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Olympic Data Feed

ODF Football Data Dictionary

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1 Introduction

1.1 This document

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

- **FB** – Football
- **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
- **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



Document Reference	Document Title	Document Description
		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 Football 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 Football 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 Football.

Any ODF Football 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
	CAU	Cautions (Yellow card)
	CRN_K	Corner
	EXP	Expulsions (Red card)
	FO	Foul
	FRK	Free-Kick
	G	Goal
	OFF	Offside
	OG	Own goal
	PTY	Penalty shot
	SHT	Shots
	SHT_G	Shots on goal
	STARTP	Start Of Period (only for RT)
	SUBST	Player substituted
	R	2Y = Red Card
CC @ActionRole	Code	Description
	IN	In
	OUT	Out
	FOC	Foul committed
	FOS	Foul suffered
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	FNL	Finals
	QFL	Quarterfinals
	SFL	Semi-finals
CC @CompetitorPlace	Code	Description
	BYE	There is not competitor, the other team passes directly to the next round
	UNK	The competitor is not known yet
CC @Country	Defined in ODF Common Codes Document	



Code Entity	Code Entity Set of Values	
	See entity Country <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Desc	Code	Description
	10	Group A
	11	Group B
	12	Group C
	13	Group D
	14	Group E
	15	Group F
	16	Group G
	0	Lost
	1	Won
CC @DisciplinaryCode	Code	Description
	<i>(for Cautions):</i>	
	A	Unsporting behaviour
	B	Dissent by word or action
	C	Persistently infringing the Laws of the Game
	D	Delaying the restart of play
	E	Failing to retreat the required distance when play is restarted with a corner kick, free kick or throw-in
	F	Entering or re-entering the field of play without the referee's permission
	G	Deliberately leaving the field of play without the referee's permission
	H	Serious foul play
	<i>(for Expulsions):</i>	
	I	Violent conduct
	J	Spitting at an opponent or any other person
	K	Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
	L	Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
	M	Using offensive, insulting or abusive language and/or gestures
	N	Receiving a second caution during the same match (cf. art. 17 par. 2 FDC)
CC @EntryIRM	Code	Description
	DSQ	Disqualified



Code Entity	Code Entity Set of Values	
	RP	Replaced
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code In case of officials in DT_START_LIST use: For Official@Function use: RE Referee AR1 Assistant Referee 1 AR2 Assistant Referee 2 4O 4th Official	
CC @IRM	Code	Description
	ABD	Abandoned
	DSQ	Disqualified
CC @Organisation	Defined in ODF Common Codes Document See entity Organisation <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Period	Code	Description
	H1	First Half
	H2	Second Half
	OT1	First Extra Time
	OT2	Second Extra Time
	PSO	Penalty shoot-out.
	TOT	Total
CC @PeriodNo	Code	Description
	0	For the totals
	1	H1
	2	H2
	3	OT1
	4	OT2
	5	PSO
CC @PeriodStatus	Code	Description
	E	Match End
	R	Running
	S	Break (Stop)
CC @PlayerStatus	Code	Description
	A	Absent
	I	Injured
	N	Not eligible to play
	X	Misses next match if booked
CC @Position	Code	Description
	DF	Defender
	FW	Forward
	GK	Goalkeeper
	MF	Midfielder
CC @ResultType	Code	Description



Code Entity	Code Entity Set of Values	
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Goals
CC @ShotType	Code	Description
	B	Blocked
	G	Goal
	M	Misses
	P	Crossbar/Post
	S	Saved
CC @Statistics	Code	Description
	CUM	Cumulative Statistics of team and individual
	IND_RANKING	Ranking of Individual tournament statistics
	TOU	Tournament Statistics
CC @TemperatureUnit	Code	Description
	C	Celsius
	F	Fahrenheit
CC @WeatherCondition	Defined in ODF Common Codes Document See entity Weather condition <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @WindDirection	Defined in ODF Common Codes Document See entity Wind Direction <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @WLT	Code	Description
	L	Lost
	W	Won



4 Football 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 Football, 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	



Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
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	



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 Football are:

- Participant /Discipline /RegisteredEvent /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 Sport Messages Interface Document) that are used in the case Football, 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
	Weight	O	N(3) 999	Weight in kilograms for the athlete Send when this information is available
	Nationality	M	CC @Country	Official's nationality.
Participant /Discipline	International FederationId	O	S(16)	FIFA ID (competitor's federation number for the discipline). It will be included.
Participant /Discipline /RegisteredEvent	Bib	M	S(4)	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, 17 ...

The following table describes in more detail the Participant /Discipline /RegisteredEvent /EventEntry element for the athletes in the case of Football.

Element: Participant /Discipline /RegisteredEvent /EventEntry			
Type	Code	Value	Description
E_ENTRY	E_IRM	CC @EntryIRM	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Athlete's status in the team. When the athlete has been replaced or disqualified. (see codes section)
	E_SUBSTITUTE	S(1)	For @Type:



Element: Participant /Discipline /RegisteredEvent /EventEntry			
Type	Code	Value	Description
		(Y,N)	Send proposed type
			For @Code: Send proposed type
			For @Value: Send "Y" if the competitor is an alternative player, "N" just if the value of the attribute has changed
	E_POSITION	CC @Position	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Position of the player in the team (see codes section)
	E_SHIRT_NAME	S(25)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Shirt Name
	E_CLUB_NAME	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Club name
	E_CLUB_ORG	CC @Country	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Club Country Code (see codes section)
	E_INT_GAMES_P	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: International matches caps (matches played).
	E_INT_GOALS	N(4) 9990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: International matches goals scored

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

Type /Code	Description	Expected
E_ENTRY /E_IRM	Athlete's status –replaced or disqualified- in the team.	As soon as it is known (this information only will be sent in the update message)
E_ENTRY /E_SUBSTITUTE	When the competitor it's an alternative player.	As soon as it is known, when it applies (it can be sent in both messages)
E_ENTRY /E_POSITION	Position of the player in the team.	As soon as it is known (it can be sent in both



Type /Code	Description	Expected
		messages)
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_CLUB_NAME E_ENTRY /E_CLUB_ORG	The name and country from the Club of the player where now playing.	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_INT_GAMES_P E_ENTRY /E_INT_GOALS	Number of International matches caps (matches played) / goals scored. Send "0" in case of no match played or no goal scored.	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 teams by discipline / List of teams by discipline update

5.1.2.1 Description

This message is the List of 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 Football are:

- Team /TeamOfficials /Official (for coaches)
- Team /Discipline /RegisteredEvent /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 teams by discipline / update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case of Football, as well as the attributes that have an extended definition.

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

The following table describes in more detail the Team /Discipline /RegisteredEvent /EventEntry element in the case of Football.

Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_SHIRT	N(1) 0	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1, 2 to indicate the number of shirt
				For @Value: Colour's Shirt
	E_SHORTS	N(1) 0	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1, 2 to indicate the number of shorts
				For @Value: Colour's Shorts
	E SOCKS	N(1) 0	String	For @Type: Send proposed type
				For @Code: Send proposed code



Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Pos: Send 1, 2 to indicate the number of socks
				For @Value: Colour's Socks
	E_GROUP		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Preliminary Group of the team
	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.

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

Type /Code	Description	Expected
E_ENTRY /E_SHIRT	1st /2 nd team shirt colour.	As soon as it is known (it can be sent in both messages)
E_ENTRY /E_SHORTS	1st /2 nd team shorts colour.	As soon as it is known (it can be sent in both messages)
E_ENTRY /E SOCKS	1 st /2 nd team socks colour.	As soon as it is known (it 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 both messages)
E_ENTRY /E_SEED	Seed Number.	As soon as this information is known (it can be sent in the update message)

5.1.2.6 Message sort

Please, follow the general definition.



5.1.3 Start List

5.1.3.1 Description

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

5.1.3.2 Header Values

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

5.1.3.3 Trigger and Frequency

Please, follow the general definition.

5.1.3.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- Officials /Official
- Start /Competitor /Coaches /Coach
- Start /Competitor /EventUnitEntry
- Start /Competitor /Composition /Athlete /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 Football, 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: Referee, Assistant Referee 1, Assistant Referee 2, and 4th Official.
Start	StartOrder	M	Numeric	Send 1 for Home team, send 2 for Away team.
	SortOrder	M	Numeric	
Start /Competitor /Coaches /Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	Send order for coaches, sequential number if more than one (order as they are presented on NOC entry form)
Start /Competitor /Composition /Athlete	Bib	M	S(2)	Athlete's Shirt number.
	Order	M	N(3) 990	For starting line-up player, send order according to goalkeeper position first (Start @Code=FB_POSITION and @Value=GK), and Shirt number (Athlete@Bib). For starting substitute player, send order according to the player status (Start @Code=FB_STATUS, that will be: space or X-Eligible, N-Not eligible to play, I-Injured, A-Absent), and Shirt number (Athlete@Bib).

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



Element: Start /Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_FB	E_SHIRT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Shirt
	E_SHORTS	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Shorts
	E SOCKS	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Socks

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

Type /Code	Description	Expected
EUE_FB / E_SHIRT	Colour's Shirt for the team	If it is available
EUE_FB / E_SHORTS	Colour's Shorts for the team	If it is available
EUE_FB / E SOCKS	Colour's Socks for the team	If it is available

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_FB	FB_STARTER		S(1) (Y/N)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send "Y" if the competitor is a Starter and "N" if the competitor is a substitute player.
	FB_CAPTAIN		S(1) (Y)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send "Y" if the competitor is the Captain.
	FB_STATUS		CC @PlayerStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:



Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
				Do not send anything
				For @Value: Status of the player (only for substitute players). (see codes section)
	FB_IRM		CC @EntryStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Athlete's status in the team. When the athlete has been disqualified. (see codes section)
	FB_POSITION		CC @Position	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Position of the player in the team. (see codes section)

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

Type /Code	Description	Expected
EUE_FB /FB_STARTER	Send if the competitor is a starter or not.	As soon as it is known
EUE_FB /FB_CAPTAIN	Captain indicator.	Send the code just for the captain
EUE_FB /FB_IRM	For know if the athlete was disqualified.	As soon as it is known
EUE_FB /FB_STATUS	Player status.	As soon as it is known
EUE_FB /FB_POSITION	Position of the player in the team.	As soon as it is known

5.1.3.6 Message sort

Please, follow the general definition.



5.1.4 Event Unit Results

5.1.4.1 Description

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

5.1.4.2 Header Values

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

5.1.4.3 Trigger and Frequency

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

- After each period (half)
- After last extra time or shoot-out (if any)
- After the match (unit)
- After each goal

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 Football are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- UnitActions /UnitAction
- UnitActions /UnitAction /ExtendedAction
- UnitActions /UnitAction /Competitor (following the general rules for this element)
- UnitActions /UnitAction /Competitor /Composition /Athlete (following the general rules for this element)
- Result /Competitor /Stats /Stat
- Result /Competitor /Stats /Stat /ExtendedStat
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /Stats /Stat
- Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat

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
Periods /Period	Code	M	CC @Period	Times, usually there are 2 half times.
	HomeScore	M	N(2) 90	Overall score of the home competitor at the end of the period.
	AwayScore	M	N(2) 90	Overall score of the away competitor at the end of the period
	HomePeriodScore	O	N(2) 90	Score of the home competitor just for each period.
	AwayPeriodScore	O	N(2) 90	Score of the away competitor just for each period.
UnitActions /UnitAction	Status	M	S(1) (N)	Status of the action to indicate if the action is new ("N").
	Time	M	MMM 990 Or MMM +aa 990+90	Time in minutes in which the action occurred. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time). Show "+" on time of match followed by "aa" minutes of additional time to avoid confusion between an action occurred in one period where there is a period that follows (e.g. "45+3" for 3rd minute of additional time in the first half but "95" where match ends without additional time or "90+5" if there is additional time).
UnitActions /UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes sections which roles should be used for which actions.
Result	ResultType	M	CC @ResultType	Result type, either goals 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(2) 90	Result (until finish the extra times if are available) of the Team for the particular event unit. Not included the goals for penalty Shoot-out.
	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 (1) and the Away team (2)

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

Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_FB	FB_DURATION	MMM:SS 990:00	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match Duration time MMM is minutes, SS is seconds
	FB_ATTENDANCE	N(7)	For @Type:



Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
		999,990	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_FB /FB_DURATION	Match duration	Send just if it is available
UI_FB /FB_ATTENDANCE	Number of spectators at the match	Send just if it is available

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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_TIME	FB_ADDITIONAL		MM 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Additional time for that period. Send 0 if doesn't exist an additional time for that period.
EP_PTY	FB_SCORE	N(2) 90	N(2)-N(2) 90-90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n.
				For @Value: Send result of shooting. Home team – Away team.
	FB_ACTION	N(2) 90	CC @Action	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n.
				For @Value: Type of action for the penalty. Only use penalty (see codes section)
	FB_SHOT_TYPE	N(2) 90	CC @ShotType	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:



Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
	FB_ATHLETE	N(2) 90	S(20) with no leading zeroes	Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n.
				For @Value: Action description for the penalty. Only use "G","S","P","M" (see codes section)
				For @Type: Send proposed type
				For @Code: Send proposed code
	FB_TEAM	N(2) 90	CC @Organisation	For @Pos: Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n.
				For @Value: Players who participated in penalty shoot-out.
				For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Unique sequential number for all the participants in the penalties shoot-out of the match, from 1 to n.
				For @Value: It is the team where the athlete (who made the penalty) is playing.

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

Type /Code	Description	Expected
EP_TIME /FB_ADDITIONAL	Additional time for each period.	5 minutes after the end of the match. Don't send for the half periods or penalty shot out.
EP_PTY /FB_SCORE EP_PTY /FB_ACTION EP_PTY /FB_SHOT_TYPE EP_PTY /FB_ATHLETE EP_PTY /FB_TEAM	Players who participated in penalty shoot-out, and how it happened.	Always

The following table describes in more detail the UnitActions /UnitAction element in the case of Football.

Element: UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_FB	CC @Period	N(2) 90	CC @Action	For @Type: Send proposed type
				For @Code: Send one period code.
				For @Pos: Unique sequential number for all the actions of the period, from 1 to n (from the first action of the Period to the last one).



Element: UnitActions /UnitAction				
Type	Code	Pos	Value	Description
				For @Value: Send one action code.

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

Type /Code	Description	Expected
UAC_FB /CC @Period	<p>Actions in the game.</p> <p>For Player substituted action send two Athlete Elements:</p> <p>1st Player Out (ActionRole=OUT),</p> <p>2nd Player In (ActionRole=IN).</p> <p>For Foul action either one or two competitor elements will be sent:</p> <p>1st Player Foul committed (ActionRole=FOC)</p> <p>2nd Player Foul suffered (ActionRole=FOS) (optional).</p>	5 minutes after the end of the match.

The following table describes in more detail the UnitActions /UnitAction /ExtendedAction element in the case of Football.

Element: UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_FB	FB_SCR_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home team score of the game after the action
	FB_SCR_A	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Away team score of the game after the action
	FB_SHOT_TYPE	CC @ShotType	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Goal, Missed, Crossbar, Saved, Blocked (see codes section). Send when any shot occurs.
	FB_DESC	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Time description

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



Type /Code	Description	Expected
EA_FB /FB_SCR_H	Home team score of the game after the action.	5 minutes after the end of the match.
EA_FB /FB_SCR_A	Away team score of the game after the action.	5 minutes after the end of the match.
EA_FB /FB_SHOT_TYPE	Goal, Missed, Crossbar, Saved, Blocked (see codes section). Send when any shot occurs.	2 min after the results of the match are approved.
EA_FB /FB_DESC	Time description	Always, if the information is available

The following table describes in more detail the Result /Competitor /Stats /Stat element and its child element ExtendedStat in the case of Football.

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_FB	FB_PTIME		CC @PeriodNo	MMM 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Actual playing time (related to ball possession) for the team by period number in the event unit (in minutes).
	FB_GF_OG		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Goals for the team by period number, due to own goals scored by the opposite team, in the event unit.
	FB_GF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Goals for the team by period number in the event unit (not including the own goals of the opposite team).
	FB_GA		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Goals against for team by period number in the event unit.
	FB_SHT		CC @PeriodNo	N(2)	For @Type:



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
				90	Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Shots for the team by period number in the event unit.
		FB_G		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total shots on goal.
	FB_PTY_K		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Penalty kicks for the team by period number in the event unit.
		FB_G		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total goals.
	FB_CRN_K		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total corner kicks for the team by period number in the event unit.
	FB_OFF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total offsides for the team by period number in the event unit.



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
	FB_FOC		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total fouls committed for the team by period number in the event unit.
	FB_FOS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total fouls suffered for the team by period number in the event unit.
	FB_CAU		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Cautions (yellow cards) for the team by period number in the event unit.
	FB_R		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Expulsions (2 nd yellow card = red card) for the team by period number in the event unit.
	FB_EXP		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Expulsions (red cards) for the team by period number in the event unit.
	FB_T_EXP			N(2) 90	For @Type: Send proposed type
					For @Code:



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for the team in the event unit.
	FB_FRK		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total free kicks for the team by period number in the event unit.
	FB_OG		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total own goals for the team by period number in the event unit.
	FB_BP		CC @PeriodNo	N(3) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total ball possession for the team by period number in the event unit. Send in %.

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

Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_PTIME	Actual played time in that game where the team was participating.	Always, if the information is available
ST_FB /FB_GF_OG	Total Goals for (due to own goals scored by the opposite team) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_GF	Total Goals for (not including the own goals of the opposite team) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_GA	Total Goals against in that game where the team was participating.	Always, if the information is available
ST_FB /FB_SHT /FB_G	Total Shots for the team by period number in the event unit and total Shots on goal in that game where the team was participating.	Always, if the information is available



Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_PTY_K /FB_G	Total Penalty kicks for the team by period number in the event unit and total goals in that game where the team was participating.	Always, if the information is available
ST_FB /FB_CRN_K	Total corner kicks in that game where the team was participating.	Always, if the information is available
ST_FB /FB_OFF	Total offsides in that game where the team was participating.	Always, if the information is available
ST_FB /FB_FOC	Total fouls committed in that game where the team was participating.	Always, if the information is available
ST_FB /FB_FOS	Total fouls suffered in that game where the team was participating.	Always, if the information is available
ST_FB /FB_CAU	Total Cautions (yellow cards) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_R	Total Expulsions (2nd yellow card = red card) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_EXP	Total Expulsions (red cards) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_T_EXP	Total Red Cards (sum of 2nd yellow cards and red cards) in that game where the team was participating.	Always, if the information is available
ST_FB /FB_FRK	Total free kicks in that game where the team was participating.	Always, if the information is available
ST_FB /FB_OG	Total own goals in that game where the team was participating.	Always, if the information is available
ST_FB /FB_BP	Total ball possession in that game where the team was participating.	Always, if the information is available

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_DMATTERS	FB_REASON	N(1)	CC @DisciplinaryCode	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Use 1 for Caution, 2 for 2Yellow Cards and 3 for Expulsions
				For @Value: Reason code (see codes section)
ER_FB	FB_STARTER		S(1) (Y)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send "Y" if the competitor is a Starter and



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
				send "N" if he/she is a Substitute.
	FB_CAPTAIN		S(1) (Y)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send "Y" if the competitor is the Captain. Don't send for substitute players
	FB_STATUS		CC @PlayerStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Status of the player (only for substitute players). (see codes section) Does not use the value "X".
	FB_POSITION		CC @Position	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Position of the player in the team.

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

Type /Code	Description	Expected
ER_DMATTERS /FB_REASON ER_DMATTERS /FB_SANCTION	Disciplinary Matters for the athletes in each match.	Morning after competition day.
ER_FB /FB_STARTER	Send if the competitor is a starter or not.	As soon as it is known
ER_FB /FB_CAPTAIN	Captain indicator.	As soon as it is known
ER_FB /FB_STATUS	Player status.	As soon as it is known
ER_FB /FB_POSITION	Position in the team.	As soon as it is known

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element and its child element ExtendedStat in the case of Football.

Element: Result /Competitor /Composition /Athlete /Stats /Stat				
Type	Code	ExtendedStat Code	Value	Description
ST_FB	FB_PTIME		MMM 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Minutes played for the athlete in the game.
	FB_STIME		MMM 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Time a player is substituted into or out of the game.



Element: Result /Competitor /Composition /Athlete /Stats /Stat				
Type	Code	ExtendedStat Code	Value	Description
	FB_GF		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Goals for athlete in the event unit.
	FB_GA		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Goals against for athlete in the event unit.
	FB_SHT FB_PTY_K		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total "Shots on goal/Shots" (FB_SHT code) and "Penalty kicks" (FB_PTY_K code) for athlete in the event unit.
		FB_G	N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Total goals.
	FB_FOC		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total fouls committed for athlete in the event unit.
	FB_FOS		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total fouls suffered for athlete in the event unit.
	FB_CRN_K		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total corner kicks for the athlete in the event unit.
	FB_OFF		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total offside for the athlete in the event unit.
	FB_CAU		N(2)	For @Type:



Element: Result /Competitor /Composition /Athlete /Stats /Stat				
Type	Code	ExtendedStat Code	Value	Description
			90	Send proposed type
				For @Code: Send proposed code
				For @Value: Total Cautions (yellow cards) for athlete in the event unit.
	FB_CAU_T		MMM' 990' Or MMM'+aa 990'+90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Minutes when the athlete has the first yellow card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time).
	FB_R		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (2 nd yellow card = red card) for athlete in the event unit.
	FB_R_T		MMM' 990' Or MMM'+aa 990'+90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Minutes when the athlete has the 2 nd yellow card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time).
	FB_EXP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (red cards) for athlete in the event unit.
	FB_EXP_T		MMM' 990' Or MMM'+aa 990'+90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Minutes when the athlete has a red card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time).

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

Type /Code /ExtendedStat Code	Description	Expected
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Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_PTIME	Actual played time in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_STIME	Time a player is substituted into or out of the game.	Always, if the information is available
ST_FB /FB_GF	Total Goals for in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_GA	Total Goals against in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_SHT ST_FB /FB_PTY_K /FB_G	Total "Shots on goal/Shots", "Penalty kicks" for athlete in the event unit and total goals in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_FOC	Total fouls committed in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_FOS	Total fouls suffered in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_CRN_K	Total corner kicks for the athlete in the event unit.	Always, if the information is available
ST_FB /FB_OFF	Total offsides for the athlete in the event unit.	Always, if the information is available
ST_FB /FB_CAU	Total Cautions (yellow cards) in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_CAU_T	Minutes when the athlete has the first yellow card.	Always, if the information is available
ST_FB /FB_R	Total Expulsions (2 nd yellow card = red card) in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_R_T	Minutes when the athlete has a 2 nd yellow card.	Always, if the information is available
ST_FB /FB_EXP	Total Expulsions (red cards) in that game where the athlete was participating.	Always, if the information is available
ST_FB /FB_EXP_T	Minutes when the athlete has a red card.	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 Football, the message has to be sent for all the competition events, as listed in the header values section.

5.1.5.2 Header Values

The DocumentCode attribute (DDGEEE900) in the ODF header will be sent according for all the competition events at phase level of the preliminaries to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be:

- For Men
 - Group A: A
 - Group B: B
 - Group C: C
 - Group D: D
- For Women
 - Group E: E
 - Group F: F
 - Group G: G

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 Football are:

- Result /Competitor /ExtendedResults /ExtendedResult
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions

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 Football, as well as the attributes that have an extended definition.



Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank at the group. The rank is calculated firstly by classification points and secondly by goal difference after end of each match. It is optional because the team can be disqualified.
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
	IRM	O	CC @IRM	IRM for the particular group. Send just in the case @ResultType is IRM. (see codes section)
	QualificationMark	O	S(1)	Qualified indicator. Send "q" for team qualified as best 3rd. Send only for Woman.
	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 Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_FB	FB_OPPONENT		N(1) 9	CC @Organisation	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Number to identify each one of the opponents.
					For @Value: Send the NOC of the opponent competitor
		FB_RES		N(2):N(2) 90:90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Match result.
		FB_COMP_DATE		Date	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Match date
	FB_GAMES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Do not send anything
		FB_PLAYED		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches played
		FB_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches won
		FB_TIED		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches draw
		FB_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches lost
		FB_CP		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Points for the team
	FB_RES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		FB_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos:



Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Do not send anything
					For @Value: Goals for
		FB_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Goals against
		FB_DIFF		N(2) 90	For @Type: Send proposed code (as type)
				Or	For @Code: Send proposed extension code
				-N(2) -90	For @Pos: Do not send anything
					For @Value: Goals difference, between goals for and goals against

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

Type /Code /Extension Code	Description	Expected
ER_FB /FB_OPPONENT /FB_RES /FB_COMP_DATE	Competitor opponent at the group. The score obtained by the team when played with this opponent and date of the match.	Always
ER_FB /FB_GAMES /FB_PLAYED /FB_WON /FB_TIED /FB_LOST	The total matches played, won, draw and lost by the team in that group.	Always
ER_FB /FB_GAMES /FB_CP	The points obtained by the team for all the games played in that group.	Always
ER_FB /FB_RES /FB_WON	The total goals for the team in that group.	Always
ER_FB /FB_RES /FB_LOST	The total goals against for the team in that group.	Always
ER_FB /FB_RES /FB_DIFF	The total goals difference (goals for and goals against) for the team in that group.	Always

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 Football, 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 Football are:

- Result /Competitor /ExtendedResults /ExtendedResult
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions

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 Football, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified or has abandoned the game.
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	Send just if the team has been disqualified or has abandoned the game.
	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 Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /ExtendedResults /ExtendedResult				
Type	Code	Extension Code	Value	Description
ER_FB	FB_GAMES			For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Do not send anything
		FB_PLAYED	N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code



Element: Result /Competitor /ExtendedResults /ExtendedResult				
Type	Code	Extension Code	Value	Description
				For @Value: Matches played
		FB_WON	N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Number of matches won
		FB_LOST	N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Number of matches lost

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

Type /Code /Extension Code	Description	Expected
ER_FB /FB_GAMES /FB_PLAYED /FB_WON /FB_LOST	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

5.1.7.1 Description

This message is the Statistics 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.
- **IND_RANKING:** Ranking of individual tournament statistics, for the best athletes.
- **TOU:** Tournament statistics (like Tournaments Total statistics or Disciplinary matters Total statistics).

Use DocumentSubcode with the Organisation only for DocumentSubtype CUM.

5.1.7.3 Trigger and Frequency

This message should be sent after the end of each match when it is official with the DocumentCode DDGEEE000.

- After each match

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 Football are:

- Stats /StatsItems /StatsItem
- Stats /StatsItems /StatsItem /ExtendedStat
- Stats /Competitor /StatsItems /StatsItem
- Stats /Competitor /StatsItems /StatsItem /ExtendedStat
- Stats /Competitor /Composition /Athlete /StatsItems /StatsItem
- Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat

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 Football, as well as the attributes that have an extended definition.

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



Element	Attribute	M/O	Value	Comments
Stats /Competitor /Athlete	Order	M	N(3)	Sort order for CUM: For each player: 1 – Shirt number or disqualification. Sort order for IND_RANKING: 1 – Rank or disqualification, 2 – Name. Sort Disqualified players to the bottom of the list.

The following table describes in more detail the Stats /StatsItems /StatsItem element and its child element ExtendedStat, this information is for the Tournament Statistics.

Element: Stats /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
ST_FB	FB_COMP_DATE		Date	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send a competition date
		FB_ATTENDANCE	N(3),N(3) 999,990	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Total attendance at the matches of the day
	FB_RSC_TOTALS		DDGEEPUU	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send an RSC
		FB_ATTENDANCE	N(3),N(3) 999,990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total attendance at the match indicated by RSC.
	FB_MP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total match played for all teams.
	FB_GF		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Goals for all teams.
		FB_AVG	N(2),N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value:



Element: Stats /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
	FB_GA			Average Goals for all teams.
			N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
	FB_AVG			For @Value: Total Goals against for all teams.
			N(2).N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
	FB_PTY_K FB_PTY_KA			For @Value: Average Goals against for all teams.
			N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Kicks/Penalty, Kicks against for all teams.
		FB_AVG	N(3).N(1) 990.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average
		FB_G	N(3) 990	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Total goals.
		FB_AVG_G	N(3).N(1) 990.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average for goals.
	FB_SHT		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Shots for all teams.
		FB_AVG	N(3).N(1) 990.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
	FB_G			For @Value: Average number of shots.
			N(3) 990	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value:



Element: Stats /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
				Total number of Shots on Goal.
		FB_AVG_G	N(3).N(1) 990.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average number of shots on goal.
	FB_CRN_K		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total corner kicks for the team.
		FB_AVG	N(3).N(1) 990.0	For @Type: Send proposed code (as type)
	FB_OFF		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total offsides for all the teams.
		FB_AVG	N(3).N(1) 990.0	For @Type: Send proposed code (as type)
	FB_FOC		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Fouls committed for all the teams.
		FB_AVG	N(3).N(1) 990.0	For @Type: Send proposed code (as type)
	FB_CAU		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Cautions (yellow cards) for all the teams.
		FB_AVG	N(2).N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code:



Element: Stats /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
				Send proposed extension code
				For @Value: Average Cautions (yellow cards) for all the teams.
	FB_R		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (2 nd yellow card = red card) for all the teams.
		FB_AVG	N(2).N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average Expulsions (2 nd yellow card = red card) for all the teams.
	FB_EXP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (red cards) for all the teams.
		FB_AVG	N(2).N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average Expulsions (red cards) for all the teams.
	FB_T_EXP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.
		FB_AVG	N(2).N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.
	FB_CAU_CC @DisciplinaryCode		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of cautions for all teams punished with that article (FIFA Disciplinary code, CC @DisciplinaryCode).



Element: Stats /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
	FB_EXP_CC @DisciplinaryCode		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Value: Number of expulsions for all teams punished with that article (FIFA Disciplinary code, CC @DisciplinaryCode).

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

Type /Code	ExtendedStat Code	Description	Expected
ST_FB /FB_COMP_DATE /FB_ATTENDANCE		Competition date and the total attendance at the matches of that day.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB/ FB_RSC_TOTALS/ FB_ATTENDANCE		Total attendance at the machth indicated by RSC.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_MP		Total match played for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_GF /FB_AVG		Total Goals for and its average in all the games for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_GA /FB_AVG		Total Goals against and its average for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_PTY_K ST_FB /FB_PTY_KA /FB_AVG /FB_G /FB_AVG_G		Total Kicks/Penalty, Kicks against, and its Average, goals and average for the goals, for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_SHT /FB_AVG /FB_G /FB_AVG_G		Total Shots and its average, number of shots on goal and average number of shots on goal for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_CRN_K /FB_AVG		Total corner kicks and its average for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB FB_OFF /FB_AVG		Total offsides and its average for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB FB_FOC /FB_AVG		Total fouls committed and its average for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_CAU /FB_AVG		Total Cautions (yellow cards) and its average for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_R /FB_AVG		Total Expulsions (2nd yellow card = red card) and its average for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_EXP /FB_AVG		Total Expulsions (red cards) and its average for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_T_EXP /FB_AVG		Total Red Cards (sum of 2nd yellow cards and red cards) and its average for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_CAU_CC @DisciplinaryCode		Number of cautions for each type of disciplinary code of all teams.	Always, if the information is available for the DocumentSubtype=TOU
ST_FB /FB_EXP_CC		Number of expulsions for each type of disciplinary code of all teams.	Always, if the information is available for the DocumentSubtype=TOU



Type /Code	ExtendedStat Code	Description	Expected
@DisciplinaryCode			

The following table describes in more detail the Stats /Competitor /StatsItems /StatsItem element and its child element ExtendedStat.

Element: Stats /Competitor /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
ST_FB	FB_MP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total match played for team.
	FB_GF		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Goals for in all the games where the team has played.
	FB_GA		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Goals against in all the games where the team has played.
	FB_PTY_K FB_PTY_KA		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Kicks/Penalty, Kicks against in all the games where the team has played.
		FB_G	N(3) 990	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Total goals.
	FB_SHT		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Shots in all the games where the team has played.
		FB_G	N(3) 990	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Total number of shots on goal.
	FB_CRN_K		N(3)	For @Type:



Element: Stats /Competitor /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
			990	Send proposed type
				For @Code: Send proposed code
				For @Value: Total corner kicks for the team.
	FB_OFF		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total offsides for the team.
	FB_FOC		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total fouls committed in all the games where the team has played.
	FB_AVG		N(3).N(1) 990.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average fouls committed in all the games where the team has played.
	FB_FOS		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total fouls suffered in all the games where the team has played.
	FB_AVG		N(3).N(1) 990.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average fouls suffered in all the games where the team has played.
	FB_CAU		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Cautions (yellow cards) in all the games where the team has played.
	FB_R		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (2 nd yellow card = red card) in all the games where the team has played.
	FB_EXP		N(2)	For @Type:



Element: Stats /Competitor /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
			90	Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (red cards) in all the games where the team has played.
	FB_T_EXP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Expulsions (Red Cards), as sum of 2nd yellow=red card and red cards, in all the games where the team has played.
	FB_FRK		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total free kicks for the team.
	FB_OG		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total own goals for the team.
	FB_OG_A		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Own Goals against for team.

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

Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_MP	Total match played for the team.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_GF	Total Goals for in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_GA	Total Goals against in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_PTY_K ST_FB /FB_PTY_KA /FB_G	Total Kicks/Penalty, Kicks against and its total goals, in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_SHT /FB_G	Total Shots and shots on goal in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_CRN_K	Total corner kicks for the team.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_OFF	Total offsides for the team.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_FOC /FB_AVG	Total fouls committed (and its average) in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM



Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_FOS /FB_AVG	Total fouls suffered (and its average) in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_CAU	Total Cautions (yellow cards) in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_R	Total Expulsions (2nd yellow card = red card) in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_EXP	Total Expulsions (red cards) in all the games where the team was played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_T_EXP	Total Red Cards (sum of 2nd yellow cards and red cards) in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_FRK	Total free kicks for the team.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_OG	Total own goals for the team.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_OG_A	Total Own Goals against for team.	Always, if the information is available for the DocumentSubtype=CUM

The following table describes in more detail the Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element and its child element ExtendedStat.

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
ST_FB	FB_PTIME		MMMM 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total minutes played in all the games where the player has played.
	FB_MP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total match played for the athlete.
	FB_GF		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Goals for in all the games where the player has played.
		FB_RANK	N(2) 90 Or ""	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Rank for the goals per match for the athlete. Send empty if the competitor was disqualified.
		FB_ERANK	S(1) (Y)	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value:



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
				It identifies if the rank for the athlete's scored goals per match has been equalled, send "Y" in this case.
		FB_AVG	N(2).N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average for the goals (per match) for the athlete
	FB_GA		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Goals against in all the games where the player has played.
	FB_OG		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total own goals in all the games where the player has played.
	FB_SHT		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Shots in all the games where the player has played.
		FB_AVG	N(2).N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average number of shots per match.
		FB_RANK	N(2) 90 Or ""	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
		FB_ERANK	S(1) (Y)	For @Value: Athlete rank, based on shots per match. Send empty if the competitor was disqualified.
				For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
		FB_G	N(2) 90	For @Value: Identifies if the rank for the athlete's total shots per match has been equalled, send "Y" in this case.
				For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
				For @Value: Total shots on goal.
		FB_AVG_G	N(2).N(1) 90.0	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Average number of shots on goal per match.
		FB_RANK_G	N(2) 90 Or ""	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Rank, based on shots on goal per match. Send empty if the competitor was disqualified.
		FB_ERANK_G	S(1) (Y)	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Identifies if the rank for the athlete's total shots on goal per match has been equalled, send "Y" in this case.
	FB_PTY_K		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total shots (penalty kicks) in all the games where the player has played.
	FB_G		N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Total goals.
	FB_FOC		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total fouls committed in all the games where the player has played.
	FB_FOS		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total fouls suffered in all the games where the player has played.
	FB_CAU		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total Cautions (yellow cards) in all the games



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
				where the player has played.
	FB_R		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (2 nd yellow card = red card) in all the games where the player has played.
	FB_EXP		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (red cards) in all the games where the player has played.

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

Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_PTIME	Total minutes played in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_MP	Total match played for the athlete in minutes.	Always, if the information is available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING
ST_FB /FB_GF	Total goals for in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_GF /FB_RANK /FB_ERANK /FB_AVG	Athlete's Rank, equalled rank indicator (if it applies), average and total goals per match in the goals for, in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=IND_RANKING
ST_FB /FB_GA	Total Goals against in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_OG	Total own goals against in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=IND_RANKING
ST_FB /FB_SHT /FB_AVG /FB_RANK /FB_ERANK /FB_G /FB_AVG_G /FB_RANK_G /FB_ERANK_G	Average for shots, rank and equalled rank indicator (if it applies) for shots per match, total shots on goal, average number of shots on goal, ranks and equalled rank indicator (if it applies) for shots on goal per match, in all the games where the player has played.	Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
ST_FB /FB_PTY_K /FB_G	Total shots (penalty kicks) and the total goals in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_FOC	Total fouls committed in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_FOS	Total fouls suffered in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
ST_FB /FB_CAU	Total Cautions (yellow cards) in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
ST_FB /FB_R	Total Expulsions (2nd yellow card = red card) in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
ST_FB /FB_EXP	Total Expulsions (red cards) in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING



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 Football, 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 according for all the competition events 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 Football are:

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)
- Moreover, the following should be considered:
 - Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Quarterfinals and Semi-finals.
 - Bracket /BracketItems /BracketItem /NexUnitLoser should be informed just in the case of the Semi-finals.
 - Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match) and Semi-finals.

5.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. (see codes section)
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	It will be sent the matcher for each bracket item (e.g.: 25, 26, 27, 28 ...)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) o when it is not known yet (UNK).



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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_FB	FB_COMP_INF	CC @Desc	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the group, winner or the loser. (see codes section)
				For @Value: Send the match number or rank in the group.

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

Type /Code	Description	Expected
ECP_FB /FB_COMP_INF	The competitor is the winner or the loser of the specified game number. Example: @pos=10 @Value=1 -> "A1" @pos=11 @Value=2 -> "B2" @pos=1 @Value=25 -> "Winner 25"	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 Football, the message has to be sent for all the competition events, as listed in the header values section.

5.1.9.2 Header Values

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

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.



5.1.10 Discipline/venue good morning

5.1.10.1 Description

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

5.1.10.2 Header Values

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

5.1.10.3 Trigger and Frequency

Please, follow the general definition.

5.1.10.4 Message Structure

Please, follow the general definition.

5.1.10.5 Message Values

Please, follow the general definition.

5.1.10.6 Message sort

Please, follow the general definition.



5.1.11 Discipline/venue good night

5.1.11.1 Description

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

5.1.11.2 Header Values

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

5.1.11.3 Trigger and Frequency

Please, follow the general definition.

5.1.11.4 Message Structure

Please, follow the general definition.

5.1.11.5 Message Values

Please, follow the general definition.

5.1.11.6 Message sort

Please, follow the general definition.



5.1.12 Discipline configuration

5.1.12.1 Description

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

5.1.12.2 Header Values

Please, follow the general definition.

5.1.12.3 Trigger and Frequency

Please, follow the general definition.

5.1.12.4 Message Structure

Please, follow the general definition.

5.1.12.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
Configs /Config	Gender	M	CC @Gender	Gender code of the RSC (M/W).
	Event	M	CC @Event	Event code of the RSC. There is the following event for: (400) Football
	Phase	M	CC @Phase	Phase code of the RSC. There are the following phases for: (First Round): (A),(B),...(G) First Round Group A,B,...G (Second Round): (3) Quarterfinals (2) Semi-finals (1) Finals
	Unit	M	CC @Unit	It should be informed just in the case that the information is by Event Unit.

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

Type	Code	ExtendedConfigItem Code	Value	Description
EC_FB	FB_VENUE (send by discipline)		CC @VenueCode	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send a venue code
	FB_CAPACITY		N(3),N(3) 999,990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:



Type	Code	ExtendedConfigItem Code	Value	Description
				Do not send anything
				For @Value: Venue Public capacity
	FB_NUMBER_EVENTS (send by discipline)		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total number of events for the discipline
	FB_MATCH_NUMBER		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Match number.

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

Type /Code		Description	Expected
EC_FB /FB_VENUE		Code of one discipline venue	If the venue public capacity is available
	FB_CAPACITY	Send the venue public capacity	If available
EC_FB /FB_NUMBER_EVENTS		Total number of events for the discipline	If available
EC_FB /FB_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, taking also into account the following:

- At least one (1) hour before the match.

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 Football are:

- 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
Weather /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
Weather /Conditions /Condition	Code	M	SKY, FB_FIELD, FB_LIGHT	Weather, Field, Light condition type
	Value	M	CC @WeatherCondition	Codes that describe the Weather Condition, they depend on the @Code
Weather /Conditions /Temperature	Code	M	AIR	Air
	Unit	M	CC @TemperatureUnit	Metric system unit for temperature
	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 Football.

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 Football 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 action
 - T3: Trigger after one change in the scores
 - T4: Trigger after one player is substituted out
 - 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, weather)
- ResultStatus="LIVE_FULL"
 - This value should be suggested after further testing and sent in the DT_RT_GM message after further testing
- For other ResultStatus, follow the general definition.

6.1.1.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period
- UnitActions /UnitAction
- UnitActions /UnitAction /ExtendedAction
- UnitActions /UnitAction /Competitor(following the general rules for this element)
- UnitActions /UnitAction /Competitor /Composition /Athlete (following the general rules for this element)
- Result /Competitor /Stats /Stat
- Result /Competitor /Stats /Stat /ExtendedStat



- Result /Competitor /Composition /Athlete /Stats /Stat
- Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat

Please, follow the general considerations for all ResultStatus.

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

6.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Periods /Period	Code	M	CC @Period	Times, usually there are 2 half times.	T3
	HomeScore	M	N(2) 90	Overall score of the home competitor at the end of the period.	T3
	AwayScore	M	N(2) 90	Overall score of the away competitor at the end of the period	T3
	HomePeriodScore	O	N(2) 90	Score of the home competitor just for each period.	T3
	AwayPeriodScore	O	N(2) 90	Score of the away competitor just for each period.	T3
UnitActions /UnitAction	Status	M	S(1) (N, U, D)	Status of the action to indicate if the action is new ("N"), update ("U") or delete ("D").	T2
	Time	M	MMM 990 Or MMM+aa 990+90	Time in minutes in which the action occurred. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time). Show "+" on time of match followed by "aa" minutes of additional time to avoid confusion between an action occurred in one period where there is a period that follows (e.g. "45+3" for 3rd minute of additional time in the first half but "95" where match ends without additional time or "90+5" if there is additional time)	
UnitActions /UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes sections which roles should be used for which actions.	T2, T4
Result	ResultType	M	CC @ResultType	Result type, either goals 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(2) 90	Result (until finish the extra times if are available) of the Team for the particular event unit. Not included the goals for penalty Shoot-out.	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 (1) and the Away team (2)	T6, T7



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

Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_FB	FB_DURATION	MMM:SS 990:00	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match Duration time MMM is minutes, SS is seconds
	FB_ATTENDANCE	N(7) 999,990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of spectators at the match
	FB_STATUS	CC @PeriodStatus	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Period status (see codes section)
	FB_PERIOD	CC @Period	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send current period

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

Type /Code	Description	Expected
UI_FB /FB_DURATION	Match duration	T3, T5
UI_FB /FB_ATTENDANCE	Number of spectators at the match	T8
UI_FB /FB_PERIOD	Current period	T1
UI_FB /FB_STATUS	Period Status	T1, T5, T6

The following table describes in more detail the UnitActions /UnitAction element in the case of Football.

Element: UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_FB	CC @Period	N(2) 90	CC @Action	For @Type: Send proposed type
				For @Code: Send one period code.
				For @Pos: Unique sequential number for all the action of the period, from 1 to n (from the first action to the last one of a period).
				For @Value: Send one action code



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

Type /Code	Description	Expected
UAC_FB /CC @Period	<p>Actions in the game.</p> <p>For Player substituted action sends two Athletes Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN).</p> <p>For Foul action either one or two competitor elements will be sent: 1st Player Foul committed (ActionRole=FOC) 2nd Player Foul suffered (ActionRole=FOS) (optional).</p>	T2

The following table describes in more detail the UnitActions /UnitAction /ExtendedAction element in the case of Football.

Element: UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_FB	FB_SCR_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home team score of the game after the action
	FB_SCR_A	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Away team score of the game after the action
	FB_SHOT_TYPE	CC @ShotType	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Goal, Missed, Crossbar, Saved, Blocked (see codes section). Send when any shot occurs.

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

Type /Code	Description	Expected
EA_FB /FB_SCR_H	Home team score of the game after the action	T2
EA_FB /FB_SCR_A	Away team score of the game after the action	
EA_FB /FB_SHOT_TYPE	Goal, Missed, Crossbar, Saved (see codes section). Send when any shot occurs.	T2

The following table describes in more detail the Result /Competitor /Stats /Stat element and its child element ExtendedStat in the case of Football.

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_FB	FB_PTIME		CC @PeriodNo	MM 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos:



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send the period number (0 for totals-all periods)
					For @Value: Actual playing time (related to ball possession) for the team by period number in the event unit (in minutes).
	FB_GF_OG		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Goals for the team by period number, due to own goals scored by the opposite team, in the event unit.
	FB_GF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Goals for the team by period number in the event unit (not including the own goals of the opposite team).
	FB_GA		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Goals against for the team by period number in the event unit.
	FB_SHT		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Shots for the team by period number in the event unit.
		FB_G		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos:



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Do not send anything
					For @Value: Total Shots on goal.
	FB_PTY_K		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Penalty kicks for the team by period number in the event unit.
	FB_G			N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total goals.
	FB_CRN_K		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total corner kicks for the team by period number in the event unit.
	FB_OFF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total offsides for the team by period number in the event unit.
	FB_FOC		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total fouls committed for the team by period number in the event unit.
	FB_FOS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total fouls suffered for the team by period number in the event unit.
	FB_CAU		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Cautions (yellow cards) for the team by period number in the event unit.
	FB_R		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Expulsions (2 nd yellow card = red card) for the team by period number in the event unit.
	FB_EXP		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (0 for totals-all periods)
					For @Value: Total Expulsions (red cards) for the team by period number in the event unit.
	FB_T_EXP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for the team in the event unit.
	FB_FRK		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Send the period number (0 for totals-all periods) For @Value: Total free kicks for the team by period number in the event unit.
	FB_OG		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (0 for totals-all periods) For @Value: Total own goals for the team by period number in the event unit.
	FB_BP		CC @PeriodNo	N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (0 for totals-all periods) For @Value: Total ball possession for the team by period number in the event unit. Send in %.

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

Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_PTIME	Actual played time in that game where the team was participating.	T2
ST_FB /FB_GF_OG	Total Goals for (due to own goals scored by the opposite team) in that game where the team was participating.	T2
ST_FB /FB_GF	Total Goals for (not including the own goals of the opposite team) in that game where the team was participating.	T2
ST_FB /FB_GA	Total Goals against in that game where the team was participating.	T2
ST_FB /FB_SHT /FB_G	Total Shots for the team by period number in the event unit and total Shots on goal in that game where the team was participating.	T2
ST_FB /FB_PTY_K /FB_G	Total Penalty kicks for the team by period number in the event unit and total goals in that game where the team was participating.	T2
ST_FB /FB_CRN_K	Total corner kicks in that game where the team was participating.	T2
ST_FB /FB_OFF	Total offsides in that game where the team was participating.	T2
ST_FB /FB_FOC	Total fouls committed in that game where the team was participating.	T2
ST_FB /FB_FOS	Total fouls suffered in that game where the team was participating.	T2
ST_FB /FB_CAU	Total Cautions (yellow cards) in that game where the team was participating.	T2
ST_FB /FB_R	Total Expulsions (2nd yellow card = red card) in that game where the team was participating.	T2
ST_FB /FB_EXP	Total Expulsions (red cards) in that game where the team was participating.	T2
ST_FB /FB_T_EXP	Total Red Cards (sum of 2nd yellow card and red cards) in that game where the team was participating.	T2
ST_FB /FB_FRK	Total free kicks in that game where the team was participating.	T2



Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_OG	Total own goals in that game where the team was participating.	T2
ST_FB /FB_BP	Total ball possession in that game where the team was participating.	T2

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element and its child element ExtendedStat in the case of Football.

Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_FB	FB_PTIME			MMM 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Minutes played for the athlete in the game.
	FB_STIME			MMM 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time a player is substituted into or out of the game.
	FB_GF			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Goals for athlete in the event unit.
	FB_GA			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Goals against for athlete in the event unit.
	FB_SHT FB_PTY_K			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total "Shots on goal/Shots" (FB_SHT code) and "Penalty kicks" (FB_PTY_K code) for athlete in the



Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					event unit.
		FB_G		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total goals.
	FB_FOC			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total fouls committed for athlete in the event unit.
	FB_FOS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total fouls suffered for athlete in the event unit.
	FB_CRN_K			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total corner kicks for the athlete in the event unit.
	FB_OFF			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total offsides for the athlete in the event unit.
	FB_CAU			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Cautions (yellow cards) for athlete in the event unit.
	FB_CAU_T			MMM' 990'	For @Type: Send proposed type



Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
				Or	For @Code: Send proposed code
				MMM'+aa	For @Pos: Do not send anything
				990'+90	For @Value: Minutes when the athlete has the first yellow card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time).
	FB_R			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Expulsions (2 nd yellow card = red card) for athlete in the event unit.
	FB_R_T			MMM' 990'	For @Type: Send proposed type
				Or	For @Code: Send proposed code
				MMM'+aa	For @Pos: Do not send anything
				990'+90	For @Value: Minutes when the athlete has the 2 nd yellow card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional time).
	FB_EXP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Expulsions (red cards) for athlete in the event unit.
	FB_EXP_T			MMM' 990'	For @Type: Send proposed type
				Or	For @Code: Send proposed code
				MMM'+aa	For @Pos: Do not send anything
				990'+90	For @Value: Minutes when the athlete has a red card. (Use time format: MMM or MMM+aa, MMM – minutes of the regular time, aa – minutes of the additional



Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					time).

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

Type /Code /ExtendedStat Code	Description	Expected
ST_FB /FB_PTIME	Actual played time in that game where the athlete was participating.	T4, T5
ST_FB /FB_STIME	Time a player is substituted into or out of the game.	T4
ST_FB /FB_GF	Total Goals for in that game where the athlete was participating.	T2
ST_FB /FB_GA	Total Goals against in that game where the athlete was participating.	T2
ST_FB /FB_SHT ST_FB /FB_PTY_K /FB_G	Total "Shots on goal/Shots" and "Penalty kicks" for athlete in the event unit and total goals in that game where the athlete was participating.	T2
ST_FB /FB_FOC	Total fouls committed in that game where the athlete was participating.	T2
ST_FB /FB_FOS	Total fouls suffered in that game where the athlete was participating.	T2
ST_FB /FB_CRN_K	Total corner kicks for the athlete in the event unit.	T2
ST_FB /FB_OFF	Total offsides for the athlete in the event unit.	T2
ST_FB /FB_CAU	Total Cautions (yellow cards) in that game where the athlete was participating.	T2
ST_FB /FB_CAU_T	Minutes when the athlete has the first yellow card.	T2
ST_FB /FB_R	Total Expulsions (2nd yellow card = red card) in that game where the athlete was participating.	T2
ST_FB /FB_R_T	Minutes when the athlete has a 2 nd yellow card.	T2
ST_FB /FB_EXP	Total Expulsions (red cards) in that game where the athlete was participating.	T2
ST_FB /FB_EXP_T	Minutes when the athlete has a red card.	T2

6.1.1.6 Message sort

Please, follow the general definition.



6.1.2 RT Clock

6.1.2.1 Description

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

6.1.2.2 Header Values

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

6.1.2.3 Trigger and Frequency

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

- at the start of each period
- every 5 minutes

6.1.2.4 Message Structure

Please, follow the general definition.

6.1.2.5 Message Values

Please, follow the general definition.

6.1.2.6 Message sort

Please, follow the general definition.



7 PDF feed

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

7.1 PDF Applicable Messages

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

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



7.1.1 DT PDF

7.1.1.1 Description

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

7.1.1.2 Header Values

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

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

7.1.1.3 Trigger and Frequency

Please, follow the general definition.

7.1.1.4 Message Structure

Please, follow the general definition.

7.1.1.5 Message Values

Please, follow the general definition.

7.1.1.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	03 Apr 2009	Submitted for review version
R2 v2.0	22 May 2009	Changes after the WNPA meeting and after Interface meeting.
R2 v3.0	19 Jun 2009	Document reformatted according to changes log Status changed to APP
R2 v3.1	17 Jul 2009	Some minor corrections
R2 v3.2	09 Oct 2009	Some minor corrections/improvements
R2 v3.3	12 Mar 2010	Some minor corrections
R2 v4.0	20 Aug 2010	ORIS Release 5 version 1.1 changes, after WNPA meeting changes and some minor issues/improvements
R2 v5.0	18 Mar 2011	Changes detected during Pre Integration test, CR1461, defects #36401 and #36104
R2 v6.0	08 Jul 2011	CR3216 and some defects
R2 v7.0	09 Nov 2011	CR5076 and some minor issues
R2 v7.1	03 Dec 2011	Some minor issues
R2 v8.0	09 Jan 2012	CR6491 and IR101
R2 v8.1	13 Apr 2012	Some minor issues
R2 v9.0	25 May 2012	CR9564 and some minor issues
R2 v9.1	22 Jun 2012	Some minor issues

File reference: ODF/INT034-R2-v9.1 APP (FB)



Change Log

Version	Status	Changes on version
R2v 1.0	SFR	<ul style="list-style-type: none"> First version
R2 v2.0	SFA	<ul style="list-style-type: none"> Changes after the WNPA meeting <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Codes: Delete CC from CC @Action; Change the codes from @Period Teams: add E_Group (Until now the Group Info is missing in the X30. But is necessary for all the team sports) StartList: Delete Short, Short, Socks Colours because it will be not changed during the match. Results: Delete Weather; Change _ACTION by _[DD] from ExtendedAction. Pool/Final Ranking: Made consistent the codes.
R2 v3.0	APP	<ul style="list-style-type: none"> Codes: Add "0" for the total statistics in @PeriodNo Statistics: change Competition /Stats /Competitor by Competition /Stats /StatsItems /StatItem Status changed to APP
R2 v3.1	APP	<ul style="list-style-type: none"> Some minor corrections and added the copyright Start List: Add a _UNIFORM for RT Delete "equestrian" from the description of DT_PARTIC_HORSES_UPDATE RT result: change the description for HomePeriodScore/AwayPeriodScore
R2 v3.2	APP	<ul style="list-style-type: none"> Some minor corrections (spelling, etc). Codes: CC @BracketItems: changed the description of the "FNL" code from "Gold Medal Match" to "Finals". CC @DisciplinaryCode: included a comment to separate the disciplinary codes for Cautions and for Expulsions. CC @Statistics: included the codes that are used instead of the reference to the codes defined in the "Statistics" message. CC @WindDirection: there was a mistake in the entity name; it has been changed to Wind Direction (instead of Weather conditions). In all the messages, the paths of the elements have been modified to include the entire route of each one. Changed the name of the "List of accredited teams by discipline / List of accredited teams by discipline update" to "List of teams by discipline / List of teams by discipline update". Changed in whole document the format of the value in attributes of time in minutes, usually will be MMM instead of MM. And in addition, in some of them has been modified their format (like "MMmin" by "MMM"). Event Unit Results: the code FB_FIEL has been changed to FB_FIELD in the UnitInfos /UnitInfo element. And the type UAC_ACTION has been changed to UAC_FB in the UnitActions /UnitAction element. Changed the value of code FB_REASON from S(1) to CC @DisciplinaryCode codes in the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.



Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none">• The message "Cumulative Results" (DT_CUMULATIVE_RESULT) has been erased from this sport (it will not be used in FB), and their information about the number of each type of Disciplinary code for all teams has been moved to the message "Statistics" (DT_STATS).• Statistics: have been added new codes FB_CAU_CC @DisciplinaryCode and FB_EXP_CC @DisciplinaryCode, as number of cautions and expulsions for each type of disciplinary code for all teams, in the Stats /StatsItems /StatsItem element as TOU statistics. And the code ST_FB /FB_FOS (and its extension code FB_AVR) of the total of fouls suffered and its average for all the teams, has been deleted because it is not used in the total ones of team. The code FB_WON (total own goals against for the team) as extension code of FB_OG (total own goals for the team) has been erased because does not have sense, and a new one FB_OG_A has been created.• Discipline configuration: Eliminated the optional element ExtendedConfigItem from the "Message Structure" section because it will not be included for FB. Comments added in all the attributes (Gender, Event, Phase and Unit) of the Configs /Config element.• RT Event Unit Results: the code FB_FIEL has been changed to FB_FIELD in the UnitInfos /UnitInfo element. And the type UAC_ACTION has been changed to UAC_FB in the UnitActions /UnitAction element. Eliminated the optional element Periods /Period /ExtendedPeriods /ExtendedPeriod from the "Message Structure" section and all its codes defined from the "Message Values" section since it will not be included for this message in FB. Eliminated the optional element Competitor /Composition /Athlete /ExtendedResults /ExtendedResult from the "Message Structure" section because it will not be included for this message in FB. The codes FB_CAU_T (minutes when the athlete has the first yellow card) and FB_EXP_T (minutes when the athlete has a red card) have been deleted of the Result/Competitor/Composition/Athlete/Stats/Stat element since they will not be used.



Change Log

Version	Status	Changes on version
R2 v3.3	APP	<ul style="list-style-type: none">Pool Standings / Event Final Ranking: changed the value of the attribute Rank from Numeric to Text.
R2 v4.0	APP	<ul style="list-style-type: none">Some minor corrections (spelling, etc).Codes: the code entity CC @Player has been renamed to CC @PlayerStatus and the description of some codes have been updated.Codes / Start List: the attributes @Pos(CC @PositionOrder) for the code FB_POSITION and @Pos(CC @PlayerOrder) for the code FB_STATUS from the element Athlete/EventUnitEntry have been removed since they not have sense, and therefore the corresponding codes CC @PlayerOrder and CC @PositionOrder also have been eliminated.List of participants by discipline (and update): has been included the value "N" (not), besides the "Y" (yes), in the code E_RESERVE from the Participant /Discipline /RegisteredEvent /EventEntry element. And the player's Club information is expected in both messages and not only in the update message.Start List: has been updated the comment of the attribute "Order" from the Composition/Athlete element for the substitute players order.Event Unit Results: Merge RT Data in the PiT message, those codes that had an asterisk in RT (which will be removed from this one) and could have sense in this message. Therefore, the codes FB_CRN_K and FB_OFF (from the RT message) have been included to the Athlete/Stats/Stat element, and the attribute @Pos (period number) has been added for the codes of the Result/Competitor/Stats/Stat element when it applies.Pool Standings: the attribute "Rank" has been changed to optional because the competitor can be disqualified.RT Event Unit Results: updated the comment of the attribute "Result" according to the respective one in the PiT (Event Unit Results) message.(IR007): Added a new attribute "Status" in the UnitAction element of the Event Unit Results / RT Event Unit Results messages, this attribute will indicate if the action is new, update or delete.(IR008):<ul style="list-style-type: none">List of teams by discipline (and update): added the code E_SEED from the Team/Discipline/RegisteredEvent/EventEntry element.Changed the attribute DocumentCode of the Pool Standings message, it will be to phase level instead of the last unit.Pool Standings: added the attribute @Pos for the code FB_OPPONENT, to identify each one of the different opponents for the competitor.ORIS 5 v1.1 changes (CR322):<ul style="list-style-type: none">Codes: CC @Position: the codes for player position defender, midfielder and forward have been changed to "DF", "MF" and "FW" respectively.List of participants by discipline (and update): the code E_SHIRT_NAME has been added from the Participant /Discipline /RegisteredEvent /EventEntry element, expected in both messages.Start List: added the "Reserve Assistant Referee" in the match officials, the comment of the attribute @Order from the Officials/Official element has been changed. Sort by for starting line-up player has been changed as follows: 1 - Goalkeeper identification, 2 - Shirt number; so the comment of the attribute "Order" from the Competitor/Composition/Athlete element has been modified for player order.Timing has been changed to show the time for an action occurred in the additional time as follows: e.g.: 45+2, 90+5 (instead of 47+, 95+). The format of the value in attributes/codes of time in minutes has been changed accordingly in the whole document, and the comments of these have been reviewed.Event Unit Results: has been updated the Trigger and Frequency.Event Unit Results / RT Event Unit Results: new code FB_T_EXP as sum of the total of 2nd yellow cards and total of red cards has been added from the Result/Competitor/Stats/Stat element.Event Unit Results / RT Event Unit Results: modified the description of the code FB_GF to include the own goals of the opposite team in the total goals for the team, and also has been added the new code FB_GF_OG (goals for the team due to the own goals of the opposite team) to the



Change Log

Version	Status	Changes on version
		element Result/Competitor/Stats/Stat.
		<ul style="list-style-type: none">▪ RT Event Unit Results: the code FB_OG (total own goals of the player) has been deleted from the Result /Competitor /Composition /Athlete /Stats /Stat element.▪ Statistics:<ul style="list-style-type: none">• Modified the comments of the attribute "Sort" from the element Stats/Competitor/Composition/Athlete to differentiate the order of each player for the statistics CUM or IND_RANKING, including that the disqualified players have been moved to the bottom of the list.• The totals and averages of 2nd yellow=red cards (the code FB_R and its ExtendStat code FB_AVR) and red cards (the code FB_EXP and its ExtendStat code FB_AVR) have been replaced with the new code FB_T_EXP and its ExtendStat code FB_T_AVR (total and average of red cards –sum of 2nd yellow=red cards and red cards-), in the Stats /StatsItems /StatsItem element as TOU statistics.• Average per team for fouls committed and fouls suffered (FB_AVR as ExtendStat code of FB_FOC and FB_AVR as ExtendStat code of FB_FOS) have been added from the Stats/Competitor/StatsItems/StatsItem element as CUM statistics.• Has been added new code FB_T_EXP, as sum of the total of 2nd yellow cards and total of red cards, from the Stats/Competitor /StatsItems/StatsItem element as CUM statistics.▪ Event Unit Weather Conditions: added the element Weather /Conditions /Condition and updated the Trigger and Frequency, since Weather forecast information (weather conditions, temperature and humidity) has been added and it should be communicated before the match.
		<ul style="list-style-type: none">• Changes after WNP meeting:<ul style="list-style-type: none">▪ List of participants by discipline (and update) / Start List: the Bib attribute value has been changed from Numeric to String.
		(IR003):
		<ul style="list-style-type: none">▪ Pool Standings / Event Final Ranking: added the attribute "RankEqual" (as it is defined in the ODF Sport Messages Interface Document) in these messages to identify if the Rank is equalled.▪ Statistics: for the same reason to indicate if any rank is equalled have been added the code FB_ERANK as ExtendedStat of FB_GF and the codes FB_ERANK and FB_ERANK_G as ExtendedStat of FB_SHT from the element Athlete/StatsItems/StatsItem.



Change Log

Version	Status	Changes on version
R2 V5.0	APP	<ul style="list-style-type: none">• Change E_INT_CAPS by E_INT_GAMES_P in participant message to consolidate with other teams sports and change the format to N(3), for E_INT_GOALS change the format to N(4)• Delete E_AVG_AGE in Team messages (this is a cross sport change)• Delete GKC from the CC@Action Code Entity (section 3), change in CC@Action SY_R by R, and CRN by CRN_K to consolidate with the statistics.• Change the values for CC@PeriodStatus to consolidate with other team's sports.• Delete W for the CC@DisciplinaryCode in section 3.• Delete AH1, AH2, AOT1 and AOT2 for CC@Period in section 3.• Change the format of Bib attribute from S(4) to S(2) in start list message.• Change the Code FB_UNIFORM by FB_SHIRT, FB_SHORTS, FB SOCKS in start list because for each start list the team can do a combination of this codes.• Delete EUE_CLUB code from the start list message due this information is in the Participant message.• Delete codes FB_CAU, FB_R and FB_EXP (Type ER_DMATTERS) in result message and add an attribute Pos for the Code FB_REASON to identify them.• Change UI_GAME by UI_FB to consolidate with other team's sports in Results messages.• I add FB_STATUS and FB_PERIOD in point in time results, and y change the type for it in real time result messages• Delete EP_GOAL, EP_SUBST, EP_CAUTION and EP_EXPULSION from period element in result message due this information is in the Action element.• Clarify the description of FB_SHT and FB_PTY_K in results and statistic messages.• In statistic message delete FB_T_ATTEND and add the element FB_RSC_TOTALS to follow the definition for all teams sports.• In statistic message change *_AVR* by *_AVG* like a cross sport definition.• In statistic message change Code ST_NOTE by FB_SHT_G_TIED, FB_SHT_TIED elements.• In statistic message for Stats /Competitor /Composition /Athlete /StatsItems /StatsItem add FB_GF/FB_AVG and also in this element and the FB_SHT clarify the the Ranks and Equalled ranks are per match.• In Bracket message Clarify the comments for the attribute Code of Bracket/BracketItems/BracketItem/CompetitorPlace• Change in the document the Code FB_SUBSTITUTE by FB_STARTER• All references to "BK_" have been changed to "FB_".• Codes: Removed CC @GameStatus entity because it is redundant with CC @PeriodStatus.• Event Unit Results: Removed CC @GameStatus from FT_STATUS value and added FB_DESC in UnitActions /UnitAction /ExtendedAction element.• UI_CONDITIONS type has been removed from Event Unit Results / RT Event Unit Results. The Field and Light conditions have been added to DT_WEATHER message.• Discipline configuration: Added FB_VENUE /FB_CAPACITY and FB_NUMBER_EVENTS codes.• Statistics: Added FB_R and FB_EXP codes in Stats /StatsItems /StatsItem element.• List of participants by discipline / List of participants by discipline update: E_ENTRY /E_RESERVE code has been changed to E_ENTRY /E_SUBSTITUTE.• Defect 36104: The Value column should refer to CC @Country and not CC @Organisation. The E_CLUB_ORG is the Club Country Code, not the Club Organisation. CC @Country has been added in Codes section.• IR022: Changes after the WNPA meeting:<ul style="list-style-type: none">▪ Change the triggers and frequency as the revision of WNPA meeting▪ Codes: add a format column to Section 3 of the Data Dictionaries• CR1461:DT_RT_CLOCK message has been added
R2 v6.0	APP	<ul style="list-style-type: none">• Codes: Some minor issues.• Event Unit Results: ST_FB /FB_R_T code has been added and ST_FB /FB_EXP_T value has been updated.• Event Unit Results & RT Event Unit Results:<ul style="list-style-type: none">▪ Description for UAC_FB /CC@Period has been updated to fix the Foul (committed and suffered) issue.



Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none">▪ Description for EA_FB /FB_SHOT_TYPE code has been updated and ST_FB /FB_BP value has been updated to N(3) as a percentage could be 100.• Statistics:<ul style="list-style-type: none">▪ Description for DocumentSubtype CUM has been updated.▪ ST_FB /FB_RSC_TOTALS /FB_ATTENDANCE description has been updated.• RT Event Unit Results: comments about ResultStatus have been updated.• CR3216: Some changes have been done in Statistics message.



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R2 v7.0	APP	<ul style="list-style-type: none"> CR5076: <ul style="list-style-type: none"> Section for DT_PDF messages has been added with a sub-section for Header Values in special cases. Pool Standings / Event Final Ranking: RankEqual comment has been updated. Statistics: <ul style="list-style-type: none"> Attribute "Sort" has been changed to "Order" for Stats /Competitor and Stats /Competitor /Composition /Athlete in order to follow ODF Sport Messages Interface document.
R2 v7.1	APP	<ul style="list-style-type: none"> Codes: <ul style="list-style-type: none"> Comment "0 only for RT" has been removed from CC @PeriodNo. Event Unit Results & RT Event Unit Results: <ul style="list-style-type: none"> Descriptions have been updated for ST_FB /FB_SHT /FB_G and ST_FB /FB_PTY_K /FB_G codes.
R2 v8.0	APP	<ul style="list-style-type: none"> CR6491: Event Unit Results & RT Event Unit Results: ST_FB /FB_STIME code has been added to know the time a player is substituted. IR101: DT_SERIAL message added in the PiT messages.
R2 v8.1	APP	<ul style="list-style-type: none"> List of participants: <ul style="list-style-type: none"> InternationalFederationId attribute has been added to Participant /Discipline element (#64429). E_ENTRY /E_CLUB_CITY code has been removed (#55815). E_ENTRY /E_INT_GAMES_P and /E_INT_GOALS should only be sent for Women's events (#64355). Codes, Event Unit Results and RT Event Unit Results: <ul style="list-style-type: none"> The shot type "Blocked" has been added as it was missing (#66281). Event Unit Results and RT Event Unit Results: <ul style="list-style-type: none"> Value has been updated to MMM:SS for UI_FB /FB_DURATION (#68804). Pool standings: <ul style="list-style-type: none"> Triggers: Intermediate has been changed to Interim (#68792).
R2 v9.0	APP	<ul style="list-style-type: none"> CR9564: <ul style="list-style-type: none"> List of participants: it has been specified that "0" should be sent in case of no match played or no goal scord for E_INT_GAMES_P and E_INT_GOALS. Codes: <ul style="list-style-type: none"> CC @DisciplinaryCode descriptions have been updated (#74878). Codes & List of participants: <ul style="list-style-type: none"> CC @EntryStatus has been changed to CC @EntryIRM (#75014). Codes & Start List: <ul style="list-style-type: none"> Functions have been detailed for officials (#73673). Event Unit Results: <ul style="list-style-type: none"> UI_FB /FB_STATUS and /FB_PERIOD codes have been removed as they are real time elements (#74859). Event Unit Results & RT Event Unit Results: <ul style="list-style-type: none"> An amendment has been added because the Foul action doesn't always involve a 2nd player (FOS), only a FOC role (#74853). Event Unit Results: <ul style="list-style-type: none"> Codes FB_CAU_T, FB_R_T and FB_EXP_T have been added as they were missing (#75097). Pool Standings: <ul style="list-style-type: none"> FB_SCORE and FB_DATE codes have been changed to FB_RES and FB_COMP_DATE respectively (#74862). Statistics: <ul style="list-style-type: none"> Some corrections have been made around shots and shots on goal (#74605).
R2 v9.1	APP	<ul style="list-style-type: none"> Codes: <ul style="list-style-type: none"> CC @Period: TOT code has been added (#76399).



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		<ul style="list-style-type: none">• Event Unit Results & RT Event Unit Results:<ul style="list-style-type: none">▪ Code ST_FB /FB_GF comment has been updated to “not including the own goals of the opposite team” (#74967).



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