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Olympic Data Feed

ODF Table Tennis Data Dictionary

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1 Introduction

1.1 This document

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

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



3 Codes

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

CC @CodeEntity

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

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

| Code Entity | Code Entity Set of Values | |
|----------------------------|---|---|
| CC @BracketItemsCode | Code | Description |
| | FNL | Final (for singles and team events) |
| | QFL | Quarterfinal (for singles and team events) |
| | QLF | Preliminary Round (for singles) |
| | RND_1 | First Round (for singles) or Round 1 (for team events) |
| | RND_2 | Second Round (for singles) |
| | RND_3 | Third Round (for singles) |
| | RND_4 | Fourth Round (for singles) |
| | SFL | Semi-final (for singles and team events) |
| CC @Code (for brackets) | Code | Description |
| | FNL | Current Phase in the competition |
| CC @CompetitorPlace | Code | Description |
| | BYE | There is no competitor, the other athlete passes directly to the next round |
| | UNK | The competitor is not known yet |
| CC @Desc | Code | Description |
| | 1 | Winner |
| | 2 | Loser |
| CC @Function | Defined in ODF Common Codes Document | |
| | See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code | |
| CC @Game | Code | Description |
| | G1 | Game number 1 (for singles) |
| | ... | ... |
| | Gn | Game number n (for singles) |
| CC @Grip | Code | Description |
| | P | Penholder |
| | S | Shakehand |
| CC @Hand | Code | Description |



| | | |
|--------------------|-------------|----------------------------------|
| | L | Left |
| | R | Right |
| CC @Margin | Code | Description |
| | 1 | 4:0 (for singles) |
| | 2 | 4:1 (for singles) |
| | 3 | 4:2 (for singles) |
| | 4 | 4:3 (for singles) |
| | 5 | 3:0 (for team events) |
| | 6 | 3:1 (for team events) |
| | 7 | 3:2 (for team events) |
| | 8 | IRM (for singles or team events) |
| CC @IRM | Code | Description |
| | DSQ | Disqualified |
| | RET | Retired |
| | VA | Withdrawal |
| | WO | Walkover |
| CC @Match | Code | Description |
| | M1 | Match number 1 (for team events) |
| | ... | ... |
| | Mn | Match number n (for team events) |
| CC @PntMrgin | Code | Description |
| | 1 | 11 |
| | 2 | 10 |
| | 3 | 9 |
| | 4 | 8 |
| | 5 | 7 |
| | 6 | 6 |
| | 7 | 5 |
| | 8 | 4 |
| | 9 | 3 |
| | 10 | 2 |
| | 11 | IRM |
| CC @QualifyingType | Code | Description |
| | CQ | Continental Qualification |
| | HST | Host Country Place |
| | Qq | Qualified by Team Quota |
| | QR | World Ranking |
| | Qs | Qualified by Singles |
| | TPC | Tripartite Commission Place |
| | WQE | Final World Qualification Event |
| CC @Statistics | Code | Description |
| | ANALYSIS | Match Analysis statistics |
| | CUM | Cumulative statistics |
| | TOU | Tournament statistics |
| CC @Status | Code | Description |
| | E | Completed |
| | IP | In progress |



| | | |
|--|----|-----------|
| | SU | Suspended |
|--|----|-----------|



4 Table Tennis 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 Table Tennis, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

| Message Type | Message name | Message documented | Message used in this sport | Message extended in this document |
|-------------------------|---|--------------------|----------------------------|-----------------------------------|
| DT_SCHEDULE | Competition schedule | Central | X | |
| DT_SCHEDULE_UPDATE | Competition schedule update | Central | X | |
| DT_PARTIC | List of participants by discipline | Central | X | X |
| DT_PARTIC_UPDATE | List of participants by discipline update | Central | X | X |
| DT_PARTIC_TEAMS | List of teams | Central | X | X |
| DT_PARTIC_TEAMS_UPDATE | List of teams update | Central | X | X |
| DT_PARTIC_HORSES | List of equestrian horses | Central | | |
| DT_PARTIC_HORSES_UPDATE | List of equestrian 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_MEDALLISTS_DISCIPLINE | Medallists by discipline | Sports | X | |
| DT_START_LIST | Start List | Sports | X | X |
| DT_RESULT | Event Unit Results | Sports | X | X |
| DT_PHASE_RESULT | Phase Results | Sports | | |
| DT_CUMULATIVE_RESULT | Cumulative Results | Sports | | |
| DT_POOL_STANDING | Pool Standings of group in a team competition | Sports | | |
| 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_RECORD | Records | Sports | | |
| DT_COMMUNICATION | Official Communication | Sports | X | |
| DT_BRACKETS | Brackets | Sports | X | X |
| DT_GM | Discipline/venue good morning | Sports | X | X |
| DT_GN | Discipline/venue good night | Sports | X | X |
| DT_FED_RANKING | Federation Ranking | Sports | | |
| DT_CONFIG | Discipline Configuration | Sports | X | X |
| DT_WEATHER | Event Unit Weather conditions | Sports | | |
| DT_SERIAL | List of Current PiT Serial | Sports | X | |



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 (athletes and officials) by discipline (and the update) as described in the ODF Central Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.1.3 Trigger and Frequency

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

5.1.1.4 Message Structure

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

- RegisteredEvent
- EventEntry

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

5.1.1.5 Message Values

The following table lists the “List of participants by discipline/update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Table Tennis, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|--------------------------|-----------|-----|----------|--|
| Competition /Participant | BirthDate | O | YYYYMMDD | Date of birth. It will be included if available |

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

| Element: EventEntry | | | | |
|---------------------|----------|--|-----------------------|---------------------------------------|
| Type | Code | | Value | Description |
| E_ENTRY | E_Q_TYPE | | CC @QualifyingType | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Means of qualification |
| | E_RANK | | S(3) | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Player's world ranking |
| | E_SEED | | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Seed number |



| | | | | |
|--|--------|--|----------|----------------------------------|
| | E_HAND | | CC @Hand | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Value: Handedness |

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

| Type /Code | Description | Expected |
|-------------------|--|--|
| E_ENTRY /E_Q_TYPE | Means of qualification: CQ, HST, Qq, QR, Qs, TPC or WQE. | If applies. Send for Individual and Team events |
| E_ENTRY /E_RANK | Player's world ranking | If applies. Send for Individual and Team events |
| E_ENTRY /E_SEED | Seed number | If applies. Send for Individual events |
| E_ENTRY /E_HAND | Handedness. R for Right or L for Left | If applies. Send for Individual and Team events |

5.1.1.6 Message sort

Please, follow the general definition.



5.1.2 List of teams/ List of teams update

5.1.2.1 Description

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

5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.2.3 Trigger and Frequency

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

5.1.2.4 Message Structure

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

- Composition 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 teams/List of teams update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Table Tennis, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---|-----------|-----|------------------------------|---|
| Competition /Team /Composition /Athlete | Code | M | S(20) with no leading zeroes | Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition. You should be able to find further information about the team member in the list of athletes' message according to its @Code. |
| | Order | O | Numeric | Team member order |

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

| Element: EventEntry | | | | |
|---------------------|--------|-----|------------|-----------------------------------|
| Type | Code | Pos | Value | Description |
| E_ENTRY | E_SEED | | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Seed number |

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



| Type /Code | Description | Expected |
|--------------------|--------------------|---|
| E_ENTRY /E_SEED | Team's seed number | If applies (this information can be sent in the update message) |

5.1.2.6 Message sort

Please, follow the general definition.



5.1.3 Start List

5.1.3.1 Description

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

5.1.3.2 Header Values

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

5.1.3.3 Trigger and Frequency

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

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 Table Tennis are:

- UnitInfos and its child element UnitDateTime and UnitInfo
- UnitInfo /Extensions
- Officials and its child element Official

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 Table Tennis, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------------------|-----------|-----|------------------------------|---|
| Officials /Official | Code | M | S(20) with no leading zeroes | Official ID for the official code |
| | Function | M | CC @Function | Official's function particularized for the event unit |
| | Order | M | Numeric | According to the sport rules |
| Start | SortOrder | M | Numeric | According to the sport rules |

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

| Element: Competition /UnitInfos /UnitInfo | | | | | |
|---|----------|----------------|-----------|-----------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| UI_TT | TT_MATCH | | N(1) 0 | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos : Send the match number |
| | | | | | For @Value: Send the match number (equal to @Pos) |
| | TT_TABLE | | | N(2) | For @Type: Send proposed type |



| | | | | | |
|--|--|---------|-----------|--|---|
| | | | | 90 | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send table number |
| | | TT_TYPE | | CC @MatchType | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send S for singles match and D for doubles match in the team match |
| | | TT_HOME | N(1) 0 | S(20) with no leading zeroes or TBD or BYE | For @Type: Send proposed UnitInfo code |
| | | | | | For @Code: Send proposed extension code |
| | | | | | For @Pos : Send 1 in case of single matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 1) |
| | | | | | For @Value: Send the player identifier for each player (for the team with team order 1) at the match in the team match if known or TBD (for To Be Defined) or BYE (if no player) |
| | | TT_AWAY | N(1) 0 | S(20) with no leading zeroes or TBD or BYE | For @Type: Send proposed UnitInfo code |
| | | | | | For @Code: Send proposed extension code |
| | | | | | For @Pos : Send 1 in case of single matches in the team match. Send 1..2 for doubles matches in the team match (one for each team player at the match for the team with team order 2) |
| | | | | | For @Value: Send the player identifier for each player (for the team with team order 2) at the match in the team match (if known) or TBD (for To Be Defined) or BYE (if no player) |

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

| Type /Code | Extension Code | Description | Expected |
|--------------------|----------------|--|------------------------------------|
| UI_TT /TT_MATCH | | Match number in the team match | Just for team events |
| | TT_TABLE | Table number for one specific event unit | For individual and team events |
| | TT_TYPE | Send S for singles match and D for doubles match in the team match | Just for team events |
| | TT_HOME | Players at the match for the team with team order 1 | Just for team events, if available |



| | | | |
|--|---------|---|------------------------------------|
| | TT_AWAY | Players at the match for the team with team order 2 | Just for team events, if available |
|--|---------|---|------------------------------------|

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

| Element: Start /Competitor /Composition /Athlete /EventUnitEntry | | | | |
|--|---------|-----|--------------------|---|
| Type | Code | Pos | Value | Description |
| EUE_TT | TT_TS | | S(1) | For @Type: Send proposed type |
| | | | A, B, C, X, Y or Z | For @Code: Send proposed code |
| | | | | For @Pos : Do not send anything |
| | | | | For @Value: Team sequence for each team player |
| | TT_GRIP | | CC @Grip | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Grip of the player |

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

| Type /Code | Description | Expected |
|---------------|--|------------------------------------|
| EUE_TT /TT_TS | <p>Team sequence for each player in the match.</p> <p>For the first two singles matches within the team match:</p> <ul style="list-style-type: none"> - the team with team order 1 uses team sequence A and B in matches 1 and 2 respectively - the team with team order 2 uses team sequence X and Y <p>For the doubles match within the team match, for each pair in the match:</p> <ul style="list-style-type: none"> - for the known player in the pair: the team with team order 1 uses team sequence C and the team with team order 2 uses team sequence Z - for the second player in the pair: the team with team order 1 uses team sequence A or B respectively and the team with team order 2 uses team sequence X or Y <p>For the fourth match in the team match:</p> <ul style="list-style-type: none"> - for team order 1: before the team match – blank, after teams have indicated the doubles paring: A or B - for team order 2: Z <p>For the fifth match in the team match:</p> <ul style="list-style-type: none"> - for team order 1: C - for team order 2: before the team match – blank, after teams have indicated the doubles | Just for team events, if available |



| | | |
|-----------------|-----------------------------|-----------------------------|
| | paring: X or Y | |
| EUE_TT /TT_GRIP | Send the grip of the player | For singles or team members |

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

Individual events:

OFFICIAL: After each individual match

Team events:

INTERMEDIATE: After each individual match

OFFICIAL: After last individual match

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 Table Tennis are:

- UnitInfos and its child element UnitDateTime (following the general rules for this element)
- Periods and its child element Period
- Period /ExtendedPeriods and its child element ExtendedPeriod
- Result /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
- Competitor /Stats and its child element Stat
- Competitor /Composition /Athlete /Stats and its child element Stat

5.1.4.5 Message Values

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

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

| Element: Competition /UnitInfos /UnitInfo | | | | | |
|---|-------------|----------------|-----|-----------------------|------------------------------------|
| Type | Code | Extension Code | Pos | Value | Description |
| UI_TT | TT_DURATION | | | MM 90 (singles) | For @Type: Send proposed type |
| | | | | or | For @Code: Send proposed code |
| | | | | HH:MM | For @Pos : Do not send anything |
| | | | | 90:00 | For @Value: |



| Element: Competition /UnitInfos /UnitInfo | | | | | |
|---|-----------------|----------------|-----|---------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | (team events) | In case of singles, match duration. In case of team events, team match duration. |
| | TT_STATUS | | | CC @Status | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send IP for matches in progress, SU for matches suspended and E for matches completed |
| | TT_LONGST_RALLY | | | N(2) 90 | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the longest rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events) |
| | TT_AVG_RALLY | | | N(2) 90 | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the average rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events) |

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

| Type /Code | Extension Code | Description | Expected |
|---------------------------|----------------|--|---|
| UI_TT /TT_DURATION | | Send the match duration in minutes (for singles) or the team match duration in hours and minutes (for team events). | For singles and team events. It will not be sent for DSQ before the match or WO. |
| UI_TT /TT_STATUS | | Send IP for matches in progress, SU for matches suspended and E for matches completed | Just for singles. |
| UI_TT /TT_LONGST_RALLY | | Send the longest rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events) | For singles or team events. |
| UI_TT /TT_AVG_RALLY | | Send the average rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events) | For singles or team events. |



Send UnitDateTime.

The following table describes in more detail the Period element in the case of Table Tennis.

| Element | Attribute | M/O | Value | Comments |
|------------------------------|-----------------|-----|---------------------------------------|---|
| Competition /Periods /Period | Code | M | CC @Game or CC @Match | Game number in case of singles. Match number in case of team events. |
| | HomeScore | M | N(2) 90 | For singles: cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match or For team events: cumulative matches won by team with team order 1 at the match (match number at the Period Code: M1..Mn) in the team match. |
| | AwayScore | M | N(2) 90 | For singles: cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match or For team events: cumulative matches won by team with team order 2 at the match (match number at the Period Code: M1..Mn) in the team match |
| | HomePeriodScore | O | N(2) 90 | For singles: points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match or For team events: games won by team with team order 1 just for this match (match number at the Period Code: M1..Mn) in the team match |
| | AwayPeriodScore | O | N(2) 90 | For singles: points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match or For team events: games won by team with team order 2 just for this match (match number at the Period Code: M1..Mn) in the team match |
| | Duration | O | MM 90 | For singles: Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match or For team events: Duration (minutes) of the match (match number at the Period Code: M1..Mn) in the team match |

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

| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod | | | | |
|--|-----------|-----|------------|----------------------------------|
| Type | Code | Pos | Value | Description |
| EP_TT | TT_STATUS | | CC @Status | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: |



| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod | | | | |
|--|---------------|-----|-----------|--|
| Type | Code | Pos | Value | Description |
| | | | | Do not send anything |
| | | | | For @Value: Send E for completed matches, IP for matches in progress and SU for suspended matches (for team events) |
| | TT_HOME_GAMES | | 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 won by the team with team order 1 at the corresponding match |
| | TT_AWAY_GAMES | | 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 won by the team with team order 2 at the corresponding match |
| | TT_HOME_IRM | | CC @IRM | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Send the invalid result mark of the team with team order 1 at the corresponding match |
| | TT_AWAY_IRM | | CC @IRM | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Send the invalid result mark of the team with team order 2 at the corresponding match |
| | TT_HOME_WLT | | CC @WLT | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: The code whether the team with team order 1 won (W) or lost (L) the corresponding match |
| | TT_AWAY_WLT | | CC @WLT | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Do not send anything |



| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod | | | | |
|--|-----------------|-----------|------------|---|
| Type | Code | Pos | Value | Description |
| | | | | For @Value: The code whether the team with team order 2 won (W) or lost (L) the corresponding match |
| | TT_HOME_PTS_G | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send the game number |
| | | | | For @Value: Send the points won by the team with team order 1 at the game for the corresponding match in the team match. |
| | TT_AWAY_PTS_G | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send the game number |
| | | | | For @Value: Send the points won by the team with team order 2 at the game for the corresponding match in the team match. |
| | TT_DURATION_G | N(1) 0 | MM 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send the game number |
| | | | | For @Value: Send the duration of the game for the corresponding match in the team match. |
| | TT_LONGST_RALLY | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send the game number in case of totals of this game for the corresponding match in the team match, 0 otherwise |
| | | | | For @Value: Send the longest rally (number of strokes) for the corresponding game (in case of singles) or for the corresponding match (in case of team events) or for the game number @Pos for the corresponding match in the team match |
| | TT_AVG_RALLY | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send the game number in case of totals of this game for the corresponding match in the team match, 0 otherwise |
| | | | | For @Value: Send the average rally (number of strokes) for the corresponding game (in case of singles) or for the corresponding match (in case of team events) or for the |



| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod | | | | |
|--|------|-----|-------|--|
| Type | Code | Pos | Value | Description |
| | | | | game number @Pos for the corresponding match in the team match |

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

| Type /Code | Description | Expected |
|------------------------|---|----------------------------------|
| EP_TT /TT_STATUS | Send E for completed matches and IP for matches in progress | Just for team events |
| EP_TT /TT_HOME_GAMES | Send the number of games won by the team with team order 1 at the corresponding match (match number at the Period Code: M1..Mn) | Just for team events |
| EP_TT /TT_AWAY_GAMES | Send the number of games won by the team with team order 2 at the corresponding match (match number at the Period Code: M1..Mn) | Just for team events |
| EP_TT /TT_HOME_IRM | Send the invalid result mark of the team with team order 1 at the corresponding match | If applies, just for team events |
| EP_TT /TT_AWAY_IRM | Send the invalid result mark of the team with team order 2 at the corresponding match | If applies, just for team events |
| EP_TT /TT_HOME_WLT | The code whether the team with team order 1 won (W) or lost (L) the corresponding match | Just for team events |
| EP_TT /TT_AWAY_WLT | The code whether the team with team order 2 won (W) or lost (L) the corresponding match | Just for team events |
| EP_TT /TT_HOME_PTS_G | Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match. | Just for team events |
| EP_TT /TT_AWAY_PTS_G | Send the points won for the team with team order 2 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match. | Just for team events |
| EP_TT /TT_DURATION_G | Send the duration of the game for the corresponding match in the team match. | Just for team events |
| EP_TT /TT_LONGST_RALLY | Send the longest rally (number of strokes) for the corresponding game (in case of singles) or for the corresponding match (in case of team events) | For singles or team events |
| EP_TT /TT_AVG_RALLY | Send the average rally (number of strokes) for the corresponding game (in case of singles) or for the corresponding match (in case of team events) | For singles or team events |

The following table describes in more detail the Result element in the case of Table Tennis.

| Element | Attribute | M/O | Value | Comments |
|---------|------------|-----|----------------|---|
| Result | ResultType | M | CC @ResultType | Result type, either IRM or POINTS or IRM_POINTS |
| | Result | O | N(2) 90 | Games won in the match for singles. If the opponent did not play –DSQ before the match or W/O–, it will not be sent. If the opponent retires (RET) or is disqualified (DSQ) after the match was started, it will be 4 for the winner. or Matches won in the team match for team events. It will not be sent if the team opponent did not play (DSQ before the match or WO). If the opponent retires (RET) or is |



| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|------------|---|
| | | | | disqualified (DSQ) after the team match was started, it will be 3 for the winner. |
| | IRM | O | CC @IRM | Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS |
| | WLT | O | S(1) | The code whether a competitor won (W) or lost (L) or tied (T) |
| | SortOrder | M | N(2) 90 | According to the sport rules. |

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

| Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | | |
|--|--------------------|----------------|------------|------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| ER_TT | TT_IRM | | | CC @IRM | For @Type: Send proposed code |
| | | | | | For @Code: Send proposed extension code |
| | | | | | For @ Pos: Do not send anything |
| | | | | | For @Value: Send invalid result mark, in case it is assigned to a team member. |
| | CC @Game | | N(2) 90 | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send the service indicator number, for each service change. From 0 (at the start of the game) to n. |
| | | | | | For @Value: Send the cumulative points for each service change at this game |
| | | TT_SERVE | | S(1) | For @Type: Send proposed extended type |
| | | | | | For @Code: Send proposed extension code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y if the player serves at this point in time |
| | CC @Match_CC @Game | | N(2) 90 | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send the service indicator number, for each service change. From 0 (at the start of the game) to n. |



| Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | | |
|--|------|----------------|-----|-------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | | For @Value: Send the cumulative points for each service change at this game and match |
| | | TT_SERVE | | S(1) | For @Type: Send proposed extended type |
| | | | | | For @Code: Send proposed extension code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y if the player serves at this point in time |

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

| Type /Code | Extension Code | Description | Expected |
|-------------------------|----------------|---|-----------------|
| ER_TT /TT_IRM | | Invalid result mark for a team member. | If applies |
| ER_TT /CC @Game | | Send the cumulative points for each service change at this game. @Pos number 0 should be for the start of the game, that is, when the score is 0:0. Service change is every 2 points. After 10:10 tie, service change is every point. | For singles |
| | TT_SERVE | Send Y if the player serves at this point in time | For singles |
| ER_TT /CC@Match_CC@Game | | Send the cumulative points for each service change at this game and match of the team match (for example, code M1_G1 for the game 1 of the match 1 of the team match) @Pos number 0 should be for the start of the game, that is, when the score is 0:0. Service change is every 2 points. After 10:10 tie, service change is every point. | For team events |
| | TT_SERVE | Send Y if the team serves at this point in time | For team events |

The following table describes in more detail the Competition /Result /Competitor /Stats /Stat element.

| Element: Competition /Result /Competitor /Stats /Stat | | | | | |
|--|------|----------------|-----|-------|-------------|
| Type | Code | Extension Code | Pos | Value | Description |



| Element: Competition /Result /Competitor /Stats /Stat | | | | | |
|--|-----------------|----------------|-----------|------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| ST_TT | TT_RES | | N(1) 0 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: 0 in case of points for at the whole team match (all the matches) or Match number in the team match in case of points for at each match in the team match |
| | | | | | For @Value: Do not send anything |
| | TT_WON | | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |
| | | | | | For @Value: Points won by the team for the whole team match or for each match in the team match |
| | TT_MATCHES | | N(1) 0 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: 0 in case of totals at the whole team match (all the matches) or Match number in the team match in case of totals at each match in the team match |
| | | | | | For @Value: Do not send anything |
| | TT_BIGGEST_LEAD | | N(1) 0 | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send the game number for each game at each match. |
| | | | | | For @Value: Biggest lead by the team for each game at each match. If team never had the lead, use "-" |
| | TT_PTS_WON_SRV | | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |



| Element: Competition /Result /Competitor /Stats /Stat | | | | | |
|--|------|-----------------|-----------|------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | | For @Value: Send the points won on own serve by the team for each match or for the whole team match |
| | | TT_PTS_LOST_SRV | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |
| | | | | | For @Value: Send the points lost on own serve by the team for each match or for the whole team match |
| | | TT_MST_CONS_PW | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |
| | | | | | For @Value: Send the most consecutive points won by the team for each match or for the whole team match |
| | | TT_GTST_DEF_OVC | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |
| | | | | | For @Value: Send the greatest deficit overcome by the team for each match or for the whole team match |

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

| Type /Code | Extension Code | Description | Expected |
|-------------------|-----------------|--|----------------------|
| ST_TT /TT_RES | | Points information | Just for team events |
| | TT_WON | Points won by the team for the whole team match or for each match in the team match or for each game in each match | Just for team events |
| ST_TT /TT_MATCHES | | Matches information | Just for team events |
| | TT_BIGGEST_LEAD | Biggest lead by the team for each game in each match | Just for team events |



| | | | |
|--|-----------------|--|----------------------|
| | | If team never had the lead, use "-" | |
| | TT_PST_WON_SRV | Send the points won on own serve by the team for the whole team match or for each match in the team match or for each game in each match | Just for team events |
| | TT_PST_LOST_SRV | Send the points lost on own serve by the team for the whole team match or for each match in the team match or for each game in each match | Just for team events |
| | TT_MST_CONS_PW | Send the most consecutive points won by the team for the whole team match or for each match in the team match or for each game in each match | Just for team events |
| | TT_GTST_DEF_OVC | Send the greatest deficit overcome by the team for the whole team match or for each match in the team match or for each game in each match | Just for team events |

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /Stats /Stat element.

| Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat | | | | | |
|--|----------|----------------|-----------|------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| ST_TT | TT_RES | | N(1) 0 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: 0 in case of points for the match in case of singles. Game number in the match in case of points for the game in the match in case of singles. |
| | | | | | For @Value: Do not send anything |
| | TT_WON | | | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extended code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Points won by the single athlete for each game in the match or for the whole match |
| | TT_GAMES | | N(1) 0 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: 0 in case of the whole match (all the games). Game number in case of each game in the match. |



| Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat | | | | | |
|--|------|-----------------|-----|------------|---|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | | For @Value: Do not send anything |
| | | TT_BIGGEST_LEAD | | S(1) | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Biggest lead by the single athlete for each game in the match If player never had the lead, use "-" |
| | | TT_PTS_WON_SRV | | N(2) 90 | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of points won on own serve by the single athlete for each game in the match or for the whole match |
| | | TT_PTS_LOST_SRV | | N(2) 90 | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match |
| | | TT_MST_CONS_PW | | N(2) 90 | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the most consecutive points won by the single athlete for each game in the match or for the whole match |
| | | TT_GTST_DEF_OVC | | N(2) 90 | For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match |



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

| Type /Code | Extension Code | Description | Expected |
|-----------------|-----------------|---|--|
| ST_TT /TT_RES | | Points information | For singles. It will not be sent if the competitor did not play (DSQ before the match or WO). |
| | TT_WON | Points won by the single athlete for each game in the match or for the whole match | For singles. |
| ST_TT /TT_GAMES | | Games information | Just for singles |
| | TT_BIGGEST_LEAD | Biggest lead by the single athlete for each game in the match If player never had the lead, use "-" | Just for singles |
| | TT_PTS_WON_SRV | Send the number of points won on own serve by the single athlete for each game in the match or for the whole match | Just for singles |
| | TT_PTS_LOST_SRV | Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match | Just for singles |
| | TT_MST_CONS_PW | Send the most consecutive points won by the single athlete for each game in the match or for the whole match | Just for singles |
| | TT_GTST_DEF_OVC | Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match | Just for singles |



5.1.5 Statistics table

5.1.5.1 Description

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

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).

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

- ANALYSIS: Match/Team Match Analysis statistics by phase.
- CUM: For cumulative statistics for team members (team events) or athletes (single events).
- TOU: For Tournament statistics.

The DocumentSubcode with the Organisation will be informed in case of cumulative statistics.

The DocumentSubcode with the day (in case of daily statistics) will be informed for some tournament statistics.

5.1.5.3 Trigger and Frequency

- CUM, TOU: send after each match.
- ANALYSIS: send after the second and fourth Quarterfinals matches and last Semifinals match

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 Table Tennis are:

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

5.1.5.5 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 Table Tennis, 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 |

The following table describes in more detail the Competition /Stats /StatsItems /StatsItem (information sent at the messages with TOU at the DocumentSubtype header attribute and not DocumentSubcode informed)

| Element: Competition /Stats /StatsItems /StatsItem | | | | | |
|--|------|-------------------|-----|-------|-------------|
| Type | Code | ExtendedStat Code | Pos | Value | Description |



| | | | | | |
|-------|----------------|-------------------|---------------|----------------|--|
| ST_TT | TT_TEAMMATCHES | | N(1) 9 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send phase number for the statistics of each phase. "0" for total statistics. |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Number of team matches played |
| | | TT_MATCH_MARGIN | CC @Margin | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM |
| | | | | | For @Value: Number of team matches won for each match margin (indicated at the @Pos number) |
| | | TT_MATCH_MARGIN_P | CC @Margin | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM |
| | | | | | For @Value: Percentage of team matches won for each match margin (indicated at the @Pos number) |
| | | TT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of team matches played |
| | | TT_LONG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |



| | | | | | |
|----------------|-----------------|-------------------|----------------|---|--|
| | | | | For @Code: Send proposed ExtendedStat code | |
| | | | | For @Pos: Do not send anything | |
| | | | | For @Value: Duration of the longest team match | |
| | | TT_SHORT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | TT_AVG_DURATION | | HH:MM 99:00 | For @Value: Duration of the shortest team match | |
| | | | | For @Type: Send proposed StatItem code | |
| | | | | For @Code: Send proposed ExtendedStat code | |
| | TT_MATCHES | | N(1) 9 | | For @Pos: Do not send anything |
| | | | | | For @Value: Average duration of team matches played |
| | | | | | For @Type: Send proposed type |
| TT_PLAYED | | | N(2) 90 | | For @Code: Send proposed code |
| | | | | | For @Pos: Send phase number for the statistics of each phase. "0" for total statistics. |
| | | | | | For @Value: Do not send anything |
| TT_GAME_MARGIN | CC @Margin | N(2) 90 | | For @Type: Send proposed StatItem code | |
| | | | | For @Code: Send proposed ExtendedStat code | |
| | | | | For @Pos: Send 1 for 4:0,, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM | |



| | | | | | |
|--|----------|-------------------|---------------|----------------|--|
| | | | | | For @Value: Number of matches won for each game margin (indicated at the @Pos number) |
| | | TT_GAME_MARGIN_P | CC @Margin | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Send 1 for 4:0,, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM |
| | | | | | For @Value: Percentage of matches won for each game margin (indicated at the @Pos number) |
| | | TT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total duration |
| | | TT_LONG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of the longest match |
| | | TT_SHORT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of the shortest match |
| | | TT_AVG_DURATION | | HH:MM 99:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average match duration |
| | TT_GAMES | | N(1) 9 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |



| | | | | | |
|--|--|-------------------|-----------------|----------------|--|
| | | | | | For @Pos: Send phase number for the statistics of each phase. "0" for total statistics. |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(3) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total games played |
| | | TT_POINT_MARGIN | CC @PntMrgin | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM |
| | | | | | For @Value: Number of games won for each point margin (indicated at the @Pos number) |
| | | TT_POINT_MARGIN_P | CC @PntMrgin | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM |
| | | | | | For @Value: Percentage of games won for each point margin (indicated at the @Pos number) |
| | | TT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total duration |
| | | TT_LONG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of the longest game |



| | | | | | |
|--|--------|-------------------|-----------|--------------------|---|
| | | TT_SHORT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of the shortest game |
| | | TT_AVG_DURATION | | HH:MM 99:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average game duration |
| | TT_RES | | N(1) 9 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send phase number for the statistics of each phase. "0" for total statistics. |
| | | | | | For @Value: Do not send anything |
| | | TT_WON | | N(4) 9990 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points scored |
| | | TT_AVG_WON | | N(2).N(2) 90.00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average of points scored per game |
| | | TT_MST_CONS_PW | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the most consecutive points won |
| | | TT_GTST_DEF_OVC | | N(2) 90 | For @Type: Send proposed type |



| | | | | | |
|--|--|-----------------|--|------------|---|
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the greatest deficit overcome |
| | | TT_LONGST_RALLY | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | TT_AVG_RALLY | | N(2) 90 | For @Value: Send the longest rally (number of strokes) |
| | | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the average rally (number of strokes) |
| | | | | | |

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

| Type /Code | ExtendedStat Code | Description | Expected |
|--------------------------|-------------------|--|---|
| ST_TT /TT_TEAMMATCHES | | Total team matches information | Just for team events. It will be sent: - by event (team totals), - by event and gender (Women's Team) It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). |
| | TT_PLAYED | Total number of team matches played | |
| | TT_DURATION | The sum of team match duration for all team matches played | |
| | TT_AVG_DURATION | Average team match duration | |
| ST_TT /TT_MATCHES | | Totals matches information | For singles and team events. It will be sent: - by event (Singles totals/Team totals), - by event and gender (Women's Singles/ Women's Team) It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). |
| | TT_PLAYED | Total number of matches played | |



| | | | |
|-----------------|-------------------|---|---|
| | TT_GAME_MARGIN | Number of matches won for each game margin (indicated at the @Pos number) | |
| | TT_GAME_MARGIN_P | Percentage of matches won for each game margin (indicated at the @Pos number) | |
| | TT_DURATION | The sum of match duration for all matches played | |
| | TT_LONG_DURATION | Duration of the longest match | |
| | TT_SHORT_DURATION | Duration of the shortest match | |
| | TT_AVG_DURATION | Average match duration | |
| ST_TT /TT_GAMES | | Totals games information | For singles and team events. It will be sent: - by event (Singles totals/Team totals), - by event and gender (Women's Singles/ Women's Team) It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). |
| | TT_PLAYED | Total number of games played | |
| | TT_POINT_MARGIN | Number of games won for each point margin (indicated at the @Pos number) | |
| | TT_DURATION | Total duration | |
| | TT_LONG_DURATION | Duration of the longest game | |
| | TT_SHORT_DURATION | Duration of the shortest game | |
| | TT_AVG_DURATION | Average game duration | |
| ST_TT /TT_RES | | Totals points information | For singles and team events. It will be sent: - by event (Singles totals/Team totals), - by event and gender (Women's Singles/ Women's Team) It must include statistics for each phase (send phase number in Pos) and total statistics (send 0 in Pos). |
| | TT_WON | Total number of points scored | |
| | TT_AVG_WON | Average of points scored per game | |
| | TT_MST_CONS_PW | Send the most consecutive points won | |
| | TT_GTST_DEF_OVC | Send the greatest deficit overcome | |
| | TT_LONGST_RALLY | Send the longest rally (number of strokes) | |
| | TT_AVG_RALLY | Send the average rally (number of strokes) | |



The following table describes in more detail the Competition /Stats /StatsItems /StatsItem (information sent at the messages with TOU at the DocumentSubtype header attribute and the date informed at the DocumentSubcode)

| Element: Competition /Stats /StatsItems /StatsItem | | | | | |
|--|----------------|-------------------|------------|----------------|--|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_TT | TT_TEAMMATCHES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily total number of team matches played |
| | | TT_MATCH_MARGIN | CC @Margin | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Send 5 for 3:0, 6 for 3:1, 7 for 3:2 match margin and 8 for IRM |
| | | | | | For @Value: Daily number of team matches won for each match margin (indicated at the @Pos number) |
| | | TT_LONG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of the daily longest team match |
| | | TT_SHORT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |



| | | | | | |
|--|------------|------------------|------------|----------------|--|
| | | | | | For @Value: Duration of the daily shortest team match |
| | | TT_AVG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily team matches average duration |
| | TT_MATCHES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily total number of matches played |
| | | TT_GAME_MARGIN | CC @Margin | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Send 1 for 4:0,, 2 for 4:1, 3 for 4:2, 4 for 4:3, 5 for 3:0, 6 for 3:1, 7 for 3:2 game margin and 8 for IRM |
| | | | | | For @Value: Daily number of matches won for each game margin (indicated at the @Pos number) |
| | | TT_LONG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |



| | | | | | |
|--|----------|-------------------|--------------|----------------|--|
| | | | | | For @Value: Duration of the daily longest match |
| | | TT_SHORT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of the daily shortest match |
| | | TT_AVG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily matches average duration |
| | TT_GAMES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily total number of games played |
| | | TT_POINT_MARGIN | CC @PntMrgin | N(2) 90 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Send 1 for 11 point margin, 2 for 10 point margin... 10 for 2 point margin and 11 for IRM |
| | | | | | For @Value: Daily number of games won for each point margin (indicated at the @Pos number) |



| | | | | | |
|--|--------|-------------------|--|----------------|--|
| | | TT_LONG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of the daily longest game |
| | | TT_SHORT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of the daily shortest game |
| | | TT_AVG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily games average duration |
| | TT_RES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_WON | | N(4) 9990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily total points won |
| | | TT_MST_CONS_PW | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |



| | | | | | |
|--|--|-----------------|--|------------|--|
| | | | | | For @Value: Daily most consecutive points won |
| | | TT_GTST_DEF_OVC | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily greatest deficit overcome |
| | | TT_LONGST_RALLY | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily longest rally |
| | | TT_AVG_RALLY | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Daily average rally |

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

| Type /Code | ExtendedStat Code | Description | Expected |
|--------------------------|-------------------|---|-----------------------------|
| ST_TT /TT_TEAMMATCHES | | Daily team matches information | Just for team events |
| | TT_PLAYED | Daily total number of team matches played | Just for team events |
| | TT_MATCH_MARGIN | Daily number of team matches won for each match margin (indicated at the @Pos number) | Just for team events |
| | TT_LONG_DURATION | Duration of the daily longest team match | Just for team events |
| | TT_SHORT_DURATION | Duration of the daily shortest team match | Just for team events |
| | TT_AVG_DURATION | Daily team matches average duration | Just for team events |
| ST_TT /TT_MATCHES | | Daily matches information | For singles and team events |
| | TT_PLAYED | Daily total number of matches played | For singles and team events |
| | TT_GAME_MARGIN | Daily number of matches won for each game margin (indicated at the @Pos number) | For singles and team events |
| | TT_LONG_DURATION | Duration of the daily longest match | For singles and team events |
| | TT_SHORT_DURATION | Duration of the daily shortest match | For singles and |



| | | | |
|-----------------|-------------------|--|-----------------------------|
| | | | team events |
| | TT_AVG_DURATION | Daily matches average duration | For singles and team events |
| ST_TT /TT_GAMES | | Daily games information | For singles and team events |
| | TT_PLAYED | Daily total number of games played | For singles and team events |
| | TT_POINT_MARGIN | Daily number of games won for each point margin (indicated at the @Pos number) | For singles and team events |
| | TT_LONG_DURATION | Duration of the daily longest game | For singles and team events |
| | TT_SHORT_DURATION | Duration of the daily shortest game | For singles and team events |
| | TT_AVG_DURATION | Daily games average duration | For singles and team events |
| ST_TT /TT_RES | | Daily totals information | For singles and team events |
| | TT_WON | Daily total points won | For singles and team events |
| | TT_MST_CONS_PW | Daily most consecutive points won | For singles and team events |
| | TT_GTST_DEF_OVC | Daily greatest deficit overcome | For singles and team events |
| | TT_LONGST_RALLY | Daily longest rally | For singles and team events |
| | TT_AVG_RALLY | Daily average rally | For singles and team events |

The following table describes in more detail the Competition /Stats /Competitor /StatsItems /StatsItem (information sent at the messages with ANALYSIS at the DocumentSubtype header attribute)

| Element: Competition /Stats /Competitor /StatsItems /StatItem | | | | | |
|---|----------------|-------------------|-----|----------------|--|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_TT | TT_TEAMMATCHES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(1) 0 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Number of team matches played by the team |
| | | TT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |



| | | | | | |
|--|------------|-----------------|--|----------------|--|
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of team matches played by the team |
| | | | | | |
| | TT_MATCHES | TT_AVG_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average duration of team matches played |
| | | TT_WON | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_LOST | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total matches against |
| | TT_GAMES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_WON | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total games for |



| | | | | | |
|--|---------|--|--|-------------|--------------------------------------|
| | TT_LOST | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total games against |
| | TT_RES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | TT_WON | | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points won |
| | TT_LOST | | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points conceded |

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

| Type /Code | ExtendedStat Code | Description | Expected |
|-----------------------|-------------------|---|----------------------|
| ST_TT /TT_TEAMMATCHES | | Team matches information | Just for team events |
| | TT_PLAYED | Number of team matches played by the team | Just for team events |
| | TT_DURATION | Duration of team matches played by the team. Total of match duration for all matches played. | Just for team events |
| | TT_AVG_DURATION | Average duration of team matches played | Just for team events |
| ST_TT /TT_MATCHES | | Matches information | |
| | TT_WON | Total matches for | Just for team events |
| | TT_LOST | Total matches against | Just for team events |
| ST_TT /TT_GAMES | | Games information | |
| | TT_WON | Total games for | Just for team events |
| | TT_LOST | Total games against | Just for team events |



| | | | |
|---------------|---------|-----------------------|----------------------|
| ST_TT /TT_RES | | Points information | |
| | TT_WON | Total points won | Just for team events |
| | TT_LOST | Total points conceded | Just for team events |

The following table describes in more detail the Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (information sent at the messages with ANALYSIS at the DocumentSubtype header attribute):

| Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem | | | | | |
|--|------------|-------------------|-----|----------------|--|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_TT | TT_MATCHES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(2) 90 | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Number of matches played by the athlete |
| | | TT_DURATION | | HH:MM 90:00 | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of matches played by the athlete |
| | | TT_AVG_DURATION | | HH:MM 90:00 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average duration of matches played |
| | TT_GAMES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |



| | | | | | |
|--|--------|---------|--|-------------|--------------------------------------|
| | | | | | For @Value: Do not send anything |
| | | TT_WON | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total games for |
| | | TT_LOST | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total games against |
| | TT_RES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_WON | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points won |
| | | TT_LOST | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points conceded |

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

| Type /Code | ExtendedStat Code | Description | Expected |
|----------------------|-------------------|---|------------------|
| ST_TT /TT_MATCHES | | Matches information | Just for singles |
| | TT_PLAYED | Number of matches played by the athlete | Just for singles |
| | TT_DURATION | Duration of matches played by the athlete | Just for singles |
| | TT_AVG_DURATION | Average duration of matches played | Just for singles |
| ST_TT /TT_GAMES | | Games information | Just for singles |
| | TT_WON | Total games for | Just for singles |
| | TT_LOST | Total games against | Just for singles |



| | | | |
|---------------|---------|-----------------------|------------------|
| ST_TT /TT_RES | | Points information | Just for singles |
| | TT_WON | Total points won | Just for singles |
| | TT_LOST | Total points conceded | Just for singles |

The following table describes in more detail the Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (information sent at the messages with CUM at the DocumentSubtype header attribute):

| Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem | | | | | |
|--|------------|-------------------|-----|-------------|--|
| Type | Code | ExtendedStat Code | Pos | Value | Description |
| ST_TT | TT_MATCHES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(2) 90 | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Number of matches played by the athlete |
| | | TT_WON | | N(2) 90 | For @Type: Send proposed StatsItem code |
| | | | | | For @Code: Send proposed ExtendedStat code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Number of matches won by the athlete |
| | | TT_LOST | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Number of matches lost by the athlete |
| | | TT_WON_PERCENT | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Percentage of matches won |



| | | | | | |
|--|----------|-----------------|--|----------------|---|
| | | TT_DURATION | | HH:MM 90:00 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Duration of all matches for the player |
| | | TT_AVG_DURATION | | HH:MM 90:00 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Average match duration for the player |
| | TT_GAMES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_PLAYED | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total games played |
| | | TT_WON | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total games won |
| | | TT_LOST | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total games lost |
| | | TT_WON_PERCENT | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Percentage of games won |



| | | | | | |
|--|--------|----------------|--|-------------|--|
| | TT_RES | | | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Do not send anything |
| | | TT_WON | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points won by the player |
| | | TT_LOST | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points lost by the player |
| | | TT_W_OWN_SERVE | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points won by the player in own serve |
| | | TT_L_OWN_SERVE | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points lost by the player in own serve |
| | | TT_W_OPP_SERVE | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Total points won by the player in opponent's serve |
| | | TT_L_OPP_SERVE | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |



| | | | | | |
|--|---------------|-------------------|--|--------------------|---|
| | | | | | For @Value: Total points lost by the player in opponent's serve |
| | | TT_W_MST_CONS | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Most consecutive points won by the player |
| | | TT_L_MST_CONS | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Most consecutive points lost by the player |
| | | TT_GTST_DEF_OVC | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Greatest deficit overcome by the player |
| | | TT_GTST_LEAD_LOST | | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Greatest lead lost by the player |
| | TT_HANDEDNESS | | | S(1) R or L | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Handedness of the player |
| | TT_GRIP | | | CC @Grip | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Grip of the player |
| | TT_IRM | | | CC @IRM | For @Type: Send proposed type |



| | | | | |
|--|--|--|--|---|
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Player's invalid result mark at the tournament |

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

| Type /Code | ExtendedStat Code | Description | Expected |
|----------------------|-------------------|---|--|
| ST_TT /TT_MATCHES | | Matches totals | For athletes or team members |
| | TT_PLAYED | Number of matches played by the player | If available |
| | TT_WON | Number of matches won by the player | If available |
| | TT_LOST | Number of matches lost by the player | If available |
| | TT_WON_PERCENT | Percentage of matches won by the player | If available |
| | TT_DURATION | Duration of all matches for the player | If available |
| | TT_AVG_DURATION | Average match duration for the player | If available |
| ST_TT /TT_GAMES | | Games totals | For athletes or team members |
| | TT_PLAYED | Number of games played by the player | If available |
| | TT_WON | Number of games won by the player | If available |
| | TT_LOST | Number of games lost by the player | If available |
| | TT_WON_PERCENT | Percentage of games won by the player | If available |
| ST_TT /TT_RES | | Points totals | For athletes or team members |
| | TT_WON | Total points won by the player | If available |
| | TT_LOST | Total points lost by the player | If available |
| | TT_W_OWN_SERVE | Total points won by the player in own serve | If available |
| | TT_L_OWN_SERVE | Total points lost by the player in own serve | If available |
| | TT_W_OPP_SERVE | Total points won by the player in opponent's serve | If available |
| | TT_L_OPP_SERVE | Total points lost by the player in opponent's serve | If available |
| | TT_W_MST_CONS | Most consecutive points won by the player | If available |
| | TT_L_MST_CONS | Most consecutive points lost by the player | If available |
| | TT_GTST_DEF_OVC | Greatest deficit overcome by the player | If available |
| | TT_GTST_LEAD_LOST | Greatest lead lost by the player | If available |
| ST_TT /TT_HANDEDNESS | | Handedness of the player | For athletes or team members, if available |
| ST_TT /TT_GRIP | | Grip of the player | For athletes or team members, if available |



| | | | |
|---------------|--|--|-----------------|
| ST_TT /TT_IRM | | Player's invalid result mark at the tournament | Just if applies |
|---------------|--|--|-----------------|

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 Table Tennis, 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 Table Tennis are:

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

5.1.6.5 Message Values

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

| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|---------|--|
| Result | Rank | O | String | Final rank of the competitor in the corresponding event |
| | RankEqual | O | S(1) | Send Y in case of an equalled rank |
| | IRM | O | CC @IRM | The invalid result mark, in case it is assigned |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. |

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

| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | |
|--|--------|-----|---------|---|
| Type | Code | Pos | Value | Description |
| ER_TT | TT_IRM | | CC @IRM | For @Type: Send proposed code |
| | | | | For @Code: Send proposed extension code |
| | | | | For @ Pos: Do not send anything |
| | | | | For @Value: Send invalid result mark, in case it is assigned to a team member. |



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

| Type /Code | Description | Expected |
|--------------|--|--|
| ER_TT/TT_IRM | Invalid result mark for a team member. | As soon as this information is available |

5.1.6.6 Message sort

Please, follow the general definition.



5.1.7 Brackets

5.1.7.1 Description

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

In the case of Table Tennis, 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).

5.1.7.3 Trigger and Frequency

- After the Draw.
- When the match is completed, both when at Unofficial and Official status. Therefore it is triggered twice for each match, once when Unofficial and once when Official.

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 Table Tennis are:

- ExtCompPlaces and its child element

Moreover, the following should be considered:

- In case of singles, BracketItem /NextUnit should be informed in case of preliminaries, first round, second round, third round, fourth round, quarterfinals and semi-finals.
- In case of team events, BracketItem /NextUnit should be informed in case of round 1, quarterfinals and semi-finals.
- In case of singles, BracketItem /NextUnitLoser should be informed in case of semi-finals.
- In case of team events, BracketItem /NextUnitLoser should be informed in case of semi-finals.
- In case of singles, CompetitorPlace /PreviousUnit should be informed in case of finals, semi-finals, quarterfinals, fourth round, third round, second round and first round.
- In case of team events, CompetitorPlace /PreviousUnit should be informed in case of finals, semifinals and quarterfinals.

5.1.7.5 Message Values

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

| Element | Attribute | M/O | Value | Comments |
|-----------------------|-----------|-----|-------------------------|---|
| Bracket | Code | M | CC @Code | Bracket code to identify a bracket item |
| Bracket /BracketItems | Code | M | CC @BracketItemsCode | Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode. |



| Element | Attribute | M/O | Value | Comments |
|---|-----------|-----|---|---|
| Bracket /BracketItems /BracketItem | Code | M | Numeric or TBD | For singles, in case of preliminary round, it will be sent the match number; in other phases, it will be sent the identifier of the match. For team events, it will be sent the team match number. However, it may include "TBD" for to be defined. |
| Bracket /BracketItems /BracketItem /CompetitorPlace | Code | O | CC @CompetitorPlace or CC @IRM | It will be sent when there is no competitor (BYE) or when it is not known yet (UNK) or when it has an Invalid Result Mark (for example, DSQ). |

The following table describes in more detail the ExtCompPlace element in the case of Table Tennis.

| Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace | | | | |
|--|-------------|----------|-----------|---|
| Type | Code | Pos | Value | Description |
| ECP_TT | TT_COMP_INF | CC @Desc | N(2) 0 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos : Send 1 for Winner of the previous unit. Send 2 for Loser of the previous unit. |
| | | | | For @Value: For @Pos 1 or 2, send the team match number (for team events) or the match number (for singles). |

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

| Type /Code | Description | Expected |
|--------------------|---|---|
| ER_TT /TT_COMP_INF | Competitor information. Example (in case of team events): @Pos 1, @Value 27 means Winner of the Team Match number 27. | For singles and team events. Send in case of the competitor is not known yet |

5.1.7.6 Message sort

Please, follow the general definition.



5.1.8 Event's Medallists

5.1.8.1 Description

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

In the case of Table Tennis, 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

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.



5.1.9 Discipline/venue good morning

5.1.9.1 Description

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

5.1.9.2 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.

5.1.9.3 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 night

5.1.10.1 Description

This message is the Discipline/venue good night 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 configuration

5.1.11.1 Description

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

5.1.11.2 Header Values

Please, follow the general definition.

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

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

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

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

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

| Type | Code | ExtendedConfigItem Code | Pos | Value | Description |
|-------|--|-------------------------|-----|------------|--|
| EC_TT | TT_SESSION (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: Send the session number of the corresponding event unit |
| | TT_S_DATE (for Phase Z and Unit of the corresponding session) | | | DateTime | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos : Do not send anything |
| | | | | | For @Value: Start date and time of this session |
| | TT_E_DATE (for Phase Z and Unit of the corresponding session) | | | DateTime | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |



| Type | Code | ExtendedConfigItem Code | Pos | Value | Description |
|------|--|-------------------------|-----------|------------|--|
| | | | | | For @Pos : Do not send anything |
| | | | | | For @Value: Estimated finish date and time of this session |
| | TT_TEAMMATCH_NUMBER (send by event unit in case of team events) | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Team match number for one specific event unit |
| | TT_MATCH_NUMBER (send by event unit in case of singles) | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Match number for one specific event unit |
| | TT_NUMBER_GAMES (send by event unit) | | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos : Empty in case of singles. Send the match number in case of team events. |
| | | | | | For @Value: Send the number of games in the match |
| | TT_NUMBER_MATCHES (send by event unit in case of team events) | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos : Do not send anything |
| | | | | | For @Value: Send the number of matches in the team match |

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

| Type /Code | ExtendedConfigItem Code | Description | Expected |
|-------------------|-------------------------|--|--------------------------|
| EC_TT /TT_SESSION | | Session number. | Always |
| EC_TT /TT_S_DATE | | Start date and time of this session | Always, for each session |
| EC_TT /TT_E_DATE | | Estimated finish date and time of this session | Always, for each session |



| Type /Code | ExtendedConfigItem Code | Description | Expected |
|-------------------------------|----------------------------|--|----------------------------|
| EC_TT /TT_TEAMMATCH_NUMBER | | Team match number in case of team events. In case of team events, each event unit corresponds to one team match. | Just for team events |
| EC_TT /TT_MATCH_NUMBER | | Match number in case of singles. In case of singles, each event unit corresponds to one match. | Just for singles |
| EC_TT /TT_NUMBER_GAMES | | Number of games in the match. In case of singles, each event unit corresponds to one match (@Pos is empty). In case of team events, each event unit corresponds to one team match (@Pos is the match number) | For singles or team events |
| EC_TT /TT_NUMBER_MATCHES | | Number of matches in the team match. In case of team events, each event unit corresponds to one team match. | Just for team events |

5.1.11.6 Message sort

Please, follow the general definition.



6 Real time

The following chapter describes the ODF-RT part of Table Tennis.

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 Table Tennis 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 |



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 when match start.
 - T2: Trigger at the beginning of each game.
 - T3: Trigger after each point score.
 - T4: Trigger when servicing athlete changes.
 - T5: Trigger at the end of a game.
 - T6: Trigger at the end of a match.
 - T7: Trigger at the end of team match.
 - T8: Trigger when an Invalid Result Mark is obtained.
 - T9: Trigger when match status changes
- ResultStatus="LIVE_FULL"
 - This value should be suggested to test frequency values around the average time used by the athlete to complete their participation in the course
- 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 Table Tennis are:

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Competition /Result /Competitor /Stats /Stat
- Competition /Result /Competitor /Composition /Athlete /Stats /Stat
- Competition /Result /Competitor /ExtendedResults /ExtendedResult
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all ResultStatus.

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



6.1.1.5 Message Values

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

| Element: Competition /UnitInfos /UnitInfo | | | | | |
|---|--------------------|----------------|-----|---------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| UI_TT | TT_DURATION | | | MM | For @Type: |
| | | | | 90 | Send proposed type |
| | | | | (singles) | For @Code: |
| | | | | or | Send proposed code |
| | | | | HH:MM | For @Pos : |
| | TT_STATUS | | | 90:00 | Do not send anything |
| | | | | (team events) | For @Value: |
| | | | | | In case of singles, match duration. |
| | | | | | In case of team events, team match duration. |
| | | | | CC | For @Type: |
| | TT_LONGST_RALLY | | | @Status | Send proposed type |
| | | | | | For @Code: |
| | | | | | Send proposed code |
| | | | | | For @Pos: |
| | | | | | Do not send anything |
| | TT_CURRENT_MATCH | | | | For @Value: |
| | | | | | Send IP for matches in progress, SU for matches suspended and E for matches completed |
| | | | | N(2) | For @Type: |
| | | | | 90 | Send proposed type |
| | | | | | For @Code: |
| | TT_CURRENT_GAME | | | | Send proposed code |
| | | | | | For @Pos: |
| | | | | | Do not send anything |
| | | | | | For @Value: |
| | | | | | Send the longest rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events) |
| | TT_TEAMMATCH_COMPL | | | N(1) | For @Type: |
| | | | | 0 | Send proposed type |
| | | | | | For @Code: |
| | | | | | Send proposed code |
| | | | | | For @Pos : |



| Element: Competition /UnitInfos /UnitInfo | | | | | |
|---|----------------|----------------|-----|-------|---|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | | Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the team match has finished |
| | TT_MATCH_COMPL | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the CURRENT_MATCH has been completed, N when the CURRENT_MATCH changes |
| | TT_GAME_COMPL | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the CURRENT_GAME has been completed, N when the CURRENT_GAME changes |

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

| Type /Code | Extension Code | Description | LIVE_UPDATE RT trigger expected |
|-------------------------|----------------|--|---------------------------------|
| UI_TT /TT_DURATION | | Send the match duration in minutes (for singles) or the team match duration in hours and minutes (for team events). For singles and team events. It will not be sent for DSQ before the match or WO. | T2, T3, T4, T5, T6 or T7 |
| UI_TT /TT_STATUS | | Send IP for matches in progress, SU for matches suspended and E for matches completed. Just for singles. | T9 |
| UI_TT /TT_LONGST_RALLY | | Send the longest rally (number of strokes) at the match (in case of singles) or at the team match (in case of team events) | T2, T3, T4, T5, T6 or T7 |
| UI_TT /TT_CURRENT_MATCH | | Send the current match number. In case of singles, it will be always 1. In case of team events, it will be the match number in the team match. | T1 |



| | | | |
|------------------------------|--|--|--------|
| | | For singles and team events. | |
| UI_TT /TT_CURRENT_GAME | | Send the current game number within the current match. For singles and team events. | T2 |
| UI_TT /TT_TEAMMATCH_COMPL | | Send Y in case of the team match has finished. Just for team events | T1, T7 |
| UI_TT /TT_MATCH_COMPL | | Send Y in case of the CURRENT_MATCH has been completed, N when the CURRENT_MATCH changes For singles and team events. | T1, T6 |
| UI_TT /TT_GAME_COMPL | | Send Y in case of the CURRENT_GAME has been completed, N when the CURRENT_GAME changes | T2, T5 |

Send UnitDateTime.

The following table describes in more detail the Period element in the case of Table Tennis.

| Element | Attribute | M/O | Value | Comments | LIVE_UPDATE RT trigger expected |
|---------------------------------|-----------|-----|---|---|---------------------------------------|
| Competition /Periods /Period | Code | M | CC @Game or CC @Match | Game number in case of singles. Match number in case of team events. | T2, T3, T4, T5, T6 or T7 |
| | HomeScore | M | N(2) 90 | For singles: cumulative games won by competitor with order 1 at the game (game number at the Period Code: G1..Gn) in the match or For team events: cumulative matches won by team with team order 1 at the match (match number at the Period Code: M1..Mn) in the team match. | T2, T3, T4, T5, T6 or T7 |
| | AwayScore | M | N(2) 90 | For singles: cumulative games won by competitor with order 2 at the game (game number at the Period Code: G1..Gn) in the match or For team events: cumulative matches won by team with team order 2 at the match (match number at the Period Code: M1..Mn) in the team match | T2, T3, T4, T5, T6 or T7 |



| Element | Attribute | M/O | Value | Comments | LIVE_UPDATE RT trigger expected |
|---------|-----------------|-----|------------|---|---------------------------------------|
| | HomePeriodScore | O | N(2) 90 | For singles: points won by competitor with order 1 just for this game (game number at the Period Code: G1..Gn) in the match or For team events: games won by team with team order 1 just for this match (match number at the Period Code: M1..Mn) in the team match | T2, T3, T4, T5, T6 or T7 |
| | AwayPeriodScore | O | N(2) 90 | For singles: points won by competitor with order 2 just for this game (game number at the Period Code: G1..Gn) in the match or For team events: games won by team with team order 2 just for this match (match number at the Period Code: M1..Mn) in the team match | T2, T3, T4, T5, T6 or T7 |
| | Duration | O | MM 90 | For singles: Duration (minutes) of the game (game number at the Period Code: G1..Gn) in the match or For team events: Duration (minutes) of the match (match number at the Period Code: M1..Mn) in the team match | T2, T3, T4, T5, T6 or T7 |

The following table describes in more detail the Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of Table Tennis team events.

| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod | | | | |
|--|---------------|-----|---------------|--|
| Type | Code | Pos | Value | Description |
| EP_TT | TT_STATUS | | CC @Status | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Send E for completed matches, IP for matches in progress and SU for suspended matches (for team events) |
| | TT_HOME_GAMES | | 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 won by the team with team order 1 at the corresponding match |
| | TT_AWAY_GAMES | | N(1) 0 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | |
| | | | | |



| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod | | | | |
|--|---------------|-----------|------------|---|
| Type | Code | Pos | Value | Description |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Send the number of games won by the team with team order 2 at the corresponding match |
| | TT_HOME_IRM | | CC @IRM | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Send the invalid result mark of the team with team order 1 at the corresponding match |
| | TT_AWAY_IRM | | CC @IRM | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: Send the invalid result mark of the team with team order 2 at the corresponding match |
| | TT_HOME_WLT | | CC @WLT | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: The code whether the team with team order 1 won (W) or lost (L) the corresponding match |
| | TT_AWAY_WLT | | CC @WLT | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Do not send anything |
| | | | | For @Value: The code whether the team with team order 2 won (W) or lost (L) the corresponding match |
| | TT_HOME_PTS_G | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send the game number |
| | | | | For @Value: Send the points won by the team with team order 1 at the game for the corresponding match in the team match. |
| | TT_AWAY_PTS_G | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: |



| Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod | | | | |
|--|-----------------|-----------|------------|---|
| Type | Code | Pos | Value | Description |
| | | | | Send the game number |
| | | | | For @Value: Send the points won by the team with team order 2 at the game for the corresponding match in the team match. |
| | TT_DURATION_G | N(1) 0 | MM 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send the game number |
| | | | | For @Value: Send the duration of the game for the corresponding match in the team match. |
| | TT_LONGST_RALLY | N(1) 0 | N(2) 90 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed code |
| | | | | For @Pos: Send the game number |
| | | | | For @Value: Send the longest rally (number of strokes) for the game number @Pos for the corresponding match in the team match (in case of team events) or match (in case of singles) |

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

| Type /Code | Description | LIVE_UPDATE RT trigger expected |
|-------------------------|---|---------------------------------------|
| EP_TT /TT_STATUS | Send E for completed matches, IP for matches in progress and SU for suspended matches (for team events) Just for team events | T9 |
| EP_TT /TT_HOME_GAMES | Send the number of games won by the team with team order 1 at the corresponding match (match number at the Period Code: M1..Mn) Just for team events | T2, T5 |
| EP_TT /TT_AWAY_GAMES | Send the number of games won by the team with team order 2 at the corresponding match (match number at the Period Code: M1..Mn) Just for team events | T2, T5 |
| EP_TT /TT_HOME_IRM | Send the invalid result mark of the team with team order 1 at the corresponding match. If applies, just for team events | T8 (If applies) |
| EP_TT /TT_AWAY_IRM | Send the invalid result mark of the team with team order 2 at the corresponding match. If applies, just for team events | T8 (If applies) |
| EP_TT /TT_HOME_WLT | The code whether the team with team order 1 won (W) or lost (L) the corresponding match. Just for team events | T6 |
| EP_TT /TT_AWAY_WLT | The code whether the team with team order 2 won (W) or lost (L) the corresponding match. | T6 |



| | | |
|---------------------------|---|--------------------|
| | Just for team events | |
| EP_TT /TT_HOME_PTS_G | Send the points won for the team with team order 1 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match. Just for team events | T2, T3 |
| EP_TT /TT_AWAY_PTS_G | Send the points won for the team with team order 2 at the game (game number at @Pos) for the corresponding match (match number at the Period Code: M1..Mn) in the team match. Just for team events | T2, T3 |
| EP_TT /TT_DURATION_G | Send the duration of the game for the corresponding match in the team match. Just for team events | T2, T3, T4, T5, T6 |
| EP_TT /TT_LONGST_RALLY | Send the longest rally (number of strokes) in the game for the corresponding match in the team match. Both singles and team Events | T2, T3, T4, T5, T6 |

The following table describes in more detail the Result element.

| Element | Attribute | M/O | Value | Comments | LIVE_UPDATE RT trigger expected |
|---------|------------|-----|-------------------|--|--|
| Result | ResultType | O | CC @ResultType | Result type, either IRM or POINTS or IRM_POINTS | T2, T5, T6 (singles) or T6, T7 (team events) or T8 |
| | Result | O | N(2) 90 | Games won in the match for singles. If the opponent did not play –DSQ before the match or W/O--, it will not be sent. If the opponent retires (RET) or is disqualified (DSQ) after the match was started, it will be 4 for the winner. or Matches won in the team match for team events. It will not be sent if the team opponent did not play (DSQ before the match or WO). If the opponent retires (RET) or is disqualified (DSQ) after the team match was started, it will be 3 for the winner. | T2, T5 (singles) or T6 (team events) |
| | IRM | O | CC @IRM | Invalid result mark. Send just if ResultType is equal to IRM or IRM_POINTS | T8 |
| | WLT | O | S(1) | The code whether a competitor won (W) or lost (L) or tied (T) | T6 (singles) or T7 (team events) |
| | SortOrder | M | N(2) 90 | According to the sport rules. Send in T1 even if ResultType is empty/not sent. | |



The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element for team events.

| Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult | | | | | |
|--|-----------------|----------------|-----|-------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| ER_TT | TT_SERVE | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the team is the server, N if not serving anymore. |
| | TT_MATCH_POINT | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the team has advantage in winning the current match, N if not having advantage anymore. |
| | TT_MATCH_PT_CNT | | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the number of times that this team has had the match point advantage in the current match |
| | TT_GAME_POINT | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the team has advantage in winning the current game, N if not having advantage anymore. |
| | TT_GAME_PT_CNT | | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the number of times that this team has had the game point advantage in the current match |



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

| Type /Code | Extension Code | Description | LIVE_UPDATE RT trigger expected |
|------------------------|----------------|---|---------------------------------|
| ER_TT /TT_SERVE | | Send Y in case of the team is the server, N if not serving anymore. Just for team events. | T2, T3, T4 |
| ER_TT /TT_MATCH_POINT | | Send Y in case of the team has advantage in winning the current match, N if not having advantage anymore. | T2, T3 |
| ER_TT /TT_MATCH_PT_CNT | | Send the number of times that this team has had the match point advantage in the current match | T2, T3 |
| ER_TT /TT_GAME_POINT | | Send Y in case of the team has advantage in winning the current game, N if not having advantage anymore. | T2, T3 |
| ER_TT /TT_GAME_PT_CNT | | Send the number of times that this team has had the game point advantage in the current game | T2, T3 |

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

| Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | | |
|--|-----------------|----------------|-----|-------------|---|
| Type | Code | Extension Code | Pos | Value | Description |
| ER_TT | TT_SERVE | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the athlete is the server, N if not serving anymore. |
| | TT_MATCH_POINT | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the athlete has advantage in winning the current match, N if not having advantage anymore. |
| | TT_MATCH_PT_CNT | | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the number of times that this athlete has had the match point advantage in the current match |



| Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | | |
|--|----------------|----------------|-----|-------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| | TT_GAME_POINT | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send Y in case of the athlete has advantage in winning the current game, N if not having advantage anymore. |
| | TT_GAME_PT_CNT | | | N(3) 990 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the number of times that this athlete has had the game point advantage in the current game |
| | TT_IRM | | | CC @IRM | For @Type: Send proposed code |
| | | | | | For @Code: Send proposed extension code |
| | | | | | For @ Pos: Do not send anything |
| | | | | | For @Value: Send invalid result mark, in case it is assigned to a team member. |

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

| Type /Code | Extension Code | Description | LIVE_UPDATE RT trigger expected |
|---------------------------|----------------|--|---------------------------------------|
| ER_TT /TT_SERVE | | Send Y in case of the athlete is the server, N if not serving anymore. For singles or team members. | T2, T3, T4 |
| ER_TT /TT_MATCH_POINT | | Send Y in case of the athlete has advantage in winning the current match, N if not having advantage anymore. For singles. | T2, T3 |
| ER_TT /TT_MATCH_PT_CNT | | Send the number of times that this team has had the match point advantage in the current match. For singles. | T2, T3 |
| ER_TT /TT_GAME_POINT | | Send Y in case of the athlete has advantage in winning the current game, N if not having advantage anymore. For singles. | T2, T3 |
| ER_TT | | Send the number of times that this team has had | T2, T3 |



| | | | |
|-----------------|--|--|-----------------|
| /TT_GAME_PT_CNT | | the game point advantage in the current match. For singles. | |
| ER_TT /TT_IRM | | Invalid result mark for a team member. | T8 (If applies) |

The following table describes in more detail the Competition /Result /Competitor /Stats /Stat element for team events.

| Element: Competition /Result /Competitor /Stats /Stat | | | | | |
|--|----------------|----------------|-----------|------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| ST_TT | TT_RES | | N(1) 0 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: 0 in case of points for at the whole team match (all the matches) or Match number in the team match in case of points for at each match in the team match |
| | | | | | For @Value: Do not send anything |
| | | TT_WON | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |
| | | | | | For @Value: Points won by the team for the whole team match or for each match in the team match |
| | TT_MATCHES | | N(1) 0 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: 0 in case of totals at the whole team match (all the matches) or Match number in the team match in case of totals at each match in the team match |
| | | | | | For @Value: Do not send anything |
| | TT_PTS_WON_SRV | | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |



| Element: Competition /Result /Competitor /Stats /Stat | | | | | |
|--|------|-----------------|-----------|------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | | For @Value: Send the points won on own serve by the team for each match or for the whole team match |
| | | TT_PTS_LOST_SRV | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |
| | | | | | For @Value: Send the points lost on own serve by the team for each match or for the whole team match |
| | | TT_MST_CONS_PW | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |
| | | | | | For @Value: Send the most consecutive points won by the team for each match or for the whole team match |
| | | TT_GTST_DEF_OVC | N(1) 0 | N(2) 90 | For @Type: Send proposed Stat code |
| | | | | | For @Code: Send proposed Extension code |
| | | | | | For @Pos: 0 in case of totals for all the games (for each match or for the whole team match). Send the game number for totals for each game at each match. |
| | | | | | For @Value: Send the greatest deficit overcome by the team for each match or for the whole team match |
| | | TT_BIGGEST_LEAD | N(1) 0 | N(1) 0 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Send the game number for each game at each match. |
| | | | | | For @Value: Biggest lead by the team for each game at each match If team never had the lead, use "-" |



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

| Type /Code | Extension Code | Description | LIVE_UPDATE RT trigger expected |
|-------------------|-----------------|---|---------------------------------------|
| ST_TT /TT_RES | | Points information. Just for team events | T2, T3 |
| | TT_WON | Points won by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events | T2, T3 |
| ST_TT /TT_MATCHES | | Matches information. Just for team events | T2, T3 |
| | TT_BIGGEST_LEAD | Biggest lead by the team for each game in each match. If team never had the lead, use "-" Just for team events | T2, T3 |
| | TT_PST_WON_SRV | Send the points won on own serve by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events | T2, T3 |
| | TT_PST_LOST_SRV | Send the points lost on own serve by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events | T2, T3 |
| | TT_MST_CONS_PW | Send the most consecutive points won by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events | T2, T3 |
| | TT_GTST_DEF_OVC | Send the greatest deficit overcome by the team for the whole team match or for each match in the team match or for each game in each match. Just for team events | T2, T3 |

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /Stats /Stat element for singles events.

| Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat | | | | | |
|--|--------|----------------|-----------|------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| ST_TT | TT_RES | | N(1) 0 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: 0 in case of points for the match in case of singles. Game number in the match in case of points for the game in the match in case of singles. |
| | | | | | For @Value: Do not send anything |
| | | TT_WON | | N(2) 90 | For @Type: Send proposed Stat code |



| Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat | | | | | |
|--|-----------------|----------------|-----------|------------|--|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | | For @Code: Send proposed Extended code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Points won by the single athlete for each game in the match or for the whole match |
| | TT_GAMES | | N(1) 0 | | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: 0 in case of the whole match (all the games). Game number in case of each game in the match. |
| | | | | | For @Value: Do not send anything |
| | TT_BIGGEST_LEAD | | | S(1) | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Biggest lead by the single athlete for each game in the match If player never had the lead, use "-" |
| | TT_PTS_WON_SRV | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the number of points won on own serve by the single athlete for each game in the match or for the whole match |
| | TT_PTS_LOST_SRV | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match |
| | TT_MST_CONS_PW | | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |



| Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat | | | | | |
|--|------|-----------------|-----|------------|---|
| Type | Code | Extension Code | Pos | Value | Description |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the most consecutive points won by the single athlete for each game in the match or for the whole match |
| | | TT_GTST_DEF_OVC | | N(2) 90 | For @Type: Send proposed type |
| | | | | | For @Code: Send proposed code |
| | | | | | For @Pos: Do not send anything |
| | | | | | For @Value: Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match |

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

| Type /Code | Extension Code | Description | LIVE_UPDATE RT trigger expected |
|-----------------|-----------------|--|---------------------------------|
| ST_TT /TT_RES | | Points information. Just for singles. It will not be sent if the competitor did not play (DSQ before the match or WO). | T2, T3 |
| | TT_WON | Points won by the single athlete for each game in the match or for the whole match. Just for singles. | T2, T3 |
| ST_TT /TT_GAMES | | Games information. Just for singles | T2, T3 |
| | TT_BIGGEST_LEAD | Biggest lead by the single athlete for each game in the match. If player never had the lead, use "-" Just for singles | T2, T3 |
| | TT_PTS_WON_SRV | Send the number of points won on own serve by the single athlete for each game in the match or for the whole match. Just for singles | T2, T3 |
| | TT_PTS_LOST_SRV | Send the number of points lost on own serve by the single athlete for each game in the match or for the whole match. Just for singles | T2, T3 |
| | TT_MST_CONS_PW | Send the most consecutive points won by the single athlete for each game in the match or for the whole match. Just for singles | T2, T3 |
| | TT_GTST_DEF_OVC | Send the greatest deficit overcome by the single athlete for each game in the match or for the whole match. Just for singles | T2, T3 |



6.1.1.6 Message sort

Please, follow the general definition.





DOCUMENT CONTROL

Version history

| Version | Date | Comments |
|----------------|--------------------|--|
| R2 v1.0 | 02 October 2009 | Submitted for review version |
| R2 v2.0 | 30 October 2009 | Submitted for approval version and some minor issues |
| R2 v3.0 | 27 November 2009 | Approved version |
| R2 v3.1 | 12 March 2010 | Some minor issues |
| R2 v4.0 | 22 October 2010 | Changes after ORIS Release 5 Version 1.1 and some minor issues |
| R2 v4.1 | 23 December 2010 | Some minor issues |
| R2 v5.0 | 11 March 2011 | Some minor issues & IR0022 |
| R2 v5.1 | 18 March 2011 | Some minor issues |
| R2 v5.2 | 6 May 2011 | Some minor issues |
| R2 v5.3 | 8 July 2011 | Some minor issues |
| R2 v5.4 | 2 September 2011 | Solved defects: 45386, 45387, 45393, 45397, 45398, 45400 |
| R2 v5.5 | 3 October 2011 | Solved defects: 48134, 48630 |
| R2 v6.0 | 2 December 2011 | CR004912, CR005146 and defects 45225, 51754 |
| R2 v7.0 | 9 January 2012 | IR0101, Defects 52280, 52513, 58186 |
| R2 v7.1 | 12 March 2012 | Defects 58623, 64206, 64648, 66914 |
| R2 v8.0 | 25 May 2012 | CR009425 |

File reference: ODF/INT051- v8.0 APP (TT)



Change Log

| Version | Status | Changes on version |
|---------|--------|--|
| R2 v1.0 | SFR | <ul style="list-style-type: none">• First version |
| R2 v2.0 | SFA | <ul style="list-style-type: none">• Submitted for approval version• Changed the description of the Rank element at the DT_POOL_STANDING message |
| R2 v3.0 | APP | <ul style="list-style-type: none">• Approved version |
| R2 v3.1 | APP | <ul style="list-style-type: none">• Added the CC @Function Code Entity at the Codes section• Added the E_HAND EventEntry code at the DT_PARTIC and DT_PARTIC_UPDATE messages• Added the Officials/Official/Function attribute at the DT_START_LIST message• Added the TT_TYPE Extension code of the TT_MATCH code UnitInfo element at the DT_START_LIST message and removed the TT_TYPE ExtendedPeriod code at the DT_RESULT message• Added the TT_HOME_IRM, TT_AWAY_IRM, TT_HOME_WLT and TT_AWAY_WLT ExtendedPeriod codes at the DT_RESULT and DT_RT_RESULT messages• Removed the TT_HANDEDNESS and TT_GRIP ExtendedResult codes at the DT_RESULT message• Added the TT_DURATION and TT_STATUS UnitInfo codes at the DT_RT_RESULT message• Added the Duration attribute at the Period element at the DT_RT_RESULT message• Added the TT_STATUS and TT_DURATION_G ExtendedPeriod codes at the DT_RT_RESULT message• Added the TT_SERVE ExtendedResult code for teams at the DT_RT_RESULT message• Added some Stat codes for teams and players at the DT_RT_RESULT message• Changed all the Rank information format from Numeric to String at all the affected messages |
| R2 4.0 | APP | <ul style="list-style-type: none">• Changed the Trigger and Frequency information for the DT_START_LIST, DT_RESULT, DT_STATS and DT_BRACKETS messages.• Changed all the references to the term "Contest" to the term "Team Match"• Changed the TT_CONTESTS StatItem codes to TT_TEAMMATCHES at the DT_STATS message• Changed the TT_CONTEST_NUMBER Config code to TT_TEAMMATCH_NUMBER at the DT_CONFIG message• Changed the Value Description for the TT_SERVE ExtendedResult code at the DT_RESULT message• Changed the TT_CONTEST_COMPL ExtendedResult code to TT_TEAMMATCH_COMPL at the DT_RT_RESULT message• The event names have been changed to "Men's Team" and "Women's Team" and are referred to as "team events" instead of "teams events"• Removed the CC @ContestsCum and CC @CumType Entity Codes from the Codes section• Removed the B1 and B2 codes from the list of CC @BracketItemsCode Code Entity Set of Values and changed the Description for the RND_1 and QFL codes at the Codes section• Modified the Message Structure sections for team events at the DT_BRACKETS message to reflect the new team's competition format• Changed the list of CC @Desc Code Entity Set of Values at the Codes section• Changed the Description of the TT_COMP_INF ExtCompPlace code at the DT_BRACKETS message• Removed the E_GROUP EventEntry code at the DT_PARTIC_TEAMS and DT_PARTIC_TEAMS_UPDATE messages• Removed the TT_SERVICE, TT_SERVICE_P, TT_THIRD_BALL, TT_THIRD_BALL_P, TT_ATTACKING, TT_ATTACKING_P, TT_DEFENDING, |



Change Log

| Version | Status | Changes on version |
|---------|--------|--|
| | | <p>TT_DEFENDING_P, TT_CNTATTACK, TT_CNTATTACK_P, TT_OTHER and TT_OTHER_P ExtendedStat codes at the DT_RESULT message for singles and team events</p> <ul style="list-style-type: none">• Added the TT_PTS_WON_SRV, TT_PTS_LOST_SRV, TT_MST_CONS_PW and TT_GTST_DEF_OVC ExtendedStat codes at the DT_RESULT message for singles and team events• Added the TT_LONGST_RALLY and TT_AVG_RALLY ExtendedPeriod codes at the DT_RESULT message for singles and team events• Added the TT_LONGST_RALLY and TT_AVG_RALLY UnitInfo codes at the DT_RESULT message for singles and team events• Added some daily tournament statistics codes at the DT_STATS message for singles and team events• Removed the TT_W_SERVICE, TT_L_SERVICE, TT_W_SERVICE_P, TT_L_SERVICE_P, TT_W_THIRD_BALL, TT_L_THIRD_BALL, TT_W_THIRD_BALL_P, TT_L_THIRD_BALL_P, TT_W_ATTACKING, TT_L_ATTACKING, TT_W_ATTACKING_P, TT_L_ATTACKING_P, TT_W_DEFENDING, TT_L_DEFENDING, TT_W_DEFENDING_P, TT_L_DEFENDING_P, TT_W_CNTATTACK, TT_L_CNTATTACK, TT_W_CNTATTACK_P, TT_L_CNTATTACK_P, TT_W_OTHER, TT_L_OTHER, TT_W_OTHER_P and TT_L_OTHER_P player's cumulative statistics ExtendedStat codes at the DT_STATS message for singles and team events• Added some player's cumulative statistics codes at the DT_STATS message for singles and team events• Removed the TT_WON_2PD, TT_WON_2PD_PER, TT_WON_5PD, TT_WON_5PD_PER, TT_SERVICE, TT_AVG_SERVICE, TT_THIRD_BALL, TT_AVG_THIRD_BALL, TT_ATTACKING, TT_AVG_ATTACKING, TT_DEFENDING, TT_AVG_DEFENDING, TT_CNTATTACK, TT_AVG_CNTATTACK, TT_OTHER and TT_AVG_OTHER tournament statistics ExtendedStat codes at the DT_STATS message for singles and team events• Added some tournament statistics codes at the DT_STATS message for singles and team events• Removed the DT_POOL_STANDING message from the point in time list of messages used at this sport and any reference to this message at the document• Added the CC @Hand Entity Code at the Codes section• Changed the Value format for the E_HAND EventEntry code at the DT_PARTIC and DT_PARTIC_UPDATE messages• Removed the TT_SERVICE, TT_SERVICE_P, TT_THIRD_BALL, TT_THIRD_BALL_P, TT_ATTACKING, TT_ATTACKING_P, TT_DEFENDING, TT_DEFENDING_P, TT_CNTATTACK, TT_CNTATTACK_P, TT_OTHER and TT_OTHER_P ExtendedStat codes at the DT_RT_RESULT message for singles and team events• Added the TT_PTS_WON_SRV, TT_PTS_LOST_SRV, TT_MST_CONS_PW and TT_GTST_DEF_OVC ExtendedStat codes at the DT_RT_RESULT message for singles and team events |



Change Log

| Version | Status | Changes on version |
|---------|--------|--|
| R2 v4.1 | APP | <ul style="list-style-type: none">• Changed the @Value Description for the TT_HOME_WLT ExtendedPeriod code at the DT_RESULT and DT_RT_RESULT messages for teams• Changed the @Value Description for the TT_AWAY_WLT ExtendedPeriod code at the DT_RESULT and DT_RT_RESULT messages for teams• Changed the LIVE_UPDATE RT Trigger expected for the Period/@Code, the Period/@HomeScore, the Period/@AwayScore, the Period/@HomePeriodScore and the Period/@AwayPeriodScore attributes at the DT_RT_RESULT message |
| R2 v5.0 | APP | <ul style="list-style-type: none">• Discipline configuration: added TT_NUM_TABLES to be sent for daily event units.• Statistics table, Tournament Statistics: defined Pos for TT_TEAMMATCHES, TT_MATCHES, TT_GAMES, and TT_RES elements in messages with TOU at the DocumentSubtype header attribute and not DocumentSubcode informed.• RT EU Results: added trigger when match status changes• RT EU Results: Result/@ResultType attribute changed from mandatory to optional• Start List, EU Results, Statistics table, Event Final Ranking, Brackets: updated Trigger and Frequency section.• Codes: added a reference for the format details.• RT EU Results: updated trigger for TT_CURRENT_GAME, ResultType and Result.• Event Final Ranking, EU Results, RT EU Results: added Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Code="TT_IRM" for a team member IRM. |
| R2 v5.1 | APP | <ul style="list-style-type: none">• Event Final Ranking: updated Trigger and Frequency section. |
| R2 v5.2 | APP | <ul style="list-style-type: none">• Discipline Configuration: removed TT_NUM_TABLES• EU Results: removed ExtendedResult ER_TT/TT_SERVE code• RT EU Results: removed T3 and T4 triggers for TT_CURRENT_GAME, ResultType and Result• RT EU Results: updated T2 trigger description• RT EU Results: updated LIVE_UPDATE RT trigger expected values• Brackets: updated Trigger and Frequency section• Codes: added CC @Grip• Start List, Statistics table: defined TT_GRIP values as CC @Grip |
| R2 v5.3 | APP | <ul style="list-style-type: none">• Discipline Configuration: removed TT_MAT_CODE• Start List: added TT_TABLE to UnitInfo element• Moved Document Control section to the end of the document• RT EU Results: updated comments about ResultStatus |
| R2 v5.4 | APP | <ul style="list-style-type: none">• Defects 45386, 45387: corrected references to ODF Central Messages Interface Document in sections 5.1.1.5 and 5.1.2.5.• Defect 45393: corrected reference to ODF Sport Messages Interface Document in section 5.1.3.3• Defects 45397, 45398, 45400: Statistics: removed extra "/Stats" element. |
| R2 v5.5 | APP | <ul style="list-style-type: none">• Defect 48134: EU Results / RT EU Results: clarified descriptions for HomeScore, AwayScore, HomePeriodScore, AwayPeriodScore and Duration attributes• Defect 48630: Statistics table: clarified Trigger section |
| R2 v6.0 | APP | <ul style="list-style-type: none">• CR004912:<ul style="list-style-type: none">- RT EU Results: added TT_LONGST_RALLY to UnitInfo element for longest rally (number of strokes) in the match- RT EU Results: added TT_LONGST_RALLY to ExtendedPeriod element for longest rally (number of strokes) in each game• CR005146:<ul style="list-style-type: none">- Codes: updated codes and values for CC @QualifyingType- List of Participants by Discipline: updated description for E_Q_TYPE |



Change Log

| Version | Status | Changes on version |
|---------|--------|---|
| | | <ul style="list-style-type: none">- EU Results / RT EU Results: updated format and description for TT_BIGGEST_LEAD• Defects 45225, 51754: Codes: corrected misspelling in CC @Grip for “Shakehand” |
| R2 v7.0 | APP | <ul style="list-style-type: none">• IR0101: Add DT_SERIAL message in the PiT messages• Defect 52280: RT EU Results: element Result/@Result is now sent for trigger T1• Defect 52513: Statistics table: corrected TT_AVG_DURATION format to HH:MM in Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatItem ST_TT/ TT_MATCHES• Defect 58186: EU Result: changed WLT attribute from mandatory to optional |
| R2 v7.1 | APP | <ul style="list-style-type: none">• Defect 58623: Added clarification about DT_BRACKETS message – Section 5.1.7.3• Defect 64206: List of participants: added clarification in Expected column for E_Q_TYPE, E_RANK, E_SEED and E_HAND codes in EventEntry element• Defect 64648: Codes: updated CC @QualifyingType code descriptions• Defect 66914: RT EU Results: updated trigger for Result attribute from T1 to T2, addet T2 trigger for ResultType attribute and added comment for SortOrder attribute |
| R2 v8.0 | APP | <ul style="list-style-type: none">• CR009425: Added clarification for TT_LONGST_RALLY element in RT_RESULT message |



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