delete _SEED, _SHIRT_NAME (Seed doesn't change during competition); Change the codes according with the Action's codes; Add a _PTS (total points) in the Stats ▪ Pool: change HB_ by BV_ ▪ Pool/Final Ranking: Made consistent the codes.
R2 v3.0	APP	• Copes: Change R_16 by R16 • Statistics: change Competition /Stats /Competitor by Competition /Stats /StatsItems /StatItem • Status changed to APP
R2 v3.1	APP	• Some minor corrections and added the copyright • Delete "equestrian" from the description of DT_PARTIC_HORSES_UPDATE.
R2 v4.0	APP	• Codes: Add new CC @PeriodNo for total teams in RT; The @pos should be numeric so we change the code for CC @ReportType; Change CC @SpeedUnit by numeric • Participants: Add MainFunctionId and OfficialFunction • Teams: Delete @Officials because there are not coaches. • General: Add a "N" for attributes who has "Y"; the @pos should be numeric • Results: @ResultType should be optional; • Pool: It is not necessary that message for Lucky Loser phase; the ResultType it is

Change Log

Version	Status	Changes on version
		optional

- Config: The @Gender, @Event, @Phase, @Unit should be optional;
- Weather: Add a Condition element
- Revision in the Trigger and Frequency sections after ORIS cycling 1.
- Reults: Merge RT Data in PiT.
- Changes after the ORIS meeting:
    - Codes/Results: the actions will be fixed in the next version.
    - Participants: In BV doesn't exist substitutions So removed E_RESERVE
    - StartList: Shows top and shorts/briefs colours
    - Results: removed _ATTENDANCE; Removed the Fastest serve in Mp/h; Add a new element _PDURATION for the "Total playing time"
    - Pool: Add a Olympic Ranking
    - Statistics: removed DIG; Add _EA for _ATC
- Changes after the WNPA meeting:
    - The Bib should be String

Change Log

Version	Status	Changes on version
R2 5.0	APP	• General: Remove the elements what not made send in the Pit only for RT (_PERIOD, _STATUS, _SPEED); Update the Y/N values; change the formats; add a _OPPONENT element to be consistent with the other team's sports. • Codes: Add comments for the official's codes. Those codes can be change when we have the new command codes. • Bracket: add a trigger • Results: changes for _SERVE and _RALLY information; The Set Point, Match point and Serve indicator are match's information. So that information should inside the UnitInfo; The Set Point, Match point should by team; Change _WIN_H and _WIN_A by _WIN; Change _PTS by _TOT_TEAM • Pool: clarification for the @DocumentCode; • Statistics: Correction for _EA ;Add a note in the Triggers and frequency section; • Config: Change the _FIVBNUMBER by _TYPE, • Changes after the WNPA meeting (IR003): ▪ Event Final Ranking/Pool: Add the attribute RankEqual when there are an attribute Rank to identify if this is equalled or not. ▪ Statistics: Add an element _ERANK when there are an attribute Rank to identify if this is equalled or not. ▪ Result: Add a Result /Competitor/ EventUnitEntry • IR007: ▪ Results: Add a UnitAction@Status; • IR008: ▪ Results: CC @PeriodNo must be at level of the Code node instead of extended element.
R2 V6.0	APP	• Use the code CC @Hand for E_HAND element • Pool: remove the BV_ERANK, BV_ORANK this information it is the same of the E_RANK in the Teams messages • Ranking: Change the trigger and remove the information for UKN teams (BV_COMP_INF) • Statistics: Remove (BV_SRV, BV_ATC, BV_BLC)/MP and add ST_BV/BV_MP; Add the @DocumentSubcode for CUM messages to be consistent with the other sports. • Start List: remove _UNIFORM because the change since Beijing is, now we have two Uniform-Fields (BV_SHIRT and BV_SHORTS) instead of only one (BV_UNIFORM for the shirt colour). So the BV_UNIFORM is not longer need. • Configuration: Remove BV_NOTE because it is duplicated (the Court you find in the DT_Schedule @Location and the Match number is in DT_CONFIG BV_MATCH_NUMBER • Statistics: Add DocumentSubcode for CUM statistics to be consistent with all sports (EX. BK, VO) • Results: add the pos attribute for BV_ATC • Changes after the WNPA meeting (IR022): ▪ Start list/Results/Official communication/ Medallists of one event: Change the triggers and frequency as the revision of WNPA meeting ▪ Codes: add a format column to Section 3 of the Data Dictionaries
R2 v6.1	APP	• Defect 39253: remove reference from Alpine Skiing
R2 v7.0	APP	• Defect 40236: ▪ In Header Values: Remove the sentence "Attribute @ResultStatus should always be either "LIVE_UPDATE" or "LIVE_FULL".", as this is already explained in the Sport Message Interface document. ▪ In Trigger and Frequencies: Keep the part explaining the triggers for ResultStatus = "LIVE_UPDATE", and say that for the other ResultStatus we should follow the general definition. ▪ In Message Structure: Remove part of the sentence "~~for both LIVE_UPDATE and LIVE_FULL messages~~" ▪ In Message Values: Remove the sentences "In the case of ResultStatus="LIVE_FULL", send all attributes and codes according to the tables described in this section. In the case of ResultStatus="LIVE_UPDATE", send just the updated attributes and codes

Change Log

Version	Status	Changes on version

according to the tables described in this section.", as this is already explained in the Sport Message Interface document.

- IR0447: Log changes in ODF documentation should be moved at the end
- Defect 41511: Statistics: Please update the parameter from 'N(2)' to 'N(3)' for the following Competitor and Athlete ExtendedStats:
  - ST_BV > BR_SRV > BV_ATT
  - ST_BV > BR_ATC > BV_ATT
  - ST_BV > BR_ATC > BV_SCS
  - ST_BV > BR_BLC > BV_SCS
- Defect 41531: Pool: Update the @Value to "N(3)" for following Competitor / ExtendedResults / ExtendedResult:
  - ER_BV > BV_SUB_RES (& BV_RES) > "BV_WON"
  - ER_BV > BV_SUB_RES (& BV_RES) > "BV_LOST"
- Defect 41505: Result: Update the UnitAction Pos by "N(3)" instead 'N(2)'
- Defect 41504: Result: Update the BV_RALLY Value by "N(3)" instead 'N(1)'
- Defect 39862: Statistics: Update the description of CUM type
- Update the format for percentage element to N(3) instead N(2)
  - Statistics: BV_ATC /BV_EA

Change Log

Version	Status	Changes on version
R2 v8.0	APP	• CR4978: ▪ Codes: remove the CC @Position; Add the "LB- Left Blocker ", "LD - Left Defender", "RB - Right Blocker", "RD- Right Defender" and remove the "B - Blocker", "B/D - Blocker/Defender", "D - Defender" for CC @Role; add the code "B – Left/Right" for CC @Hand; Update the action description and the results description, so remove the "CUT – Cut", "HIT - Hit", "KILL - Kill", "NO_ACC – No Action", "S_SHO – Slap shot", "T_DOWN – Taps down", "ERR- Service error", "EXC- Excellent" and update the description of DSQ ▪ Participant: Remove the CC @Position from E_POSITION element ▪ Result : Add the current set lead ▪ Result: Add the total number of spectators(UI_BV /BV_ATTENDANCE) ▪ Teams: Remove the Olympic ranking(E_ENTRY /E_RANK) ▪ Statistics: Add new statistics for "Scoring" (ST_BV/BV_RANK, ST_BV/BV_ERANK, ST_BV/BV_IRM, ST_BV/ BV_NSET,ST_BV/ BV_TOTAL/ BV_AVG, ST_BV / BV_TOTAL) and also for "Fastest Serve" (ST_BV/BV_SRV / BV_SPEED_RANK, BV_SPEED_ERANK) statistics ▪ Defect 44407: Results/Statistics: update the value format of EA_BV /BV_SPEED, UI_BV /BV_SPEED to N(3) ▪ Defect 41537: Pool: the BV_OPPONENT/BV_RES should be only display the sets information ▪ Pool: Some clarifications ▪ Codes: Remove 'T_OUT' ▪ Codes:Remove the CC@PositionAction ▪ Results: Remove the EA_BV /BV_POSITION • IR101: Add DT_SERIAL message in the PiT messages • Defect 58170: Change the UAC_ACTION to UAC_BV like in all other sports
R2 v8.1	APP	• Defect 52470: Codes: Remove the @MainFunction for PARTICIPANT message in the CC @Function
R2 v9.0	APP	• CR8595: ▪ Statistics: Add "Dig" statistics (ST_BV/BV_DIG) for individuals and teams • Result: update the total number of spectators(UI_BV /BV_ATTENDANCE) • RT Results: Add the total number of spectators(UI_BV /BV_ATTENDANCE); Add the Points lead for the Home Team (EA_BV /BV_LEAD_H) and for the Away Team (EA_BV /BV_LEAD_A) • Statistics: update the format of Efficiency (BV_EA) to N(3); Add "DSQ" for (BV_SRV, BV_ATC, BV_BLC, BV_DIG)BV_RANK when the team was disqualified. • Defect 68792: Pool: change the "intermediate" by "Interim" in the Trigger and Frequency section • Defect 70851: Codes: clarify that when UnitAction Type has a value of "TF" must be followed by an ExtendedAction Type of BV_RESULT with a value of "FLT"
R2 v10.0	APP	• Statistics: Add the BV_DIG /BV_RANK and BV_DIG /BV_ERANK in the summary information • CR10395: Add a new DT_RT_CLOCK message

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