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Olympic Data Feed

ODF Water Polo Data Dictionary

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1 Introduction

1.1 This document

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

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



3 Codes

Several codes are used in the definition of the messages in this document, or more particularly for one sport in each ODF Sport Data Dictionary. Any code will be referenced the following way:

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @Action	Code	Description
	STARTP	Start Period
	TOUT	Time-out
	SWP	Sprint won possession
	SRT_GK	Starting goalkeeper
	GKS	Goalkeeper Substitution
	ACT	Action Shot
	CNT	Centre Shot
	EXT	Extra Player Shot
	LD	Long distance shot
	PTY	Penalty Shot
	CAT	Counter Attack
	TYC	20 sec. exclusion in centre
	TYF	20 sec. exclusion in field
	FRP	Penalty foul
	EXC_WS	Exclusion with substitution
	EXC_WT	Exclusion with substitution after 4 min
	TFL	Turnover foul
	ST	Steal
	2EXC	Double Exclusion
	CRN	Corner throw
CC @ActionRole	Code	Description
	ASS	Assist
	SCR	Scorer
	SWP	Sprint Winner
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	QFL	Quarter-finals
	SFL	Semi-finals
	FNL	Finals
CC @CompetitorPlace	Code	Description



Code Entity	Code Entity Set of Values	
	BYE	There is no competitor, the other team passes directly to the next round
	UNK	The competitor is not known yet
CC @Country	Defined in ODF Common Codes Document See entity Country <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Desc	Code	Description
	10	Group A
	11	Group B
	1	Winner
	0	Loser
CC @Exclusions	Code	Description
	N	Exclusion with Substitution after 4 min.
	S	Exclusion with Substitution
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @IRM	Code	Description
	DSQ	Disqualified
CC @Organisation	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 @Period	Code	Description
	Q1	Quarter 1
	Q2	Quarter 2
	Q3	Quarter 3
	Q4	Quarter 4
	OT1	Extra Time 1
	OT2	Extra Time 2
	PSO	Penalty Shoot Out
CC @PeriodNo	Code	Description
	0	Total
	1..4	Quarter 1..Quarter 4
	5	Extra Time 1
	6	Extra Time 2
	7	Penalty Shoot Out
CC @PeriodStatus	Code	Description
	R	Running
	S	Stop (Break)
	E	Match End
CC @Position	Code	Description
	GK	Goalkeeper



Code Entity	Code Entity Set of Values	
	D	Driver
	CB	Centre Back
	CF	Centre Forward
CC @ResAction	Code	Description
	G	Goal
	S	Save
	M	Missed
	P	Post
	B	Blocked
CC @ResultType	Code	Description
	POINTS	Points
	IRM_POINTS	For both, Points and invalid result mark
CC @Statistics	Code	Description
	CUM	Cumulative Statistics
	IND_RANKING	Individual Tournament Statistics
	TEAM_RANKING	Team Statistics
CC @Uniform	Code	Description
	WHITE	White Cap
	BLUE	Blue Cap
CC @WLT	Code	Description
	L	Lost
	W	Won



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

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

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORDS	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records	Central		



Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
	update			
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 accredited participants 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 Water Polo are:

- EventEntry

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

5.1.1.5 Message Values

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

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

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

Element: Competition /Athlete /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_POSITION		CC @Position	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Position Code
	E_IRM		CC@IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send the proposed value.



Element: Competition /Athlete /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
	E_HAND		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: L/R/B Handedness
	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_OG_PAR		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Olympic Games Participations
	E_OG_GOALS		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Goals scored in Olympic Games
	E_INT_GOALS		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Goals scored in international matches
	E_INT_GAMES_P		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of international matches played
	E_CAPTAIN		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code for the captain
				For @Value: Send "Y" if the player is the captain, "N" just if the value of the attribute has



Element: Competition /Athlete /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				changed

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

Type /Code	Description	Expected
E_ENTRY /E_POSITION	Position Code in the Team	As soon as this information is known.
E_ENTRY /E_IRM	Invalid Result Mark	As soon as this information is known.
E_ENTRY /E_HAND	Handiness	As soon as this information is known.
E_ENTRY /E_CLUB_NAME	Club Name	As soon as this information is known.
E_ENTRY /E_CLUB_CITY	Club city	As soon as this information is known.
E_ENTRY /E_CLUB_ORG	Club Country	As soon as this information is known.
E_ENTRY /E_OG_PAR	Olympic Games participations	As soon as this information is known.
E_ENTRY /E_OG_GOALS	Goals Scored in Olympic Games	As soon as this information is known.
E_ENTRY /E_INT_GOALS	Goals Scored in International games	As soon as this information is known.
E_ENTRY /E_INT_GAMES_P	Internationals matches played.	As soon as this information is known.
E_ENTRY /E_INT_CAPTAIN	Captain indicator	As soon as this information is known.

5.1.1.6 Message sort

Please, follow the general definition.



5.1.2 List of teams/ List of Teams update

5.1.2.1 Description

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

5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

5.1.2.3 Trigger and Frequency

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

5.1.2.4 Message Structure

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

- TeamOfficials and its child element
- EventEntry

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

5.1.2.5 Message Values

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

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

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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry			
Type	Code	Value	Description
E_ENTRY	E_GROUP	String	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Team's Group
	E_SEED	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Seed number.

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

Type /Code	Description	Expected
E_ENTRY/E_GROUP	Team's Group	As soon as this information is known.
E_ENTRY /E_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 Water Polo are:

- UnitDateTime (following the general rules for this element)
- Competition /UnitInfos and its child element UnitInfo
- Officials and its child element Official
- Coaches and its child element Coach
- Start /Competitor /Composition /Athlete /EventUnitEntry
- Start /Competitor /EventUnitEntry

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

5.1.3.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Water Polo, 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 referee, the umpires and the commissioner
	Order	M	Numeric	Send by Order as on official score sheet
Start	StartOrder	M	Numeric	Send 1 for home team, send 2 for away team
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor /Coaches/Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	1 - Function (as per sample: Coach or Assistant Coach)
Start /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	N(3) 990	Order the competitor should appear in the Start List. Start with starters, substitutes and then suspended.



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

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_WP	WP_PS_GAME		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send Y if the eventunit is a penalty shootout game
	WP_TIE_RANKS		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Tie-Break ranks for preliminary group round

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

Type /Code	Description	Expected
UI_WP /WP_PS_GAME	Shootout game indicator	In case of shootout game
UI_WP /WP_TIE_RANKS	Ranks for this shootout games	In case of shootout game

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

Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_WP	WP_SUSPENDED	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for suspended players
			For @Value: Send 'Y' if the player is suspended
	WP_STARTER	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for starter players
			For @Value: Send 'Y' if the player is a Starter
	WP_CAPTAIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for the captain
			For @Value: Send 'Y' if the player is captain
	WP_OG_GOALS	N(2)	For @Type:



Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
		90	Send proposed type
			For @Code: Send proposed code for the captain
			For @Value: Number of goals scored in OG
	WP_INT_GAMES_P	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code for the captain
			For @Value: Number of international games played

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

Type /Code	Description	Expected
EUE_WP /WP_SUSPENDED	Suspended players	Send just for those suspended players
EUE_WP /WP_STARTER	Starter players	Send just for those starter players
EUE_WP /WP_CAPTAIN	Captain	Send the code just for the captain (when this information is known)
EUE_WP /WP_OG_GOALS	OG Goals	Always
EUE_WP /WP_INT_GAMES_P	Int'l matches	Always

Element: Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_WP	WP_UNIFORM	CC @Uniform	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Cap Colour

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

Type /Code	Description	Expected
EUE_WP /WP_UNIFORM	Cap color	Always

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 (quarter)
- After last extra time or shoot-out (if any)
- After the match (unit)

5.1.4.4 Message Structure

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

- UnitInfos and its child elements UnitDateTime and UnitInfo (following the general rules for this element)
- Periods and its child element Period
- UnitActions and its child element UnitAction
- UnitAction /ExtendedAction
- UnitAction /Competitor
- UnitAction /Competitor /Composition and its child elements Athlete
- Competitor /Stats /Stat
- Competitor /Composition /Athlete /Stats /Stat
- 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	
	HomeScore	M	N(3) 990	Home competitor score up to the end of the @Code period
	AwayScore	M	N(3) 990	Away competitor score up to the end of the @Code period
	HomePeriodScore	O	N(3) 990	Score of the home competitor just for this period at this moment in time
	AwayPeriodScore	O	N(3) 990	Score of the away competitor just for this period at this moment in time



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

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

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_WP	WP_PERIOD		CC @Period	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send current period
	WP_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send period Status
	WP_POS_N		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of possessions
	WP_POS_T		MM:SS (time)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Possession time
	WP_EXC_W		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code



Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				For @Pos: Do not send anything
				For @Value: Exclusions
	WP_2EXC		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Number of Double Exclusions
	WP_ACT	N(1) 9	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything for goals, 1 for misses
				For @Value: Action shots goals/misses
	WP_EXT	N(1) 9	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything for goals, 1 for misses
				For @Value: X goals/ misses
	WP_LD	N(1) 9	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything for goals, 1 for misses
				For @Value: Long distance goals/ misses
	WP_FT	N(1) 9	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything for goals, 1 for misses
				For @Value: FT goals/ misses
	WP_PTY	N(1) 9	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything for goals, 1 for misses



Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				For @Value: PS goals/ misses
	WP_CT		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Corner Throws

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

Type /Code	Description	Expected
UI_WP /WP_PERIOD	Send current period	At the end of the match
UI_WP /WP_STATUS	Send period status	At the end of the match
UI_WP /WP_POS_N	Number of Possession	At the end of the match
UI_WP /WP_POS_T	Possession time	At the end of the match
UI_WP /WP_EXC_W	Exclusions	At the end of the match
UI_WP /WP_2EXC	Double exclusions	At the end of the match
UI_WP /WP_ACT	Action shots goals/misses	At the end of the match
UI_WP /WP_EXT	Extra player shot goals/misses	At the end of the match
UI_WP /WP_LD	Long distance shots goals/misses	At the end of the match
UI_WP /WP_FT	Free throw goals/misses	At the end of the match
UI_WP /WP_PTY	Penalty shot goals/misses	At the end of the match
UI_WP /WP_CT	Corner throws	At the end of the match

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

Element: Competition /UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_WP	CC @Period	N(3) 990	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: Send one action code

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

Type /Code	Description	Expected
UAC_WP /CC @Period	Actions in the game	Send always 2 minutes after half time and 2 minutes after the game



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

Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_WP	WP_RES_ACTION	CC @ResAction	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Result of the Action for the player/team
	WP_SCR_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home Score of the game after the action
	WP_SCR_A	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Away Score of the game after the action
	WP_HOME_PEN	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home Score in penalty shootout
	WP_AWAY_PEN	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Away Score in penalty shootout

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

Type /Code	Description	Expected
EA_WP /WP_RES_ACTION	Result of the Action for the player/team	Send always 2 minutes after half time and 2 minutes after the game
EA_WP /WP_SCR_H	Home Score of the match after the action	Send when the action of change score happen
EA_WP /WP_SCR_A	Away Score of the match after the action	Send when the action of change score happen
EA_WP /WP_HOME_PEN	Home Score in penalty shootout	Send for each shot during penalty Shootout
EA_WP /WP_AWAY_PEN	Away Score in penalty shootout	Send for each shot during penalty Shootout

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



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	
ER_WP	WP_POSITION		CC @Position	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Position of the player in the team

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

Type /Code	Description	Expected
ER_WP /WP_POSITION	Position of the player in the team.	As soon as it is known.

The following table describes in more detail the Competitor /Stats /Stat element in the case of Water Polo for the team statistics.

Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
ST_WP	WP_TOTAL WP_ACT WP_CNT WP_EXT WP_LD WP_PTY WP_CAT	WP_GOALS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of goals
		WP_SHOTS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of shots
	WP_PERC			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shooting percentage (%)
	WP_AS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Assists
	WP_TFL			N(2) 90	For @Type: Send proposed type



Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Turnover fouls
	WP_ST			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Steals
	WP_BL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Blocked shots
	WP_SP	WP_WINS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sprint wins
		WP_ATT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sprint attempts
	WP_TYC			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: 20C exclusions
	WP_TYF			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: 20F exclusions
	WP_2EXC			N(2)	For @Type:



Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
				90	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Double Exclusions
	WP_FRP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Penalties
	WP_EXC_W		CC @Period No	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Exclusions
	WP_TOUT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time Out
	WP_EXC_WS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send proposed code
					For @Value: Exclusions with substitution
	WP_EXC_WT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Exclusions with substitution after 4 mins
	WP_POS_TEAM		CC @Period No		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value:



Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
					Do not send anything
		WP_NUMBER		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of possessions
		WP_TIME		MM:SS (time)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Possession time
	WP_ACT_TEAM WP_EXT_TEAM WP_LD_TEAM WP_FT_TEAM WP_PTY_TEAM		CC @Period No		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Do not send anything
		WP_GOALS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the proposed code
					For @Value: Goals
		WP_MISSES		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the proposed code
					For @Value: Misses
	WP_CRN_TEAM		CC @Period No	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Team Corner Throws
	WP_TOTAL_GK WP_ACT_GK WP_CNT_GK WP_EXT_GK WP_LD_GK WP_PTY_GK	WP_SAVES		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
	WP_CAT_GK				For @Value: Saves
		WP_SHOTS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shots
	WP_PERC_GK			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Percentage (%) of shots saved

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

Type /Code	Description	Expected
ST_WP /WP_TOTAL	Total Goals / Shots	Always, if the information is available
ST_WP /WP_ACT	Action Goals / Shots	Always, if the information is available
ST_WP /WP_CNT	Centre Shots Goals / Shots	Always, if the information is available
ST_WP /WP_EXT	Extra Player Goals / Shots	Always, if the information is available
ST_WP /WP_LD	Long Distance Goals / Shots	Always, if the information is available
ST_WP /WP_PTY	Penalty Shots Goals / Shots	Always, if the information is available
ST_WP /WP_CAT	Counter-Attack Goals / Shots	Always, if the information is available
ST_WP /WP_PERC	Shooting percentage	Always, if the information is available
ST_WP /WP_AS	Assists	Always, if the information is available
ST_WP /WP_TFL	Turnover fouls	Always, if the information is available
ST_WP /WP_ST	Steals	Always, if the information is available
ST_WP /WP_BL	Blocked shots	Always, if the information is available
ST_WP /WP_SP	Sprint won/attempts	Always, if the information is available
ST_WP /WP_TYC	20 exclusion in the centre forward position	Always, if the information is available
ST_WP /WP_TYF	20 second exclusion in the field	Always, if the information is available
ST_WP /WP_2EXC	Double Exclusion	Always, if the information is available
ST_WP /WP_FRP	Penalty	Always, if the information is available
ST_WP /WP_EXC_W	Exclusion	Always, if the information is available
ST_WP /WP_TOUT	Time Out	Always, if the information is available
ST_WP /WP_EXC_S	Exclusions with substitution	Always, if the information is available
ST_WP /WP_EXC_WT	Exclusions W/Subst after 4 min.	Always, if the information is available
ST_WP /WP_POS_TEAM	Team Possession Num/min	Always, if the information is available
ST_WP /WP_ACT_TEAM	Team Action Goals / Misses	Always, if the information is available
ST_WP /WP_EXT_TEAM	Team Extra Player Goals / Misses	Always, if the information is available
ST_WP /WP_LD_TEAM	Team Long Distance Goals / Misses	Always, if the information is available
ST_WP /WP_FT_TEAM	Team Free Throw Goals / Misses	Always, if the information is available
ST_WP /WP_PTY_TEAM	Team Penalty Shots Goals / Misses	Always, if the information is available
ST_WP /WP_CRN_TEAM	Team Corner Throws	Always, if the information is available



Type /Code	Description	Expected
ST_WP /WP_TOTAL_GK	Total Saves / Shots	Always, if the information is available
ST_WP /WP_ACT_GK	Goalkeeper Action Saves / Shots	Always, if the information is available
ST_WP /WP_EXT_GK	Goalkeeper Extra Player Saves / Shots	Always, if the information is available
ST_WP /WP_LD_GK	Goalkeeper Long Distance Saves / Shots	Always, if the information is available
ST_WP /WP_PTY_GK	Goalkeeper Penalty Shots Saves / Shots	Always, if the information is available
ST_WP /WP_CAT_GK	Goalkeeper Counter-Attack Saves / Shots	Always, if the information is available
ST_WP /WP_PERC_GK	Goalkeeper percentage (%) of shots saved	Always, if the information is available

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

Element: Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	
ST_WP	WP_TIME			MM:SS (time)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time played
	WP_TOTAL WP_ACT WP_CNT WP_EXT WP_LD WP_PTY WP_CAT	WP_GOALS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Goals
		WP_SHOTS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shots
	WP_PERC			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shooting percentage (%)
	WP_AS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Assists



Element: Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	
	WP_TFL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Turnover fouls
	WP_ST			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Steals
	WP_BL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Blocked shots
	WP_SP	WP_WINS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: SP wins
		WP_ATT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: SP attempts
	WP_TYC			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: 20C exclusions
	WP_TYF			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	
	WP_2EXC			N(2) 90	For @Value: 20F exclusions
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	WP_FRP			N(2) 90	For @Value: Double Exclusions
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	WP_EXC_W			CC @Exclusions	For @Value: Penalties
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	WP_TOTAL_GK WP_ACT_GK WP_CNT_GK WP_EXT_GK WP_LD_GK WP_PTY_GK WP_CAT_GK	WP_SAVES		N(2) 90	For @Value: Exclusions
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
		WP_SHOTS		N(2) 90	For @Value: Saves
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
	WP_PERC_GK			N(3).N(1) 990.0	For @Value: Shots
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Percentage (%) of shots saved

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



Type /Code	Description	Expected
ST_WP /WP_TIME	Time played	Always, if the information is available
ST_WP /WP_TOTAL	Total goals / attempts	Always, if the information is available
ST_WP /WP_ACT	Action shots goals/attempts	Always, if the information is available
ST_WP /WP_CNT	Centre shots goals/attempts	Always, if the information is available
ST_WP /WP_EXT	Extra Player shots goals/attempts	Always, if the information is available
ST_WP /WP_LD	Long distance shots goals/attempts	Always, if the information is available
ST_WP /WP_PTY	Penalty shots goals/attempts	Always, if the information is available
ST_WP /WP_CAT	Counter Attacks goals/attempts	Always, if the information is available
ST_WP /WP_PERC	Shooting percentage	Always, if the information is available
ST_WP /WP_AS	Assists	Always, if the information is available
ST_WP /WP_TFL	Turnover fouls	Always, if the information is available
ST_WP /WP_ST	Steals	Always, if the information is available
ST_WP /WP_BL	Blocked shots	Always, if the information is available
ST_WP /WP_SP	Sprint won/attempts	Always, if the information is available
ST_WP /WP_TYC	20 exclusion in the centre forward position	Always, if the information is available
ST_WP /WP_TYF	20 second exclusion in the field	Always, if the information is available
ST_WP /WP_2EXC	Double Exclusion	Always, if the information is available
ST_WP /WP_FRP	Penalty	Always, if the information is available
ST_WP /WP_EXC_W	Exclusion	Always, if the information is available
ST_WP /WP_TOTAL_GK	Goalkeeper Total goals / attempts	Always, if the information is available
ST_WP /WP_ACT_GK	Goalkeeper Action shots goals/attempts	Always, if the information is available
ST_WP /WP_CNT_GK	Goalkeeper Centre shots goals/attempts	Always, if the information is available
ST_WP /WP_EXT_GK	Goalkeeper Extra Player shots goals/attempts	Always, if the information is available
ST_WP /WP_LD_GK	Goalkeeper Long distance shots goals/attempts	Always, if the information is available
ST_WP /WP_PTY_GK	Goalkeeper Penalty shots goals/attempts	Always, if the information is available
ST_WP /WP_CAT_GK	Goalkeeper Counter Attacks goals/attempts	Always, if the information is available
ST_WP /WP_PERC_GK	Goalkeeper percentage (%) of shots saved	Always, if the information is available

5.1.4.6 Message sort

Please, follow the general definition.



5.1.5 Pool standings of group in a team competition

5.1.5.1 Description

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

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

5.1.5.2 Header Values

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

DocumentSubtype attributes will be:

- Preliminary Round Group A: A
- Preliminary Round Group B : B

5.1.5.3 Trigger and Frequency

Please, follow the general definition.

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

5.1.5.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Water Polo 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 Water Polo, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	IRM	O	CC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.



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

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_WP	WP_OPPONENT		N(1) 0	CC @Organisation	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Number to identify each one of the opponents
					For @Value: Send the NOC of the opponent competitor
		WP_SCORE		N(2)-N(2) 90-90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match result
		WP_DATE		Date	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Date of the match
	WP_GAMES	WP_PLAYED		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games played
		WP_WON		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games won
		WP_TIED		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the number of games tied
		WP_LOST		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games lost
		WP_CP		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the points of the team
	WP_RES	WP_WON		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of Goals for
		WP_LOST		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Humber of Goals against
		WP_DIFF		+/-N(2) +/-90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Difference of goals for/against

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

Type /Code	Extension Code	Description	Expected
ER_WP /WP_OPPONENT		Competitor opponent at the group	If available, for all the opponent teams
	WP_SCORE	Match result	Just if the match has finished
	WP_DATE	Competition date of the match	Just if the match has not finished



Type /Code	Extension Code	Description	Expected
ER_WP /WP_GAMES	WP_PLAYED	Number of games played by the team at the group	If available
	WP_WON	Number of games won by the team at the group	If available
	WP_TIED	Number of games tied by the team at the group	If available
	WP_LOST	Number of games lost by the team at the group	If available
	WP_CP	Points of the team	If available
ER_WP /WP_RES	WP_WON	Total of Goals For	If available
	WP_LOST	Total of goals against	If available
	WP_DIFF	Difference of goals for/against	If available

5.1.5.6 Message sort

Please, follow the general definition.



5.1.6 Event Final Ranking

5.1.6.1 Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

In the case of Water Polo, 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 Water Polo 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 Water Polo, as well as the attributes that have an extended definition.

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

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

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_WP	WP_GAMES	WP_PLAYED		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send number of games played
		WP_WON		N(1) 0	For @Type: Send proposed type
					For @Code:



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games won
		WP_TIED		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
		WP_LOST		N(1) 0	For @Value: Send the number of games tied
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the number of games lost

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

Type /Code	Description	Expected
ER_WP /WP_GAMES/WP_PLAYED	Number of games played at the end of the event	Always, if available
ER_WP /WP_GAMES/WP_WON	Number of games won by the team at the end of the event	Always, if available
ER_WP /WP_GAMES/WP_TIED	Number of games tied by the team at the end of the event	Always, if available
ER_WP /WP_GAMES/WP_LOST	Number of games lost by the team at the end of the event	Always, if available

5.1.6.6 Message sort

Please, follow the general definition.



5.1.7 Statistics table

5.1.7.1 Description

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

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

5.1.7.2 Header Values

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

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

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

This message will be send with different RSCs, these denotes if the statistics are form Preliminary Phase, Final phase or Overall. The codes used are:

- DDGEEE900 for Preliminary
- DDGEEE100 for Final (Quarterfinal, Semifinal and Final)
- DDGEEE000 for Overall

5.1.7.3 Trigger and Frequency

- After each match

5.1.7.4 Message Structure

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

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

5.1.7.5 Message Values

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



Element	Attribute	M/O	Value	Comments
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed
Stats/Competitor	Order	M	N(3)	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Stats Competitor /Composition /Athlete	Order	M	N(3)	Sort order: Within the team the players are sorted: For each player: 1 - Points per game (average) 2 - Games played 3 - Minutes per game 4 - Uniform number or disqualification identification 5 - Family name 6 - Given name; sort disqualified players to the bottom of the list

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

Element: Competitor /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
ST_WP	WP_MP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Matches played
	WP_TOTAL WP_ACT WP_CNT WP_EXT WP_LD WP_PTY WP_CAT	WP_GOALS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Goals
		WP_SHOTS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Shots
		WP_GOALS_A	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Goals Against
		WP_SHOTS_A	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Shots Against
		WP_PERC	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Shooting percentage



Element: Competitor /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
		WP_PERC_A	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Shooting percentage Against (only for WP_TOTAL).
		WP_RANK	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Rank
		WP_ERANK	S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send Y if the Rank is equalled
	WP_AS WP_TFL WP_ST WP_BL WP_TYC WP_TYF WP_2EXC WP_FRP WP_EXC_W	WP_FOR	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: For
		WP_AGAINST	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Against
	WP_SP	WP_WINS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Sprint wins
		WP_ATT	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Sprint attempts
		WP_WINS_A	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Sprint won against
		WP_ATT_A	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value:



Element: Competitor /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
				Sprint attempts against
	WP_TOUT		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Time Out
	WP_EXC_WS		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Exclusions with substitution
	WP_EXC_WT		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Exclusions with substitution after 4 mins
	WP_POS_N		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Possession – Total number
	WP_POS_T		HH:MM:SS (time)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Possession – Total time
	WP_ACT_TEAM WP_EXT_TEAM WP_LD_TEAM WP_FT_TEAM WP_PTY_TEAM	WP_GOALS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
		WP_GOALS	N(3) 990	For @Value: All Action / Extra Player / Long Distance / Direct Free Throw / Penalty Throw Shot goals
				For @Type: Send proposed type
		WP_MISSES	N(3) 990	For @Code: Send proposed code
				For @Value: All Action / Extra Player / Long Distance / Direct Free Throw / Penalty Throw Shot missed
	WP_CRN_TEAM			For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Corner Throws
	WP_TOTAL_GK WP_ACT_GK	WP_SAVED	N(3) 990	For @Type: Send proposed type



Element: Competitor /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
	WP_CNT_GK WP_EXT_GK WP_LD_GK WP_PTY_GK WP_CAT_GK			For @Code: Send proposed code
				For @Value: Goalkeeper Saved
		WP_SHOTS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Goalkeeper Shots
		WP_PERC	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Goalkeeper percentage (%) of shots saved. Only for WP_TOTAL_GK.

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

Type /Code	ExtendedStat Code	Description	Expected
ST_WP / WP_MP		Matches played	Always send if DocumentSubtype= CUM only
ST_WP / WP_TOTAL	WP_GOALS	Total Goals / Shots / Goals	Always send if DocumentSubtype= CUM only
	WP_SHOTS	Against / Shots Against	
	WP_GOALS_A		
	WP_SHOTS_A		
	WP_PERC	Shooting percentage Total shots	
	WP_PERC_A	Shooting percentage Total shots against	
	WP_RANK	Total Rank	Always send if t DocumentSubtype= TEAM_RANKING only
	WP_ERANK	Rank equaled	
ST_WP / WP_ACT	WP_GOALS	Action Goals / Shots / Goals	Always send if DocumentSubtype= CUM only
	WP_SHOTS	Against / Shots Against	
	WP_GOALS_A		
	WP_SHOTS_A		
	WP_PERC	Shooting percentage Action shots	Always send if t DocumentSubtype= TEAM_RANKING only
	WP_RANK	Rank	
	WP_ERANK	Rank equaled	
ST_WP / WP_CNT	WP_GOALS	Centre Goals / Shots / Goals	Always send if DocumentSubtype= CUM only
	WP_SHOTS	Against / Shots Against	
	WP_GOALS_A		
	WP_SHOTS_A		
	WP_PERC	Shooting percentage Centre shots	Always send if t DocumentSubtype= TEAM_RANKING only
	WP_RANK	Rank	
	WP_ERANK	Rank equaled	



Type /Code	ExtendedStat Code	Description	Expected
ST_WP / WP_EXT	WP_GOALS	Extra Player Goals / Shots / Goals Against / Shots Against	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_GOALS_A		
	WP_SHOTS_A		
	WP_PERC	Shooting percentage Extra Player shots	Always send if t DocumentSubtype= TEAM_RANKING only
	WP_RANK	Rank	
WP_ERANK	Rank equaled		
ST_WP / WP_LD	WP_GOALS	Long distance Goals / Shots / Goals Against / Shots Against	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_GOALS_A		
	WP_SHOTS_A		
	WP_PERC	Shooting percentage Long Distance shots	Always send if t DocumentSubtype= TEAM_RANKING only
	WP_RANK	Rank	
WP_ERANK	Rank equaled		
ST_WP / WP_PTY	WP_GOALS	Penalty Goals / Shots / Goals Against / Shots Against	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_GOALS_A		
	WP_SHOTS_A		
	WP_PERC	Shooting percentage Penalty shots	Always send if t DocumentSubtype= TEAM_RANKING only
	WP_RANK	Rank	
WP_ERANK	Rank equaled		
ST_WP / WP_CAT	WP_GOALS	Counter Attacks Goals / Shots / Goals Against / Shots Against	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_GOALS_A		
	WP_SHOTS_A		
ST_WP / WP_AS	WP_FOR	Assists for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		
ST_WP / WP_TFL	WP_FOR	Turnover fouls for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		
ST_WP / WP_ST	WP_FOR	Steals for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		
ST_WP / WP_BL	WP_FOR	Blocked shots for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		
ST_WP / WP_TYC	WP_FOR	20 exclusion in the centre forward position for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		
ST_WP / WP_TYF	WP_FOR	20 second exclusion in the field for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		
ST_WP / WP_2EXC	WP_FOR	Double Exclusion for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		



Type /Code	ExtendedStat Code	Description	Expected
ST_WP / WP_FRP	WP_FOR	Penalty for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		
ST_WP / WP_EXC_W	WP_FOR	Exclusion for / against	Always send if DocumentSubtype= CUM only
	WP_AGAINST		
ST_WP / WP_SP	WP_WINS	Sprint wins / attempts / wins against / attempts against	Always send if DocumentSubtype= CUM only
	WP_ATT		
	WP_WINS_A		
	WP_ATT_A		
ST_WP / WP_TOUT		Time Out	Always send if DocumentSubtype= CUM only
ST_WP / WP_EXC_WS		Exclusions with substitution	Always send if DocumentSubtype= CUM only
ST_WP / WP_EXC_WT		Exclusions W / Subst after 4 min.	Always send if DocumentSubtype= CUM only
ST_WP / WP_POS_N		Possession – Total number	Always send if DocumentSubtype= CUM only
ST_WP / WP_POS_T		Possession – Total time	Always send if DocumentSubtype= CUM only
ST_WP / WP_ACT_TEAM	WP_GOALS	Action Shot goals / misses	Always send if DocumentSubtype= CUM only
	WP_MISSES		
ST_WP / WP_EXT_TEAM	WP_GOALS	Extra Player Shot goals / misses	Always send if DocumentSubtype= CUM only
	WP_MISSES		
ST_WP / WP_LD_TEAM	WP_GOALS	Long Distance Shot goals / misses	Always send if DocumentSubtype= CUM only
	WP_MISSES		
ST_WP / WP_FT_TEAM	WP_GOALS	Free Throw Shot goals / misses	Always send if DocumentSubtype= CUM only
	WP_MISSES		
ST_WP / WP_PTY_TEAM	WP_GOALS	Penalty Shot goals / misses	Always send if DocumentSubtype= CUM only
	WP_MISSES		
ST_WP / WP_CRN_TEAM		Corner Throws	Always send if DocumentSubtype= CUM only
ST_WP / WP_TOTAL_GK	WP_SAVED	Goalkeeper Total Saves / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_PERC	Goalkeeper percentage (%) of shots saved	
ST_WP / WP_ACT_GK	WP_SAVED	Goalkeeper Action shots Saves / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
ST_WP / WP_CNT_GK	WP_SAVED	Goalkeeper Centre shots Saves / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
ST_WP / WP_EXT_GK	WP_SAVED	Goalkeeper Extra Player shots Saves / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
ST_WP /	WP_SAVED	Goalkeeper Long distance	Always send if DocumentSubtype= CUM



Type /Code	ExtendedStat Code	Description	Expected
WP_LD_GK	WP_SHOTS	shots Saves / Shots	only
ST_WP / WP_PTY_GK	WP_SAVED	Goalkeeper Penal shots Saves / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
ST_WP / WP_CAT_GK	WP_SAVED	Goalkeeper Counter Attacks Saves / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		

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

Element: Competitor /Composition /Athlete /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
ST_WP	WP_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: IRM
	WP_MP		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Matches played
	WP_MIN_P		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Minutes played
	WP_TOTAL WP_ACT WP_CNT WP_EXT WP_LD WP_PTY WP_CAT	WP_GOALS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Goals
		WP_SHOTS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Shots
		WP_PERC	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Shooting percentage
		WP_RANK	N(2) 90	For @Type: Send proposed type
				For @Code:



Element: Competitor /Composition /Athlete /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
		WP_ERANK	S(1)	Send proposed code
				For @Value: Rank
				For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send Y if the Rank is equalled
	WP_AS		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Assists
	WP_TFL		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Turnover foul
	WP_ST		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Steals
	WP_BL		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Blocked shot
	WP_SP	WP_WINS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Sprint wins
		WP_ATT	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Sprint attempts
		WP_PERC	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
		WP_RANK	N(2) 90	For @Value: Shooting percentage
				For @Type: Send proposed type
				For @Code:



Element: Competitor /Composition /Athlete /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
		WP_ERANK	S(1)	Send proposed code
				For @Value: Rank
				For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Send Y if the Rank is equalled
	WP_TYC		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: 20 sec exclusion
	WP_TYF		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: 20 sec exclusion in the field
	WP_2EXC		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Double Exclusions
	WP_FRP		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Penalties
	WP_EXC_W		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Exclusions
	WP_TOTAL_GK WP_ACT_GK WP_CNT_GK WP_EXT_GK WP_LD_GK WP_PTY_GK WP_CAT_GK	WP_SAVED	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Saves
		WP_SHOTS	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Shots
		WP_PERC	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code:



Element: Competitor /Composition /Athlete /StatsItems /StatsItem				
Type	Code	ExtendedStat Code	Value	Description
				Send proposed code
				For @Value: Shooting percentage. Only for WP_TOTAL_GK and WP_PTY_GK.

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

Type /Code	ExtendedStat Code	Description	Expected
ST_WP / WP_IRM		IRM	Always send if DocumentSubtype= CUM only
ST_WP / WP_MP		Matches played	Always send if DocumentSubtype= CUM only
ST_WP / WP_MIN_P		Minutes played	Always send if DocumentSubtype= CUM only
ST_WP / WP_TOTAL	WP_GOALS	Total Goals / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_RANK	Total Rank	Always send if DocumentSubtype= IND_RANKING only
	WP_ERANK	Rank equaled	
ST_WP / WP_ACT	WP_GOALS	Action Goals / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_PERC	Shooting percentage Action shots	
	WP_RANK	Rank	Always send if DocumentSubtype= IND_RANKING only
	WP_ERANK	Rank equaled	
ST_WP / WP_CNT	WP_GOALS	Centre Goals / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_PERC	Shooting percentage Center shots	
	WP_RANK	Rank	Always send if DocumentSubtype= IND_RANKING only
	WP_ERANK	Rank equaled	
ST_WP / WP_EXT	WP_GOALS	Extra Player Goals / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_PERC	Shooting percentage Extra Player shots	
	WP_RANK	Rank	Always send if DocumentSubtype= IND_RANKING only
	WP_ERANK	Rank equaled	
ST_WP / WP_LD	WP_GOALS	Long distance Goals / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_PERC	Shooting percentage Long Distance shots	
	WP_RANK	Rank	Always send if DocumentSubtype= IND_RANKING only
	WP_ERANK	Rank equaled	
ST_WP / WP_PTY	WP_GOALS	Penalty Goals / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_PERC	Shooting percentage Penalty shots	
	WP_RANK	Rank	Always send if DocumentSubtype= IND_RANKING only
	WP_ERANK	Rank equaled	
ST_WP / WP_CAT	WP_GOALS	Counter Attacks Goals / Shots	Always send if DocumentSubtype= CUM only
	WP_SHOTS		



Type /Code	ExtendedStat Code	Description	Expected
ST_WP / WP_AS		Assists	Always send if the DocumentSubtype= CUM only
ST_WP / WP_TFL		Turnover fouls	Always send if DocumentSubtype= CUM only
ST_WP / WP_ST		Steals	Always send if DocumentSubtype= CUM only
ST_WP / WP_BL		Blocked shots	Always send if DocumentSubtype= CUM only
ST_WP / WP_SP	WP_WINS	Sprint wins / attempts	Always send if DocumentSubtype= CUM only
	WP_ATT		
	WP_PERC	Shooting percentage Sprint Wins	
	WP_RANK	Total Rank	Always send if DocumentSubtype= IND_RANKING only
	WP_ERANK	Rank equaled	
ST_WP / WP_TYC		20 exclusion in the centre forward position	Always send if DocumentSubtype= CUM only
ST_WP / WP_TYF		20 second exclusion in the field	Always send if DocumentSubtype= CUM only
ST_WP / WP_2EXC		Double Exclusion	Always send if DocumentSubtype= CUM only
ST_WP / WP_FRP		Penalty	Always send if DocumentSubtype= CUM only
ST_WP / WP_EXC_W		Exclusion	Always send if DocumentSubtype= CUM only
ST_WP / WP_TOTAL_GK	WP_SAVED	Total Saves / Shots - GK	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_PERC	Percentage shots on goal - GK	
ST_WP / WP_ACT_GK	WP_SAVED	Action Saves / Shots - GK	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
ST_WP / WP_CNT_GK	WP_SAVED	Centre Saves / Shots - GK	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
ST_WP / WP_EXT_GK	WP_SAVED	Extra Player Saves / Shots - GK	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
ST_WP / WP_LD_GK	WP_SAVED	Long distance Saves / Shots - GK	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
ST_WP / WP_PTY_GK	WP_SAVED	Penalty Saves / Shots - GK	Always send if DocumentSubtype= CUM only
	WP_SHOTS		
	WP_PERC	Percentage penalty shots on goal - GK	
ST_WP / WP_CAT_GK	WP_SAVED	Counter attacks Saves / Shots - GK	Always send if DocumentSubtype= CUM only
	WP_SHOTS		

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

5.1.8.2 Header Values

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

5.1.8.3 Trigger and Frequency

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

5.1.8.4 Message Structure

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

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

5.1.8.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Water Polo, 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 game number for each bracket item (e.g.: 17, 18, 19, 20 ...)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (UNK).



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

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

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

Type /Code	Description	Expected
ECP_WP /WP_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 Water Polo, 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

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

- ExtendedConfig

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	Value	Description
EC_WP	WP_MATCH_NUMBER	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Pos: Do not send anything
			For @Value: Match number.

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

Type /Code	Description	Expected
EC_WP WP_MATCH_NUMBER	The match number.	Always After this information was approval.

5.1.12.6 Message sort

Please, follow the general definition.



6 Real time

The following chapter describes the ODF-RT part of Water Polo.

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 Water Polo the same way as it is done in the table of chapter 4.

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



6.1.1 RT Event Unit Results

6.1.1.1 Description

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

6.1.1.2 Header Values

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

6.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE_UPDATE"
 - T1 Trigger at the beginning of one period
 - T2 Trigger after one new or modified action
 - T3 Trigger after one change in the scores
 - T4 Trigger after a goalkeeper substitution
 - T5 Trigger at the end of one period
 - T6 Trigger when a team is disqualified
 - T7 Trigger at the end of one match
 - T8 Trigger after one change in the UnitInfo (attendance)
- ResultStatus="LIVE_FULL"
 - This value should be suggested and sent in the DT_RT_GM message after further testing.
- For other ResultStatus, follow the general definition.

6.1.1.4 Message Structure

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

- UnitInfos and its child elements UnitDateTime and UnitInfo
- Periods and its child element Period
- UnitActions and its child element UnitAction
- UnitAction /ExtendedAction
- UnitAction /Competitor
- UnitAction /Competitor /Composition and its child elements Athlete
- Competitor /Stats /Stat
- Competitor /Composition /Athlete /Stats /Stat
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all ResultStatus.



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

6.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Period	Code	M	CC @Period		T3
	HomeScore	M	N(3) 990	Home competitor score up to this moment in time of the @Code period	T3
	AwayScore	M	N(3) 990	Away competitor score up to this moment in time of the @Code period	T3
	HomePeriodScore	O	N(3) 990	Score of the home competitor just for this period at this moment in time	T3
	AwayPeriodScore	O	N(3) 990	Score of the away competitor just for this period at this moment in time	T3
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.	T2
Result	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit	T6 or T7
	IRM	O	CC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)	T6 or T7
	Result	O	N(3) 990	Result of the Team for the particular event unit.	T6 or T7
	WLT	O	CC @WLT	The code whether a competitor won or lost	T6 or T7
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)	T6 or T7

Send UnitDateTime

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

Element: Competition /UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_WP	WP_PERIOD		CC @Period	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send current period



Element: Competition /UnitInfos /UnitInfo				
	WP_STATUS		CC @PeriodStatus	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send period Status

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

Type /Code	Description	Expected
UI_WP /WP_PERIOD	Send current period	T1, T8
UI_WP /WP_STATUS	Send period status	T1,T5,T7, T8

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

Element: Competition /UnitActions /UnitAction				
Type	Code	Pos	Value	Description
UAC_WP	CC @Period	N(3) 990	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: Send one action code

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

Type /Code	Description	Expected
UAC_WP /CC @Period	Actions in the game	T2

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

Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_WP	WP_RES_ACTION	CC @ResAction	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Result of the Action for the player/team
	WP_SCR_H	N(2) 90	For @Type: Send proposed type
			For @Code:



Element: Competition /UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
	WP_SCR_A	N(2) 90	Send proposed code
			For @Value: Home Score of the game after the action
			For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Away Score of the game after the action

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

Type /Code	Description	Expected
EA_WP /WP_RES_ACTION	Result of the Action for the player/team	T2
EA_WP /WP_SCR_H	Home Score of the match after the action	T2
EA_WP /WP_SCR_A	Away Score of the match after the action	T2

The following table describes in more detail the Competitor /Stats /Stat element in the case of Water Polo for the team statistics.

Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
ST_WP	WP_TOTAL WP_ACT WP_CNT WP_EXT WP_LD WP_PTY WP_CAT	WP_GOALS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of goals
		WP_SHOTS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of shots
	WP_PERC			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shooting percentage (%)
	WP_AS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
					For @Value: Assists
	WP_TFL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Turnover fouls
	WP_ST			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Steals
	WP_BL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Blocked shots
	WP_SP	WP_WINS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: SP wins
		WP_ATT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: SP attempts
	WP_TYC			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: 20C exclusions
	WP_TYF			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: 20F exclusions
	WP_2EXC			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Double Exclusions
	WP_FRP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Penalties
	WP_EXC_W		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Exclusions
	WP_TOUT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time Out
	WP_EXC_WS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Exclusions with substitution
	WP_EXC_WT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Exclusions with substitution after 4 mins
	WP_POS_TEAM		CC @PeriodNo		For @Type: Send proposed type



Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Do not send anything
		WP_NUMBER		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of possessions
		WP_TIME		MM:SS (time)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Possession time
	WP_ACT_TEAM WP_EXT_TEAM WP_LD_TEAM WP_FT_TEAM WP_PTY_TEAM		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Do not send anything
		WP_GOALS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the proposed code
					For @Value: Goals
		WP_MISSES		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the proposed code
					For @Value: Misses
	WP_CRN_TEAM		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Assists



Element: Competitor /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
	WP_TOTAL_GK WP_ACT_GK WP_CNT_GK WP_EXT_GK WP_LD_GK WP_PTY_GK WP_CAT_GK	WP_SAVES		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Saves
		WP_SHOTS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shots
	WP_PERC_GK			N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Percentage (%) of shots saved

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

Type /Code	Description	Expected
ST_WP /WP_TOTAL	Total Goals/Shots	T2 (if changed)
ST_WP /WP_ACT	Action Goals/Shots	T2 (if changed)
ST_WP /WP_CNT	Center Goals/Shots	T2 (if changed)
ST_WP /WP_EXT	Extra Player Goals/Shots	T2 (if changed)
ST_WP /WP_LD	Long Distance Goals/Shots	T2 (if changed)
ST_WP /WP_PTY	Penalty Shots Goals/Shots	T2 (if changed)
ST_WP /WP_CAT	Counter-Attack Goals/Shots	T2 (if changed)
ST_WP /WP_PERC	Shooting percentage	T2 (if changed)
ST_WP /WP_AS	Assists	T2 (if changed)
ST_WP /WP_TFL	Turnover fouls	T2 (if changed)
ST_WP /WP_ST	Steals	T2 (if changed)
ST_WP /WP_BL	Blocked shots	T2 (if changed)
ST_WP /WP_SP	Sprint won/attempts	T2 (if changed)
ST_WP /WP_TYC	20 exclusion in the centre forward position	T2 (if changed)
ST_WP /WP_TYF	20 second exclusion in the field	T2 (if changed)
ST_WP /WP_2EXC	Double Exclusion	T2 (if changed)
ST_WP /WP_FRP	Penalty	T2 (if changed)
ST_WP /WP_EXC_W	Exclusion	T2 (if changed)
ST_WP /WP_TOUT	Time Out	T2 (if changed)
ST_WP /WP_EXC_WS	Exclusions with substitution	T2 (if changed)
ST_WP /WP_EXC_WT	Exclusions W/Subst after 4 min.	T2 (if changed)
ST_WP /WP_POS_TEAM	Possession Num/min	T2 (if changed)



Type /Code	Description	Expected
ST_WP /WP_ACT_TEAM	Action Goals/Misses	T2 (if changed)
ST_WP /WP_EXT_TEAM	Extra Player Goals/Misses	T2 (if changed)
ST_WP /WP_LD_TEAM	Long Distance Goals/Misses	T2 (if changed)
ST_WP /WP_FT_TEAM	Free Throw Goals/Misses	T2 (if changed)
ST_WP /WP_PTY_TEAM	Penalty Shots Goals/Misses	T2 (if changed)
ST_WP /WP_CRN_TEAM	Corner Throws	T2 (if changed)
ST_WP /WP_TOTAL_GK	Total Saves/Shots	T2 (if changed)
ST_WP /WP_ACT_GK	Action Saves/Shots	T2 (if changed)
ST_WP /WP_EXT_GK	Extra Player Saves/Shots	T2 (if changed)
ST_WP /WP_LD_GK	Long Distance Saves/Shots	T2 (if changed)
ST_WP /WP_PTY_GK	Penalty Shots Saves/Shots	T2 (if changed)
ST_WP /WP_CAT_GK	Counter-Attack Saves/Shots	T2 (if changed)
ST_WP /WP_PERC_GK	Percentage (%) of shots saved	T2 (if changed)

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

Element: Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
ST_WP	WP_TOTAL WP_ACT WP_CNT WP_EXT WP_LD WP_PTY WP_CAT	WP_GOALS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Goals
	WP_TOTAL WP_ACT WP_CNT WP_EXT WP_LD WP_PTY WP_CAT WP_PERC	WP_SHOTS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Shots
				N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Shooting percentage (%)
	WP_AS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Assists
	WP_TFL			N(2)	For @Type:



Element: Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
				90	Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Turnover fouls
	WP_ST			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Steals
	WP_BL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Blocked shots
	WP_SP	WP_WINS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Sprint wins
	WP_SP WP_TYC	WP_ATT		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Sprint attempts
				N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: 20C exclusions
	WP_TYF			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything



Element: Competitor /Composition /Athlete /Stats /Stat					
Type	Code	Extended Stat	Pos	Value	Description
					For @Value: 20F exclusions
	WP_2EXC			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Double Exclusions
	WP_FRP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Penalties
	WP_EXC_W			CC @Exclusions	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Exclusions
	WP_TOTAL_GK WP_ACT_GK WP_CNT_GK WP_EXT_GK WP_LD_GK WP_PTY_GK WP_CAT_GK	WP_SAVES		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Saves
	WP_TOTAL_GK WP_ACT_GK WP_CNT_GK WP_EXT_GK WP_LD_GK WP_PTY_GK WP_CAT_GK WP_PERC_GK	WP_SHOTS		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shots
				N(3).N(1) 990.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Percentage (%) of shots saved

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



Type /Code	Description	Expected
ST_WP /WP_TOTAL	Total goals / attempts	T2 (if changed)
ST_WP /WP_ACT	Action shots goals / attempts	T2 (if changed)
ST_WP /WP_CNT	Centre shots goals / attempts	T2 (if changed)
ST_WP /WP_EXT	Extra Player shots goals / attempts	T2 (if changed)
ST_WP /WP_LD	Long distance shots goals / attempts	T2 (if changed)
ST_WP /WP_PTY	Penal shots goals / attempts	T2 (if changed)
ST_WP /WP_CAT	Counter Attacks goals / attempts	T2 (if changed)
ST_WP /WP_PERC	Shooting percentage	T2 (if changed)
ST_WP /WP_AS	Assists	T2 (if changed)
ST_WP /WP_TFL	Turnover fouls	T2 (if changed)
ST_WP /WP_ST	Steals	T2 (if changed)
ST_WP /WP_BL	Blocked shots	T2 (if changed)
ST_WP /WP_SP	Sprint won/attempts	T2 (if changed)
ST_WP /WP_TYC	20 exclusion in the centre forward position	T2 (if changed)
ST_WP /WP_TYF	20 second exclusion in the field	T2 (if changed)
ST_WP /WP_2EXC	Double Exclusion	T2 (if changed)
ST_WP /WP_FRP	Penalty	T2 (if changed)
ST_WP /WP_EXC_W	Exclusion	T2 (if changed)
ST_WP /WP_TOTAL_GK	Goalkeeper Total goals / attempts	T2 (if changed)
ST_WP /WP_ACT_GK	Goalkeeper Action shots goals/attempts	T2 (if changed)
ST_WP /WP_CNT_GK	Goalkeeper Centre shots goals/attempts	T2 (if changed)
ST_WP /WP_EXT_GK	Goalkeeper Extra Player shots goals/attempts	T2 (if changed)
ST_WP /WP_LD_GK	Goalkeeper Long distance shots goals/attempts	T2 (if changed)
ST_WP /WP_PTY_GK	Goalkeeper Penalty shots goals/attempts	T2 (if changed)
ST_WP /WP_CAT_GK	Goalkeeper Counter Attacks goals/attempts	T2 (if changed)
ST_WP /WP_PERC_GK	Goalkeeper percentage (%) of shots saved	T2 (if changed)

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	
ER_WP	WP_CPL		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Indicates if a player is in the water. Send "Y" if the player is in the water, "N" in case the player leaves the water.

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

Type /Code	Description	Expected
ER_WP /WP_CPL	Indicates if a player is in the water.	T2 (if changed)



6.1.1.6 Message sort

Please, follow the general definition.



6.1.2 RT Clock

6.1.2.1 Description

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

6.1.2.2 Header Values

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

6.1.2.3 Trigger and Frequency

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

- at the start and end of each period
- every time the clock starts and stops
- every 10 seconds

6.1.2.4 Message Structure

Please, follow the general definition.

6.1.2.5 Message Values

Please, follow the general definition.

6.1.2.6 Message sort

Please, follow the general definition.



7 PDF feed

The following chapter describes the ODF-PDF part of Water Polo.

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 Water Polo 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 Apr 2009	Submitted for review version
R2 v2.0	22 May 2009	After improvements presented in last WNPA meeting. Submitted for approval version
R2 v3.0	19 Jun 2009	Approved version
R2 v3.1	17 Jul 2009	Some minor corrections and added the copyright
R2 v3.2	12 Mar 2010	Some minor corrections
R2 v4.0	08 Apr 2011	ORIS Release 5 version 1.1 changes, CR1461
R2 v5.0	02 Sep 2011	IR042 and some minor issues
R2 v6.0	09 Nov 2011	CR5076 and some minor issues
R2 v7.0	10 Feb 2012	IR101 and some minor issues
R2 v8.0	12 Mar 2012	CR8045 and some minor issues
R2 v9.0	13 Apr 2012	CR8511 and some minor issues
R2 v9.1	25 May 2012	Some minor issues
R2 v9.2	22 Jul 2012	Some minor issues

File reference: ODF/INT054-R2-v9.2 APP (WP)



Change Log

Version	Status	Changes on version
R2 1.0	SFR	<ul style="list-style-type: none"> First version
R2 2.0	SFA	<ul style="list-style-type: none"> Delete all references to the DT_PARTIC_ATHLETES, DT_PARTIC_ATHLETES_UPDATE, DT_PARTIC_OFFICIALS, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_HISTORIC, DT_TEAM_HISTORIC messages Include four new messages DT_PARTIC, DT_PARTIC_UPDATE, DT_HIST_REC_UPDATE and DT_WEATHER. Codes: Ordered Alphabetically Codes: Changed Position codes Codes: Added STAS RTP Action, changed EXT_WO by EXT_WT Codes: Changed ResAction codes Codes: Changed Period codes Codes: Changed Uniform codes Codes : Changed Desc codes Codes: Changed EXC_WO to EXC_WT Action code Codes: Added ASS code as ActionRole List of participants: Added E_INT_GAMES_P element Start List: Added WP_PS_GAME, WP_TIE_RANKS, WP_OG_GOALS, WP_INT_GAMES_P elements Start List: Deleted GAME_NUMBER element Start Lisr: Changed WP_CAP_COL to WP_UNIFORM Results: Changed Trigger and Frequency Results: Change WP_ESC_WT element to WP_EXC_WT, WP_A to WP_ACT and WP_X to WP_EXT Results: Added WP_CNT element Results: Added WP_TIME element Results: Unified codes across sports Results: Redefined Statistics elements. Pool Standings: Redefined ER_WP element to unify sports Final Rank: Redefined ER_WP element to unify sports Statistics: Redefined Discipline Configuration: Added element Game_Match
R2 3.0	APP	<ul style="list-style-type: none"> Codes: Added PeriodNo code.
R2 3.1	APP	<ul style="list-style-type: none"> Some minor corrections and added the copyright
R2 3.1	APP	<ul style="list-style-type: none"> Start List: Added WP_RESERVE element
R2 4.0	APP	<ul style="list-style-type: none"> Codes: <ul style="list-style-type: none"> Modified RT_POINTS to POINTS and RT_IRM_POINTS to IRM_POINTS in CC @ResultType code entity. Added CC @Country and CC @WLT code entities. List of Participants: <ul style="list-style-type: none"> Change EE_ENTRY to E_ENTRY. Modified E_ENTRY /E_IRM value from "DSQ" to CC @IRM. Modify E_ENTRY /E_CLUB_ORG value to CC @Country instead of CC @Organisation. Added value S(1) to E_ENTRY /E_CAPTAIN. List of teams / List of teams update: <ul style="list-style-type: none"> E_ENTRY /E_SEED code has been added. Start List: <ul style="list-style-type: none"> Added value S(1) to UI_WP /WP_PS_GAME code. Changed value from "Y/N" to S(1) to EUE_WP /WP_SUSPENDED and WP_CAPTAIN codes. Changed WP_RESERVE code to WP_STARTER. Changed EUE_WP /WP_UNIFORM value from Text to CC @Uniform.



Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none">• Event Unit Results / RT Event Unit Results:<ul style="list-style-type: none">▪ Merge RT data in PiT▪ Added HomePeriodScore and AwayPeriodScore attributes.▪ Modified WLT value to CC @WLT.▪ Removed WP_WATER_TEMP because it is not used anymore.▪ Added CC @Action as value for UAC_WP /CC @Period code.▪ Added "S" to ST_WP /WP_TOTAL /WP_GOALS and WP_SHOTS Extended Stats to be consistent with other disciplines.▪ Changed ST_WP /WP_TF code to WP_TFL.• Pool Standings/ Event Final Ranking :<ul style="list-style-type: none">▪ Changed the value of the attribute Rank from Numeric to Text.▪ Removed WP_GOALS_FOR and WP_GOALS_AGA, added WP_SCORE and modified WP_COMP_DATE to WP_DATE in Competition /Result /Competitor /ExtendedResults /ExtendedResult element.▪ Added ER_WP /WP_GAMES /WP_CP extension code for the points of the team.• Event Final Ranking:<ul style="list-style-type: none">▪ Changed the value of the attribute Rank from Numeric to Text.• Statistics:<ul style="list-style-type: none">▪ Entire section has been reviewed.• IR003:<ul style="list-style-type: none">▪ Add elements required for equalled ranks.• IR008:<ul style="list-style-type: none">▪ Results: CC @PeriodNo must be at level of the Code node instead of extended element.▪ Changed all the appearances of the Stat Type ST_TEAM_WP, ST_ATH_WP and ST_GK_WP to ST_WP at the DT_RESULT, DT_RT_RESULT and DT_STATS messages▪ Changed WP_ATTEMPTS to WP_ATT▪ Added the WP_FGP_MIN_ATPG, WP_P2P_MIN_ATPG, WP_P3P_MIN_ATPG and WP_FTP_MIN_ATPG ExtendedConfig codes at the DT_CONFIG message• IR022: Changes after the WNPA meeting:<ul style="list-style-type: none">▪ Change the triggers and frequency as the revision of WNPA meeting▪ Codes: add a format column to Section 3 of the Data Dictionaries• CR1461:DT_RT_CLOCK message has been added



Change Log

Version	Status	Changes on version
R2 v5.0	APP	<ul style="list-style-type: none">DT_WEATHER message type has been removed.IR042: In Event Unit Results and RT Event Unit Results messages, the actions for the players/team have been defined directly in the tag UnitAction instead of the tag ExtendedAction with code WP_ACTION.Codes: CC @StartingCode has been removed as it was not used.Start List: Comments for Athlete Order has been updated.Statistics table: DocumentSubtype "TOU" has been removed as it is not used and description for DocumentSubtype CUM has been updated.Discipline configuration: EC_WP /WP_P2P_MIN_ATPG and EC_WP /WP_P3P_MIN_ATPG codes have been removed as they are not needed.RT Event Unit Results:<ul style="list-style-type: none">Triggers have been updated to "T2 (if changed)" for codes from Competitor /Composition /Athlete /Stats /Stat.ST_WP /WP_2EXC_W and ST_WP /WP_2EXC_TEAM codes have been added as they were missing.Comments about ResultStatus have been updated.All percentage values have been changed from N(2) to N(3) as the value could be 100.All RankEqual comments have been updated.
R2 v6.0	APP	<ul style="list-style-type: none">CR5076:<ul style="list-style-type: none">Section for DT_PDF messages has been added with a sub-section for Header Values in special cases.Statistics:<ul style="list-style-type: none">Attribute "Sort" has been changed to "Order" for Stats /Competitor and Stats /Competitor /Composition /Athlete in order to follow ODF Sport Messages Interface document.
R2 v7.0	APP	<ul style="list-style-type: none">IR101: DT_SERIAL message added in the PiT messages.Codes:<ul style="list-style-type: none">CRN and FT have been removed from CC @Action.SCR code has been added to CC @ActionRole.Codes have been modified for CC @Statistics.Event Unit Results:<ul style="list-style-type: none">Message structure section has been updated.All time values have been changed from "00:00" to "MM:SS".All WP_PERC and WP_PERC_GK values have been changed to "N(3).N(1)".UI_WP /WP_PERIOD value has been changed to Corner Throws.Competition /UnitActions /UnitAction Pos has been changed to N(3) as there can be more than 99 actions.EA_WP /WP_TIME code has been removed.Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element has been describes as it was missing.Pool standings:<ul style="list-style-type: none">ER_WP /WP_OPPONENT /WP_SCORE value has been updated to "N(2)-N(2)".Statistics table:<ul style="list-style-type: none">WP_SAVES attributes have been changed to WP_SAVED to be consistent.WP_GOALS, WP_SHOTS, WP_SHOTS_A and WP_GOALS_A values have been changed to N(3).Discipline configuration:<ul style="list-style-type: none">Codes WP_FTP_MIN_ATPG and WP_FGP_MIN_ATPG have been removed as they are not relevant.RT Event Unit Results:<ul style="list-style-type: none">In Competitor /Stats /Stat element, WP_SPRINT has been changed to WP_ATT and WP_WIN to WP_WINS to be consistent with the rest of the document.All time values have been changed from "00:00" to "MM:SS".All WP_PERC and WP_PERC_GK values have been changed to "N(3).N(1)".Some codes have been added in Competitor /Composition /Athlete /Stats /Stat because they were missing.



Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none">Competition /UnitActions /UnitAction Pos has been changed to N(3) as there can be more than 99 actionsCompetitor /Composition /Athlete /ExtendedResults /ExtendedResult element has been describes as it was missing.
R2 v8.0	APP	<ul style="list-style-type: none">CR8045:<ul style="list-style-type: none">Clarification has been done that DDGEEEE100 for Final is used for all final phases.Some attributes have been added because they were missing."Expected" column has been updated to let clear which DocumentSubtype is required for each code.All codes for Exclusions, Exclusions with Substitution, Exclusions with Substitution after 4 minutes and Double Exclusions have been reviewed and homogenized.WP_PERC_GK description has been updated to "Goalkeeper percentage (%) of shots saved".Codes:<ul style="list-style-type: none">2EXC code has been added for Double Exclusion.Event Unit Results:<ul style="list-style-type: none">UI_WP /WP_2EXC code has been added for Double Exclusion.Pool Standings:<ul style="list-style-type: none">ER_WP /WP_GAMES /WP_CP value has been changed to N(2) as a team can possibly achieve 10 points.Statistics:<ul style="list-style-type: none">ST_WP /WP_PERC code has been split in another cell of the table because the value is N(3).N(1) whereas all the other codes' values are N(3).All N(2) codes types have been updated to N(3).
R2 v9.0	APP	<ul style="list-style-type: none">CR8511:<ul style="list-style-type: none">RT Clock: Triggers have been updated.Start List:<ul style="list-style-type: none">Value for Start /Competitor /Coaches /Coach may be Coach or Assistant Coach (#68107).Event Unit Results:<ul style="list-style-type: none">Some descriptions have been updated in Competition /UnitInfos /UnitInfo, changing "shots" by "misses" (#70327).Pool standings:<ul style="list-style-type: none">Triggers: Intermediate has been changed to Interim (#68792).RT Event Unit Results:<ul style="list-style-type: none">ST_WP /WP_TIME code has been removed as it doesn't make sense in RT (#68095).
R2 v9.1	APP	<ul style="list-style-type: none">Statistics table:<ul style="list-style-type: none">ST_WP /WP_IRM code has been added to Competitor /Composition /Athlete /StatsItems /StatsItem element (#73719).
R2 v9.2	APP	<ul style="list-style-type: none">Codes:<ul style="list-style-type: none">CRN for Corner throw has been added in CC @Action (#78744).SWP for Sprint Winner has been added in CC @ActionRole (#78740).CC @Exclusions codes have been added (#78753).Event Unit Results & RT Event Unit Results:<ul style="list-style-type: none">WP_EXC_W value has been updated to CC @Exclusions only for Competitor /Composition /Athlete /Stats /Stat element ((#78753).Statistics:<ul style="list-style-type: none">ST_WP /WP_POS_T value has been updated to "HH:MM:SS" because the total cumulative possession time for a team can be over 59:59 (#79005).



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