



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT052 R2 v10.1 APP (VO)

Olympic Data Feed

ODF Volleyball Data Dictionary

4 July 2012
Technology Department
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1 Introduction

1.1 This document

This document includes the ODF Volleyball Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Volleyball, as well as defines the codes used in these messages.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Volleyball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Volleyball competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **VO** – Volleyball
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF



		users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Volleyball Data Dictionary.

2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Volleyball Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Volleyball.

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



3 Codes

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

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @Action	Code	Description
	BLC	Block
	DIG	Dig
	NO_ACC	No Action
	RCP	Reception
	SET	Set
	SPK	Spike
	SRV	Serve
	SUBST	Substitution
	TOUT	Time Out
	OPP_ERR	Opponent Error this occurs after a fault in the Spike, Serve or Set Actions
	TF	Team Fault Note: when UnitAction Type has this value it must be followed by an ExtendedAction Type of VO_RESULT with a value of "FLT"
CC @ActionRole	Code	Description
	IN	In
	OUT	Out
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	FNL	Finals
	QFL	Quarter-finals
	SFL	Semi-finals
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team passes directly to the next round
	UNK	The competitor is not known yet
CC @Country	Defined in ODF Common Codes Document See entity Organization <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Desc	Code	Description
	10	Group A
	11	Group B



	1	Winner
	0	Loser
CC @Function	<p>Defined in ODF Common Codes Document See entity Function</p> <ul style="list-style-type: none"> The entity's attribute to be used is Code <p>In case of officials in DT_ START_LIST use:</p> <p>For Official @Function use: R1 Referee 1 R2 Referee 2</p> <p>For Coach@Function use: AO02 Coach AST_COA Assistant Coach</p>	
CC @Hand	Code	Description
	L	Left
	R	Right
	B	Left/Right
CC @IRM	Code	Description
	DSQ	Disqualified
CC @Organisation	<p>Defined in ODF Common Codes Document</p> <p>See entity Organization</p> <p>The entity's attribute to be used is Code</p>	
CC @Period	Code	Description
	S1	Set 1
	S2	Set 2
	S3	Set 3
	S4	Set 4
	S5	Set 5
CC @PeriodNo	Code	Description
	0	For the totals
	1	Set 1
	2	Set 2
	3	Set 3
	4	Set 4
	5	Set 5
CC @PeriodStatus	Code	Description
	E	Match End
	R	Runnig
	S	Break (Stop)
CC @Position	Code	Description
	L	Libero
	MB	Middle Blocker
	OS	Opposite Spiker
	S	Setter
	U	Universal
	WS	Wing Spiker
CC @ ReportType	Code	Description
	FS	FINAL STANDINGS
	MR	MATCH RESULTS



	MS	MATCH STATISTICS
	RFR	RESULTS TABLE – FINAL ROUND
	RPR	RESULTS TABLE – PRELIMINARY ROUND
	PRS	PLAYERS RANKING BY SKILLS
	SL	START LIST
	TRS	TEAMS RANKING BY SKILLS
CC @ResAction	Code	Description
	ACE	Ace for Serve Action
	BLC_SCS	Kill Block for Block Action
	DIG	Dig for Dig Action
	EXC	Excellents for Reception Action
	FLT	Fault for Spike, Block, Serve, Dig, Set, Reception Actions
	RCP	Reception for Dig Action
	REB	Rebound for Block Action
	RUN	Running Set for Set Action
	SHO	Shot for Spike Action
	SPK	Spike for Spike Action
	SRV_HIT	Serve Hit for Serve Action
	SRV_RCP	Serve Reception for Reception Action
	STL	Still Set for Set Action
CC @ResultType	Code	Description
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Points
CC @Statistics	Code	Description
	CUM	For cumulative data of individual statistics and team statistics. There will be one single report with the statistics of all the players of each team informed in the DocumentSubcode
	TEAM_RANKING	Ranking of team tournament statistics
	IND_RANKING	Ranking of individual tournament statistics, for the best athletes
	TOU	tournament statistics
CC @WLT	Code	Description
	L	Lost
	W	Won



4 Volleyball Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

4.1.2 Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information



5 Point in Time

5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Volleyball, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

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

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
DT_PARTIC_HORSES	List of 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_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports	X	X
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports	X	X
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline Configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		
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 Volleyball are:

- EventEntry
- OfficialFunction

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 participant by discipline/ update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	Height	O	N(3) 999	It will be included if this information is available.
	Weight	O	N(3) 999	It will be included if this information is available.
	BirthDate	O	YYYYMMDD	It will be included if this information is available.
	MainFunctionId	M	CC @Function	Main function
Discipline	InternationalFederationId	O	S(16)	FIVB Number. It will be included if this information is available. Only for the athletes
RegisteredEvent	Bib	O	S(2)	Shirt number for the athletes. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 ...

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

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_SHIRT_NAME	S(25)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Shirt Name



Element: EventEntry			
Type	Code	Value	Description
	E_IRM	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "S" if the competitor it's Suspended.
	E_CAPTAIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for the captain
			For @Value: Send Y if the competitor it is captain or N if it is not more.
	E_POSITION	CC @Position	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send the Position Code
	E_SPIKE	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Highest Reach Spike in cm
	E_BLOCK	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Highest Reach Block in cm
	E_CLUB_NAME	S(n)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Club name
	E_CLUB_CITY	S(n)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Club City
	E_CLUB_ORG	CC @Country	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Club Country Code
	E_WC_MAT	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: National Selections World Championships
	E_OG_MAT	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code



Element: EventEntry			
Type	Code	Value	Description
			For @Value: National Selections Olympic Games
	E_OT_MAT	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: National Selections Other international competitions
	E_HAND	CC @Hand	For @Type: Send proposed type
			For @Code: Send proposed type code
			For @Pos: Do not send anything
			For @Value: Handedness of the Player

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

Type /Code	Description	Expected
E_ENTRY /E_SHIRT_NAME	Shirt Name of the player	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_IRM	Invalid Result Mark	Only in the case that the athlete has been Suspended (this information only will be sent in the update message)
E_ENTRY /E_CAPTAIN	Captain	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_POSITION	Send the position	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_SPIKE	Highest Reach Spike	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_BLOCK	Highest Reach Block	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_CLUB_NAME	Club Name	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_CLUB_CITY	Club city	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_CLUB_ORG	Club Country	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_WC_MAT	National Selections World Championships	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_OG_MAT	National Selections Olympic Games	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_OT_MAT	National Selections Other international competitions	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_HAND	Hand of the Player	As soon as it is known (it can be sent in both messages)

5.1.1.6 Message sort

Please, follow the general definition.



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

5.1.2.1 Description

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

5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.2.3 Trigger and Frequency

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

5.1.2.4 Message Structure

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

- TeamOfficials /TeamOfficial
- EventEntry

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

5.1.2.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Competition /Team /TeamOfficials /Official	Function	M	CC @Function	Official's function for the team Team Manager, Coach, Assistant Coach, Doctor, Therapist/Trainer

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

Element: EventEntry					
Type	Code	Pos	Value	Description	
E_ENTRY	E_SHIRT	N(1) 0	S(25)	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Send 1, 2, 3 to indicate the number of shirt	
					For @Value: Colour's Shirt
	E_SHORTS	N(1) 0	S(25)	For @Type: Send proposed type	
				For @Code: Send proposed code	
				Send 1, 2, 3 to indicate the number of shorts	
				For @Value: Colour's 1 st Shorts	
	E_GROUP			S(1)	For @Type: Send proposed type
For @Code: Send proposed code					



Element: EventEntry				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Preliminary Group of the team
	E_SEED		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Seed number.

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

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

5.1.2.6 Message sort

Please, follow the general definition.



5.1.3 Start List

5.1.3.1 Description

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

5.1.3.2 Header Values

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

5.1.3.3 Trigger and Frequency

Please, follow the general definition.

5.1.3.4 Message Structure

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

- UnitDateTime (following the general rules for this element)
- Officials /Official
- Coaches /Coach
- Start /Competitor /EventUnitEntry
- Start /Competitor /Composition /Athlete /EventUnitEntry

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

5.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @Function	Send according to the codes, the first and the second referees
	Order	M	Numeric	Send by Order first Referees and second referees
Start	StartOrder	M	Numeric	Send 1 for home team, send 2 for away team
	SortOrder	M	Numeric	
Start /Competitor /Coaches /Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	Send 1 if just one coach, sequential number if more than one (order Coach and Assistant)
Start /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	N(3) 990	

Send UnitDateTime

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

Element: Competitor /EventUnitEntry
--



Type	Code	Value	Description
EUE_VO	VO_UNIFORM	String	For @Type: Send proposed type
			For @Code: Send proposed code for the Uniform
			For @Value: Colour of the Uniform

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

Type /Code	Description	Expected
EUE_VO /VO_UNIFORM	Uniform colour	Always

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

Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_VO	VO_CAPTAIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for the captain
			For @Value: Send Y if the competitor it is captain
	VO_LIBERO	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for the libero
			For @Value: Send Y if the participant is the libero
	VO_STARTER	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for starter players
			For @Value: Send Y if the competitor it is starter

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

Type /Code	Description	Expected
EUE_VO /VO_CAPTAIN	Captain	If apply
EUE_VO /VO_LIBERO	Libero	If apply
EUE_VO /VO_STARTER	Starter players	If apply

5.1.3.6 Message sort

Please, follow the general definition.



5.1.4 Event Unit Results

5.1.4.1 Description

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

5.1.4.2 Header Values

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

5.1.4.3 Trigger and Frequency

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

- After each period (set)
- After the match (unit)

5.1.4.4 Message Structure

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

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

5.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC @Period	Set Number, usually there are 5 sets (but it can be less if one team win 3 sets)
	HomeScore	M	N(3) 990	Overall score of the home competitor at the end of the @Code period. At the start of the game the result should be 0.



Element	Attribute	M/O	Value	Comments
	AwayScore	M	N(3) 990	Overall score of the away competitor at the end of the @Code period At the start of the game the result should be 0.
	HomePeriod Score	M	N(3) 990	Home competitor score up to the end of the @Code period
	AwayPeriod Score	M	N(3) 990	Away competitor score up to the end of the @Code period
	Duration	M	MMm 90m	Playing time of the set
UnitAction	Time	M	MM:SS	Time of the action. Ascending from the beginning (0:00) to the end of one Period.
	Status	M	N	Status of the action for indicate if the action is new (N)
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.
Result	ResultType	O	CC @ResultType	Result type-for the corresponding event unit
	IRM	O	CC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	N(3) 990	Result of the Team (Sets won) for the particular event unit. At the start of the game the result should be 0.
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)
Result /Competitor/ EventUnitEntry	Code	M	E_HOME or E_AWAY	Key of the EventUnitEntry to uniquely identify if the Competitor is the Home or the Away Team
Result /Competitor /Composition /Athlete	Order	M	Numeric	Sort by Shirt Number

Send UnitDateTime

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

Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_VO	VO_ATTENDANCE	N(4) 9,990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of spectators at the match
	VO_DURATION	HHh MMm 99h 90n	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match Duration time
	VO_PDURATION	HHh MMm 99h 90m	For @Type: Send proposed type
			For @Code: Send proposed code



			For @Value: Total playing time
	VO_LSF	N(1) 9	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of Sets completes
	VO_PNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match point indicator Send H for Home Team Send A Away Team
	VO_SPNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Set point indicator Send H for Home Team Send A Away Team
	VO_COMMENT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Comment for the match
	VO_SERVE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Serve Indicator Send H for Home Team Send A Away Team

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

Type /Code	Description	Expected
UI_VO /VO_ATTENDANCE	Number of spectators at the match	Send just if this information is available
UI_VO /VO_DURATION	Total Time of the match	Send at the end of the Game
UI_VO /VO_PDURATION	Total playing time	Send at the end of the Game
UI_VO /VO_LSF	Last Set Finished	Send at the end of the Set
UI_VO /VO_PNT	Match point indicator	When was available
UI_VO /VO_SPNT	Set point indicator	
UI_VO /VO_COMMENT	Comment for the Match	
UI_VO /VO_SERVE	Serve Indicator	

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod			
Type	Code	Value	Description
EP_VO	VO_COMMENT	String	For @Type: Send proposed type
			For @Code:



Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod			
Type	Code	Value	Description
			Send proposed code
			For @Pos: Do not send anything
			For @Value: Comment for the set

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

Type /Code	Description	Expected
EP_VO /VO_COMMENT	Comment for the set	When was available

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

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

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

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

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

Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_VO	VO_RALLY	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of the rally in which the action occurs
	VO_RESULT	CC @ResActions	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Result of the Action for the player/team
	VO_LEAD_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value:



			Points lead for the Home Team in the rally
VO_LEAD_A	N(2) 90		For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Points lead for the Away Team in the rally
VO_SCR_H	N(2) 90		For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home score in the Rally
VO_SCR_A	N(2) 90		For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Away score in the Rally
VO_WIN	S(1)		For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send H if the Home Team win the current Rally Send A if the Away Team win the current Rally
VO_SPEED	N(3).N(1)		For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Serve Speed, just in Case of a successful Serve in the rally
VO_COMMENT	String		For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Comment for the rally

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

Type /Code	Description	Expected
EA_VO /VO_RALLY	Number of the rally in which the action occurs	When was available
EA_VO /VO_RESULT	Result of the Action for a player/team	When was available
EA_VO /VO_LEAD_H	Points lead for the Home Team	When the information is available
EA_VO /V_LEAD_A	Points lead for the Away Team	When the information is available
EA_VO /VO_SCR_H	Points lead for the Home score in the Rally	When the information is available
EA_VO /VO_SCR_A	Points lead for the Away score in the Rally Team	When the information is available
EA_VO /VO_WIN	Indicator of the current Rally Point by Team	When the information is available
EA_VO /VO_SPEED	Serve Speed	When the information is available
EA_VO /VO_COMMENT	Comment for the rally	When the information is available

UnitAction /Competitor should be used for all actions according to the general definition of this element.



UnitAction /Competitor /Composition /Athlete should also follow the general definition of this element for all actions.

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

Element: Competitor /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_VO	VO_FORFEIT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed type
			For @Value: Send Y if a forfeit can be declared for that team (team with @WLT=L)
	VO_PNT	N(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match point count
	VO_SPNT	N(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Set point count (Only for the current set)

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

Type /Code	Description	Expected
ER_VO /VO_FORFEIT	Identify if a forfeit is declared for the Team	If the information exist.
ER_VO /VO_PNT	Match point count	When the information is available
ER_VO /VO_SPNT	Set point count	When the information is available

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_VO	VO_SUBSTITUTE	Numeric	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Number of Set (1..5)
				For @Value: Jersey Number of out going player
	VO_POSITION	Numeric	S(1)	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Number of Set (1..5)
				For @Value: Starting position on court or S in case you not know it.



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	
	VO_LIBERO	Numeric	S(1)	For @Type: Send proposed type	
				For @Code: Send proposed type	
				For @Pos: Number of Set (1..5)	
				For @Value: Send Y if the participant is the libero	
	VO_CURRENT			S(1)	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Don't send anything
					For @Value: Send Y if the player is in the Court in this moment
	VO_PS	Numeric		S(1)	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Number of Set (1..5)
					For @Value: Send Y if the athlete has played in the @Pos

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

Type /Code	Description	Expected
ER_VO /VO_SUBSTITUTE	Jersey Number of out going player	Always when the information is available
ER_VO /VO_POSITION	Starting position on court	Always when the information is available
ER_VO /VO_LIBERO	Libero position	Always when the information is available
ER_VO /VO_CURRENT	If the player is in the court	when the information is available
ER_VO /VO_PS	If the athlete has played in the set	

The following table describes in more detail the Competitor /Stats /Stat and Competitor/Composition/Athletes/Stats/Stat elements in the case of Volleyball for the team statistics.

Element: Competitor /Stats /Stat Competitor/Composition/Athletes/Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
ST_VO	VO_SPK VO_BLC VO_SRV VO_DIG VO_SET VO_RCP		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (only for Teams statistics)
					For @Value: Do not send anything
		VO_RANK		String	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competitor /Stats /Stat Competitor/Composition/Athletes/Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Rank, only if the player meets limit of Team's total spike attempts Only for Athletes
		VO_ERANK		S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Y in the case of equalled rank
		VO_SCS		N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send – if there is not successes
		VO_ATT		N(4)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Attempts and send – if there is not attempts
		VO_FLT		N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of faults and send – if there is not faults
		VO_OTH		N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send – if there is not shot
		VO_EA		N(3).N(2) 990.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competitor /Stats /Stat Competitor/Composition/Athletes/Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
					For @Value: EFFICIENCY PERCENTAGE for spikers and receptions, AVERAGE BY SET for blockers, servers, diggers and setters
		VO_FASTER		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if that competitor it is the Fastest Serve
		VO_SPEED		N(3).N(1) 990.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything Serve speed in kmh (only for Athlete)
	VO_OPP_ERR		CC @PeriodNo		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (only for Teams stadistics) For @Value: Do not send anything
		VO_WON		N(3)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of Opponents Errors (Only for Teams) and send – if there is notwon
		VO_FLT		N(3)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of faults of opponents errors in this match and send – if there is not fault
	VO_TOT_TEAM		CC @PeriodNo		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (only for Teams stadistics) For @Value: Do not send anything
		VO_WON		N(3) 999 Or -	For @Type: Send proposed type For @Code: Send proposed code For @Pos:



Element: Competitor /Stats /Stat Competitor/Composition/Athletes/Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
					Do not send anything
					For @Value: Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors, only for Teams) and send – if there is not won
		VO_ATT		N(3) 999 Or -	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sum of total number of Attempts (Spike + Blocks + Serve, only for Teams), and send – if there is not attempts Only when CC @PeriodNo is “0”
	VO_B_SCR	VO_WON		N(3) 999	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sum of total number of Won (Spike + Blocks + Serve, only for Athlete)
		VO_ATT		N(3) 999	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sum of total number of Attempts (Spike + Blocks + Serve, only for Athlete)
	VO_TOTAL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total (Spike+Block+Server)
	VO_PERCENT			N(3).90 990.90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Percent of total team scoring
	VO_TOUT			N(2) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Time Outs
	VO_IRM			S(1)	For @Type: Send proposed type
					For @Code:



Element: Competitor /Stats /Stat Competitor/Composition/Athletes/Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Only for Athlete And send D if the athlete has been Disqualified

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

Type/Code/ExtendedStat	Description	Expected
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_RANK ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_ERANK	Rank VO_ERANK identify if a rank has been equalled. (Only for Athletes)	Always, if the information is available
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_SCS	Number of Successes in this match	Always, if the information is available
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_ATT	Number of Attempts in this match	Always, if the information is available
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_FLT	Number of faults in this match	Always, if the information is available
ST_VO /VO_SPK /VO_OTH	Number of others Skills	Always, if the information is available
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_EA	EFFICIENCY PERCENTAGE for spikers and receptions, AVERAGE BY SET for blockers, servers, diggers and setters	Always, if the information is available
ST_VO / VO_SRV /VO_FASTER ST_VO / VO_SRV /VO_SPEED	To know who it is the faster server	if the information is available
ST_VO /VO_OPP_ERR /VO_WON	Number of Opponents Errors (Only for Teams)	Always, if the information is available
ST_VO /VO_OPP_ERR /VO_FLT	Number of faults of opponents errors in this match, only for Teams	Always, if the information is available
ST_VO /VO_TOT_TEAM /VO_WON	Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors, only for Teams)	Always, if the information is available
ST_VO /VO_TOT_TEAM /VO_ATT	Sum of total number of Attempts (Spike + Blocks + Serve, only for Teams)	Always, if the information is available
ST_VO /VO_B_SCR /VO_WON	Sum of total number of Won (Spike + Blocks + Serve, only for Athlete)	Always, if the information is available
ST_VO /VO_B_SCR /VO_ATT	Sum of total number of Attempts (Spike + Blocks + Serve, only for Athlete)	Always, if the information is available
ST_VO /VO_TOTAL	Total (Spike+Block+Server, only for Athlete)	Always, if the information is available
ST_VO /VO_PERCENT	Percent of total team scoring, only for Athlete	Always, if the information is available
ST_VO/VO_TOUT	Time Outs	if the information is available
ST_VO /VO_IRM	When the athlete is disqualified	if the information is available



5.1.4.6 Message sort

Please, follow the general definition.



5.1.5 Pool standings of group in a team competition

5.1.5.1 Description

This message is the Pool standings of group in a team competition message as described in the ODF Sport Messages Interface Document.

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

5.1.5.2 Header Values

The DocumentCode ([DD][G][EEE]900) attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values sheet).

DocumentSubtype attributes will be:

- Preliminary Round Pool A: A
- Preliminary Round Pool B: B

5.1.5.3 Trigger and Frequency

Please, follow the general definition.

- Interim:
 - After each game of the preliminaries is official of the relevant group
- Official
 - After last game of the preliminaries

5.1.5.4 Message Structure

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

- Competitor /ExtendedResults and its child element ExtendedResult

5.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average.
	RankEqual	O	S(1)	Y in the case of equalled rank
	ResultType	O	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	IRM	O	CC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is based on sport rules

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



Element: Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_VO	VO_GAMES	VO_PLAYED		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 games played (individual/team)	
		VO_WON		N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed code	
	VO_LOST		N(2) 90	For @Type: Send proposed type		
				For @Code: Send proposed code		
	VO_CP				N(3) 990	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Total Points of Pool Classification (Ranking points)
	VO_WON_DETAIL		N(1) 0		N(2) 90	For @Type: Send proposed type
						For @Code: Send proposed code
VO_LOST_DETAIL		N(1) 0		N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed code	
VO_RES	VO_LOST			N(3) 990	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value:	



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send the number of points against the team
		VO_WON		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 points for the team
		VO_RATIO		String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the points win/lost ratio Send "MAX" if not points lost and use the format 0.000 in the other cases.
	VO_SUB_RES	VO_WON		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 sets won
		VO_LOST		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 sets lost
		VO_RATIO		String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the set win/lost ratio Send "MAX" if not points lost and use the format 0.000 in the other cases.
	VO_OPPONENT		N(1)	CC @Organisation	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Order between the opponents For @Value: Send the NOC of the opponent competitor.
		VO_RES		N(3)-N(3) 990-990	For @Type: Send proposed type For @Code: Send proposed code For @Pos:



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Do not send anything
					For @Value: Send the Match result
		VO_COMP_DATE		dd MMM Ex. 11 Aug	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the date of the Match.

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

Type /Code	Description	Expected
ER_VO /VO_GAMES /VO_PLAYED	Number of games played (individual/team)	When was available
ER_VO /VO_GAMES /VO_WON	Number of games won by the team at the group	
ER_VO /VO_GAMES /VO_LOST	Number of games lost by the team at the group	
ER_VO /VO_GAMES /VO_CP	Total Points of Pool Classification.	
ER_VO /VO_RES /VO_LOST	Total points against the team at the group	
ER_VO /VO_RES /VO_WON	Total points for the team at the group	
ER_VO /VO_RES /VO_RATIO	Ratio of Points	
ER_VO /VO_SUB_RES /VO_WON	Number o sets won by the team at the group	
ER_VO /VO_SUB_RES /VO_LOST	Number of sets lost by the team at the group	
ER_VO /VO_SUB_RES /VO_RATIO	Ratio of Sets	
ER_VO /VO_OPPONENT /VO_OPPONENT /VO_RES /VO_OPPONENT /VO_COMP_DATE	Match information. Opponent's NOC, Match's results, Match's Date	
ER_VO /VO_GAMES /VO_WON_DETAIL	Number of games won of each type of results by the team at the group only if it has won at least one game	
ER_VO /VO_GAMES /VO_LOST_DETAIL	Number of games lost of each type of results by the team at the group only if it has lost at least one game	

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 Volleyball, the message has to be sent for all the competition events, as listed in the header values section.

5.1.6.2 Header Values

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

5.1.6.3 Trigger and Frequency

- After each event

5.1.6.4 Message Structure

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

- Competitor /ExtendedResults and its child element ExtendedResult

5.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the result. It is optional because the team can be disqualified
	RankEqual	O	S(1)	Y in the case of equalled rank
	IRM	O	CC @IRM	Send just if the team has been disqualified
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Element: Competitor/Composition/Athlete /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_VO	VO_MVP	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Y if the athlete is the Most valuable Player
	VO_B_SCR	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Y if the athlete is Best Scorer
	VO_B_SPK	S(1)	For @Type: Send proposed type



Element: Competitor/Composition/Athlete /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
			For @Code: Send proposed code
			For @Value: Send Y if the athlete is Best Skipper
	VO_B_BLC	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Y if the athlete is Best Blocker
	VO_B_SRV	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Y if the athlete is Best Server
	VO_B_SET	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Y if the athlete is Best Setter
	VO_B_LIB	S(1)	For @Type: Send proposed type
For @Code: Send proposed code			
For @Value: Send Y if the athlete is Best Libero			

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

Type /Code	Description	Expected
ER_VO /VO_MVP	Most Valuable Player	At the end of the competition or when the information is available
ER_VO /VO_B_SCR	Best Scorer	At the end of the competition or when the information is available
ER_VO /VO_B_SPK	Best Spiker	At the end of the competition or when the information is available
ER_VO /VO_B_BLC	Best Blocker	At the end of the competition or when the information is available
ER_VO /VO_B_SRV	Best Server	At the end of the competition or when the information is available
ER_VO /VO_B_SET	Best Setter	At the end of the competition or when the information is available
ER_VO /VO_B_LIB	Best Libero	At the end of the competition or when the information is available

5.1.6.6 Message sort

Please, follow the general definition.



5.1.7 Statistics table

5.1.7.1 Description

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

5.1.7.2 Header Values

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

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

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

Use DocumentSubcode with the Organisation (NOC of the team) only for DocumentSubtype CUM

5.1.7.3 Trigger and Frequency

This message should be sent after the end of each Match / and at the end of each phase when it is official with the DocumentCode DDGEEEE000.

- After match

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

5.1.7.4 Message Structure

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

- Competition /Stats /StatsItems /StatItem
- Competitor /StatsItems /StatsItem
- Competitor /Composition /Athlete /StatsItems /StatsItem

5.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed

The following table describes in more detail the Competition /Stats /Competitor /StatsItems /StatsItem this information is for the Tournament Statistics



Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat	Pos	Value	Description
ST_VO	VO_SPK VO_BLC VO_SRV VO_DIG VO_SET VO_RCP	VO_SCS		N(3) 999 Or -	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send – if there is not successes
		VO_ATT		N(4) 9999 Or -	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of Attempts and send – if there is not attempts
		VO_FLT		N(3) 999 Or -	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of faults of Spike and send – if there is not faults
		VO_OTH		N(3) 999 Or -	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send – if there is not shot
		VO_EA		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: EFFICIENCY PERCENTAGE for spikers and receptions , AVERAGE BY SET for blockers, servers, diggers and setters
	VO_TOTAL			N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total (Spike+Block+Server)
	VO_AVM_DUR		N(1) 9	HHh MMm 99h 90m	For @Type: Send proposed type For @Code:



Element: Competition /Stats /StatsItems /StatItem					
Type	Code	ExtendedStat	Pos	Value	Description
					Send proposed code
					For @Pos: 1 for Preliminary, 2 for Finals, 3 for Tournaments
					For @Value: Average Match Duration, the position 3 for Tournament will be always informed if the position 1 has been sent.
	VO_AV_SP		N(1) 9	N(5) 99990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 1 for Preliminary, 2 for Finals, 3 for Tournaments
					For @Value: Average Spectators, the position 3 for Tournament will be always informed if the position 1 has been sent.
	VO_TOT_SP		N(1) 9	N(6) 999990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: 1 for Preliminary, 2 for Finals, 3 for Tournaments
					For @Value: Total Spectators, the position 3 for Tournament will be always informed if the position 1 has been sent.

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

Type/Code/ExtendedStat	Description	Expected
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_SCS	Number of Successes	Always, if the information is available for the DocumentSubtype =TOU
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_ATT	Number of Attempts	Always, if the information is available for the DocumentSubtype =TOU
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_FLT	Number of faults of Spike	Always, if the information is available for the DocumentSubtype =TOU
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_OTH	Number of Other skills	Always, if the information is available for the DocumentSubtype =TOU
ST_VO /(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP) /VO_EA	EFFICIENCY PERCENTAGE for spikers and receptions , AVERAGE BY SET for blockers, servers, diggers and setters	Always, if the information is available for the DocumentSubtype =TOU
ST_VO/VO_TOTAL	Total (Spike+Block+Server)	Always, if the information is available for the DocumentSubtype= TOU
ST_VO /VO_AVM_DUR	Average Match Duration	At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU
ST_VO /VO_AV_SP	Average Spectators	At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU
ST_VO /VO_TOT_SP	Total Spectators	At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU



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

Element: Competition /Stats /Competitor/StatsItems /StatItem				
Competition /Stats /Competitor/Composition /Athlete /StatsItems /StatItem				
Type	Code	ExtendedStat	Value	Description
ST_VO	VO_GAMES	VO_PLAYED	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send the number of games played (Only for Teams)
		VO_WON	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send the number of match won
		VO_LOST	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send the number of match lost
VO_SPK VO_BLC VO_SRV VO_DIG VO_SET VO_RCP VO_LIB Note: The statistics VO_SCS of athletes (with type VO_SPK, VO_BLC and VO_SRV) will be for the Best Scores players	VO_RANK	String	For @Type: Send proposed type	
			For @Code: Send proposed code	
			For @Value: Rank, only if the player meets limit of Team's total spike attempts	
			For teams the rank can be "NR", in case that team hasn't advanced to the quarterfinals (Not Ranked). For players the rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).	
	VO_ERANK	S(1)	For @Type: Send proposed type	
			For @Code: Send proposed code	
			For @Pos: Do not send anything	
			For @Value: Y in the case of equalled rank	
	VO_SCS	N(3) 999 Or -	For @Type: Send proposed type	
			For @Code: Send proposed code	
			For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions and LIBERO) and send - if there is not successes	
	VO_ATT	N(4) 9999 Or -	For @Type: Send proposed type	
For @Code: Send proposed code				
For @Value: Number of Attempts and send - if there is not attempts				



Element: Competition /Stats /Competitor/StatsItems /StatItem				
Competition /Stats /Competitor/Composition /Athlete /StatsItems /StatItem				
Type	Code	ExtendedStat	Value	Description
		VO_FLT	N(3) 999 Or -	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of faults of Spike and send – if there is not faults
		VO_OTH	N(3) 999 Or -	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions INPLAY for liberos) and send – if there is not shot
		VO_EA	N(3).N(2) 990.00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: EFFICIENCY PERCENTAGE for spikers, receptions and Liberos, AVERAGE BY SET for blockers, servers, diggers and setters
VO_OPP_ERR		VO_WON	N(3) 999 Or -	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of Opponents Errors (Only for Teams) and send – if there is notwon
		VO_FLT	N(3) 999 Or -	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of faults of opponents errors and send – if there is not fault
VO_TOTAL			N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total (Spike+Block+Server)
VO_B_R			String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Rank of best scores
				For players the rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).
VO_B_ERANK			S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Y in the case of equalled rank



Element: Competition /Stats /Competitor/StatsItems /StatItem				
Competition /Stats /Competitor/Composition /Athlete /StatsItems /StatItem				
Type	Code	ExtendedStat	Value	Description
	VO_IRM		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Only for Athlete Send "S" if the competitor is Suspended. And send D if the athlete has been Disqualified

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

Type/Code/ExtendedStat	Description	Expected
VO_GAMES/ VO_PLAYED	Send the number of games played (Only for Teams)	Always, if the information is available for the DocumentSubtype=CUM
VO_GAMES/ VO_WON	Send the number of games Won	Always, if the information is available for the DocumentSubtype=CUM
VO_GAMES/ VO_LOST	Send the number of games Lost	Always, if the information is available for the DocumentSubtype=CUM
ST_VO/(VO_SPK,VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_RANK	Rank, only if the player meets limit of Team's total spike attempts VO_ERANK identify if a rank has been equalled.	Always, if the information is available for the DocumentSubtype=TEAM_RANKING and IND_RANKING
ST_VO/(VO_SPK,VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_ERANK	only for Athlete	
ST_VO /(VO_SPK,VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_SCS	Number of points Won	Always, if the information is available for the DocumentSubtype=CUM
ST_VO/(VO_SPK,VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_ATT	Number of Attempts	Always, if the information is available for the DocumentSubtype=CUM
ST_VO/(VO_SPK,VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_FLT	Number of faults of Spike	Always, if the information is available for the DocumentSubtype=CUM
ST_VO/(VO_SPK,VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_OTH	Number of shots	Always, if the information is available for the DocumentSubtype=CUM
ST_VO/(VO_SPK,VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_EA	Percentage of efficiently, only if the player meets limit of team's total spike attempts	Always, if the information is available for the DocumentSubtype=CUM
ST_VO/VO_LIB/VO_RANK	Rank	Always, if the information is available for DocumentSubtype=IND_RANKING
ST_VO/VO_LIB/VO_ERANK	VO_ERANK identify if a rank has been equalled.	
ST_VO/VO_LIB /VO_SCS	Sum of digs and excellent receptions	Always, if the information is available for DocumentSubtype= CUM
ST_VO/VO_LIB /VO_ATT	Number of Attempts	Always, if the information is available for DocumentSubtype= CUM
ST_VO/VO_LIB /VO_FLT	Sum of digs faults and reception faults	Always, if the information is available for DocumentSubtype= CUM
ST_VO/VO_LIB /VO_OTH	Sum of dig receptions and serve receptions	Always, if the information is available for DocumentSubtype= CUM
ST_VO/VO_LIB /VO_EA	Success	Always, if the information is available for the DocumentSubtype= CUM



Type/Code/ExtendedStat	Description	Expected
ST_VO /VO_OPP_ERR /VO_WON	Number of Opponents Errors (Only for Teams)	Always, if the information is available for the DocumentSubtype= CUM
ST_VO /VO_OPP_ERR /VO_FLT	Number of faults of opponents errors in this match, only for Teams	Always, if the information is available for the DocumentSubtype= CUM
ST_VO/VO_TOTAL	Total (Spike+Block+Server)	Always, if the information is available for the DocumentSubtype= CUM
ST_VO/VO_B_R	Rank of best scores	Always, if the information is available for the DocumentSubtype=IND_RANKING
ST_VO/VO_B_ERANK	VO_B_ERANK identify if a rank has been equalled.	
ER_VO /VO_IRM	When the athlete is suspended/disqualified	Always, if the information is available for the DocumentSubtype=CUM

5.1.7.6 Message sort

Please, follow the general definition.



5.1.8 Brackets

5.1.8.1 Description

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

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

5.1.8.2 Header Values

The DocumentCode attribute in the ODF header will be sent 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.

- Before the competition
- After the last match of preliminaries is officialised
- After every match during final phases

5.1.8.4 Message Structure

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

- ExtCompPlaces and its child element
- Competitor and its child element
- Moreover, the following should be considered:
 - BracketItem /NextUnit should be informed in the case of the quarterfinals and semi-finals.
 - BracketItem /NextUnitLoser should be informed just in the case of the semi-finals.
 - CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game (finals) and semi-finals.

5.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the quarterfinals, semi-finals or finals phase.
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	It will be sent the matcher for each bracket item (e.g.: 31, 32, 33, 34 ...)



Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) o when it is not known yet (UNK).

The following table describes in more detail the Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element when you don't know jet the competitor.

Element: Competition/Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_VO	VO_COMP_INF	CC@Desc	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send if the competitor is the draw, group, winner or the loser
				For @Value: Send the match number or rank in the group

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

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

5.1.8.6 Message sort

Please, follow the general definition.



5.1.9 Event's Medallists

5.1.9.1 Description

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

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

5.1.9.2 Header Values

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

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.



5.1.10 Discipline/venue good morning

5.1.10.1 Description

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

5.1.10.2 Header Values

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

5.1.10.3 Trigger and Frequency

Please, follow the general definition.

5.1.10.4 Message Structure

Please, follow the general definition.

5.1.10.5 Message Values

Please, follow the general definition.

5.1.10.6 Message sort

Please, follow the general definition.



5.1.11 Discipline/venue good night

5.1.11.1 Description

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

5.1.11.2 Header Values

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

5.1.11.3 Trigger and Frequency

Please, follow the general definition.

5.1.11.4 Message Structure

Please, follow the general definition.

5.1.11.5 Message Values

Please, follow the general definition.

5.1.11.6 Message sort

Please, follow the general definition.



5.1.12 Discipline configuration

5.1.12.1 Description

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

5.1.12.2 Header Values

Please, follow the general definition.

5.1.12.3 Trigger and Frequency

Please, follow the general definition.

5.1.12.4 Message Structure

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

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

5.1.12.5 Message Values

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

The following table describes in more detail the ExtendedConfig element.

Element: ExtendedConfig				
Type	Code	ExtendedConfigItem Code	Value	Description
EC_VO	VO_TYPE (By discipline)		CC @ReportType	For @Type: Send proposed type
				For @Code: Send proposed code
		VO_FIVBCODE	String	For @Value: Code for identify the report (see codes ection)
				For @Type: Send proposed type
VO_LT_SPK VO_LT_RCP (By event)			N(3).N(2)%	For @Code: Send proposed code
				For @Value: Percentage of limit of Spikers/ Receptions
				For @Type: Send proposed type
VO_MATCH_NUMB ER (By event unit)			N(2) 90	For @Code: Send proposed code
				For @Value: Match number
				For @Type: Send proposed type
VO_TYPE_RESULT		N(1)	String	For @Type:



Element: ExtendedConfig				
Type	Code	ExtendedConfigItem Code	Value	Description
	(By Discipline)	0		Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the position for each type of results. From 1, ... ,n.
				For @Value: Send the type of result in each position (@pos).

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

Type /Code	Description	Expected
EC_VO/ VO_TYPE	FIVB Code for identify the report. Example: If the Start List report has a FIVB output code [P1] send Code="VO_TYPE" Value="SL" Code="VO_FIVBCODE" Value="P1"	Always that the information is available
EC_VO/ VO_LT_SPK EC_VO/ VO_LT_RCP	Percentage of limit of Spike/ Reception	Always that the information is available (only this information is general of the event)
EC_VO /VO_MATCH_NUMBER	Match number	Send just if this information is available
EC_VO /VO_TYPE_RESULT	Type of results. Example: If we have six types of results: "3-0", "3-1", "3-2", "2-3", "1-3", "0-3" @pos =1 @Value= "3-0" @pos =2 @Value= "3-1" @pos =3 @Value= "3-2" @pos =4 @Value= "2-3" @pos =5 @Value= "1-3" @pos =6 @Value= "0-3"	Always

5.1.12.6 Message sort

Please, follow the general definition.



6 Real time

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

6.1 Real Time Applicable Messages

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

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



6.1.1 RT Event Unit Results

6.1.1.1 Description

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

6.1.1.2 Header Values

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

6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"
 - T1 Trigger at the beginning of one period
 - T2 Trigger after one new or modified RALLY
 - T3 Trigger after one change in the scores
 - T4 Trigger after receiving a new speed from the serve speed
 - T5 Trigger at the end of one period
 - T7 Trigger at the end of one match
 - T8 Trigger after one change in the UnitInfo (attendance, weather)
- for the other ResultStatus, please, follow the general definition.

6.1.1.4 Message Structure

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

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Periods and its child element Period
- Period /ExtendedPeriod
- UnitActions and its child element UnitAction
- UnitAction /ExtendedAction
- UnitAction /Competitor
- UnitAction /Competitor /Composition and its child elements Athlete
- Stats its child elements (for Athletes and Teams)
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

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



6.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Period	Code	M	CC @Period	Set Number, usually there are 5 sets (but it can be less if one team win 3 sets)	T3
	HomeScore	M	N(3) 990	Home competitor score up to the end of the @Code period At the start of the game the result should be 0.	T3
	AwayScore	M	N(3) 990	Away competitor score up to the end of the @Code period At the start of the game the result should be 0.	T3
	HomePeriodScore	M	N(3) 990	Home competitor score up to the end of the @Code period	T3
	AwayPeriodScore	M	N(3) 990	Away competitor score up to the end of the @Code period	T3
	Duration	M	MMm 90m	Playing time of the set	T3,T5
UnitAction	Time	M	MM:SS	Time of the action. Ascending from the beginning (0:00) to the end of one Period.	
	Status	M	N, U, D	Status of the action for indicate if the action is new (N), update (U) or delete (D)	
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.	T2(For Substitution)
Result	ResultType	O	CC @ResultType	Result type for the corresponding event unit	T7
	IRM	O	CC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)	T7
	Result	O	N(3) 990	Result of the Team (Sets won) for the particular event unit. At the start of the game the result should be 0.	T5, T7
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L)	T7
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)	T7
Result /Competitor/ EventUnitEntry	Code	M	E_HOME or E_AWAY	Key of the EventUnitEntry to uniquely identify if the Competitor is the Home or the Away Team	Always
Result /Competitor /Composition /Athlete	Order	M	Numeric	Sort by Shirt Number	T7

Send UnitDateTime



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

Element: Competition /UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_VO	VO_PERIOD	CC @Period	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Current set
	VO_STATUS	CC @PeriodStatus	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Period Status.
	VO_DURATION	HHh MMm 99h 90n	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match Duration time
	VO_PDURATION	HHh MMm 99h 90m	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Total playing time
	VO_ATTENDANCE	N(4) 9,990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of spectators at the match
	VO_SPEED	N(3).N(1) 990.0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Online Serve Speed
	VO_PNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Match point indicator Send H for Home Team Send A Away Team Send N for None
	VO_SPNT	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Set point indicator Send H for Home Team Send A Away Team Send N for None
VO_COMMENT	String	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value:	



			Comment for the match
	VO_SERVE	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Serve Indicator. Send H for Home Team Send A Away Team Send N for None

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

Type /Code	Description	Expected
UI_VO /VO_PERIOD	Current period	T1
UI_VO /VO_STATUS	Period status	T1,T5,T7
UI_VO /VO_DURATION	Total Time of the match	T3,T5
UI_VO /VO_PDURATION	Total playing time	T3,T5
UI_VO /VO_ATTENDANCE	Number of spectators at the match	T8
UI_VO /VO_SPEED	Online Serve Speed	T4
UI_VO /VO_PNT	Match point indicator	When was available
UI_VO /VO_SPNT	Set point indicator	
UI_VO /VO_COMMENT	Comment for the Match	When was available
UI_VO /VO_SERVE	Serve Indicator	T2, T3

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod			
Type	Code	Value	Description
EP_VO	VO_COMMENT	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Pos: Do not send anything
			For @Value: Comment for the set

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

Type /Code	Description	Expected
EP_VO /VO_COMMENT	Comment for the set	T3

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

Element: Competition /UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_VO	CC @Period	N(2) 90	CC @Action	For @Type: Send proposed type
				For @Code: Send one period code



				For @Pos: Unique sequential number for all the action of the period, from 1 to n (from the first action of the Set to the last one).
				For @Value: Actions in the game

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

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

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

Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_VO	VO_RALLY	N(1) 0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of the rally in which the action occurs, doesn't send this in the case of TIME OUT.
	VO_RESULT	CC @ResActions	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Result of the Action for the player/team
	VO_LEAD_H	N(2) 90	For @Type: Send proposed type
For @Code: Send proposed code			
For @Value: Points lead for the Home Team in the rally			
VO_LEAD_A	N(2) 90	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value: Points lead for the Away Team in the rally	
VO_SCR_H	N(2) 90	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value: Home score in the Rally	
VO_SCR_A	N(2) 90	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value: Away score in the Rally	
VO_WIN	S(1)	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value:	



			Send H if the Home Team win the current Rally Send A if the Away Team win the current Rally Send N if it is not more
	VO_SPEED	N(3).N(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Serve Speed, just in Case of a successful Serve in the rally
	VO_COMMENT	String	For @Type: Send proposed type For @Code: Send proposed code For @Value: Comment for the rally

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
EA_VO /VO_RALLY	Number of the rally in which the action occurs	T2
EA_VO /VO_RESULT	Result of the Action for a player/team	T2
EA_VO /VO_LEAD_H	Points lead for the Home Team in the rally	T2
EA_VO /V_LEAD_A	Points lead for the Away Team in the rally	T2
EA_VO /VO_SCR_H	Points lead for the Home score in the Rally	T2
EA_VO /VO_SCR_A	Points lead for the Away score in the Rally	T2
EA_VO /VO_WIN	Indicator of the current Rally Point by Team	T2
EA_VO /VO_SPEED	Serve Speed	T2
EA_VO /VO_COMMENT	Comment for the rally	T2

UnitAction /Competitor should be used for all actions according to the general definition of this element.

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

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

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



Type /Code	Description	Expected
ER_VO /VO_PNT	Match point count	T3
ER_VO /VO_SPNT	Set point count	T3

UnitAction /Competitor /Composition /Athlete should also follow the general definition of this element for all actions.

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_VO	VO_CURRENT		S(1)	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Don't send anything
				For @Value: Send Y if the player is in the Court in this moment or N if it is not more
VO_PS	Numeric		S(1)	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Number of Set (1..5)
				For @Value: Send Y if the athlete has played in the @Pos or N if it is not more
VO_SUBSTITUTE	Numeric		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Number of Set (1..5)
				For @Value: Jersey Number of out going player
VO_LIBERO	Numeric		S(1)	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Number of Set (1..5)
				For @Value: Send Y if the participant is the libero or N if it is not more
VO_POSITION	Numeric		S(1)	For @Type: Send proposed type
				For @Code: Send proposed type
				For @Pos: Number of Set (1..5)
				For @Value: Starting position on court or S in case you not know it.

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



Type /Code	Description	Expected
ER_VO /VO_CURRENT	If the player is in the court	T2
ER_VO /VO_PS	If the athlete has played in the set	T2
ER_VO /VO_SUBSTITUTE	Jersey Number of out going player	T2
ER_VO /VO_LIBERO	Libero position	T2
ER_VO / VO_POSITION	Starting position on court	T2

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

Element: Competitor /Stats /Stat Competitor/Composition/Athletes/Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
ST_VO	VO_SPK VO_BLC VO_SRV VO_DIG VO_SET VO_RCP		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (only for Teams statistics)
					For @Value: Do not send anything
		VO_SCS		N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and
		VO_ATT		N(4)	For @Type: Send proposed type
					For @Code: Send proposed code
			For @Pos: Do not send anything		
			For @Value: Number of Attempts		
VO_FLT		N(3)	For @Type: Send proposed type		
			For @Code: Send proposed code		
			For @Pos: Do not send anything		
			For @Value: Number of faults and send		
VO_OTH		N(3)	For @Type: Send proposed type		
			For @Code: Send proposed code		
			For @Pos: Do not send anything		
			For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions)		
VO_EA		N(3).N(2)	For @Type:		



Element: Competitor /Stats /Stat Competitor/Composition/Athletes/Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
				990.00	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: EFFICIENCY PERCENTAGE for spikers and receptions, AVERAGE BY SET for blockers, servers, diggers and setters
	VO_OPP_ERR		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (only for Teams stadistics)
					For @Value: Do not send anything
	VO_WON			N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Opponents Errors (Only for Teams)
	VO_FLT			N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of faults of opponents errors in this match
	VO_TOT_TEAM		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number (only for Teams stadistics)
					For @Value: Do not send anything
	VO_WON			N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors, only for Teams)
	VO_ATT			N(3)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value:



Element: Competitor /Stats /Stat Competitor/Composition/Athletes/Stats /Stat					
Type	Code	ExtendedStat	Pos	Value	Description
					Sum of total number of Attempts (Spike + Blocks + Serve, only for Teams) Only when CC @PeriodNo is "0"
	VO_TOTAL				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total (Spike+Block+Server)
	VO_PERCENT			N(3).90 990.90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Percent of total team scoring
	VO_TOUT			N(2) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of Time Outs
	VO_IRM			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Only for Athlete And send D if the athlete has been Disqualified

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

Type/Code/ExtendedStat	Description	Expected
SS_VO/(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_SCS	Number of Successes in this match	T2
SS_VO/(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_ATT	Number of Attempts in this match	T2
SS_VO/(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_FLT	Number of faults in this match	T2
SS_VO/VO_SPK/VO_OTH	Number of others Skills	T2
SS_VO/(VO_SPK, VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_EA	EFFICIENCY PERCENTAGE for spikers and receptions, AVERAGE BY SET for blockers, servers, diggers and setters	T2
SS_VO/VO_OPP_ERR/VO_WON	Number of Opponents Errors (Only for Teams)	T2
SS_VO/VO_OPP_ERR/VO_FLT	Number of faults of opponents errors in this match, only for Teams	T2



Type/Code/ExtendedStat	Description	Expected
ST_VO/VO_TOT_TEAM/VO_WON	Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors, only for Teams)	T2
ST_VO/VO_TOT_TEAM/VO_ATT	Sum of total number of Attempts (Spike + Blocks + Serve, only for Teams)	T2
ST_VO/VO_TOTAL	Total (Spike+Block+Server, only for Athlete)	T2
ST_VO/VO_PERCENT	Percent of total team scoring, only for Athlete	T2
ST_VO/VO_TOUT	Time Outs	T2
ST_VO /VO_IRM	When the athlete is disqualified	T2

6.1.1.6 Message sort

Please, follow the general definition.



7 PDF feed

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

7.1 PDF Applicable Messages

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

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



7.1.1 DT PDF

7.1.1.1 Description

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

7.1.1.2 Header Values

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

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

7.1.1.3 Trigger and Frequency

Please, follow the general definition.

7.1.1.4 Message Structure

Please, follow the general definition.

7.1.1.5 Message Values

Please, follow the general definition.

7.1.1.6 Message sort

Please, follow the general definition



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	3 April 2009	Submitted for review version
R2 v2.0	22 May 2009	Comments after Interface data meeting
R2 v3.0	19 Jun 2009	Changes after IDM and Submitted for Approval Document reformatted according to changes log
R2 v3.1	17 July 2009	Status changed to APP Changes for RT
R2 v4.0	13 April 2010	Some issues
R2 v5.0	3 September 2010	Some issues
R2.v5.1	23 December 2010	Some minor issues
R2 v6.0	17 January 2011	IR022
R2 v6.1	16 February 2011	Defect 36104
R2 v6.2	18 March 2011	Remove E_INT_GAMES_P
R2 v7.0	8 July 2011	Defect 40236/39862& IR047
R2 v7.1	9 September 2011	Defect 38928
R2 v8.0	9 November 2011	CR5076
R2 v9.0	9 January 2012	CR5402, IR101, Defect 57424
R2 v9.1	12 March 2012	Defect 52470
R2 v9.2	13 April 2012	Defect 67844, 68999, 68792, 70851
R2 v10.0	25 May 2012	CR8974
R2 v10.1	4 July 2012	Defect 78764

File reference: ODF/INT052 R2 v10.1 APP (VO)



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">• Changes after the WNPA meeting:<ul style="list-style-type: none">▪ Delete all references to the DT_ORGANISATION, DT_PARTIC_ATHLETES, DT_PARTIC_ATHLETES_UPDATE, DT_PARTIC_OFFICIALS, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_HISTORIC, DT_TEAM_HISTORIC message▪ Include four new messages DT_PARTIC, DT_PARTIC_UPDATE and references to DT_HIST_REC_UPDATE and DT_WEATHER• Changes after the IDM meeting:<ul style="list-style-type: none">▪ Codes: CC @PeriodStatus: Add Code E for End; Add Codes for Period and PeriodStatus. Also modify a Code value TOUT for unify it with all sports.▪ Pool standings: ER_VO / VO_GAMES/VO_CP: Clarification of the description: Content of Total points; VO_PLAYED: Clarification of the description: Change to "Send the number of games played (individual/team)"; Delete the attribute Result, because it is defined as a VO_CP. Modify the codes and the Extension Codes in the message of Pool Standing to unify the codes with the rest of Sports▪ List of teams: E_ENTRY: Change E_SHIRT_1 (_2, _3, _4) to E_SHIRT and use POS attribute; add the group (Due E_Group Until now the Group Info is missing in the X30. But is necessary for all the team sports).▪ Statistics table: Type SI_XX should be change to ST_XX▪ Event Unit Result: (Point in Time and Real Time) put the CC @Actions as a Value in the Action element, add a New Code VO_RALLY for the ExtendedAction element, change the code VO_RES_ACTION by VO_RESULT for unify the code with the rest of Sports and change the Code of the EstendedStat VO_FAULT by VO_FTL by the same reason.▪ Statistics: Unify the codes with the rest of the document
R2 v3.0	APP	<ul style="list-style-type: none">• Codes: Add "0" for the total statistics in @PeriodNo• Statistics: change Competition /Stats /StatsItems and its child element StatsItem by Competition /Stats /StatsItems /StatItem ; change Competitor /StatsItems and its child element StatsItem by Competitor /StatsItems /StatsItem.• Status changed to APP
R2 v3.1	APP	<ul style="list-style-type: none">• Some minor corrections and added the copyright• Delete "equestrian" from the description of DT_PARTIC_HORSES_UPDATE• Start List: add _STARTER for RT• RT Event Unit Result: Add _SUBSTITUTE, _HOME_STARTER, _AWAY_STARTER; Add @Pos for VO_OPP_ERR/ VO_WON and VO_OPP_ERR/ VO_FLT
R2 v4.0	APP	<ul style="list-style-type: none">• Participants: Add OfficialFunction and MainFunctionId for the officials if apply ; Change E_OT_MAT by E_INT_MAT• General: Add a "N" for attributes who has "Y"; Removed the comments from the @SortOrder• Reults: @ResultType should be optional; Removed _IRM• Ranking: Add _B_SPK for Best Spiker• Pool: Change the format for _RATIO• Statistics: Add a _TOTAL for Spike+Block+Server, Add a _IRM• Config: Change DC_VO by EC_VO; Clarification;• Revision in the Trigger and Frequency sections after ORIS cycling 1.• Reults: Merge RT Data in PiT.• Changes after the ORIS meeting:<ul style="list-style-type: none">▪ Code: Add a CC @QualStatus for Team long list▪ Participants: add Status for Team long list▪ Result: Indicator for fastest serve in kmh has been added.▪ Result and RT Result: Add a comment for each action, for each rally, before and after each set; Add a new element _PDURATION for the "Total



Change Log

Version	Status	Changes on version
		playing time"; Change VO_RECEIVER by VO_RCP and VO_SETT by VO_SET
		▪ Ranking: The best digger and the best receiver have been deleted
		▪ Statistics: Pending FIVB decision on skills which will be included in statistics.

**Change Log**

Version	Status	Changes on version
R2 v5.0	APP	<ul style="list-style-type: none"> • General change: Remove the elements what not made send in the Pit only for RT (<code>_PERIOD</code>, <code>_STATUS</code>, <code>_SPEED</code>); Update the Y/N values; change the formats; add a <code>_OPPONENT</code> element to be consistent with the other team's sports; Remove the <code>E_Q_STATUS</code> element. • Pool: Add <code>@pos</code> for <code>_OPPONENT</code> • Statistics: remove <code>_SUB_RES</code>, <code>_RES</code> • Result: remove <code>_POINTS</code> • IR006 <ul style="list-style-type: none"> ▪ Codes: Change <code>TOUT</code> and <code>OPP_ERROR</code> to <code>CC @Actions</code>; Add <code>TF</code> for <code>CC @Actions</code>; Removed <code>CON</code>, <code>ERR</code>, <code>JBW</code>, <code>SCS</code> from <code>CC @ResAction</code> because don't exist any more ; Add a <code>CC @ActionRole</code>; Add comments for the official's codes. Those codes can be change when we have the new command codes. ▪ Participants: Add <code>E_OT_MAT</code> for Other International Competitions and <code>E_INT_GAMES_P</code> for totals ▪ Bracket: add a trigger ▪ Results: Add a <code>UnitAction@Status</code>; changes for <code>_SERVE</code> and <code>_RALLY</code> information; The Set Point, Match point and Serve indicator are match's information. So that information should inside the <code>UnitInfo</code>; The Set Point, Match point should by team; removed the <code>_HOME_STARTED</code>, <code>_AWAY_STARTED</code> that information are in the <code>_POSITION</code> element and add that for RT results; Change <code>_BEST_SCORER</code> by <code>B_SCR</code>; Add a <code>@Role</code>; Change <code>_PNT</code> and <code>_PNT_N</code>; Add a <code>IRM</code> in the statistics; Change <code>_WIN_H</code> and <code>_WIN_A</code> by <code>_WIN</code>; ▪ Pool: clarification for the <code>@DocumentCode</code>; ▪ Statistics: Change <code>_LIBERO</code> by <code>_LIB</code>; The elements <code>_SCS</code>, <code>_ATT</code>, <code>_FLT</code>, <code>_OTH</code>, <code>_EA</code> for libero should be send in the <code>CUM</code> message; The element <code>_TOT</code> should send in te <code>CUM</code> message and for Team also; Add a note in the Triggers and ferecuency section; Update the <code>RSC</code> code in the trigger and frecuency section. ▪ Event Final Ranking: Change <code>_B_SER</code> by <code>_B_SRV</code> and <code>_B_BLK</code> by <code>_B_BLC</code> ▪ Config: Change the definition for the <code>_TYPE</code>, <code>_LIMIT</code>; Removed the <code>@pos</code> from <code>_LM</code> • Changes after the WNPAs meeting: <ul style="list-style-type: none"> ▪ Event Final Ranking/Pool: Add the attribute <code>RankEqual</code> when there are an attribute <code>Rank</code> to identify if this is equalled or not. ▪ Results/Statistics: Add an element <code>_ERANK</code> when there are an attribute <code>Rank</code> to identify if this is equalled or not. ▪ Result: Add a <code>Result /Competitor/ EventUnitEntry</code> • IR008: <ul style="list-style-type: none"> ▪ Teams participants: Add a <code>_SEED</code>; ▪ Results: <code>CC @PeriodNo</code> must be at level of the <code>Code</code> node instead of extended element.
R2 V5.1	APP	<ul style="list-style-type: none"> • Codes: Update <code>CC @Statistics</code>
R2 v6.0	APP	<ul style="list-style-type: none"> • Changes after the WNPAs meeting (IR022): <ul style="list-style-type: none"> ▪ Start list/Results/Official communication/ Medallists of one event: Change the triggers and frequency as the revision of WNPAs meeting ▪ Codes: add a reference for the format details
R2 v6.1	APP	<ul style="list-style-type: none"> • Defect 36104 <ul style="list-style-type: none"> ▪ The <code>Value</code> column should refer to <code>CC @Country</code> and not <code>CC @Organisation</code>. The <code>E_CLUB_ORG</code> is the Club Country Code, not the Club Organisation.
R2 v6.2	APP	<ul style="list-style-type: none"> • Participants: Remove <code>E_INT_GAMES_P</code> cross the sports
R2 v7.0	APP	<ul style="list-style-type: none"> • Defect 40236:



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		<ul style="list-style-type: none">▪ <u>In Header Values:</u> Remove the sentence "Attribute @ResultStatus should always be either "LIVE_UPDATE" or "LIVE_FULL".", as this is already explained in the Sport Message Interface document.▪ <u>In Trigger and Frequencies:</u> Keep the part explaining the triggers for ResultStatus = "LIVE_UPDATE", and say that for the other ResultStatus we should follow the general definition.▪ <u>In Message Structure:</u> Remove part of the sentence "for both LIVE_UPDATE and LIVE_FULL messages".▪ <u>In Message Values:</u> Remove the sentences "In the case of ResultStatus="LIVE_FULL", send <u>all</u> attributes and codes according to the tables described in this section. In the case of ResultStatus="LIVE_UPDATE", send <u>just the updated</u> attributes and codes according to the tables described in this section.", as this is already explained in the Sport Message Interface document. <ul style="list-style-type: none">• IR047: Log changes in ODF documentatin should be moved at the end• Defect 39862: Statistics: Update the description of CUM type• Update the format for percentage element to N(3) instead N(2)<ul style="list-style-type: none">▪ Statistics: VO_EA▪ Result: VO_EA , VO_PERCENT▪ Config: VO_LT_SPK, VO_LT_RCP



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R2 v7.1	APP	<ul style="list-style-type: none">Defect 38928: Remove the trigger T6 from Result message because the Team cannot be disqualified during a match and resort the others.
R2 v8.0	APP	<ul style="list-style-type: none">CR5076(Defect 43510,48156):<ul style="list-style-type: none">Add the section for DT_PDF messages with a sub-section for Header Values in special cases.
R2 v9.0	APP	<ul style="list-style-type: none">CR5402:<ul style="list-style-type: none">Term "head coach" should be changed to "coach"Codes: Add CC @Position with values "L - Libero", "MB- Middle Blocker", "OS- Opposite Spiker", "S- Setter", "U- Universal", "WS- Wing Spiker" and CC @Hand with values "L- Left", "R- Right", "B- Left/Right"Participant: Add E_ENTRY /E_HAND; update the E_POSITIONConfig: remove the indication for the Latest Matches (VO_LM); Add the types of results (EC_VO /VO_TYPE_RESULT)Pool: Add the Results Details (VO_WON_DETAIL, VO_LOST_DETAIL) for each type of results.Statistics: Add the NR – Not Ranked for team ranking statistics and for statistics for skills (ST_VO/(VO_SPK,VO_BLC, VO_SRV, VO_DIG, VO_SET, VO_RCP)/VO_RANK);IR101: Add DT_SERIAL message in the PiT messagesDefect 57424: RT Result remove the VO_B_SCR
R2 v9.1	APP	<ul style="list-style-type: none">Defect 52470: Codes: Remove the @MainFunction for PARTICIPANT message in the CC @Function
R2 v9.2	APP	<ul style="list-style-type: none">Defect 67844: Statistics: remove all association with VO_GAMES/VO_PLAYED for IndividualsDefect 68999: Participant: Add the "FIVB Number." In the comments of the Discipline @InternationalFederationIdDefect 68792: Pool: change the "intermediate" by "Interim" in the Trigger and Frequency sectionDefect 70851: Codes: clarify that when UnitAction Type has a value of "TF" must be followed by an ExtendedAction Type of VO_RESULT with a value of "FLT"
R2 v10.0	APP	<ul style="list-style-type: none">CR8974<ul style="list-style-type: none">Statistics: Add a new value "NR" for Rank of best scores (ST_VO /VO_B_R)
R2 v10.1	APP	<ul style="list-style-type: none">Defect 78764: Update the Coach's codes to "AO02 - Coach" and "AST_COA - Assistant Coach"



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