## Olympic Data Feed

### ODF Hockey  Data Dictionary

25 May 2012
Technology Department
© International Olympic Committee

**License**

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic Games and/or (ii) to develop similar standards for other events than the Olympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others.  The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

# TABLE OF CONTENT

# 1 Introduction

## 1.1 This document

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document

- **IF –** International Federation

- **IOC –** International Olympic Committee

- **NOC –** National Olympic Committee

- **ODF –** Olympic Data Feed

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

- **RSC –** Results System Codes

- **HO  –** Hockey

- **WNPA –** World News Press Agencies

## 1.5     Related Documents

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

# 2   Overall Perspective

## 2.1      Objective

The objective of this document is to focus on the formal definition of the ODF Hockey 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 Hockey 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 Hockey.

Any ODF Hockey 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, or more particularly for one sport in each ODF Sport Data Dictionary. 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 |
| | SHT | Shot |
| | SHT_PC | Shot Penalty Corner |
| | SHT_PS | Shot Penalty Stroke |
| | SHT_SO | Shot Shoot-out (sent only during SOC period). |
| | PC | Penalty Corner |
| | NS | Penalty Corner No Shot |
| | GRN_C | Green Card |
| | YLW_C | Yellow Card |
| | RED_C | Red Card |
| | INJ | Injury |
| | SUS_E | Suspension ends |
| | SUBST | Substitution |
| | VTRR | Video Team Referrals Refused |
| | VTRU | Video Team Referrals Upheld |
| | VURD | Video Umpire Referral Disallowed |
| | VURG | Video Umpire Referral Goal |
| CC @ActionRole | Code | Description |
| | IN | In |
| | OUT | Out |
| CC @Bracket | Code | Description |
| | FNL | Finals |
| CC @BracketItems | Code | Description |
| | SFL | Semi-finals |
| | FNL | Finals |
| CC @CompetitorPlace | Code | Description |
| | BYE | There is no competitor, the other team passes directly to the next round |
| | UNK | The competitor is not known yet |
| CC @Country | Defined in ODF Common Codes Document <br><br> See entity Country <br><br> • The entity's attribute to be used is Code | |
| CC @Desc | Code | Description |

| Code Entity | Code Entity Set of Values | |
|---|---|---|
| | 10 | Group A |
| | 11 | Group B |
| | 0 | Loser |
| | 1 | Winner |
| CC @EntryStatus | **Code** | **Description** |
| | DSQ | Disqualified |
| | RP | Replaced |
| CC @Function | Defined in ODF Common Codes Document<br><br>See entity Function<br>    • The entity's attribute to be used is Code<br><br>In case of officials in DT_START_LIST use:<br><br>For **Official@Function** use:<br>UM    Umpire<br>RU     Reserve Umpire<br>VU    Video Umpire | |
| CC @IRM | **Code** | **Description** |
| | DSQ | Disqualified |
| | WD | Withdrawn |
| CC @Organisation | Defined in ODF Common Codes Document<br><br>See entity Organization<br><br>    • The entity's attribute to be used is Code | |
| CC @Period | **Code** | **Description** |
| | H1 | First Half |
| | H2 | Second Half |
| | OT1 | Extra Time 1 |
| | OT2 | Extra Time 2 |
| | SOC | Shoot-Out |
| CC @PeriodNo | **Code** | **Description** |
| | 0 | For the totals |
| | 1 | H1 |
| | 2 | H2 |
| | 3 | OT1 |
| | 4 | OT2 |
| | 5 | SOC |
| CC @PeriodStatus | **Code** | **Description** |
| | R | Running |
| | S | Stop (Break) |
| | E | Match End |
| CC @Position | **Code** | **Description** |
| | GK | Goalkeeper |
| | D | Defender |
| | M | Midfielder |
| | F | Forward |
| CC @ResAction | **Code** | **Description** |
| | M | Miss |
| | G | Goal |

| Code Entity | Code Entity Set of Values | |
|---|---|---|
| | S | GK save |
| | B | Player save |
| | P | Post |
| | F | Fault |
| CC @ResultType | **Code** | **Description** |
| | IRM_POINTS | For both, Points and invalid result mark |
| | POINTS | Points |
| CC @StartingCode | **Code** | **Description** |
| | X | Starting Player |
| | I | Substitute Player |
| CC @Statistics | **Code** | **Description** |
| | CUM | Cumulative Statistics of team and individual |
| | IND_RANKING | Ranking of Individual tournament statistics |
| | TEAM_RANKING | Ranking of Team tournament statistics |
| | TOU | Tournament Statistics |
| CC @VenueCode | Defined in ODF Common Codes Document<br><br>See entity Venue<br><br>• The entity's attribute to be used is Code | |
| CC @WLT | **Code** | **Description** |
| | L | Lost |
| | T | Tie |
| | W | Won |

# 4 Hockey 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 Hockey, 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 athletes by discipline | Central | X | X |
| DT_PARTIC_UPDATE | List of athletes by discipline update | Central | X | X |
| DT_PARTIC_TEAMS | List of teams | Central | X | X |
| DT_PARTIC_TEAMS_UPDATE | List of teams update | Central | X | X |
| DT_PARTIC_HORSES | List of equestrian horses | Central | | |
| DT_PARTIC_HORSES_UPDATE | List of horses update | Central | | |
| DT_MEDALS | Medal standings | Central | Global | |
| DT_MEDALLISTS_DAY | Medallists of the day | Central | Global | |
| DT_HISTORIC_RECORD | Historical records | Central | | |
| DT_HIST_REC_UPDATE | Historical records update | Central | | |
| DT_GLOBAL_GM | Global good morning | Central | Global | |
| DT_GLOBAL_GN | Global good night | Central | Global | |
| DT_START_LIST | Start List | Sports | X | X |

| Message Type | Message name | Message documented | Message used in this sport | Message extended in this document |
|---|---|---|---|---|
| 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 (an the update) as described in the ODF Central Messages Interface Document.

#### 5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

#### 5.1.1.3 Trigger and Frequency

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

#### 5.1.1.4 Message Structure

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

- EventEntry

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

#### 5.1.1.5 Message Values

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

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| Competition /Participant | Height | O | N(3) 999 | It will be included if this information is available. |
| | Weight | O | N(3) 999 | It will be included if this information is available. |
| Competition /Participant /Discipline /RegisteredEvent | Bib | O | S(2) | Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 … |

The following table describes in more detail the Competition /Participant /Discipline /RegisteredEvent /EventEntry element in the case of Hockey.

| Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry | | | | |
|---|---|---|---|---|
| Type | Code | Pos | Value | Description |
| E_ENTRY | E_POSITION | | CC @Position | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Position Code |
| | E_IRM | | CC @EntryStatus | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Athlete's status in the team |

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

| Type | Code | Pos | Value | Description |
|---|---|---|---|---|
| | E_CLUB_NAME | | S(25) | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Club name |
| | E_CLUB_CITY | | S(25) | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Club City |
| | E_CLUB_ORG | | CC @Country | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Club Country Code |
| | E_INT_GAMES_P | | N(3) 999 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: International games played |
| | E_INT_GOALS | | N(3) 999 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Goals scored in international matches |
| | E_CAPTAIN | | S(1) | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Send "Y" in case the participant is a captain, "N" just if the value of the attribute has changed |
| | E_SUBSTITUTE | | S(1) | For @Type: 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 |

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

| Type /Code | Description | Expected |
|---|---|---|
| E_ENTRY /E_POSITION | Position Code in the Team | As soon as this information is known. |
| E_ENTRY /E_IRM | Invalid Result Mark | As soon as this information is known. |
| E_ENTRY /E_CLUB_NAME | Club Name | As soon as this information is known. |
| E_ENTRY /E_CLUB_CITY | Club city | As soon as this information is known. |

| Type /Code | Description | Expected |
|---|---|---|
| E_ENTRY /E_CLUB_ORG | Club Country | As soon as this information is known. |
| E_ENTRY /E_INT_GAMES_P | International games played | As soon as this information is known. |
| E_ENTRY /E_INT_GOALS | Goals Scored in International games | As soon as this information is known. |
| E_ENTRY /E_CAPTAIN | Captain | As soon as this information is known. |
| E_ENTRY /E_SUBSTITUTE | Flag that indicates when the competitor is an alternate. | As soon as this information is known. |

### 5.1.1.6  Message sort

Please, follow the general definition.

### 5.1.2  List of teams

#### 5.1.2.1  Description

This message is the List of accredited teams by discipline 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 Hockey are:

- TeamOfficials and its child element

- EventEntry

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

#### 5.1.2.5  Message Values

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

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

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

| Element: Competition /Team /Discipline /RegisteredEvent /EventEntry | | | | |
|------|------|------|------|------|
| **Type** | **Code** | **Pos** | **Value** | **Description** |
| E_ENTRY | E_GROUP | | String | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Team's Group |
| | E_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 the shirt |
| | | | | For @Value: Shirt Colour |
| | E_SHORTS | N(1)0 | String | For @Type: Send proposed type |

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

| Type | Code | Pos | Value | Description |
|------|------|-----|-------|-------------|
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos:<br>Send 1,2 to indicate the number of the shorts/skirts |
| | | | | For @Value:<br>Shorts/Skirts Colour |
| | E_SOCKS | N(1)0 | String | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos:<br>Send 1,2 to indicate the number of the socks |
| | | | | For @Value:<br>Socks Colour |
| | E_GK_SHIRT | N(1)0 | String | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos:<br>Send 1,2 to indicate the number of the shirt |
| | | | | For @Value:<br>Goalkeeper's Shirt Colour |
| | E_SEED | | N(2)90 | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send proposed code |
| | | | | For @Pos:<br>Do not send anything |
| | | | | For @Value:<br>Seed Number. |

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

| Type /Code | Description | Expected |
|------------|-------------|----------|
| E_ENTRY /E_GROUP | Team's Group | As soon as this information is known. |
| E_ENTRY /E_SHIRT | Shirt colour | As soon as this information is known. |
| E_ENTRY /E_SHORTS | Shorts colour for men / Skirts colour for women | As soon as this information is known. |
| E_ENTRY /E_SOCKS | Socks colour | As soon as this information is known. |
| E_ENTRY /E_GK_SHIRT | Goalkeeper's shirt colour | As soon as this information is known. |
| E_ENTRY /E_SEED | Seed Number | As soon as this information is known. |

#### 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 Hockey are:

- UnitDateTime (following the general rules for this element)

- Officials and its child element Official

- Coaches and its child element Coach

- Start /Competitor /EventUnitEntry

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

#### 5.1.3.5 Message Values

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

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| Officials /Official | Function | M | CC @Function | Send the umpires (2 Umpires, 1 Reserve Umpire and 1 Video Umpire) according to the codes |
|  | Order | M | Numeric | Send by Order as on official score sheet |
| Start | StartOrder | M | Numeric | Send 1 for first named team, send 2 for second named team |
|  | SortOrder | M | Numeric | Same @StartOrder |
| Start /Competitor /Coaches/Coach | Function | M | CC @Function | Coach function |
|  | Order | M | Numeric | 1 - Function (as per sample: manager, coach, stand-in manager, doctor, physiotherapist) |
| Start /Competitor /Composition /Athlete | Bib | M | S(2) | Shirt number |
|  | Order | M | N(3) 990 | Order the competitor should appear in the Start List. Start with starters, substitutes and then suspended. |

The following table describes in more detail the Competition /Officials /Official /ExtOfficial element in the case of Hockey.

| Element: Competition /Officials /Official /ExtOfficial | | | |
|---|---|---|---|
| Type | Code | Value | Description |
| EO_HO | HO_SHIRT | String | For @Type: Send proposed type |
|  |  |  | For @Code: |

| Element: Competition /Officials /Official /ExtOfficial | | | |
|---|---|---|---|
| | | | Send proposed code |
| | | | For @Value:<br>Colour's Shirt |

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

| Type /Code | Description | Expected |
|---|---|---|
| EO_HO /HO_SHIRT | Colour's Shirt for the official | If it is available |

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

| Element: Competition /Start /Competitor /EventUnitEntry | | | |
|---|---|---|---|
| Type | Code | Value | Description |
| EUE_HO | E_SHIRT | String | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Colour's Shirt |
| | E_SHORTS | String | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Colour's Shorts/Skirts |
| | E_SOCKS | String | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Colour's Socks |
| | E_GK_SHIRT | String | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Goalkeeper's Shirt Colour |

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

| Type /Code | Description | Expected |
|---|---|---|
| EUE_HO / E_SHIRT | Colour's Shirt for the team | If it is available |
| EUE_HO / E_SHORTS | Colour's Shorts (for men) / Colour's Skirts (for women) for the team | If it is available |
| EUE_HO / E_SOCKS | Colour's Socks for the team | If it is available |
| EUE_HO /E_GK_SHIRT | Goalkeeper's shirt colour | If it is available |

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

| Element: Competition /Start /Competitor /Composition /Athlete /EventUnitEntry | | | |
|---|---|---|---|
| Type | Code | Value | Description |
| EUE_HO | HO_SUSPENDED | S(1) | For @Type: |

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

| Type | Code | Value | Description |
|------|------|-------|-------------|
| | | | Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send 'Y' if the player is suspended |
| | HO_CAPTAIN | S(1) | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send 'Y' only if the player is captain |
| | HO_AGE | N(2) | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Age of the competitor |
| | HO_STARTER | S(1) | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send "Y" if the competitor is a Starter |

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

| Type /Code | Description | Expected |
|------------|-------------|----------|
| EUE_HO /HO_SUSPENDED | Suspended players | Send just for those suspended players |
| EUE_HO /HO_CAPTAIN | Captain | Send the code just for the captain (when this information is known) |
| EUE_HO /HO_AGE | Player's Age | Always |
| EUE_HO /HO_STARTER | Starter player | Send just for those Starter players |

### 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 extra time and shoot-out (if any).

- After the match (unit).

#### 5.1.4.4 Message Structure

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

- UnitDateTime (following the general rules for this element)

- UnitInfo

- Periods and its child element Period

- Period /ExtendedPeriod

- UnitActions and its child element UnitAction

- UnitAction /ExtendedAction

- UnitAction /Competitor

- UnitAction /Competitor /Composition /Athlete

- Competitor /Composition /Stats /Stat

- Competitor /Composition /Athlete /Stats /Stat

- Competitor /Composition /ExtendedResults /ExtendedResult

#### 5.1.4.5 Message Values

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

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| Period | Code | M | CC @Period | |
| | HomeScore | M | N(3) 990 | Overall score of the first named competitor at the end of the period. |
| | AwayScore | M | N(3) 990 | Overall score of the second named competitor at the end of the period. |
| | HomePeriodScore | O | N(2) 90 | Score of the first named competitor just for each period. |

| Element | Attribute | M/O | Value | Comments |
|---|---|---|---|---|
| | AwayPeriodScore | O | N(2)<br>90 | Score of the second named competitor just for each period. |
| UnitAction /Competitor /Composition /Athlete | Role | O | CC @ActionRole | Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions. |
| Result | ResultType | M | CC @ResultType | Result type, either points or IRM with points for the corresponding event unit |
| | IRM | O | CC @IRM | IRM of the Team for the particular event unit<br><br>Send just in the case @ResultType both Points and IRM (see codes section) |
| | Result | O | N(3)<br>990 | Result of the Team for the particular event unit. |
| | WLT | O | CC @WLT | The code whether a competitor won, lost or tied. |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the First named (1) and the Visitor (2) |

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

| Element: Competition /UnitActions /UnitAction | | | | |
|---|---|---|---|---|
| **Type** | **Code** | **Pos** | **Value** | **Description** |
| UAC_HO | CC @Period | N(2)<br>90 | CC @Action | For @Type:<br>Send proposed type |
| | | | | For @Code:<br>Send one period code, except for TOT |
| | | | | For @Pos:<br>Unique sequential number for all the action of the period, from 1 to n (from the first action of the Set to the last one). |
| | | | | For @Value:<br>Send one action code |

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

| Type /Code | Description | Expected |
|---|---|---|
| UAC_HO<br>/CC @Period | Actions in the game | Send always 2 minutes after half time and 2 minutes after the game |

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

| Element: Competition /UnitActions /UnitAction /ExtendedAction | | | |
|---|---|---|---|
| **Type** | **Code** | **Value** | **Description** |
| EA_HO | HO_RES_ACTION | CC @ResAction | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Result of the Action for the player/team |
| | HO_SCR_H | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |

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

| Type | Code | Value | Description |
|------|------|-------|-------------|
| | | | For @Value:<br>First named Score of the game after the action |
| | HO_SCR_A | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Second named Score of the game after the action |

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

| Type /Code | Description | Expected |
|------------|-------------|----------|
| EA_HO /HO_RES_ACTION | Result of the Action for the player/team | Send always 2 minutes after half time and 2 minutes after the game |
| EA_HO /HO_SCR_H | First named Score of the match after the action | Send when the action of change score happen |
| EA_HO /HO_SCR_A | Second named Score of the match after the action | Send when the action of change score happen |

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

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

| Type | Code | Value | Description |
|------|------|-------|-------------|
| ER_HO | HO_STARTER | S(1)<br>(Y) | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send "Y" if the competitor is a Starter |
| | HO_SUSPENDED | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send Y if the player has been Suspended |

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

| Type /Code | Description | Expected |
|------------|-------------|----------|
| ER_HO /HO_STARTER | Starter player | Always, if the information is available |
| ER_HO /HO_SUSPENDED | Suspended player | Always, if the information is available |

The following table describes in more detail the Competition / Result /Competitor/ Stats /Stat elements in the case of Hockey for the team statistics.

**Element: Competition / Result /Competitor/ Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| ST_HO | HO_TOTAL | | CC @PeriodNo | | For @Type: |

**Element: Competition / Result /Competitor/ Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | HO_FG<br>HO_PC<br>HO_PS | | | | Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send proposed pos |
| | | | | | For @Value:<br>Do not send anything |
| | | HO_GOALS | | N(4)<br>9990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Goals |
| | | HO_SHOTS | | N(4)<br>9990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Shots |
| | | HO_PERC | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Conversion percentage<br>Send only for HO_TOTAL |
| | HO_GRN_C | | CC@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send proposed pos |
| | | | | | For @Value:<br>Total Green Cards |
| | HO_YLW_C | | CC@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Send proposed pos |
| | | | | | For @Value:<br>Total Yellow Cards |
| | HO_RED_C | | CC@PeriodNo | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos: |

| Element: Competition / Result /Competitor/ Stats /Stat | | | | | |
|---|---|---|---|---|---|
| **Type** | **Code** | **ExtendedStat Code** | **Pos** | **Value** | **Description** |
| | | | | | Send proposed pos |
| | | | | | For @Value: Total Red Cards |
| | HO_MIN | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send proposed pos |
| | | | | | For @Value: Minutes Played |
| | HO_BP | | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Possession in % |
| | HO_ACP | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Attack Circle Penetration |
| | HO_VTR | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Video Team Referral |
| | | HO_U | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Upheld |
| | | HO_R | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Refused |
| | HO_NSUB | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: |

**Element: Competition / Result /Competitor/ Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Number of Substitutions |

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

| Type /Code | Description | Expected |
|---|---|---|
| ST_HO /HO _TOTAL | Total Goals/Total Shots /Conversion Percentage | Always, if the information is available, shots and goals must always be sent at the same time |
| ST_HO /HO_FG | Field Goal goals/shots | Always, if the information is available, shots and goals must always be sent at the same time |
| ST_HO /HO_PC | Penalty Corner goals/shots | Always, if the information is available, shots and goals must always be sent at the same time |
| ST_HO /HO_PS | Penalty Stroke goals/shots | Always, if the information is available, shots and goals must always be sent at the same time |
| ST_HO /HO_GRN_C | Green cards | Always, if the information is available |
| ST_HO /HO_YLW_C | Yellow cards | Always, if the information is available |
| ST_HO /HO_RED_C | Red cards | Always, if the information is available |
| ST_HO /HO_MIN | Minutes played | Always, if the information is available |
| ST_HO /HO_BP | Possession in % | Always, if the information is available |
| ST_HO /HO_ACP | Attack Circle Penetration | Always, if the information is available |
| ST_HO /HO_VTR | Total / Upheld / Refused Video Team Referral | Always, if the information is available |
| ST_HO /HO_NSUB | Number of Substitutions | Always, if the information is available |

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

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

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| ST_HO | HO_TOTAL<br>HO_FG<br>HO_PC<br>HO_PS | HO_GOALS | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Goals |
| | | HO_SHOTS | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |

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

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Value:<br>Shots |
| | | HO_PERC | | N(3)<br>990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Conversion percentage (%)<br>Send only for HO_TOTAL |
| | HO_GRN_C | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Green Card |
| | HO_YLW_C | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Yellow Cards |
| | HO_RED_C | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Red Cards |
| | HO_MIN | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Minutes Played |

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

| Type /Code | Description | Expected |
|---|---|---|
| ST_HO /HO _TOTAL | Total Goals/Total Shots / Total Conversion percentage | Always, if the information is available |
| ST_HO /HO_FG | Field Goal goals/shots | Always, if the information is available |
| ST_HO /HO_PC | Penalty Corner goals/shots | Always, if the information is available |
| ST_HO /HO_PS | Penalty Stroke goals/shots | Always, if the information is available |
| ST_HO /HO_GRN_C | Green cards | Always, if the information is available |

| Type /Code | Description | Expected |
|---|---|---|
| ST_HO /HO_YLW_C | Yellow cards | Always, if the information is available |
| ST_HO /HO_RED_C | Red cards | Always, if the information is available |
| ST_HO /HO_MIN | Minutes played | 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 Hockey, the message has to be sent for all the competition events, as listed in the header values section.

### 5.1.5.2 Header Values

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

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

### 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 Hockey are:

- Competitor /ExtendedResults and its child element ExtendedResult

### 5.1.5.5 Message Values

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

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|-------|----------|
| Result | Rank | O | Text | Rank at the group.<br>It is optional because the team can be disqualified |
| | RankEqual | O | 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<br>Send just in the case @ResultType is points and IRM (see codes section) |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |

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

**Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult**

| Type | Code | Extension Code | Pos | Value | Description |
|---|---|---|---|---|---|
| ER_HO | HO_OPPONENT | | N(1)<br>9 | CC<br>@Organisation | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send a numeric, from 1 to n |
| | | | | | For @Value:<br>Send the NOC of the opponent competitor |
| | | HO_SCORE | | N(2):N(2)<br>90:90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Match result |
| | | HO_DATE | | Date | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Date of the match |
| | HO_GAMES | HO_PLAYED | | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the number of games played |
| | | HO_WON | | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the number of games won |
| | | HO_TIED | | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the number of games drawn |
| | | HO LOST | | N(1)<br>0 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |

**Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult**

| Type | Code | Extension Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the number of games lost |
| | | HO_CP | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send the classification points a team has accrued during the pool stage |
| | HO_RES | HO_WON | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Number of Goals for |
| | | HO_LOST | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Humber of Goals against |
| | | HO_DIFF | | +/-N(2)<br>+/-90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send 1 (games won) or 2 (games lost) |
| | | | | | For @Value:<br>Difference of goals for/against |

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

| Type /Code | Extension Code | Description | Expected |
|---|---|---|---|
| ER_HO HO_OPPONENT | | Competitor opponent at the group | If available, for all the opponent teams |
| | HO_SCORE | Match result | Just if the match has finished |
| | HO_DATE | Competition date of the match | Just if the match has not finished |
| ER_HO /HO_GAMES | HO_PLAYED | Number of games played by the team at the group | If available |
| | HO_WON | Number of games won by the team at the group | If available |
| | HO_TIED | Number of games drawn by the team at | If available |

| Type /Code | Extension Code | Description | Expected |
|---|---|---|---|
| | | the group | |
| | HO_LOST | Number of games lost by the team at the group | If available |
| | HO_CP | Classification points | If available |
| ER_HO /HO_RES | HO_WON | Total of Goals For | If available |
| | HO_LOST | Total of goals against | If available, |
| | HO_DIFF | Difference of goals for/against | If available |

### 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 Hockey, 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 Hockey are:

- Competitor /ExtendedResults and its child element ExtendedResult

### 5.1.6.5 Message Values

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

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

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

| Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult | | | | | |
|------|------|-----------------|-----|-------|-------------|
| Type | Code | Extension Code | Pos | Value | Description |
| ER_HO | HO_GAMES | HO_PLAYED | | N(1)0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send number of games played |
| | | HO_WON | | N(1)0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |

**Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult**

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

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

| Type /Code | Description | Expected |
|------------|-------------|----------|
| ER_HO /HO_GAMES /HO_PLAYED | Number of games played at the end of the event | Always, if available |
| ER_HO /HO_GAMES /HO_WON | Number of games won by the team at the end of the event | Always, if available |
| ER_HO /HO_GAMES /HO_TIED | Number of games tied by the team at the end of the event | Always, if available |
| ER_HO /HO_GAMES /HO_LOST | Number of games lost by the team at the end of the event | Always, if available |

### 5.1.6.6   Message sort

Please, follow the general definition.

## 5.1.7 Statistics table

### 5.1.7.1 Description

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

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

### 5.1.7.2 Header Values

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

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

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

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

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

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

### 5.1.7.3 Trigger and Frequency

- 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 Hockey are:

- Competition /Stats /StatsItems and its child element StatsItem

- Stats /Competitor

- Competitor /StatsItems and its child element StatsItem

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

### 5.1.7.5 Message Values

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

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

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

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

| Element: Competition /Stats /StatsItems /StatItem | | | | | |
|---|---|---|---|---|---|
| **Type** | **Code** | **ExtendedStat Code** | **Pos** | **Value** | **Description** |
| ST_HO | HO_TOTAL HO_FG HO_PC HO_PS | | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send number of Goals, Field Goals, Penalty Corners, Penalty Strokes. |
| | HO_GRN_C | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Green Cards |
| | HO_YLW_C | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Yellow Cards |
| | HO_RED_C | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Red Cards |
| | HO_VTR | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Video Team Referral |

**Element: Competition /Stats /StatsItems /StatItem**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | HO_U | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Upheld |
| | | HO_R | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Refused |
| | HO_NSUB | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Number of Substitutions |

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

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| ST_HO /HO _TOTAL | | Total Goals | Always, if the information is available for the DocumentSubtype=TOU |
| ST_HO /HO_FG | | Field Goal goals | Always, if the information is available for the DocumentSubtype=TOU |
| ST_HO /HO_PC | | Penalty Corner goals | Always, if the information is available for the DocumentSubtype=TOU |
| ST_HO /HO_PS | | Penalty Stroke goals | Always, if the information is available for the DocumentSubtype=TOU |
| ST_HO /HO_GRN_C | | Total Green cards | Always, if the information is available for the DocumentSubtype=TOU |
| ST_HO /HO_YLW_C | | Total Yellow cards | Always, if the information is available for the DocumentSubtype=TOU |
| ST_HO /HO_RED_C | | Total Red cards | Always, if the information is available for the DocumentSubtype=TOU |
| ST_HO /HO_VTR | | Total / Upheld / Refused Video Team Referral | Always, if the information is available for the DocumentSubtype=TOU |
| | HO_U | | |
| | HO_R | | |
| ST_HO /HO_NSUB | | Number of Substitutions | Always, if the information is available for the DocumentSubtype=TOU |

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

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

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| ST_HO | HO_MP | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Matchs Played |
| | HO_IRM | | | CC @IRM | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: IRM code |
| | HO_TOTAL HO_FG HO_PC HO_PS | | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send number of goals, Field Goals, Penalty Corner, Penalty Strokes. |
| | HO_TOTAL_A HO_FG_A HO_PC_A HO_PS_A | | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send number of goals against, Field Goals against, Penalty Corner against, Penalty Strokes against. |
| | HO_GRN_C | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Green Cards |
| | HO_GRN_C_A | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Green Cards against |
| | HO_YLW_C | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |

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

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Yellow Cards |
| | HO_YLW_C_A | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Yellow Cards against |
| | HO_RED_C | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Red Cards |
| | HO_RED_C_A | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Red Cards against |
| | HO_TOTAL_GK<br>HO_FG_GK<br>HO_PC_GK<br>HO_PS_GK | HO_SAVED | | N(4)<br>9990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | HO_SHOTS | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send number of goals, Field Goals, Penalty Corner and Penalty Strokes saved/ shots on goal Goalkeeper. |
| | HO_TOTAL_A_GK<br>HO_FG_A_GK<br>HO_PC_A_GK<br>HO_PS_A_GK | HO_SAVED | | N(4)<br>9990 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | HO_SHOTS | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Send number of goals against, Field Goals against, Penalty Corner against and Penalty Strokes against saved/shots at goal Goalkeeper. |
| | HO_GRN_C_GK | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |

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

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | For @Value:<br>Total Green Cards Goalkeeper |
| | HO_GRN_C_A_GK | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Green Cards against Goalkeeper |
| | HO_YLW_C_GK | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Yellow Cards Goalkeeper |
| | HO_YLW_C_A_GK | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Yellow Cards against Goalkeeper |
| | HO_RED_C_GK | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Red Cards Goalkeeper |
| | HO_RED_C_A_GK | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Red Cards against Goalkeeper |

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

| Type /Code | Description | Expected |
|------------|-------------|----------|
| ST_HO /HO_MP | Total Match Played | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_IRM | Disqualification mark | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO _TOTAL | Total Goals | Always, if the information is available for the |

| Type /Code | Description | Expected |
|---|---|---|
| | | DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_FG | Field Goal Goals | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_PC | Penalty Corner Goals | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_PS | Penalty Stroke Goals | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO _TOTAL_A | Total Goals against | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_FG_A | Field Goal Goals against | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_PC_A | Penalty Corner Goals against | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_PS_A | Penalty Stroke Goals against | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_GRN_C | Total Green cards | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_YLW_C | Total Yellow cards | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_RED_C | Total Red cards | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_GRN_C_A | Total Green cards against | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_YLW_C_A | Total Yellow cards against | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_RED_C_A | Total Red cards against | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO _TOTAL_GK /HO_SAVED /HO_SHOTS | Total Goals saved/ shots at goal Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_FG_GK /HO_SAVED /HO_SHOTS | Field Goal Goals saved/ shots at goal Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_PC_GK /HO_SAVED /HO_SHOTS | Penalty Corner Goals saved/ shots at goal Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_PS_GK /HO_SAVED /HO_SHOTS | Penalty Stroke Goals saved/ shots at goal Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO _TOTAL_A_GK /HO_SAVED /HO_SHOTS | Total Goals against saved/ shots at goal Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_FG_A_GK /HO_SAVED /HO_SHOTS | Field Goal Goals against saved/ shots at goal Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_PC_A_GK /HO_SAVED /HO_SHOTS | Penalty Corner Goals against saved/ shots at goal Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_PS_A_GK /HO_SAVED /HO_SHOTS | Penalty Stroke Goals against saved/ shots at goal Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_GRN_C_GK | Total Green cards Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_YLW_C_GK | Total Yellow cards Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_RED_C_GK | Total Red cards Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |

| Type /Code | Description | Expected |
|---|---|---|
| ST_HO /HO_GRN_C_A_GK | Total Green cards against Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_YLW_C_A_GK | Total Yellow cards against Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |
| ST_HO /HO_RED_C_A_GK | Total Red cards against Goalkeeper | Always, if the information is available for the DocumentSubtype=CUM, TEAM_RANKING |

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

| Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_HO | HO_OPPONENT | | | CC @Organisation | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the NOC of the opponent competitor |
| | | HO_STARTER | | CC @StartingCode | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the proposed Code |
| | HO_MP | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Matchs Played |
| | HO_IRM | | | CC @IRM | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: IRM code |
| | HO_TOTAL HO_FG HO_PC HO_PS | HO_GOALS | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Goals |
| | | HO_RANK | | N(4) | For @Type: |

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

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|---|---|---|---|---|---|
| | | | | 9990 | Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Rank |
| | HO_TOTAL_GK HO_FG_GK HO_PC_GK HO_PS_GK | HO_SAVED | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Saved |
| | | HO_SHOTS | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Shots at goal |
| | HO_CARDS | HO_RANK | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Rank by Cards issued |
| | | HO_GRN_C HO_YLW_C HO_RED_C | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Green, Yellow and Red Cards |

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

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| ST_HO /HO_OPONENT | | NOC code for the opponent | Always, if the information is available for the DocumentSubtype= CUM |
| | HO_STARTER | Starting Code | |
| ST_HO /HO_MP | | Total Match Played | Always, if the information is available for the DocumentSubtype= CUM |
| ST_HO /HO_IRM | | Disqualification mark | Always, if the information is available for the DocumentSubtype=CUM |
| ST_HO /HO_TOTAL | HO_GOALS | Total Goals | Always, if the information is available for the DocumentSubtype=CUM |

| Type /Code | ExtendedStat Code | Description | Expected |
|---|---|---|---|
| | HO_RANK | Total Rank | Always, if the information is available for the DocumentSubtype= IND_RANKING |
| ST_HO /HO_FG | HO_GOALS | Field Goals | Always, if the information is available for the DocumentSubtype=CUM |
| | HO_RANK | Field Rank | Always, if the information is available for the DocumentSubtype= IND_RANKING |
| ST_HO /HO_PC | HO_GOALS | Penalty Corner Goals | Always, if the information is available for the DocumentSubtype=CUM |
| | HO_RANK | Penalty Corner Rank | Always, if the information is available for the DocumentSubtype= IND_RANKING |
| ST_HO /HO_PS | HO_GOALS | Penalty Stroke Goals | Always, if the information is available for the DocumentSubtype=CUM |
| | HO_RANK | Penalty Stroke Rank | Always, if the information is available for the DocumentSubtype= IND_RANKING |
| ST_HO /HO_TOTAL_GK | HO_SAVED | Total Saved GK | Always, if the information is available for the DocumentSubtype=CUM |
| | HO_SHOTS | Total shots at goal GK | |
| ST_HO /HO_FG_GK | HO_SAVED | Field Saved GK | Always, if the information is available for the DocumentSubtype=CUM |
| | HO_SHOTS | Field shots at goal GK | |
| ST_HO /HO_PC_GK | HO_SAVED | Penalty Corner Saved GK | Always, if the information is available for the DocumentSubtype=CUM |
| | HO_SHOTS | Penalty Corner shots at goal GK | |
| ST_HO /HO_PS_GK | HO_SAVED | Penalty Stroke Saved GK | Always, if the information is available for the DocumentSubtype=CUM |
| | HO_SHOTS | Penalty Stroke shots at goal GK | |
| ST_HO /HO_CARDS | HO_RANK | Rank by Cards issued | Always, if the information is available for the DocumentSubtype= CUM |
| | HO_GRN_C HO_YLW_C HO_RED_C | Total Green, Yellow and Red Cards | Always, if the information is available for the DocumentSubtype= CUM |
| ST_HO /HO_GRN_C | | Total Green cards | Always, if the information is available for the DocumentSubtype= CUM |
| ST_HO /HO_YLW_C | | Total Yellow cards | Always, if the information is available for the DocumentSubtype= CUM |
| ST_HO /HO_RED_C | | Total Red cards | Always, if the information is available for the DocumentSubtype= CUM |

### 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 Hockey, 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 Hockey are:

- ExtCompPlaces and its child element

Moreover, the following should be considered:

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

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

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

### 5.1.8.5 Message Values

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

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

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

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

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

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

### 5.1.8.6 Message sort

Please, follow the general definition.

### 5.1.9 Event's Medallists

#### 5.1.9.1 Description

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

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

#### 5.1.9.2 Header Values

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

#### 5.1.9.3 Trigger and Frequency

Please, follow the general definition.

#### 5.1.9.4 Message Structure

Please, follow the general definition.

#### 5.1.9.5 Message Values

Please, follow the general definition.

#### 5.1.9.6 Message sort

Please, follow the general definition.

## 5.1.10 Discipline/venue good morning

### 5.1.10.1 Description

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

### 5.1.10.2 Header Values

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

### 5.1.10.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.10.4 Message Structure

Please, follow the general definition.

### 5.1.10.5 Message Values

Please, follow the general definition.

### 5.1.10.6 Message sort

Please, follow the general definition.

## 5.1.11 Discipline/venue good night

### 5.1.11.1 Description

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

### 5.1.11.2 Header Values

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

### 5.1.11.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.11.4 Message Structure

Please, follow the general definition.

### 5.1.11.5 Message Values

Please, follow the general definition.

### 5.1.11.6 Message sort

Please, follow the general definition.

## 5.1.12 Discipline configuration

### 5.1.12.1 Description

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

### 5.1.12.2 Header Values

Please, follow the general definition.

### 5.1.12.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.12.4 Message Structure

Please, follow the general definition.

### 5.1.12.5 Message Values

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

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

| Element: Competition /Configs /Config /ExtendedConfig | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedConfigItem Code | Pos | Value | Description |
| EC_HO | HO_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 |
| | | HO_CAPACITY | | N(3),N(3) 999,990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Venue Public capacity |
| | HO_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 |
| | HO_MATCH_NUMBER (send by event unit) | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: |

| Element: Competition /Configs /Config /ExtendedConfig | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedConfigItem Code | Pos | Value | Description |
| | | | | | Match number. |

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

| Type /Code | Description | Expected |
|---|---|---|
| EC_HO /HO_VENUE | Venue Public Capacity for the Venue of the message header | If available |
| EC_HO /HO_NUMBER_EVENTS | Total number of events for the discipline | If available |
| EC_HO /HO_MATCH_NUMBER | Match Number | If available |

### 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 Hockey 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 | Weather 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 Hockey.

## 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 Hockey the same way as it is done in the table of chapter 4.

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

### 6.1.1 RT Event Unit Results

#### 6.1.1.1 Description

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

#### 6.1.1.2 Header Values

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

#### 6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"

    o T1: Trigger at the beginning of one period

    o T2: Trigger after one new or modified action

    o T3: Trigger after one change in the scores

    o T4: Trigger after one player is substituted out

    o T5: Trigger at the end of one period

    o T6: Trigger when a team is disqualified

    o T7: Trigger at the end of one match

- ResultStatus="LIVE_FULL"

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

- For other ResultStatus, follow the general definition.

#### 6.1.1.4 Message Structure

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

- UnitInfos and its child elements UnitDateTime and UnitInfo

- Periods and its child element Period

- UnitActions and its child element UnitAction

- UnitAction /Competitor

- UnitAction /Competitor /Composition and its child elements Athlete

Please, follow the general considerations for all ResultStatus.

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

#### 6.1.1.5 Message Values

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

| Element | Attribute | M/O | Value | Comments | LIVE_UPDATE RT trigger expected |
|---------|-----------|-----|-------|----------|-------------------------------|
| Period | Code | M | CC @Period | | T3 |
| | HomeScore | M | N(3) 990 | Overall score of the first named competitor at the end of the period. | T3 |
| | AwayScore | M | N(3) 990 | Overall score of the second named competitor at the end of the period | T3 |
| | HomePeriodScore | O | N(3) 990 | Score of the first named competitor just for this period at this moment in time (for all periods except for HT and TOT) | T3 |
| | AwayPeriodScore | O | N(3) 990 | Score of the second named competitor just for this period at this moment in time (for all periods except for HT and TOT) | T3 |
| UnitAction /Competitor /Composition /Athlete | Role | O | CC @ActionRole | Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions. | T2 (for an assistant player) |
| Result | ResultType | M | CC @ResultType | Result type, either points or IRM with points for the corresponding event unit | T6 or T7 |
| | IRM | O | CC @IRM | IRM of the Team for the particular event unit

Send just in the case @ResultType both Points and IRM (see codes section) | T6 |
| | Result | O | N(3) 990 | Result of the Team for the particular event unit. | T7 |
| | WLT | O | CC @WLT | The code whether a competitor won, lost or tied. | T7 |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the First named (1) and the Visitor (2) | T6 or T7 |

Send UnitDateTime

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

| Element: Competition /UnitInfos /UnitInfo | | | |
|-------|------|-------|-------------|
| Type | Code | Value | Description |
| UI_HO | HO_PERIOD | CC @Period | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Send current period |
| | HO_STATUS | CC @PeriodStatus | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Send period Status |

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

| Type /Code | Description | Expected |
|---|---|---|
| UI_HO /HO_PERIOD | Send current period | T1 |
| UI_HO /HO_STATUS | Send period status | T1,T5,T7 |

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

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

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

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

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

| Element: Competition /UnitActions /UnitAction /ExtendedAction | | | |
|---|---|---|---|
| Type | Code | Value | Description |
| EA_HO | HO_RES_ACTION | CC @ResAction | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Result of the Action for the player/team |
| | HO_SCR_H | N(2) 90 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: First named Score of the game after the action |
| | HO_SCR_A | N(2) 90 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Second named Score of the game after the action |

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

| Type /Code | Description | LIVE_UPDATE RT trigger expected |
|---|---|---|
| EA_HO /HO_RES_ACTION | Result of the Action for the player/team | T2 |
| EA_HO /HO_SCR_H | First named Score of the match after the action | T2 |
| EA_HO /HO_SCR_A | Second named Score of the match after the action | T2 |

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

| Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | |
|---|---|---|---|
| **Type** | **Code** | **Value** | **Description** |
| ER_HO | HO_STARTER | S(1)<br>(Y) | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send "Y" if the competitor is a Starter |
| | HO_SUSPENDED | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | For @Code:<br>Send proposed code |
| | | | For @Value:<br>Send Y if the player has been Suspended |

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

| Type /Code | Description | LIVE_UPDATE RT trigger expected |
|---|---|---|
| ER_HO /HO_STARTER | Starter player | T2 |
| ER_HO /HO_SUSPENDED | Suspended player | T2 |

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

| Element: Competition /Result /Competitor /Stats /Stat | | | | | |
|---|---|---|---|---|---|
| **Type** | **Code** | **ExtendedStat Code** | **Pos** | **Value** | **Description** |
| ST_HO | HO_TOTAL<br>HO_FG<br>HO_PC<br>HO_PS | | CC<br>@PeriodNo | | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Send proposed pos |
| | | | | | For @Value:<br>Do not send anything |
| | | HO_GOALS | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Goals |
| | | HO_SHOTS | | N(2) | For @Type: |

**Element: Competition /Result /Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | 90 | Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Shots |
| | | HO_PERC | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Conversion percentage (%) Send only for HO_TOTAL |
| | HO_GRN_C | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send proposed pos |
| | | | | | For @Value: Green Card |
| | HO_YLW_C | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send proposed pos |
| | | | | | For @Value: Yellow Cards |
| | HO_RED_C | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send proposed pos |
| | | | | | For @Value: Red Cards |
| | HO_MIN | | CC @PeriodNo | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Send proposed pos |
| | | | | | For @Value: Minutes Played |
| | HO_BP | | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |

**Element: Competition /Result /Competitor /Stats /Stat**

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | For @Value:<br>Possession in % |
| | HO_ACP | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Attack Circle Penetration |
| | HO_VTR | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Total Video Team Referral |
| | | HO_U | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Upheld |
| | | HO_R | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed code |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Refused |
| | HO_NSUB | | | N(2)<br>90 | For @Type:<br>Send proposed type |
| | | | | | For @Code:<br>Send proposed type |
| | | | | | For @Pos:<br>Do not send anything |
| | | | | | For @Value:<br>Number of Substitutions |

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

| Type /Code | Description | Expected |
|------------|-------------|----------|
| ST_HO /HO _TOTAL | Total Goals/Total Shots / Total Conversion percentage | T2 (if changed) |
| ST_HO /HO_FG | Field Goal goals/shots | T2 (if changed) |
| ST_HO /HO_PC | Penalty Corner goals/shots | T2 (if changed) |
| ST_HO /HO_PS | Penalty Stroke goals/shots | T2 (if changed) |
| ST_HO /HO_GRN_C | Green cards | T2 (if changed) |
| ST_HO /HO_YLW_C | Yellow cards | T2 (if changed) |

| Type /Code | Description | Expected |
|---|---|---|
| ST_HO /HO_RED_C | Red cards | T2 (if changed) |
| ST_HO /HO_MIN | Minutes played | T4,T5 |
| ST_HO /HO_BP | Possession in % | T2 (if changed) |
| ST_HO /HO_ACP | Attack Circle Penetration | T2 (if changed) |
| ST_HO /HO_VTR | Total / Upheld / Refused Video Team Referral | T2 (if changed) |
| ST_HO /HO_NSUB | Number of Substitutions | T2 (if changed) |

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

| Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat | | | | | |
|---|---|---|---|---|---|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_HO | HO_TOTAL HO_FG HO_PC HO_PS | HO_GOALS | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Goals |
| | | HO_SHOTS | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Shots |
| | | HO_PERC | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total Conversion percentage (%) Send only for HO_TOTAL |
| | HO_GRN_C | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Green Card |
| | HO_YLW_C | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: |

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

| Type | Code | ExtendedStat Code | Pos | Value | Description |
|------|------|-------------------|-----|-------|-------------|
| | | | | | Yellow Cards |
| | HO_RED_C | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Red Cards |
| | HO_MIN | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed type |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Minutes Played |

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

| Type /Code | Description | Expected |
|------------|-------------|----------|
| ST_HO /HO _TOTAL | Total Goals/Total Shots / Total Conversion percentage | T2 (if changed) |
| ST_HO /HO_FG | Field Goal goals/shots | T2 (if changed) |
| ST_HO /HO_PC | Penalty Corner goals/shots | T2 (if changed) |
| ST_HO /HO_PS | Penalty Stroke goals/shots | T2 (if changed) |
| ST_HO /HO_GRN_C | Green cards | T2 (if changed) |
| ST_HO /HO_YLW_C | Yellow cards | T2 (if changed) |
| ST_HO /HO_RED_C | Red cards | T2 (if changed) |
| ST_HO /HO_MIN | Minutes played | T4,T5 |

#### 6.1.1.6    Message sort

Please, follow the general definition.

### 6.1.2 RT Clock

#### 6.1.2.1 Description

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

#### 6.1.2.2 Header Values

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

#### 6.1.2.3 Trigger and Frequency

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

- at the start 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 Hockey.

## 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 Hockey the same way as it is done in the table of chapter 4.

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

### 7.1.1 DT PDF

#### 7.1.1.1 Description

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

#### 7.1.1.2 Header Values

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

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

#### 7.1.1.3 Trigger and Frequency

Please, follow the general definition.

#### 7.1.1.4 Message Structure

Please, follow the general definition.

#### 7.1.1.5 Message Values

Please, follow the general definition.

#### 7.1.1.6 Message sort

Please, follow the general definition.

# DOCUMENT CONTROL

### Version history

| Version | Date | Comments |
|---|---|---|
| R2 1.0 | 03 Apr 2009 | Submitted for review version |
| R2 2.0 | 22 May 2009 | After improvements presented in last WNPA meeting. Submitted for approval version |
| R2 3.0 | 19 Jun 2009 | Approved version |
| R2 3.1 | 17 Jul 2009 | Some minor corrections and added the copyright |
| R2 3.2 | 28 Aug 2009 | Unified Results message. |
| R2 3.3 | 12 Mar 2010 | Unified Results message. |
| R2 4.0 | 23 Sep 2010 | ORIS Release 5 version 1.1 changes and some minor issues |
| R2 4.1 | 12 Nov 2010 | Defects solved |
| R2 5.0 | 13 May 2011 | Changes detected during Pre Integration test, CR1461, defects #36104, #36399 and #37084 solved. |
| R2 5.1 | 08 Jul 2011 | Some defects |
| R2 6.0 | 03 Oct 2011 | CR4622 and some minor issues |
| R2 7.0 | 09 Nov 2011 | CR5076 and some minor issues |
| R2 8.0 | 10 Feb 2012 | IR101 and some minor issues |
| R2 9.0 | 12 Mar 2012 | CR7171 and some minor issues |
| R2 9.1 | 13 Apr 2012 | Some minor issues |
| R2 v10.0 | 25 May 2012 | CR8924, CR9791 and some minor issues |

**File reference:**     ODF/INT040-R2 v10.0 APP (HO)

## Change Log

| Version | Status | Changes on version |
|---------|--------|--------------------|
| R2 1.0 | SFR | • First version |
| R2 2.0 | SFA | • Delete all references to the DT_PARTIC_ATHLETES, DT_PARTIC_ATHLETES_UPDATE, DT_PARTIC_OFFICIALS, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_HISTORIC, DT_TEAM_HISTORIC messages<br>• Include four new messages DT_PARTIC, DT_PARTIC_UPDATE, DT_HIST_REC_UPDATE and DT_WEATHER.<br>• Codes: Ordered Alphabetically<br>• Codes: Changed several codes to unify with all sports<br>• Discipline Configuration: Added Match Number element<br>• Statistics: Reformatted<br>• RT Results: Statistics reformatted. |
| R2 3.0 | APP | • Approved version |
| R2 3.1 | APP | • Some minor corrections and added the copyright |
| R2 3.2 | APP | • Results: Unified PiT and RT statistics tables |
| R2 3.3 | APP | • Start List: Added HO_RESERVE element |
| R2 4.0 | APP | • Codes: Added WD code to CC@IRM<br>• Statistics: Removed HO_SHOTS, HO_PERC, HO_PERC_A |
| R2 4.1 | APP | • Participants: Removed E_SHIRT_N elements.<br>• List of Teams: Added E_SHIRT, E_SHORTS, E_SOCKS, E_GK_SHIRT elements.<br>• Start List: Removed HO_SHIRT_COL, HO_SHORTS_COL and HO_SOCKS_COL elements. |
| R2 5.0 | APP | • In all the messages, the paths of the elements have been modified to include the entire route of each one.<br>• Results/ RT Results: delete _WEATER and put all that information in the new message for Weather<br>• Codes:<br>  ▪ Added CC @ActionRole, CC @Country, CC @EntryStatus, CC @PeriodNo, CC @VenueCode and CC @WLT code entities.<br>  ▪ Removed CC @Uniform code entity.<br>  ▪ CC @Action: Removed PC_NS code, modified GRE_C to GRN_C, YEL_C to YLW_C and MIN_IN to INJ.<br>  ▪ CC @BracketItems: QFL code has been removed because there are no quarterfinals.<br>  ▪ CC @Period: Modified FST_HLF to H1 and SCN_HLF to H2.<br>  ▪ CC @ResAction: Removed N_SHT code, added P code, modified S and B descriptions.<br>  ▪ CC @ResultType: Modified RT_POINTS to POINTS and RT_IRM_POINTS to IRM_POINTS.<br>  ▪ CC @Statistics: Removed TEAM code and added CUM, IND_RANKING and TOU codes.<br>• List of participants :<br>  ▪ Modified E_ENTRY /E_IRM value to CC @EntryStatus.<br>  ▪ Added value "S(1)" for E_CAPTAIN code in E_ENTRY type.<br>  ▪ Added E_ENTRY /E_SUBSTITUTE code.<br>  ▪ Modified E_ENTRY /E_CLUB_ORG value to CC @Country.<br>• List of teams :<br>  ▪ Added E_SEED code in E_ENTRY type.<br>• Start List : |

# Change Log

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

- Added a table describing the element Competition /Officials /Official /ExtOfficial.
- Added a table describing the element Competition /Start /Competitor /EventUnitEntry, in order to add the E_SHIRT, E_SHORTS and E_SOCKS codes.
- Modified value to S(1) for HO_SUSPENDED and HO_CAPTAIN in the Competitor /Composition /Athlete /EventUnitEntry element.
- Modified HO_RESERVE to HO_STARTER in the Competitor /Composition /Athlete /EventUnitEntry element.

- Event Unit Results:
  - Modified HomeScore and AwayScore comments and added HomePeriodScore and AwayPeriodScore attributes.
  - Added UnitAction /Competitor /Composition /Athlete element.
  - Modified WLT value to CC @WLT.
  - Added HO_ROLE code in Competition /UnitActions /UnitAction /ExtendedAction element.
  - Merge Competition / Result /Competitor/ Stats /Stat and Competition /Result /Competitor /Composition /Athlete /Stats /Stat data.
  - Moved HO_PERC from Code to ExtendedStat Code. It will be used only for HO_TOTAL code.
  - Moved HO_STARTER and HO_SUSPENDED to Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element
  - Modified CC @ResActions to CC @ResAction in Competition /UnitActions /UnitAction /ExtendedAction element.

- Pool Standings/ Event Final Ranking :
  - Changed the value of the attribute Rank from Numeric to Text.
  - Added the attributes RankEqual and WLT.
  - Removed HO_GOALS_FOR and HO_GOALS_AGA, added HO_SCORE and modified HO_ COMP_DATE to HO_DATE in Competition /Result /Competitor /ExtendedResults /ExtendedResult element

- Event Final Ranking:
  - Changed the value of the attribute Rank from Numeric to Text.
  - Added the attributes RankEqual and WLT.

- Statistics:
  - Removed TEAM_RANKING in the possible header values.
  - In Stats /Competitor /Composition /Athlete element, "Uniform number" has been replaced by "Shirt number".
  - Moved HO_PERC from Code to ExtendedStat Code. It will be used only for HO_TOTAL code.
  - Modified HO_STARTING to HO_STARTER.
  - Added HO_TOTAL_A, HO_FG_A, HO_PC_A and HO_PS_A in order to remove HO_SHOTS_A and HO_GOALS_A

- Brackets: References to quarterfinals have been removed and replaced by classifications.

- Discipline configuration :
  - Modified CFG_HO to EC_HO type in Competition /Configs /Config /ExtendedConfig element.
  - Modified HO_VENUE_CAPACITY to HO_VENUE in Competition /Configs /Config /ExtendedConfig element.
  - Removed EC_HO /HO_SEASON code as it is not used.

- RT Event Unit Results:
  - Modified HomeScore and AwayScore comments.
  - Modified HomeAwayScore to AwayPeriodScore (this was wrong).
  - Added UnitAction /Competitor /Composition /Athlete element.
  - Modified WLT value to CC @WLT.
  - Added HO_ROLE code in Competition /UnitActions /UnitAction /ExtendedAction element.
  - Moved HO_PERC from Code to ExtendedStat Code. It will be used only for HO_TOTAL code.
  - Moved HO_STARTER and HO_SUSPENDED to Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

## Change Log

| Version | Status | Changes on version |
|---------|--------|--------------------|
| | | ▪ Modified CC @ResActions to CC @ResAction in Competition /UnitActions /UnitAction /ExtendedAction element.<br>• IR003:<br>  ▪ Add elements required for equalled ranks.<br>• IR008:<br>  ▪ Changed all the appearances of the Stat Type ST_TEAM_WP and ST_ATH_WP to ST_WP at the DT_RESULT, DT_RT_RESULT and DT_STATS messages.<br>• IR022: Changes after the WNPA meeting:<br>  ▪ Change the triggers and frequency as the revision of WNPA meeting<br>  ▪ Codes: add a format column to Section 3 of the Data Dictionaries<br>• CR1461:DT_RT_CLOCK message has been added. |

# Change Log

| Version | Status | Changes on version |
|---|---|---|
| R2 5.1 | APP | • All percentage values have been changed from N(2) to N(3) as the value could be 100.<br>• All ST_HO /HO_TOTAL descriptions have been updated to be consistent.<br>• Codes:<br>  ▪ CC@Action SHT_PS renamed to Shot Penalty Stroke<br>  ▪ CC @Period PSH renamed to Penalty Shoot-Out<br>• List of teams & Start List: E_SHORTS description has been updated because women wear skorts instead of shorts.<br>• Start List: Start /Competitor /Composition /Athlete @Order comment has been updated.<br>• Pool Standings:<br>  ▪ Rank comment changed due to IF request.<br>  ▪ Description for ER_HO /HO_OPPONENT Pos has been updated.<br>• Statistics table:<br>  ▪ Description for DocumentSubtype CUM has been updated.<br>  ▪ Comments have been updated for Stats /Competitor /Composition /Athlete element.<br>• RT Event Unit Results: Comments about ResultStatus have been updated. |
| R2 6.0 | APP | • CR4622:<br>  ▪ All references to Home and Away have been replaced by "First named" and "Second named".<br>  ▪ The abbreviation "PSC - Penalty Stroke Competition" has been replaced with "SOC – Shoot-Out Competition".<br>  ▪ All references to skorts have been changed to skirts as it is considered that a skort is a form of skirt.<br>• Codes: T for Tie has been added in CC @WLT.<br>• Event Unit Results: a trigger has been rephrased.<br>• Pool Standings / Event Final Ranking: RankEqual comment has been updated.<br>• Discipline configuration: HO_CAPACITY code has been moved from HO_NUMBER_EVENTS to HO_VENUE. |
| R2 7.0 | APP | • CR5076:<br>  ▪ Section for DT_PDF messages has been added with a sub-section for Header Values in special cases.<br>• Event Unit Results:<br>  ▪ A value has been added to UAC_HO code, to be consistent with RT Event Unit Results message.<br>  ▪ ST_HO / HO_PERC code has been changed to ST_HO / HO_TOTAL / HO_PERC to be consistent with RT Event Unit Results.<br>• Pool standings:<br>  ▪ ER_HO /HO_GAMES /HO_CP code has been added for classification points.<br>• Statistics table:<br>  ▪ Attribute "Sort" has been changed to "Order" for Stats /Competitor and Stats /Competitor /Composition /Athlete in order to follow ODF Sport Messages Interface document.<br>  ▪ TEAM_RANKING has been added in Header Values section as ST_HO /HO_TOTAL, ST_HO /HO_FG and ST_HO /HO_PC codes should be sent with TEAM_RANKING header value.<br>• RT Event Unit Results:<br>  ▪ EA_HO /HO_ACTION code has been removed as it is not used anymore (the actions are sent in UnitAction). |
| R2 8.0 | APP | • IR101: DT_SERIAL message added in the PiT messages.<br>• Codes:<br>  ▪ Comment "0 only for RT" has been removed from CC @PeriodNo.<br>  ▪ TEAM_RANKING code has been added to CC @Statistics.<br>• Pool Standings:<br>  ▪ WLT attribute has been removed from Result element as it is not relevant. |

## Change Log

| Version | Status | Changes on version |
|---------|--------|--------------------|
|         |        | • Event Unit Results:<br>  ▪ Statistics table has been split into two tables: Competition /Result /Competitor /Stats /Stat and Competition /Result /Competitor /Composition /Athlete /Stats /Stat.<br>• Event Unit Results & RT Event Unit Results:<br>  ▪ HO_BP, HO_ACP, HO_VTR and HO_NSUB codes have been added to Competition /Result /Competitor /Stats /Stat element.<br>• Statistics table:<br>  ▪ HO_GOALS and HO_PERC ExtendedStat codes have been removed from Competitor /Stats /StatItems /StatItem element.<br>  ▪ HO_VTR and HO_NSUB codes have been added to Competition /Stats /StatsItems /StatItem element.<br>  ▪ HO_GOALS and HO_RANK ExtendedStat codes have been removed from Competition /Stats /Competitor /StatItems /StatItem element.<br>  ▪ HO_SHOTS ExtendedStat code has been removed from Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem element.<br>  ▪ ST_HO /HO_CARDS code has been added to Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem element.<br>  ▪ HO_GRN_C, HO_YLW_C and HO_RED_C codes have been removed from ST_HO type and added to ST_HO /HO_CARDS code in Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem element. |

## Change Log

| Version | Status | Changes on version |
|---|---|---|
| R2 9.0 | APP | • CR7171:<br>  ▪ Codes: SHT_SO code has been added for Shot Shoot-out.<br>• Event Unit Results & RT Event Unit Results:<br>  ▪ EA_HO /HO_ROLE code has been removed as this data is already sent in *UnitAction /Competitor /Composition /Athlete @Role*.<br>• Statistics table:<br>  ▪ Some missing codes have been added in *Competition /Stats /Competitor /StatsItems /StatsItem* element for goalkeepers.<br>• Pool Standings:<br>  ▪ WLT attribute has been removed from Result element as it is not relevant. |
| R2 9.1 | APP | • Codes:<br>  ▪ Descriptions have been changed in CC @Desc: 0 has been changed to "Loser", and 1 to "Winner" (#69045).<br>• Start List:<br>  ▪ EUE_HO /E_GK_SHIRT code has been added as it was missing (#41315).<br>• Pool standings:<br>  ▪ Triggers: Intermediate has been changed to Interim (#68792)<br>• Statistics table:<br>  ▪ HO_SAVED and HO_SHOTS ExtededStatCode have been added in Competition /Stats /Competitor /StatsItems /StatsItem element (#66030).<br>  ▪ HO_TOTAL_GK, HO_FG_GK, HO_PC_GK and HO_PS_GK codes have been added with the ExtededStatCodes HO_SAVED and HO_SHOTS in Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element. |
| R2 10.0 | APP | • CR8924:<br>  ▪ Codes: "NS – Penalty Corner No Shot" has been added to CC @Action code entity.<br>• CR9791:<br>  ▪ Codes: "F - Fault" has been added to CC @ResAction code entity.<br>• Codes & Start List:<br>  ▪ The CC @Function has been updated to specify which functions should be sent in the Start List (#74536).<br>• List of participants:<br>  ▪ E_CLUB_NAME and E_CLUB_CITY values have been changed to S(25) instead of S(n) (#74567).<br>• Event Unit Results:<br>  ▪ Result @WLT attribute has been added (#73848).<br>• Statistics table:<br>  ▪ The text "goals conceded" has been changed to "shots at goal" (#66030). |

*This page has been intentionally left blank*