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## Olympic Data Feed

### **ODF Hockey Data Dictionary**

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# 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	<b>Code</b>	<b>Description</b>
	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
	<b>NS</b>	<b>Penalty Corner No Shot</b>
	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	<b>Code</b>	<b>Description</b>
	IN	In
	OUT	Out
CC @Bracket	<b>Code</b>	<b>Description</b>
	FNL	Finals
CC @BracketItems	<b>Code</b>	<b>Description</b>
	SFL	Semi-finals
	FNL	Finals
CC @CompetitorPlace	<b>Code</b>	<b>Description</b>
	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	
	See entity Country <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @Desc	<b>Code</b>	<b>Description</b>



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  See entity Function <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul> <p><b>In case of officials in DT START LIST use:</b></p> <p><b>For Official@Function use:</b>            UM Umpire            RU Reserve Umpire            VU Video Umpire</p>	
CC @IRM	Code	Description
	DSQ	Disqualified
	WD	Withdrawn
CC @Organisation	Defined in ODF Common Codes Document  See entity Organization <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
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
	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	<b>Code</b>	<b>Description</b>
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Points
CC @StartingCode	<b>Code</b>	<b>Description</b>
	X	Starting Player
	I	Substitute Player
CC @Statistics	<b>Code</b>	<b>Description</b>
	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	
	See entity Venue	
	<ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @WLT	<b>Code</b>	<b>Description</b>
	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
E_SHORTS	N(1) 0	String	For @Pos: Send 1,2 to indicate the number of the shirt	
			For @Value: Shirt Colour	
				For @Type: Send proposed type



Element: Competition /Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Send 1,2 to indicate the number of the shorts/skirts
				For @Value: Shorts/Skirts Colour
	E SOCKS	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 socks
				For @Value: Socks Colour
	E_GK_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: Goalkeeper's Shirt Colour
	E_SEED		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Seed Number.

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

Type /Code	Description	Expected
E_ENTRY /E_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: 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: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Shirt
	E_SHORTS	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Shorts/Skirts
	E SOCKS	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Colour's Socks
	E_GK_SHIRT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: 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: Send proposed code	
			For @Value: Send 'Y' if the player is suspended	
	HO_CAPTAIN	S(1)		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send 'Y' only if the player is captain
	HO_AGE	N(2)		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Age of the competitor
	HO_STARTER	S(1)		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: 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) 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  Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	N(3) 990	Result of the Team for the particular event unit.
	WLT	O	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) 90	CC @Action	For @Type: Send proposed type
				For @Code: Send one period code, except for TOT
				For @Pos: Unique sequential number for all the action of the period, from 1 to n (from the first action of the Set to the last one).
				For @Value: Send one action code

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

Type /Code	Description	Expected
UAC_HO /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: 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





Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
			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	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) (Y)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "Y" if the competitor is a Starter
	HO_SUSPENDED	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: 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 HO_PC HO_PS				Send proposed type For @Code: Send proposed code For @Pos: Send proposed pos For @Value: Do not send anything
		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_SHOTS		N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shots
		HO_PERC		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code 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 code For @Pos: Send proposed pos For @Value: Total Green Cards
	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: Total Yellow Cards
	HO_RED_C		CC@PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: 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: Do not send anything
					For @Value: 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 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					



Element: Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					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: 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: 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	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. 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 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) 9	CC @Organisation	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Send a numeric, from 1 to n	
					For @Value: Send the NOC of the opponent competitor	
		HO_SCORE		N(2):N(2) 90:90		For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Match result
		HO_DATE				Date
						For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
	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 the number of games played						
HO_WON			N(1) 0		For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
HO_TIED			N(1) 0		For @Type: Send proposed type	
					For @Code: Send proposed code	
	For @Pos: Do not send anything					
HO_LOST		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: Do not send anything
					For @Value: Send the number of games lost
		HO_CP		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the classification points a team has accrued during the pool stage
	HO_RES	HO_WON		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Goals for
		HO_LOST		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Humber of Goals against
		HO_DIFF		+/-N(2) +/-90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send 1 (games won) or 2 (games lost)
					For @Value: 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: Do not send anything
					For @Value: Send the number of games won
		HO_TIED		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games tied
		HO_LOST		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games lost

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 @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 /StatItem



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: Matches 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: Do not send anything
					For @Value: Total Yellow Cards
	HO_YLW_C_A			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Total Yellow Cards against
	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_RED_C_A			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Total Red Cards against
	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
		HO_SHOTS			For @Pos: Do not send anything
					For @Value: Send number of goals, Field Goals, Penalty Corner and Penalty Strokes saved/ <b>shots on goal</b> Goalkeeper.
	HO_TOTAL_A_GK HO_FG_A_GK HO_PC_A_GK HO_PS_A_GK	HO_SAVED		N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
		HO_SHOTS			For @Pos: Do not send anything
					For @Value: Send number of goals against, Field Goals against, Penalty Corner against and Penalty Strokes against saved/ <b>shots at goal</b> Goalkeeper.
	HO_GRN_C_GK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competition /Stats /Competitor /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Total Green Cards Goalkeeper
	HO_GRN_C_A_GK			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 Goalkeeper
	HO_YLW_C_GK			N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Do not send anything For @Value: Total Yellow Cards Goalkeeper
	HO_YLW_C_A_GK			N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Do not send anything For @Value: Total Yellow Cards against Goalkeeper
	HO_RED_C_GK			N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Do not send anything For @Value: Total Red Cards Goalkeeper
	HO_RED_C_A_GK			N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Do not send anything For @Value: 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/ <b>shots at goal</b> Goalkeeper	Always, if the information is available for the DocumentSubtype=CUM
ST_HO /HO_FG_GK /HO_SAVED /HO_SHOTS	Field Goal Goals saved/ <b>shots at goal</b> Goalkeeper	Always, if the information is available for the DocumentSubtype=CUM
ST_HO /HO_PC_GK /HO_SAVED /HO_SHOTS	Penalty Corner Goals saved/ <b>shots at goal</b> Goalkeeper	Always, if the information is available for the DocumentSubtype=CUM
ST_HO /HO_PS_GK /HO_SAVED /HO_SHOTS	Penalty Stroke Goals saved/ <b>shots at goal</b> 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/ <b>shots at goal</b> 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/ <b>shots at goal</b> 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/ <b>shots at goal</b> 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/ <b>shots at goal</b> 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 /StatsItem						
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: Matches 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 <b>shots at goal</b> GK	
ST_HO /HO_FG_GK	HO_SAVED	Field Saved GK	Always, if the information is available for the DocumentSubtype=CUM
	HO_SHOTS	Field <b>shots at goal</b> 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 <b>shots at goal</b> 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 <b>shots at goal</b> 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 /BracketItem	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
	HO_NUMBER_EVENTS (send by discipline)	N(1) 0			For @Type: Send proposed type
					For @Code: Send proposed code
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"
  - T1: Trigger at the beginning of one period
  - T2: Trigger after one new or modified action
  - T3: Trigger after one change in the scores
  - T4: Trigger after one player is substituted out
  - T5: Trigger at the end of one period
  - T6: Trigger when a team is disqualified
  - T7: Trigger at the end of one match
- ResultStatus="LIVE\_FULL"
  - 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) (Y)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "Y" if the competitor is a Starter
	HO_SUSPENDED	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: 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 HO_FG HO_PC HO_PS		CC @PeriodNo		For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Send proposed pos	
						For @Value: Do not send anything
		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)	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: 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: 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	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
<b>R2 v10.0</b>	<b>25 May 2012</b>	<b>CR8924, CR9791 and some minor issues</b>

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



## Change Log

Version	Status	Changes on version
R2 1.0	SFR	<ul style="list-style-type: none"><li>• First version</li></ul>
R2 2.0	SFA	<ul style="list-style-type: none"><li>• 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</li><li>• Include four new messages DT_PARTIC, DT_PARTIC_UPDATE, DT_HIST_REC_UPDATE and DT_WEATHER.</li><li>• Codes: Ordered Alphabetically</li><li>• Codes: Changed several codes to unify with all sports</li><li>• Discipline Configuration: Added Match Number element</li><li>• Statistics: Reformatted</li><li>• RT Results: Statistics reformatted.</li></ul>
R2 3.0	APP	<ul style="list-style-type: none"><li>• Approved version</li></ul>
R2 3.1	APP	<ul style="list-style-type: none"><li>• Some minor corrections and added the copyright</li></ul>
R2 3.2	APP	<ul style="list-style-type: none"><li>• Results: Unified PiT and RT statistics tables</li></ul>
R2 3.3	APP	<ul style="list-style-type: none"><li>• Start List: Added HO_RESERVE element</li></ul>
R2 4.0	APP	<ul style="list-style-type: none"><li>• Codes: Added WD code to CC@IRM</li><li>• Statistics: Removed HO_SHOTS, HO_PERC, HO_PERC_A</li></ul>
R2 4.1	APP	<ul style="list-style-type: none"><li>• Participants: Removed E_SHIRT_N elements.</li><li>• List of Teams: Added E_SHIRT, E_SHORTS, E SOCKS, E_GK_SHIRT elements.</li><li>• Start List: Removed HO_SHIRT_COL, HO_SHORTS_COL and HO SOCKS_COL elements.</li></ul>
R2 5.0	APP	<ul style="list-style-type: none"><li>• In all the messages, the paths of the elements have been modified to include the entire route of each one.</li><li>• Results/ RT Results: delete _WEATER and put all that information in the new message for Weather</li><li>• Codes:<ul style="list-style-type: none"><li>▪ Added CC @ActionRole, CC @Country, CC @EntryStatus, CC @PeriodNo, CC @VenueCode and CC @WLT code entities.</li><li>▪ Removed CC @Uniform code entity.</li><li>▪ CC @Action: Removed PC_NS code, modified GRE_C to GRN_C, YEL_C to YLW_C and MIN_IN to INJ.</li><li>▪ CC @BracketItems: QFL code has been removed because there are no quarterfinals.</li><li>▪ CC @Period: Modified FST_HLF to H1 and SCN_HLF to H2.</li><li>▪ CC @ResAction: Removed N_SHT code, added P code, modified S and B descriptions.</li><li>▪ CC @ResultType: Modified RT_POINTS to POINTS and RT_IRM_POINTS to IRM_POINTS.</li><li>▪ CC @Statistics: Removed TEAM code and added CUM, IND_RANKING and TOU codes.</li></ul></li><li>• List of participants :<ul style="list-style-type: none"><li>▪ Modified E_ENTRY /E_IRM value to CC @EntryStatus.</li><li>▪ Added value "S(1)" for E_CAPTAIN code in E_ENTRY type.</li><li>▪ Added E_ENTRY /E_SUBSTITUTE code.</li><li>▪ Modified E_ENTRY /E_CLUB_ORG value to CC @Country.</li></ul></li><li>• List of teams :<ul style="list-style-type: none"><li>▪ Added E_SEED code in E_ENTRY type.</li></ul></li><li>• Start List :</li></ul>



## Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none"><li>▪ Added a table describing the element Competition /Officials /Official /ExtOfficial.</li><li>▪ Added a table describing the element Competition /Start /Competitor /EventUnitEntry, in order to add the E_SHIRT, E_SHORTS and E SOCKS codes.</li><li>▪ Modified value to S(1) for HO_SUSPENDED and HO_CAPTAIN in the Competitor /Composition /Athlete /EventUnitEntry element.</li><li>▪ Modified HO_RESERVE to HO_STARTER in the Competitor /Composition /Athlete /EventUnitEntry element.</li><li>• Event Unit Results:<ul style="list-style-type: none"><li>▪ Modified HomeScore and AwayScore comments and added HomePeriodScore and AwayPeriodScore attributes.</li><li>▪ Added UnitAction /Competitor /Composition /Athlete element.</li><li>▪ Modified WLT value to CC @WLT.</li><li>▪ Added HO_ROLE code in Competition /UnitActions /UnitAction /ExtendedAction element.</li><li>▪ Merge Competition / Result /Competitor/ Stats /Stat and Competition /Result /Competitor /Composition /Athlete /Stats /Stat data.</li><li>▪ Moved HO_PERC from Code to ExtendedStat Code. It will be used only for HO_TOTAL code.</li><li>▪ Moved HO_STARTER and HO_SUSPENDED to Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element</li><li>▪ Modified CC @ResActions to CC @ResAction in Competition /UnitActions /UnitAction /ExtendedAction element.</li></ul></li><li>• Pool Standings/ Event Final Ranking :<ul style="list-style-type: none"><li>▪ Changed the value of the attribute Rank from Numeric to Text.</li><li>▪ Added the attributes RankEqual and WLT.</li><li>▪ 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</li></ul></li><li>• Event Final Ranking:<ul style="list-style-type: none"><li>▪ Changed the value of the attribute Rank from Numeric to Text.</li><li>▪ Added the attributes RankEqual and WLT.</li></ul></li><li>• Statistics:<ul style="list-style-type: none"><li>▪ Removed TEAM_RANKING in the possible header values.</li><li>▪ In Stats /Competitor /Composition /Athlete element, "Uniform number" has been replaced by "Shirt number".</li><li>▪ Moved HO_PERC from Code to ExtendedStat Code. It will be used only for HO_TOTAL code.</li><li>▪ Modified HO_STARTING to HO_STARTER.</li><li>▪ 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</li></ul></li><li>• Brackets: References to quarterfinals have been removed and replaced by classifications.</li><li>• Discipline configuration :<ul style="list-style-type: none"><li>▪ Modified CFG_HO to EC_HO type in Competition /Configs /Config /ExtendedConfig element.</li><li>▪ Modified HO_VENUE_CAPACITY to HO_VENUE in Competition /Configs /Config /ExtendedConfig element.</li><li>▪ Removed EC_HO /HO_SEASON code as it is not used.</li></ul></li><li>• RT Event Unit Results:<ul style="list-style-type: none"><li>▪ Modified HomeScore and AwayScore comments.</li><li>▪ Modified HomeAwayScore to AwayPeriodScore (this was wrong).</li><li>▪ Added UnitAction /Competitor /Composition /Athlete element.</li><li>▪ Modified WLT value to CC @WLT.</li><li>▪ Added HO_ROLE code in Competition /UnitActions /UnitAction /ExtendedAction element.</li><li>▪ Moved HO_PERC from Code to ExtendedStat Code. It will be used only for HO_TOTAL code.</li><li>▪ Moved HO_STARTER and HO_SUSPENDED to Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.</li></ul></li></ul>



## Change Log

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Version	Status	Changes on version
		<ul style="list-style-type: none"><li>▪ Modified CC @ResActions to CC @ResAction in Competition /UnitActions /UnitAction /ExtendedAction element.</li><li>• IR003:<ul style="list-style-type: none"><li>▪ Add elements required for equalled ranks.</li></ul></li><li>• IR008:<ul style="list-style-type: none"><li>▪ 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.</li></ul></li><li>• IR022: Changes after the WNPA meeting:<ul style="list-style-type: none"><li>▪ Change the triggers and frequency as the revision of WNPA meeting</li><li>▪ Codes: add a format column to Section 3 of the Data Dictionaries</li></ul></li><li>• CR1461:DT_RT_CLOCK message has been added.</li></ul>

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## Change Log

Version	Status	Changes on version
R2 5.1	APP	<ul style="list-style-type: none"><li>All percentage values have been changed from N(2) to N(3) as the value could be 100.</li><li>All ST_HO /HO_TOTAL descriptions have been updated to be consistent.</li><li>Codes:<ul style="list-style-type: none"><li>CC@Action SHT_PS renamed to Shot Penalty Stroke</li><li>CC @Period PSH renamed to Penalty Shoot-Out</li></ul></li><li>List of teams &amp; Start List: E_SHORTS description has been updated because women wear skorts instead of shorts.</li><li>Start List: Start /Competitor /Composition /Athlete @Order comment has been updated.</li><li>Pool Standings:<ul style="list-style-type: none"><li>Rank comment changed due to IF request.</li><li>Description for ER_HO /HO_OPPONENT Pos has been updated.</li></ul></li><li>Statistics table:<ul style="list-style-type: none"><li>Description for DocumentSubtype CUM has been updated.</li><li>Comments have been updated for Stats /Competitor /Composition /Athlete element.</li></ul></li><li>RT Event Unit Results: Comments about ResultStatus have been updated.</li></ul>
R2 6.0	APP	<ul style="list-style-type: none"><li>CR4622:<ul style="list-style-type: none"><li>All references to Home and Away have been replaced by "First named" and "Second named".</li><li>The abbreviation "PSC - Penalty Stroke Competition" has been replaced with "SOC – Shoot-Out Competition".</li><li>All references to skorts have been changed to skirts as it is considered that a skort is a form of skirt.</li></ul></li><li>Codes: T for Tie has been added in CC @WLT.</li><li>Event Unit Results: a trigger has been rephrased.</li><li>Pool Standings / Event Final Ranking: RankEqual comment has been updated.</li><li>Discipline configuration: HO_CAPACITY code has been moved from HO_NUMBER_EVENTS to HO_VENUE.</li></ul>
R2 7.0	APP	<ul style="list-style-type: none"><li>CR5076:<ul style="list-style-type: none"><li>Section for DT_PDF messages has been added with a sub-section for Header Values in special cases.</li></ul></li><li>Event Unit Results:<ul style="list-style-type: none"><li>A value has been added to UAC_HO code, to be consistent with RT Event Unit Results message.</li><li>ST_HO / HO_PERC code has been changed to ST_HO / HO_TOTAL / HO_PERC to be consistent with RT Event Unit Results.</li></ul></li><li>Pool standings:<ul style="list-style-type: none"><li>ER_HO /HO_GAMES /HO_CP code has been added for classification points.</li></ul></li><li>Statistics table:<ul style="list-style-type: none"><li>Attribute "Sort" has been changed to "Order" for Stats /Competitor and Stats /Competitor /Composition /Athlete in order to follow ODF Sport Messages Interface document.</li><li>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.</li></ul></li><li>RT Event Unit Results:<ul style="list-style-type: none"><li>EA_HO /HO_ACTION code has been removed as it is not used anymore (the actions are sent in UnitAction).</li></ul></li></ul>
R2 8.0	APP	<ul style="list-style-type: none"><li>IR101: DT_SERIAL message added in the PiT messages.</li><li>Codes:<ul style="list-style-type: none"><li>Comment "0 only for RT" has been removed from CC @PeriodNo.</li><li>TEAM_RANKING code has been added to CC @Statistics.</li></ul></li><li>Pool Standings:<ul style="list-style-type: none"><li>WLT attribute has been removed from Result element as it is not relevant.</li></ul></li></ul>



## Change Log

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Version	Status	Changes on version
		<ul style="list-style-type: none"><li>• Event Unit Results:<ul style="list-style-type: none"><li>▪ Statistics table has been split into two tables: Competition /Result /Competitor /Stats /Stat and Competition /Result /Competitor /Composition /Athlete /Stats /Stat.</li></ul></li><li>• Event Unit Results &amp; RT Event Unit Results:<ul style="list-style-type: none"><li>▪ HO_BP, HO_ACP, HO_VTR and HO_NSUB codes have been added to Competition /Result /Competitor /Stats /Stat element.</li></ul></li><li>• Statistics table:<ul style="list-style-type: none"><li>▪ HO_GOALS and HO_PERC ExtendedStat codes have been removed from Competitor /Stats /StatItems /StatItem element.</li><li>▪ HO_VTR and HO_NSUB codes have been added to Competition /Stats /StatItems /StatItem element.</li><li>▪ HO_GOALS and HO_RANK ExtendedStat codes have been removed from Competition /Stats /Competitor /StatItems /StatItem element.</li><li>▪ HO_SHOTS ExtendedStat code has been removed from Competition /Stats /Competitor /Composition /Athlete /StatItems /StatItem element.</li><li>▪ ST_HO /HO_CARDS code has been added to Competition /Stats /Competitor /Composition /Athlete /StatItems /StatItem element.</li><li>▪ 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 /StatItems /StatItem element.</li></ul></li></ul>

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## Change Log

Version	Status	Changes on version
R2 9.0	APP	<ul style="list-style-type: none"><li>• CR7171:<ul style="list-style-type: none"><li>▪ Codes: SHT_SO code has been added for Shot Shoot-out.</li></ul></li><li>• Event Unit Results &amp; RT Event Unit Results:<ul style="list-style-type: none"><li>▪ EA_HO /HO_ROLE code has been removed as this data is already sent in <i>UnitAction /Competitor /Composition /Athlete @Role</i>.</li></ul></li><li>• Statistics table:<ul style="list-style-type: none"><li>▪ Some missing codes have been added in <i>Competition /Stats /Competitor /StatsItems /StatsItem</i> element for goalkeepers.</li></ul></li><li>• Pool Standings:<ul style="list-style-type: none"><li>▪ WLT attribute has been removed from Result element as it is not relevant.</li></ul></li></ul>
R2 9.1	APP	<ul style="list-style-type: none"><li>• Codes:<ul style="list-style-type: none"><li>▪ Descriptions have been changed in CC @Desc: 0 has been changed to "Loser", and 1 to "Winner" (#69045).</li></ul></li><li>• Start List:<ul style="list-style-type: none"><li>▪ EUE_HO /E_GK_SHIRT code has been added as it was missing (#41315).</li></ul></li><li>• Pool standings:<ul style="list-style-type: none"><li>▪ Triggers: Intermediate has been changed to Interim (#68792)</li></ul></li><li>• Statistics table:<ul style="list-style-type: none"><li>▪ HO_SAVED and HO_SHOTS ExtendedStatCode have been added in <i>Competition /Stats /Competitor /StatsItems /StatsItem</i> element (#66030).</li><li>▪ HO_TOTAL_GK, HO_FG_GK, HO_PC_GK and HO_PS_GK codes have been added with the ExtendedStatCodes HO_SAVED and HO_SHOTS in <i>Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</i> element.</li></ul></li></ul>
R2 10.0	APP	<ul style="list-style-type: none"><li>• CR8924:<ul style="list-style-type: none"><li>▪ Codes: "NS – Penalty Corner No Shot" has been added to CC @Action code entity.</li></ul></li><li>• CR9791:<ul style="list-style-type: none"><li>▪ Codes: "F - Fault" has been added to CC @ResAction code entity.</li></ul></li><li>• Codes &amp; Start List:<ul style="list-style-type: none"><li>▪ The CC @Function has been updated to specify which functions should be sent in the Start List (#74536).</li></ul></li><li>• List of participants:<ul style="list-style-type: none"><li>▪ E_CLUB_NAME and E_CLUB_CITY values have been changed to S(25) instead of S(n) (#74567).</li></ul></li><li>• Event Unit Results:<ul style="list-style-type: none"><li>▪ Result @WLT attribute has been added (#73848).</li></ul></li><li>• Statistics table:<ul style="list-style-type: none"><li>▪ The text "goals conceded" has been changed to "shots at goal" (#66030).</li></ul></li></ul>



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