

# Olympic Data Feed

## ODF Netball Data Dictionary for the XX Commonwealth Games

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Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document is a Derivative Work (as defined in the License hereto) prepared by Glasgow 2014 Limited for the purpose of the XX Commonwealth Games.

## 1.2 Objective

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

## 1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, Glasgow 2014, 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

Acronym	Description
<b>IF or International Federation</b>	The international governing body of an Olympic Sport as recognized by the IOC
<b>IOC</b>	International Olympic Committee
<b>IPC</b>	International Paralympic Committee
<b>CGA</b>	Commonwealth Games Associations
<b>ODF</b>	Olympic Data Feed
<b>ODF-PiT</b>	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
<b>ODF-RT</b>	Olympic Data Feed Real Time, messages that are generated when available
<b>RSC</b>	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
<b>Sport</b>	is administered by an international federation and can be composed of one or more disciplines
<b>WNPA</b>	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

Document Reference	Document Title	Document Description
		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/INT142	ODF General Messages Interface Document	This document describes the ODF general messages for the XX Commonwealth Games

## 2 Overall Perspective

### 2.1 Objective

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

### 2.2 End to End data flow

In the following sections, for each ODF General 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 Netball.

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

### 3 Codes

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

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @Bracket	<b>Code</b>	<b>Description</b>
	FNL	Finals
CC @BracketItems	<b>Code</b>	<b>Description</b>
	QFL	Classification
	SFL	Semi-finals
CC @CompetitorPlace	<b>Code</b>	<b>Description</b>
	BYE	There is no competitor, the other team passes directly to the next round
	UNK	The competitor is not known yet
CC @Desc	<b>Code</b>	<b>Description</b>
	10	Group A
	11	Group B
	1	Winner
	0	Loser
CC @Function	Defined in ODF Common Codes Document  See entity Function <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @IRM	<b>Code</b>	<b>Description</b>
	DSQ	Disqualified
CC @Organisation	Defined in ODF Common Codes Document  See entity Organization <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @Period	<b>Code</b>	<b>Description</b>
	Q1	Quarter 1
	Q2	Quarter 2
	Q3	Quarter 3
	Q4	Quarter 4
	OT1..OTn	Extra Time 1..n
	OT	Extra Time total
TOT	Total	
CC @PeriodNo	<b>Code</b>	<b>Description</b>



Code Entity	Code Entity Set of Values	
	0	All periods (for totals)
	1..4	Quarter 1..Quarter 4
	5	All Extra Times
CC @PeriodStatus	<b>Code</b>	<b>Description</b>
	R	Running
	S	Stop (Break)
	E	Match End
CC @Position	<b>Code</b>	<b>Description</b>
	C	Centre
	GA	Goal Attack
	GD	Goal Defence
	GK	Goal Keeper
	GS	Goal Shooter
	WA	Wing Attack
	WD	Wing Defence
CC @ResultType	<b>Code</b>	<b>Description</b>
	POINTS	Points
	IRM_POINTS	For both, Points and invalid result mark
CC @Statistics	<b>Code</b>	<b>Description</b>
	CUM	Cumulative Statistics of team and individual
	IND_RANKING	Ranking of Individual tournament statistics
	TEAM_RANKING	Ranking of Team tournament statistics
	TOU	Tournament Statistics
CC @Uniform	<b>Code</b>	<b>Description</b>
	LIGHT	Light Uniform
	DARK	Dark Uniform
CC @WLT	<b>Code</b>	<b>Description</b>
	W	Won
	L	Lost
	T	Tied

## 4 Point in Time

### 4.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Netball, as well as the category of each message, which identifies if the message structure definition can be found in the ODF General 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 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 used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	X
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_HISTORIC_RECORD	Historical records		
DT_HIST_REC_UPDATE	Historical records update		
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_START_LIST	Start List	X	X
DT_RESULT	Event Unit Results	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings	X	X

Message Type	Message name	Message used in this sport	Message extended in this document
DT_RANKING	Event Final ranking	X	X
DT_STATS	Statistics table	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_RECORD	Records		
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets	X	X
DT_GM	Discipline/venue good morning	X	
DT_GN	Discipline/venue good night	X	
DT_FED_RANKING	Federation Ranking		
DT_CONFIG	Discipline Configuration	X	X
DT_WEATHER	Event Unit Weather conditions		
DT_SERIAL	List of Current PiT Serial	X	

## 4.1.1 List of participants by discipline / List of participants by discipline update

### 4.1.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes, as described in the ODF General Messages Interface Document.

### 4.1.1.2 Header Values

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

### 4.1.1.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid and in the case when the venue results becomes owner of the data.

### 4.1.1.4 Message Structure

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

- Participant /Discipline /RegisteredEvent /EventEntry

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

### 4.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant	Height	O	N(3) 999	Height in centimetres for the athlete It will be included if this information is available.
Participant /Discipline	International FederationId	O	S(16)	INF ID (competitor’s federation number for the discipline). It will be included.

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

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send proposed Value
E_POSITION		N(1) 0	CC @Position	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Send the position number
				For @Value:

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				Position Code
	E_CAPTAIN		S(1)	For @Type: Send proposed type For @Code: Send proposed code for the captain For @Pos Do not send anything For @Value: Send Y in case the participant is a captain, N just if the value of the attribute has changed
	E_VCAPTAIN		S(1)	For @Type: Send proposed type For @Code: Send proposed code for the Vice captain For @Pos Do not send anything For @Value: Send Y in case the participant is a Vice-Captain, N just if the value of the attribute has changed
	E_CCAPTAIN		S(1)	For @Type: Send proposed type For @Code: Send proposed code for the Co- captain For @Pos Do not send anything For @Value: Send Y in case the participant is a Co-Captain, N just if the value of the attribute has changed
	E_INT_GAMES_P		N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Pos Do not send anything For @Value: International matches played

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

Type /Code	Description	Expected
E_ENTRY /E_IRM	Invalid Result Mark	Only in the case that the athlete has been Disqualified (this information will be sent only in the update message).
E_ENTRY /E_POSITION	Position Code in the Team	As soon as this information is known (this information can be sent in both messages).
E_ENTRY /E_CAPTAIN	Captain	As soon as this information is known (this information can be sent in both messages).
E_ENTRY /E_VCAPTAIN	Vice-Captain	As soon as this information is known (this information can be sent in both messages).
E_ENTRY /E_CCAPTAIN	Co-Captain	As soon as this information is known (this information can be sent in both messages).
E_ENTRY /E_INT_GAMES_P	International matches played	As soon as this information is known (this information can be sent in both messages).

**4.1.1.6 Message sort**

Please follow the general definition.

## 4.1.2 List of teams / List of teams update

### 4.1.2.1 Description

This message is the List of teams (and the update), for that discipline it is the list of teams, as described in the ODF General Messages Interface Document.

### 4.1.2.2 Header Values

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

### 4.1.2.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid and in the case when the venue results becomes owner of the data.

### 4.1.2.4 Message Structure

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

- Team /TeamOfficials /Official
- Team /Discipline /RegisteredEvent /EventEntry

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

### 4.1.2.5 Message Values

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

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

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

Element: Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	
E_ENTRY	E_SHIRT	N(1) 0	String	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos Send 1 for Light uniform and 2 for Dark uniform	
				For @Value: Colour's Uniform	
	E_GROUP			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos Do not send anything
					For @Value: Team's Group
	E_SEED			N(2)	For @Type: Send proposed type

Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @ Pos Do not send anything
				For @Value: Seed number

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

Type /Code	Description	Expected
E_ENTRY /E_SHIRT	Light/ Dark team uniform colour	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_GROUP	Team's Group	As soon as this information is known (this information can be sent in both messages)
E_ENTRY /E_SEED	Seed number	As soon as this information is known (this information will be sent just in the List of teams update message)

#### 4.1.2.6 Message sort

Please follow the general definition.



### 4.1.3 Start List

#### 4.1.3.1 Description

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

#### 4.1.3.2 Header Values

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

#### 4.1.3.3 Trigger and Frequency

Please follow the general definition.

#### 4.1.3.4 Message Structure

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

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

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

#### 4.1.3.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Netball, 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 umpires (2) and the reserve umpire
	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	Send 1 if just one coach, sequential number if more than one (order as they are presented on CGA entry form)
Start /Competitor /Composition /Athlete	Order	M	N(3) 990	Suspended player on the bottom (NB_SUSPENDED)

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

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_NB	NB_SESSION_DAY		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of the match session at the day

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

Type /Code	Description	Expected
UI_NB /NB_SESSION_DAY	Number of the match session at the competition match day	Always

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Value	Description	
EUE_NB	NB_STARTER	S(1)	For @Type: Send proposed type	
			For @Code: Send proposed code for starter players	
			For @Value: Send Y in case the athlete is a starter	
	NB_POSITION	CC @Position		For @Type: Send proposed type
				For @Code: Send proposed code for the players' position
				For @Value: Send the position code of the player. Players without position are not starting players.
	NB_SUSPENDE	S(1)		For @Type: Send proposed type
				For @Code: Send proposed code for suspended players
				For @Value: Send Y in case the athlete has been suspended
	NB_CAPTAIN	S(1)		For @Type: Send proposed type
				For @Code: Send proposed code for the captain
				For @Value: Send Y in case the athlete is the captain
	NB_VCAPTAIN	S(1)		For @Type: Send proposed type
				For @Code: Send proposed code for the vice-captain
				For @Value: Send Y in case the athlete is the vice-captain
	NB_CCAPTAIN	S(1)		For @Type: Send proposed type
				For @Code: Send proposed code for the co-captain
				For @Value:

Element: Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
			Send Y in case the athlete is the co-captain
	NB_AGE	N(2)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Age of the competitor

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

Type /Code	Description	Expected
EUE_NB /NB_STARTER	Send Y for the starter players	Send just for athletes in the starting line-up at the beginning of the game (when available)
EUE_NB /NB_POSITION	Send players' position	Send just for the starting players
EUE_NB /NB_SUSPENDED	Send Y for the suspended players	Send just for those suspended players
EUE_NB /NB_CAPTAIN	Send Y for the Captain	Send just for the captain (when this information is known)
EUE_NB /NB_VCAPTAIN	Send Y for the Vice-Captain	Send just for the vice-captain (when this information is known)
EUE_NB /NB_CCAPTAIN	Send Y for the Co-Captain	Send just for the co-captain (when this information is known)
EUE_NB /NB_AGE	Player's Age	Always

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

Element: Start /Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_NB	NB_AVG_AGE	N(2).N(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Average Age of the team
	NB_UNIFORM	CC @Uniform	For @Type: Send proposed type
			For @Code: Send the proposed code
			For @Value: Team Uniform

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

Type /Code	Description	Expected
EUE_NB /NB_AVG_AGE	Team average age	Always
EUE_NB /NB_UNIFORM	Team uniform	Always

#### 4.1.3.6 Message sort

Please follow the general definition.

## 4.1.4 Event Unit Results

### 4.1.4.1 Description

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

### 4.1.4.2 Header Values

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

### 4.1.4.3 Trigger and Frequency

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

- After each period (half/set/third/quarter)
- After last extra time or shoot-out (if any)
- After the game/match/bout/contest (unit)

### 4.1.4.4 Message Structure

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

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

### 4.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General 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 (for all periods except for HT and TOT)

Element	Attribute	M/O	Value	Comments
	AwayPeriodScore	O	N(3) 990	Score of the away competitor just for this period (for all periods except for HT and TOT)
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 is 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 (W), lost (L) or tied (T).
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)

Send UnitDateTime including also the @EndDate attribute.

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	
ER_NB	NB_POSITION	CC @PeriodNo	CC @Position	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Send the period number or 0 (for all the periods)	
				For @Value: Send starting position for the period	
	NB_SUSPENDED			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code for suspended players
					For @Pos: Do not send anything
					For @Value: Send Y if the athlete has been suspended for this match

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

Type /Code	Description	Expected
ER_NB /NB_POSITION	Starting position for the period	Always
ER_NB /NB_SUSPENDED	Status Suspended of the athlete	If the athlete has been suspended for this match

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

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_NB	NB_TOTAL		CC @PeriodNo		For @Type: Send proposed type
					For @Code:

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Do not send anything
		NB_GOALS		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Goals
		NB_SHOTS		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shot Attempts
		NB_PERC		N(3) 990	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shooting Percentage
	NB_REB		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Total rebounds
	NB_OR		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Attacking Rebounds
	NB_DR		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Defensive Rebounds
	NB_TO		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: Turnovers
	NB_ASS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: Goal Assists
	NB_INT		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: Intercepts
	NB_DFL		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: Deflections
	NB_CON		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: Contact Penalties
	NB_OBS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value:

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Obstruction Penalties
	NB_MPE		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Match Play Errors (MPE) Total
	NB_OFS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: PME Offside
	NB_BPA		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: PME Bad Pass
	NB_BHA		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: PME Handling
	NB_REP		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: PME Replay
	NB_OTH		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Other Match Play Error



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

Type /Code	Description	Expected
ST_NB /NB_TOTAL /NB_GOALS	Goals	Always, if the information is available
ST_NB /NB_TOTAL /NB_SHOTS	Shot Attempts	Always, if the information is available
ST_NB /NB_TOTAL /NB_PERC	Shooting Percentage	Always, if the information is available
ST_NB /NB_REB	Total Rebounds	Always, if the information is available
ST_NB / NB_OR	Attacking Rebounds	Always, if the information is available
ST_NB / NB_DR	Defensive Rebounds	Always, if the information is available
ST_NB /NB_TO	Turnovers	Always, if the information is available
ST_NB /NB_ASS	Goal Assists	Always, if the information is available
ST_NB /NB_INT	Intercepts	Always, if the information is available
ST_NB /NB_DFL	Deflections	Always, if the information is available
ST_NB /NB_CON	Contact Penalties	Always, if the information is available
ST_NB /NB_OBS	Obstruction Penalties	Always, if the information is available
ST_NB /NB_MPE	Match Play Errors (MPE) Total	Always, if the information is available
ST_NB /NB_OFS	MPE Offside	Always, if the information is available
ST_NB /NB_BPA	MPE Bad Pass	Always, if the information is available
ST_NB /NB_BHA	MPE Handling	Always, if the information is available
ST_NB /NB_REP	MPE Replay	Always, if the information is available
ST_NB /NB_OTH	Other Match Play Error	Always, if the information is available

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

Element: Result /Competitor/Composition/Athlete/Stats/Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	
ST_NB	NB_TOTAL	NB_GOALS		N(2) 90	For @Type: Send proposed Stat code	
					For @Code: Send proposed ExtendedStat code	
					For @Pos: Do not send anything	
						For @Value: Goals
		NB_SHOTS		N(2) 90	For @Type: Send proposed Stat code	
					For @Code: Send proposed ExtendedStat code	
					For @Pos: Do not send anything	
					For @Value: Shot Attempts	
		NB_PERC		N(3) 990	For @Type: Send proposed Stat code	
For @Code: Send proposed ExtendedStat code						
For @Pos: Do not send anything						
		For @Value: Shooting Percentage				
	NB_REB			N(2)	For @Type:	

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
				90	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Rebounds
	NB_OR			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Attacking Rebounds
	NB_DR			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Defensive Rebounds
	NB_TO			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Turnovers
	NB_ASS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Goal Assists
	NB_INT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Intercepts
	NB_DFL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Deflections

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
	NB_CON			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Contact Penalties
	NB_OBS			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Obstruction Penalties
	NB_MPE			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Match Play Errors (MPE) Total
	NB_OFS			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: MPE Offside
	NB_BPA			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: MPE Bad Pass
	NB_BHA			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: MPE Handling
	NB_REP			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					MPE Replay
	NB_OTH			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Other Match Play Error
	NB_MP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Matches Played

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

Type /Code	Description	Expected
ST_NB /NB_TOTAL /NB_GOALS	Goals	Always, if the information is available
ST_NB /NB_TOTAL /NB_SHOTS	Shot Attempts	Always, if the information is available
ST_NB /NB_TOTAL /NB_PERC	Shooting Percentage	Always, if the information is available
ST_NB /NB_REB	Total Rebounds	Always, if the information is available
ST_NB /NB_OR	Attacking Rebounds	Always, if the information is available
ST_NB /NB_DR	Defensive Rebounds	Always, if the information is available
ST_NB /NB_TO	Turnovers	Always, if the information is available
ST_NB /NB_ASS	Goal Assists	Always, if the information is available
ST_NB /NB_INT	Intercepts	Always, if the information is available
ST_NB /NB_DFL	Deflections	Always, if the information is available
ST_NB /NB_CON	Contact Penalties	Always, if the information is available
ST_NB /NB_OBS	Obstruction Penalties	Always, if the information is available
ST_NB /NB_MPE	Match Play Errors (MPE) Total	Always, if the information is available
ST_NB /NB_OFS	MPE Offside	Always, if the information is available
ST_NB /NB_BPA	MPE Bad Pass	Always, if the information is available
ST_NB /NB_BHA	MPE Handling	Always, if the information is available
ST_NB /NB_REP	MPE Replay	Always, if the information is available
ST_NB /NB_OTH	Other Match Play Error	Always, if the information is available
ST_NB /NB_MP	Matches Played	Always, if the information is available

#### 4.1.4.6 Message sort

Please follow the general definition.

## 4.1.5 Pool standings

### 4.1.5.1 Description

This message is the Pool standings message as described in the ODF General Messages Interface Document.

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

### 4.1.5.2 Header Values

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

DocumentSubtype attributes will be:

- Preliminary Round Group A: A
- Preliminary Round Group B: B
- Preliminary Round: 9

### 4.1.5.3 Trigger and Frequency

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

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

### 4.1.5.4 Message Structure

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

- Result /Competitor /ExtendedResults /ExtendedResult

### 4.1.5.5 Message Values

The following table lists the Pool standings optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Netball, 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	S(1)	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 Result /Competitor /ExtendedResults /ExtendedResult element

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_NB	NB_OPPONENT		N(1)	CC @Organisation	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send a numeric, from 1 to n
					For @Value: Send the CGA of the opponent competitor
		NB_RES		Text	For @Type: Send proposed code
					For @Code: Send proposed Extension code
	For @Pos: Do not send anything				
	For @Value: Game Results				
	NB_COMP_DATE		Date	For @Type: Send proposed code	
				For @Code: Send proposed Extension code	
				For @Pos: Do not send anything	
				For @Value: Date of the match	
NB_GAMES	NB_PLAYED		N(1) 0	For @Type: Send proposed code	
				For @Code: Send proposed Extension code	
				For @Pos: Do not send anything	
				For @Value: Send the number of games played	
	NB_WON		N(1) 0	For @Type: Send proposed code	
				For @Code: Send proposed Extension code	
				For @Pos: Do not send anything	
				For @Value: Send the number of games won	
	NB_LOST		N(1) 0	For @Type: Send proposed code	
				For @Code: Send proposed Extension code	
				For @Pos: Do not send anything	
				For @Value: Send the number of games lost	
NB_TIED		N(1) 0	For @Type: Send proposed code		
			For @Code: Send proposed Extension code		
			For @Pos: Do not send anything		
			For @Value: Do not send anything		

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the number of games tied
		NB_CP		N(2) 90	For @Type: Send proposed code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send the classification points
	NB_RES	NB_WON		N(3) 990	For @Type: Send proposed code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Points obtained by the team
		NB_LOST		N(3) 990	For @Type: Send proposed code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send the number of points against the team
		NB_DIFF		+/- N(3) 990	For @Type: Send proposed code For @Code: Send proposed Extension code For @Pos: Do not send anything For @Value: Send the team's point difference, either positive (+) or negative (-)

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

Type /Code	Extension Code	Description	Expected
ER_NB /NB_OPPONENT		Competitor opponent at the group	If available, for all the opponent teams
	NB_RES	Result of the game played with this opponent	Just if the match has finished
	NB_COMP_DATE	Competition date of the match	Just if the match has not finished
ER_NB /NB_GAMES /NB_PLAYED		Number of games played by the team at the group	If available
ER_NB /NB_GAMES /NB_WON		Number of games won by the team at the group	If available
ER_NB /NB_GAMES /NB_LOST		Number of games lost by the team at the group	If available
ER_NB /NB_GAMES /NB_TIED		Number of games tied by the team at the group	If available
ER_NB /NB_GAMES /NB_CP		Classification points of the team at the group	If available, for not

Type /Code	Extension Code	Description	Expected
		group	disqualified teams
ER_NB /NB_RES /NB_WON		Total points of the team at the group	If available
ER_NB /NB_RES /NB_LOST		Total points against the team at the group	If available
ER_NB /NB_RES /NB_DIFF		Team's point difference, either positive (+) or negative (-)	If available

#### 4.1.5.6 Message sort

Please follow the general definition.



## 4.1.6 Event Final Ranking

### 4.1.6.1 Description

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

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

### 4.1.6.2 Header Values

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

### 4.1.6.3 Trigger and Frequency

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

- After each event

### 4.1.6.4 Message Structure

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

- Competitor /ExtendedResults /ExtendedResult

### 4.1.6.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Netball, 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	S(1)	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 Result /Competitor /ExtendedResults /ExtendedResult element

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extended Code	Pos	Value	Description
ER_NB	NB_GAMES	NB_PLAYED		N(1)	For @Type:
				0	Send proposed type
					For @Code:
					Send proposed code
					For @Pos:
					Do not send anything
					For @Value:
					Send number of games played
		NB_WON		N(1)	For @Type:
				0	Send proposed type
					For @Code:
					Send proposed code
					For @Pos:

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

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

Type /Code	Description	Expected
ER_NB /NB_GAMES /NB_PLAYED	Number of games played at the end of the event	Always, if available
ER_NB /NB_GAMES /NB_WON	Number of games won by the team at the end of the event	Always, if available
ER_NB /NB_GAMES /NB_LOST	Number of games lost by the team at the end of the event	Always, if available
ER_NB /NB_GAMES /NB_TIED	Number of games tied by the team at the end of the event	Always, if available

#### 4.1.6.6 Message sort

Please follow the general definition.

## 4.1.7 Statistics table

### 4.1.7.1 Description

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

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

### 4.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according 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 CGA concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when a CGA has more than one team.
- **TOU:** For Tournament statistics (like Tournaments Total statistics)
- **IND\_RANKING:** Ranking of individual tournament statistics, for the best athletes.
- **TEAM\_RANKING:** Ranking of team tournament statistics.

### 4.1.7.3 Trigger and Frequency

This message has to be sent after game results.

### 4.1.7.4 Message Structure

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

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

### 4.1.7.5 Message Values

The following table lists the Statistics table optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Netball, 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 CGA code; sort disqualified teams to the bottom of the list

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

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

Element: Stats /StatsItems /StatsItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	
ST_NB	NB_TOTAL	NB_GOALS		N(4) 9990	For @Type: Send proposed Stat code	
					For @Code: Send proposed ExtendedStat code	
					For @Pos: Do not send anything	
		For @Value: Goals				
		NB_SHOTS			For @Type: Send proposed Stat code	
					For @Code: Send proposed ExtendedStat code	
	For @Value: Shot Attempts					
	NB_PERC	For @Type: Send proposed Stat code				
		For @Code: Send proposed ExtendedStat code				
		For @Value: Shooting Percentage				
	NB_REB				N(3) 990	For @Type: Send proposed type
						For @Code: Send proposed code
For @Pos: Do not send anything						
For @Value: Total Rebounds						
NB_OR				N(3) 990	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Attacking Rebounds	
NB_DR				N(3) 990	For @Type: Send proposed type	
					For @Code: Send proposed code	

Element: Stats /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Defensive Rebounds
	NB_TO			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Turnovers
	NB_ASS			N(4) 9990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Assists
	NB_INT			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Intercepts
	NB_DFL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Deflections
	NB_CON			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Contact Penalties
	NB_OBS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Obstruction Penalties
	NB_MPE			N(3) 990	For @Type: Send proposed type
					For @Code:

Element: Stats /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Match Play Errors (MPE) Total
	NB_OFS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Offside
	NB_BPA			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Bad Pass
	NB_BHA			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Handling
	NB_REP			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Replay
	NB_OTH			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Other Match Play Error

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

Type /Code	Description	Expected
ST_NB /NB_TOTAL /NB_GOALS	Goals	If available, for the DocumentSubtype=TOU
ST_NB /NB_TOTAL /NB_SHOTS	Shot Attempts	If available, for the DocumentSubtype=TOU
ST_NB /NB_TOTAL /NB_PERC	Shooting Percentage	If available, for the DocumentSubtype=TOU
ST_NB /NB_REB	Total Rebounds	If available, for the DocumentSubtype=TOU

Type /Code	Description	Expected
ST_NB /NB_OR	Attacking Rebounds	If available, for the DocumentSubtype=TOU
ST_NB /NB_DR	Defensive Rebounds	If available, for the DocumentSubtype=TOU
ST_NB /NB_TO	Turnovers	If available, for the DocumentSubtype=TOU
ST_NB /NB_ASS	Goal Assists	If available, for the DocumentSubtype=TOU
ST_NB /NB_INT	Intercepts	If available, for the DocumentSubtype=TOU
ST_NB /NB_DFL	Deflections	If available, for the DocumentSubtype=TOU
ST_NB /NB_CON	Contact Penalties	If available, for the DocumentSubtype=TOU
ST_NB /NB_OBS	Obstruction Penalties	If available, for the DocumentSubtype=TOU
ST_NB /NB_MPE	Match Play Errors (MPE) Total	If available, for the DocumentSubtype=TOU
ST_NB /NB_OFS	MPE Offside	If available, for the DocumentSubtype=TOU
ST_NB /NB_BPA	MPE Bad Pass	If available, for the DocumentSubtype=TOU
ST_NB /NB_BHA	MPE Handling	If available, for the DocumentSubtype=TOU
ST_NB /NB_REP	MPE Replay	If available, for the DocumentSubtype=TOU
ST_NB /NB_OTH	Other Match Play Error	If available, for the DocumentSubtype=TOU

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

Element: Stats /Competitor /StatsItems /StatsItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	
ST_NB	NB_IRM			CC @IRM	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: IRM	
	NB_GP				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 matches played
	NB_TOTAL	NB_GOALS			N(3) 990	For @Type: Send proposed Stat code
For @Code: Send proposed ExtendedStat code						
For @Pos: Do not send anything						
NB_SHOTS					N(3) 990	For @Type: Send proposed Stat code
						For @Code: Send proposed ExtendedStat code
						For @Pos: Do not send anything
					For @Value:	

Element: Stats /Competitor /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Shot Attempts
		NB_PERC		N(3) 990	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shooting Percentage
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shooting Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Goals Team ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_ASS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: <b>Goal Assists</b>
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: <b>Goal Assists</b> Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos:



Element: Stats /Competitor /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Do not send anything
					For @Value: Goal Assists Team ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_REB			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Rebounds
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Rebounds Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Rebounds Team ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_OR			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Attacking rebounds
	NB_DR			N(3) 990	For @Type: Send proposed type

Element: Stats /Competitor /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Defensive rebounds
	NB_INT			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Interceptions
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Interceptions Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Interceptions Team ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_PEN			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Penalties
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Penalties Average

Element: Stats /Competitor /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code For @Code: Send proposed ExtendedStat code For @Pos: Do not send anything For @Value: Penalties Team ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code For @Code: Send proposed ExtendedStat code For @Pos: Do not send anything For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_CON			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Contact penalties
	NB_OBS			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Obstruction penalties
	NB_DFL			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Deflections
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code For @Code: Send proposed ExtendedStat code For @Pos: Do not send anything For @Value: Deflections Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code For @Code: Send proposed ExtendedStat code For @Pos: Do not send anything

Element: Stats /Competitor /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Deflections Team ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_TO			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Turnovers
	NB_MPE			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match Play Errors (MPE) Total
	NB_OFS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Offside
	NB_BPA			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Bad Pass
	NB_BHA			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Handling
	NB_REP			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Stats /Competitor /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: MPE Replay
	NB_OTH			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Other Match Play Error

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

Type /Code	Description	Expected
ST_NB /NB_IRM	IRM indication for the team	If available, for the DocumentSubtype=CUM
ST_NB /NB_GP	Matches played by the team	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_GOALS	Goals	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_SHOTS	Shot Attempts	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_PERC	Shooting Percentage	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_AVG	Shooting Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_RANK	Goals Team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_TOTAL /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_ASS	Goal Assists	If available, for the DocumentSubtype=CUM
ST_NB /NB_ASS /NB_AVG	Goal Assists Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_ASS /NB_RANK	Goal Assists Team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_ASS /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_REB	Total Rebounds	If available, for the DocumentSubtype=CUM
ST_NB /NB_REB /NB_AVG	Rebounds Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_REB /NB_RANK	Rebounds Team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_REB /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_OR	Attacking rebounds	If available, for the DocumentSubtype=CUM
ST_NB /NB_DR	Defensive rebounds	If available, for the DocumentSubtype=CUM
ST_NB /NB_INT	Interceptions	If available, for the DocumentSubtype=CUM
ST_NB /NB_INT /NB_AVG	Interceptions Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_INT /NB_RANK	Interceptions Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_INT /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_PEN	Total Penalties	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_PEN /NB_AVG	Penalties Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_PEN /NB_RANK	Penalties Team ranking	If available, for the DocumentSubtype=TEAM_RANKING

Type /Code	Description	Expected
ST_NB /NB_PEN /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_CON	Contact penalties	If available, for the DocumentSubtype=CUM
ST_NB /NB_OBS	Obstruction penalties	If available, for the DocumentSubtype=CUM
ST_NB /NB_DFL	Total Deflections	If available, for the DocumentSubtype=CUM
ST_NB /NB_DFL /NB_AVG	Deflections Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_DFL /NB_RANK	Deflections Team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_DFL /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=TEAM_RANKING
ST_NB /NB_TO	Turnovers	If available, for the DocumentSubtype=CUM
ST_NB /NB_MPE	Match Play Errors (MPE) Total	If available, for the DocumentSubtype=CUM
ST_NB /NB_OFS	MPE Offside	If available, for the DocumentSubtype=CUM
ST_NB /NB_BPA	MPE Bad Pass	If available, for the DocumentSubtype=CUM
ST_NB /NB_BHA	MPE Handling	If available, for the DocumentSubtype=CUM
ST_NB /NB_REP	MPE Replay	If available, for the DocumentSubtype=CUM
ST_NB /NB_OTH	Other Match Play Error	If available, for the DocumentSubtype=CUM

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	
ST_NB	NB_IRM			CC @IRM	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: IRM	
	NB_GP				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 matches played
	NB_TOTAL	NB_GOALS			N(3) 990	For @Type: Send proposed Stat code
For @Code: Send proposed ExtendedStat code						
For @Pos: Do not send anything						
NB_SHOTS					N(3) 990	For @Type: Send proposed Stat code
						For @Code: Send proposed ExtendedStat code
						For @Pos: Do not send anything

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Shot Attempts
		NB_PERC		N(3) 990	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shooting Percentage
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shooting Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Goals Athlete ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_ASS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: <b>Goal Assists</b>
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: <b>Goal Assists</b> Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Goal Assists Athlete ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_REB			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Rebounds
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Rebounds Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Rebounds Athlete ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_OR			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Attacking Rebounds
	NB_DR			N(2)	For @Type:



Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
				90	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Defensive Rebounds
	NB_INT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Interceptions
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Interceptions Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Interceptions Athlete ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_PEN			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Penalties
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value:

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Penalties Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Penalties Athlete ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_CON			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Contact Penalties
	NB_OBS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Obstruction Penalties
	NB_DFL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Deflections
		NB_AVG		N(3).N(1) 990.0	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Deflections Average
		NB_RANK		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos:

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Do not send anything
					For @Value: Deflections Athlete ranking
		NB_ERANK		S(1)	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Send Y in case of the NB_RANK is an equalled rank
	NB_TO			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Turnovers
	NB_MPE			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Match Play Errors (MPE) Total
	NB_OFS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Offside
	NB_BPA			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Bad Pass
	NB_BHA			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Handling
	NB_REP			N(3) 990	For @Type: Send proposed type
					For @Code:

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: MPE Replay
	NB_OTH			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Other Match Play Error

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

Type /Code	Description	Expected
ST_NB /NB_IRM	IRM indication for the athlete	If available, for the DocumentSubtype=CUM
ST_NB /NB_GP	Matches played by the athlete	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_GOALS	Goals	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_SHOTS	Shot Attempts	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_PERC	Shooting Percentage	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_AVG	Shooting Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_TOTAL /NB_RANK	Goals Team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_TOTAL /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_ASS	Goal Assists	If available, for the DocumentSubtype=CUM
ST_NB /NB_ASS /NB_AVG	Goal Assists Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_ASS /NB_RANK	Goal Assists Team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_ASS /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_REB	Total Rebounds	If available, for the DocumentSubtype=CUM
ST_NB /NB_REB /NB_AVG	Rebounds Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_REB /NB_RANK	Rebounds Team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_REB /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_OR	Attacking rebounds	If available, for the DocumentSubtype=CUM
ST_NB /NB_DR	Defensive rebounds	If available, for the DocumentSubtype=CUM
ST_NB /NB_INT	Interceptions	If available, for the DocumentSubtype=CUM
ST_NB /NB_INT /NB_AVG	Interceptions Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_INT /NB_RANK	Interceptions Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_INT /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_PEN	Total Penalties	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_PEN /NB_AVG	Penalties Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_PEN /NB_RANK	Penalties Team ranking	If available, for the DocumentSubtype=

Type /Code	Description	Expected
		IND_RANKING
ST_NB /NB_PEN /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_CON	Contact penalties	If available, for the DocumentSubtype=CUM
ST_NB /NB_OBS	Obstruction penalties	If available, for the DocumentSubtype=CUM
ST_NB /NB_DFL	Total Deflections	If available, for the DocumentSubtype=CUM
ST_NB /NB_DFL /NB_AVG	Deflections Average	If available, for the DocumentSubtype=CUM
ST_NB /NB_DFL /NB_RANK	Deflections Team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_DFL /NB_ERANK	Equalled team ranking	If available, for the DocumentSubtype=IND_RANKING
ST_NB /NB_TO	Turnovers	If available, for the DocumentSubtype=CUM
ST_NB /NB_MPE	Match Play Errors (MPE) Total	If available, for the DocumentSubtype=CUM
ST_NB /NB_OFS	MPE Offside	If available, for the DocumentSubtype=CUM
ST_NB /NB_BPA	MPE Bad Pass	If available, for the DocumentSubtype=CUM
ST_NB /NB_BHA	MPE Handling	If available, for the DocumentSubtype=CUM
ST_NB /NB_REP	MPE Replay	If available, for the DocumentSubtype=CUM
ST_NB /NB_OTH	Other Match Play Error	If available, for the DocumentSubtype=CUM

#### 4.1.7.6 Message sort

Please follow the general definition.

## 4.1.8 Brackets

### 4.1.8.1 Description

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

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

### 4.1.8.2 Header Values

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

### 4.1.8.3 Trigger and Frequency

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

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

### 4.1.8.4 Message Structure

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

- ExtCompPlaces /ExtCompPlace

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.

### 4.1.8.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Netball, 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) o when it is not known yet (UNK).

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

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

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

Type /Code	Description	Expected
ECP_NB /NB_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)

#### 4.1.8.6 Message sort

Please follow the general definition.

## 4.1.9 Discipline configuration

### 4.1.9.1 Description

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

### 4.1.9.2 Header Values

Please follow the general definition.

### 4.1.9.3 Trigger and Frequency

Please follow the general definition.

### 4.1.9.4 Message Structure

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

- Configs /Config/ ExtendedConfig /ExtendedConfigItem

### 4.1.9.5 Message Values

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

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

Element : Configs /Config /ExtendedConfig						
Type	Code	ExtendedConfigItem Code	Pos	Value	Description	
EC_NB	NB_VENUE (send by discipline)			CC @VenueCode	For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send a venue code	
	NB_CAPACITY				N(3),N(3) 999,990	For @Type: Send proposed code
						For @Code: Send proposed ExtendedConfigItem code
						For @Pos: Do not send anything
						For @Value: Venue Public capacity
	NB_NUMBER_EVENTS (send by discipline)				N(1) 0	For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						For @Value: Total number of events for the discipline
NB_MATCH_NUMBER (send by event unit)				N(2) 90	For @Type: Send proposed type	
					For @Code: Send proposed code	



Element : Configs /Config /ExtendedConfig					
Type	Code	ExtendedConfigItem Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Match Number

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

Type /Code	ExtendedConfig Code	Description	Expected
EC_NB /NB_VENUE	NB_CAPACITY	Venue Public Capacity for each venue used in the sport	If available
EC_NB /NB_NUMBER_EVENTS		Total number of events for the discipline	If available
EC_NB /NB_MATCH_NUMBER		Match Number for each event unit	If available

#### 4.1.9.6 Message sort

Please follow the general definition.

## 5 Real time

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

### 5.1 Real Time Applicable Messages

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

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

## 5.1.1 RT Event Unit Results

### 5.1.1.1 Description

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

### 5.1.1.2 Header Values

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

### 5.1.1.3 Trigger and Frequency

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

- ResultStatus="LIVE\_UPDATE"
  - T1: Trigger at the beginning of one period
  - T2: Trigger after one new or modified action
  - T3: Trigger after one change in the scores
  - T4: Trigger after one player is substituted out
  - T5: Trigger at the end of one period
  - T6: Trigger when a team is disqualified
  - T7: Trigger at the end of one match
  - T8: Trigger after one change in the UnitInfo
- 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.

### 5.1.1.4 Message Structure

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

- UnitInfos /UnitDateTime
- UnitInfos /UnitInfo
- Periods /Period
- UnitActions /UnitAction
- UnitActions /UnitAction /Competitor
- UnitActions /UnitAction /Competitor /Composition /Athlete
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please follow the general considerations for all ResultStatus.

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

### 5.1.1.5 Message Values

The following table lists the RT Event Unit Results optional and/or extended attributes (defined in the ODF General 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 (for all periods except for HT and TOT)	T3
	AwayPeriodScore	O	N(3) 990	Score of the away competitor just for this period at this moment in time (for all periods except for HT and TOT)	T3
Result	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit	T6 or T7
	IRM	O	CC @IRM	IRM of the Team for the particular event unit  Send just in the case @ResultType both Points and IRM (see codes section)	T6
	Result	O	N(3) 990	Result of the Team for the particular event unit.	T7
	WLT	O	S(1)	The code whether a competitor won (W), lost (L) or tied (T)	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 UnitInfos /UnitInfo element in the case of Netball.

Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_NB	NB_PERIOD	CC @Period	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send current period
	NB_STATUS	CC @PeriodStatus	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send period Status

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

Type /Code	Description	Expected
UI_NB /NB_PERIOD	Send current period	T1, T8
UI_NB /NB_STATUS	Send period status	T1, T5, T7, T8

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_NB	NB_CPL		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
NB_POSITION	CC @PeriodNo	CC @Position		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the period number or 0 (for all the periods)
				For @Value: Send starting position for the period
NB_SUSPENDED			S(1)	For @Type: Send proposed type
				For @Code: Send proposed code for suspended players
				For @Pos: Do not send anything
				For @Value: Send Y if the athlete has been suspended

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

Type /Code	Description	Expected
ER_NB /NB_CPL	Code to indicate that the player is currently on the field	T1 or T4
ER_NB /NB_POSITION	Starting position for the period	T2
ER_NB /NB_SUSPENDED	Status Suspended of the athlete	T1

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

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_NB	NB_TOTAL		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Do not send anything
		NB_GOALS		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Goals
		NB_SHOTS		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shot Attempts
		NB_PERC		N(3) 990	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shooting Percentage
	NB_REB		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Total rebounds
	NB_OR		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Offensive Rebounds
	NB_DR		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value:

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Defensive Rebounds
	NB_TO		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Turnovers
	NB_ASS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: <b>Goal Assists</b>
	NB_INT		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Intercepts
	NB_DFL		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Deflections
	NB_CON		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Contact Penalties
	NB_OBS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Obstruction Penalties

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
	NB_MPE		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: Match Play Errors (MPE) Total
	NB_OFS		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: MPE Offside
	NB_BPA		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: MPE Bad Pass
	NB_BHA		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: MPE Handling
	NB_REP		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: MPE Replay
	NB_OTH		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number or 0 (for all the periods) For @Value: Other Match Play Error



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

Type /Code	Description	Expected
ST_NB /NB_TOTAL /NB_GOALS	Goals	T2 (if changed)
ST_NB /NB_TOTAL /NB_SHOTS	Shot Attempts	T2 (if changed)
ST_NB /NB_TOTAL /NB_PERC	Shooting Percentage	T2 (if changed)
ST_NB /NB_REB	Total Rebounds	T2 (if changed)
ST_NB / NB_OR	Attacking Rebounds	T2 (if changed)
ST_NB / NB_DR	Defensive Rebounds	T2 (if changed)
ST_NB /NB_TO	Turnovers	T2 (if changed)
ST_NB /NB_ASS	Goal Assists	T2 (if changed)
ST_NB /NB_INT	Intercepts	T2 (if changed)
ST_NB /NB_DFL	Deflections	T2 (if changed)
ST_NB /NB_CON	Contact Penalties	T2 (if changed)
ST_NB /NB_OBS	Obstruction Penalties	T2 (if changed)
ST_NB /NB_MPE	Match Play Errors (MPE) Total	T2 (if changed)
ST_NB /NB_OFS	MPE Offside	T2 (if changed)
ST_NB /NB_BPA	MPE Bad Pass	T2 (if changed)
ST_NB /NB_BHA	MPE Handling	T2 (if changed)
ST_NB /NB_REP	MPE Replay	T2 (if changed)
ST_NB /NB_OTH	Other Match Play Error	T2 (if changed)

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

Element: Result /Competitor/Composition/Athlete/Stats/Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	
ST_NB	NB_TOTAL	NB_GOALS		N(2) 90	For @Type: Send proposed Stat code	
					For @Code: Send proposed ExtendedStat code	
					For @Pos: Do not send anything	
						For @Value: Goals
		NB_SHOTS			N(2) 90	For @Type: Send proposed Stat code
	For @Code: Send proposed ExtendedStat code					
	For @Pos: Do not send anything					
						For @Value: Shot Attempts
		NB_PERC			N(3) 990	For @Type: Send proposed Stat code
For @Code: Send proposed ExtendedStat code						
For @Pos: Do not send anything						
					For @Value: Shooting Percentage	
	NB_REB			N(2) 90	For @Type: Send proposed type	

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Rebounds
	NB_OR			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Attacking Rebounds
	NB_DR			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Defensive Rebounds
	NB_TO			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Turnovers
	NB_ASS			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Goal Assists
	NB_INT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Intercepts
	NB_DFL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Deflections

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
	NB_CON			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Contact Penalties
	NB_OBS			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Obstruction Penalties
	NB_MPE			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Match Play Errors (MPE) Total
	NB_OFS			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: MPE Offside
	NB_BPA			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: MPE Bad Pass
	NB_BHA			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: MPE Handling
	NB_REP			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					MPE Replay
	NB_OTH			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Other Match Play Error
	NB_MP			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Matches Played

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

Type /Code	Description	Expected
ST_NB /NB_TOTAL /NB_GOALS	Goals	T2 (if changed)
ST_NB /NB_TOTAL /NB_SHOTS	Shot Attempts	T2 (if changed)
ST_NB /NB_TOTAL /NB_PERC	Shooting Percentage	T2 (if changed)
ST_NB /NB_REB	Total Rebounds	T2 (if changed)
ST_NB /NB_OR	Attacking Rebounds	T2 (if changed)
ST_NB /NB_DR	Defensive Rebounds	T2 (if changed)
ST_NB /NB_TO	Turnovers	T2 (if changed)
ST_NB /NB_ASS	Goal Assists	T2 (if changed)
ST_NB /NB_INT	Intercepts	T2 (if changed)
ST_NB /NB_DFL	Deflections	T2 (if changed)
ST_NB /NB_CON	Contact Penalties	T2 (if changed)
ST_NB /NB_OBS	Obstruction Penalties	T2 (if changed)
ST_NB /NB_MPE	Match Play Errors (MPE) Total	T2 (if changed)
ST_NB /NB_OFS	MPE Offside	T2 (if changed)
ST_NB /NB_BPA	MPE Bad Pass	T2 (if changed)
ST_NB /NB_BHA	MPE Handling	T2 (if changed)
ST_NB /NB_REP	MPE Replay	T2 (if changed)
ST_NB /NB_OTH	Other Match Play Error	T2 (if changed)
ST_NB /NB_MP	Matches Played	T2 (if changed)

#### 5.1.1.6 Message sort

Please follow the general definition.

## 5.1.2 RT Clock

### 5.1.2.1 Description

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

### 5.1.2.2 Header Values

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

### 5.1.2.3 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

### 5.1.2.4 Message Structure

Please follow the general definition.

### 5.1.2.5 Message Values

Please follow the general definition.

### 5.1.2.6 Message sort

Please follow the general definition.

## 6 PDF feed

Please refer to the same section of the ODF General Messages Interface Document.

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

### 6.1 PDF Applicable Messages

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

Message Type	Message name	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	X	X
DT_PDF_GM	PDF Discipline/Venue good morning	X	
DT_PDF_GN	PDF Discipline/venue good night	X	
DT_PDF_SERIAL	List of Current PDF Serial	X	

## 6.1.1 DT PDF

### 6.1.1.1 Description

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

### 6.1.1.2 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 (CGA 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).

### 6.1.1.3 Trigger and Frequency

Please follow the general definition.

### 6.1.1.4 Message Structure

Please follow the general definition.

### 6.1.1.5 Message Values

Please follow the general definition.

### 6.1.1.6 Message sort

Please follow the general definition.

# DOCUMENT CONTROL

## Version history

Version	Date	Comments
R1 1.0	15 March 2013	First version SFR
R1 1.1	12 April 2013	SFA
R1 1.2	19 April 2013	APP
R1 2.0	1 August 2013	CR009 and some minor issues
R1 2.1	14 November 2013	Some defects
R1 2.2	24 February 2014	Some defects
R1 2.3	5 March 2014	Some defects
R1 2.4	8 May 2014	External delivery
<b>R1 2.5</b>	<b>16 June 2014</b>	<b>CR332</b>

**File reference:** ODF/INT132 R1 v2.5 APP (NB)



## Change Log

Version	Status	Changes on version
R1 1.0	SFR	<ul style="list-style-type: none"> <li>• First version</li> </ul>
R1 1.1	SFA	<ul style="list-style-type: none"> <li>• Codes:               <ul style="list-style-type: none"> <li>▪ “OT1..OTn” and “ET” codes for Overtime have been changed to “ET1..ETn” and “ET” for Extra Time in CC @Period.</li> <li>▪ Reference to Overtime has been changed to Extra Time.</li> </ul> </li> <li>• List of participants by Discipline:               <ul style="list-style-type: none"> <li>▪ It has been specified that Height attribute will be sent in centimetres.</li> <li>▪ Reference to Basketball has been removed.</li> </ul> </li> <li>• Start List:               <ul style="list-style-type: none"> <li>▪ Code EUE_NB /NB_STARTER has been removed.</li> <li>▪ Code EUE_NB /NB_POSITION has been added to know the position of the starting players.</li> </ul> </li> <li>• Event Unit Results &amp; RT Event Unit Results:               <ul style="list-style-type: none"> <li>▪ Value has been updated to CC @PeriodNo instead of CC @Period for code ER_NB /NB_POSITION.</li> </ul> </li> <li>• Statistics table:               <ul style="list-style-type: none"> <li>▪ For element Stats Competitor /Composition /Athlete, sort order for “3 – Minutes per game” has been removed.</li> </ul> </li> </ul>
R1 1.2	APP	<ul style="list-style-type: none"> <li>• Approved version</li> </ul>
R1 2.0	APP	<ul style="list-style-type: none"> <li>• Codes:               <ul style="list-style-type: none"> <li>▪ “ET1..ETn” and “ET” codes have been changed to “OT1..OTn” and “OT” in CC @Period.</li> </ul> </li> <li>• List of participants by discipline (CR009):               <ul style="list-style-type: none"> <li>▪ “E_ENTRY /E_INT_GAMES_P” code has been added for International Matches played.</li> </ul> </li> <li>• Start List:               <ul style="list-style-type: none"> <li>▪ Code EUE_NB /NB_STARTER has been added again as it still exists in CRIS document.</li> </ul> </li> <li>• Event Unit Results &amp; RT Event Unit Result (CR009):               <ul style="list-style-type: none"> <li>▪ “ST_NB /NB_MIN” code has been removed.</li> <li>▪ “ST_NB /NB_MP” code has been added for Matches Played.</li> </ul> </li> <li>• All references to ODF Sport Messages Interface Document have been changed to ODF General Messages Interface Document.</li> <li>• External Delivery</li> </ul>
R1 2.1	APP	<ul style="list-style-type: none"> <li>• Discipline configuration:               <ul style="list-style-type: none"> <li>▪ Message Structure section has been updated to bring into line with other team sports (Defect #101268).</li> </ul> </li> </ul>
R1 2.2	APP	<ul style="list-style-type: none"> <li>• Discipline configuration:               <ul style="list-style-type: none"> <li>▪ Codes NB_VENUE and NB_NUMBER_EVENTS have been added to Competition /Configs /Config /ExtendedConfig element (Defect #101268).</li> </ul> </li> <li>• External delivery.</li> </ul>
R1 2.3	APP	<ul style="list-style-type: none"> <li>• Event Unit Results:               <ul style="list-style-type: none"> <li>▪ UnitInfos /UnitInfo element has been removed as these elements only appear in the RT message (Defect @103883).</li> </ul> </li> <li>• Pool standings:               <ul style="list-style-type: none"> <li>▪ ER_NB /NB_RES /LB_LOST value has been updated to N(3) in Competitor /ExtendedResults /ExtendedResult element (Defect #103882).</li> </ul> </li> <li>• Statistics table:               <ul style="list-style-type: none"> <li>▪ Values have been updated to N(4) for NB_GOALS, NB_SHOTS and NB_ASS in Stats /StatsItems /StatsItem element (Defect #103868).</li> <li>▪ Values have been updated to N(3) for NB_MPE, NB_OFS, NB_BPA, NB_BHA, NB_REP and NB_OTH in Stats /StatsItems /StatsItem element (Defect #103868).</li> </ul> </li> </ul>

## Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none"><li>▪ NB_AVG value has been updated to N(3).N(1) in all elements in Stats /Competitor /StatsItems /StatsItem and in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (Defect #104136).</li></ul>
2.4	APP	<ul style="list-style-type: none"><li>• External delivery.</li></ul>
2.5	APP	<ul style="list-style-type: none"><li>• Event Unit Results, Statistics &amp; RT Event Unit Results:<ul style="list-style-type: none"><li>▪ All references to Feeds have been updated to Goal Assists (CR332).</li></ul></li><li>• External delivery.</li></ul>

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