Olympic Data Feed

ODF Rugby Sevens 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 Rugby Sevens 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 Rugby Sevens 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
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
CGA	Commonwealth Games Associations
ODF	Olympic Data Feed
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be composed of one or more disciplines
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
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
ODF2/INT116	ODF2 General Messages Interface Document	This document describes the ODF2 general messages for the XX Commonwealth Games

2 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 ODF2 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values		
CC @Action	**Code**	**Description**	
	CONV	Conversion	
	DROP	Drop	
	PTY	Penalty	
	PTRY	Penalty Try	
	SUBST	Substitution	
	TRY	Try	
	YC	Yellow Card	
	RC	Red Card	
CC @ActionRole (dependent on @Action)	**Code**	**Description**	**Notes**
	IN	In	When CC @Action = SUBST
	OUT	Out	When CC @Action = SUBST
CC @Bracket	**Code**	**Description**	
	FNL	Finals	
	BRN	Bronze	
	5_8	5-8 Play-Off (Plate)	
	9_16	9-16 Play-Off (Bowl)	
	13_16	13-16 Play-off (Shield)	
CC @BracketItems (dependent on @Bracket)	**Code**	**Description**	**Notes**
	SFL	Semi-finals	When CC @Bracket = FNL, 5_8 (5-8 / Plate SF), 9_16 (9-16 / Bowl SF) or 13_16 (13-16 / Shield SF)
	QFL	Quarterfinals	When CC @Bracket = FNL (Quarterfinals) or 9_16 (9-16 / Bowl QF – Consolation round for 3rd & 4th ranked in Pools)
	FNL	Finals	When CC @Bracket = FNL (Final), BRN (Bronze Match), 5_8 (5-8 / Plate Final), 9_16 (9-16 / Bowl Final) or 13_16 (13-16 / Shield Final)
CC @CompetitorPlace	**Code**	**Description**	
	BYE	There is no competitor, the other team passes directly to the next round	
	TBD	The competitor is not known yet	
CC @Country	Defined in ODF Common Codes Document See entity Country The entity's attribute to be used is Code		
CC @Pool	**Code**	**Description**	

Code Entity	Code Entity Set of Values		
	A1	1st in Pool A	
	A2	2nd in Pool A	
	A3	3rd in Pool A	
	A4	4th in Pool A	
	B1	1st in Pool B	
	B2	2nd in Pool B	
	B3	3rd in Pool B	
	B4	4th in Pool B	
	C1	1st in Pool C	
	C2	2nd in Pool C	
	C3	3rd in Pool C	
	C4	4th in Pool C	
	D1	1st in Pool D	
	D2	2nd in Pool D	
	D3	3rd in Pool D	
	D4	4th in Pool D	
CC @Function	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Code		
CC @Home	**Code**	**Description**	
	HOME	Home	
	AWAY	Away	
CC @IRM	**Code**	**Description**	
	DSQ	Disqualified	
CC @Organisation	Defined in ODF Common Codes Document See entity Organisation • The entity's attribute to be used is Code		
CC @Period	**Code**	**Description**	**Notes**
	H1	First Half	
	H2	Second Half	
	OT1..OTn	Extra Time 1..n	Only for UnitActions /UnitAction element
	OT	Extra Time Total	
	TOT	Total	
CC @Position	**Code**	**Description**	
	B	Back	
	F	Forward	
CC @ResAction (dependent on @Action)	**Code**	**Description**	**Notes**
	M	Miss	When CC @Action = PTY or CONV
	G	Goal	When CC @Action = PTY, CONV or DROP
CC @ResultsFunction	Defined in ODF Common Codes - Results Functions by Sport Document. • The Attribute to be used is ID		
CC @ResultType	**Code**	**Description**	
	IRM_POINTS	For both, Points and invalid result mark	
	POINTS	Points	
CC @Statistics	**Code**	**Description**	

Code Entity	Code Entity Set of Values	
	CUM	Cumulative Statistics of team and individual
	IND_RANKING	Ranking of Individual tournament statistics
	TOU	Tournament Statistics
CC @AthleteStatus	**Code**	**Description**
	SUSPEND	Suspended
CC @Uniform	**Code**	**Description**
	ALTERNATE	Alternate
	PRIMARY	Primary
CC @WLT	**Code**	**Description**
	L	Lost
	T	Tie
	W	Won

3 Messages

3.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Rugby Sevens.

- 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.

- The column "ODF version" indicates the version of ODF that will be used for this sport.

Message Type	Message name	Message used in this sport	Message extended in this document	ODF version
DT_SCHEDULE	Competition schedule	X		ODF2
DT_SCHEDULE_UPDATE	Competition schedule update	X		ODF2
DT_PARTIC	List of athletes by discipline	X	X	ODF
DT_PARTIC_UPDATE	List of athletes by discipline update	X	X	ODF
DT_PARTIC_TEAMS	List of teams	X	X	ODF
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	X	ODF
DT_MEDALS	Medal standings	Global		ODF
DT_MEDALLISTS_DAY	Medallists of the day	Global		ODF
DT_HISTORIC_RECORD	Historical records			
DT_GLOBAL_GM	Global good morning	Global		ODF
DT_GLOBAL_GN	Global good night	Global		ODF
DT_RESULT	Event Unit Results	X	X	ODF2
DT_PLAY_BY_PLAY	Play by Play	X	X	ODF2
DT_CURRENT	Current Information	X	X	ODF2
DT_RESULT_ANALYSIS	Results Analysis			ODF2
DT_GPS_DATA	GPS Data			ODF2

Message Type	Message name	Message used in this sport	Message extended in this document	ODF version
DT_PHASE_RESULT	Phase Results			
DT_CUMULATIVE_RESULT	Cumulative Results			
DT_POOL_STANDING	Pool Standings	X	X	ODF2
DT_RANKING	Event Final ranking	X	X	ODF2
DT_STATS	Statistics table	X	X	ODF2
DT_MEDALLISTS	Medallists of one event	X		ODF2
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X		ODF2
DT_RECORD	Records			
DT_COMMUNICATION	Official Communication	X		ODF
DT_BRACKETS	Brackets	X	X	ODF2
DT_GM	Discipline/venue good morning	X		ODF
DT_GN	Discipline/venue good night	X		ODF
DT_FED_RANKING	Federation Ranking			
DT_CONFIG	Configuration			
DT_WEATHER	Event Unit Weather conditions			
DT_KA	Keep Alive	X		Not Implemented for Glasgow

3.1.1 List of participants by discipline/ List of participants by discipline update

3.1.1.1 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.

3.1.1.2 Header Values

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

3.1.1.3 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.

3.1.1.4 Message Structure

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

- Participant /Discipline /RegisteredEvent /EventEntry

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

3.1.1.5 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 Rugby Sevens, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant /Discipline /RegisteredEvent	Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 …

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

Element: Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
E_ENTRY	E_POSITION		CC @Position	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: Position Code for position in the team	
	E_IRM		CC @IRM	For @Type: Send proposed type	Only in the case that the athlete has been Disqualified (this information only will be sent in the update message)
				For @Code: Send proposed code	
				For @Value: Athlete's status in the team	
	E_CLUB_NAME		S(25)	For @Type: Send proposed type	As soon as this information is known.

Element: Participant /Discipline /RegisteredEvent /EventEntry

Type	Code	Pos	Value	Description	Expected
				For @Code: Send proposed code	
				For @Value: Club name	
	E_CLUB_CITY		S(25)	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: Club City	
	E_CLUB_ORG		CC @Country	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: Club Country Code	
	E_INT_GAMES_P		Numeric ##0	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: International matches played	
	E_INT_TOURN_P		Numeric ##0	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: International tournaments played	
	E_INT_TRIES		Numeric ##0	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: Tries scored in international matches	
	E_INT_GOALS		Numeric ##0	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: Points scored in international matches	
	E_CAPTAIN		S(1)	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Value: Captain. Send "Y" in case the participant is a captain, "N" just if the value of the attribute has changed	
	E_SUBSTITUTE		S(1)	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	

Element: Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
				For @Value: Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player, "N" just if the value of the attribute has changed	

3.1.1.5.1 Sample

```
<Discipline Code="RU" InternationalFederationId="203258" >
   <RegisteredEvent Gender="M" Event="400" >
      <EventEntry Type="E ENTRY" Code="E POSITION" Value="B" />
      <EventEntry Type="E ENTRY" Code="E CLUB NAME" Value="Sydney Stars" />
      <EventEntry Type="E_ENTRY" Code="E_CLUB_CITY" Value="Sydney" />
      <EventEntry Type="E_ENTRY" Code="E_CLUB_ORG" Value="AUS" />
      <EventEntry Type="E_ENTRY" Code="E_INT_GAMES_P" Value="34" />
      <EventEntry Type="E ENTRY" Code="E INT TOURN P" Value="5" />
   </RegisteredEvent>
</Discipline>
```

3.1.1.6 Message sort

Please follow the general definition.

3.1.2 List of teams /List of teams update

3.1.2.1 Description

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

3.1.2.2 Header Values

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

3.1.2.3 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.

3.1.2.4 Message Structure

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

- Team /TeamOfficials /Official

- Team /Discipline /RegisteredEvent /EventEntry

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

3.1.2.5 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 Rugby Sevens, 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 Rugby Sevens.

Element: Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
E_ENTRY	E_SHIRT	0	S(25)	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Pos: Send 1, 2 to indicate the number of the shirt: 1- Primary 2-Alternate.	
				For @Value: Shirt Colour	
	E_SHORTS	0	S(25)	For @Type: Send proposed type	As soon as this information is known.
				For @Code: Send proposed code	
				For @Pos: Send 1, 2 to indicate the number of the short: 1- Primary 2-Alternate.	
				For @Value: Shorts colour for men / Skirts colour for women	

Element: Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
	E_SEED		Numeric #0	For @Type: Send proposed type	As soon as this information is known. Accordingly to Federation rules.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Seed Number.	

3.1.2.5.1 Sample

```
<Team Code="FBM400BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M" Current="true">
   <Composition>
      <Athlete Code="1063192" Order="1"/>
      <Athlete Code="1063249" Order="2"/>
      <Athlete Code="1067349" Order="3"/>
……
   </Composition>
   <Discipline Code="RU" >
      <RegisteredEvent Gender="M" Event="400" >
         <EventEntry Type="E ENTRY" Code="E SHIRT" Pos="1" Value="Red" />
         <EventEntry Type="E ENTRY" Code="E SHORTS" Pos="1" Value="Red" />
         <EventEntry Type="E ENTRY" Code="E SHIRT" Pos="2" Value="White" />
……
         <EventEntry Type="ENTRY" Code="SEED" Value="4" />
      </RegisteredEvent>
   </Discipline>
</Team>
```

3.1.2.6 Message sort

Please follow the general definition.

3.1.3 Event Unit Start List and Results

3.1.3.1 Description

This message is the Event Unit Start List and Results message as described in the ODF2 General Messages Interface Document.

3.1.3.2 Header Values

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

3.1.3.3 Trigger and Frequency

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

- As soon as the team/teams are known (START_LIST)

- As soon as any of the line-up and starters are known and any change/addition to these.

- At the beginning and end of each period (LIVE)

- After every change in any data [scores, substitute, DQ etc](LIVE)

- INTERMEDIATE: At half time

- UNCONFIRMED: As soon as the match is finished, unless UNOFFICIAL or OFFICIAL messages are imminent.

- UNOFFICIAL / OFFICIAL: After the match (unit)

3.1.3.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rugby Sevens are:

- ExtendedInfos /UnitDateTime (following the general rules for this element)

- ExtendedInfos /ExtendedInfo

- ExtendedInfos /SportDescription

- ExtendedInfos /VenueDescription

- Officials /Official

- Periods /Period

- Periods /Period /ExtendedPeriods

- Result /Competitor /Coaches /Coach

- Result /Competitor /EventUnitEntry

- Result /Competitor /Stats /Stat

- Result /Competitor /Composition /Athlete /EventUnitEntry

- Result /Competitor /Composition /Athlete /Stats /Stat

3.1.3.5 Message Values

The following table lists the Event Unit Start List and Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Function	M	CC @ResultsFunction	Send the officials (1 Referee, 2 Assistant Referees and 2 In-Goal Judges) according to the codes
	Order	M	Numeric	Send by Order as on official score sheet
Period	Code	M	CC @Period	
	HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
	AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
	HomePeriodScore	O	Numeric #0	Score of the first named competitor just for each period.
	AwayPeriodScore	O	Numeric #0	Score of the second named competitor just for each period.
Result	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	IRM	O	CC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	Numeric ##0	Result of the Team for the particular event unit.
	WLT	O	CC @WLT	The code whether a competitor won, lost or tied.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
	StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor /Coaches/Coach	Function	M	CC @ResultsFunction	Coach function
	Order	M	Numeric	Send the responsible coach of the team
Result /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	Numeric ##0	Order the competitor should appear in the Start List. By Shirt number, suspended player at the bottom (SUSPENDED).

Send UnitDateTime including also the @EndDate attribute

The following table describes in more detail the ExtendedInfos /ExtendedInfo element in the case of Rugby Sevens.

Element: ExtendedInfos /ExtendedInfo

Type	Code	Value	Description	Expected
UI	PERIOD_CURRENT	CC @Period	For @Type: Send proposed type	During Match only
			For @Code: Send proposed code	
			For @Value: Send current period.	
	ATTENDANCE	Numeric	For @Type: Send proposed type	Send just if this information is available
			For @Code: Send proposed code	
			For @Value: Send number of spectators	

3.1.3.5.1 Sample

```
<ExtendedInfos>
   <UnitDateTime StartDate="2012-07-25T17:00:00+01:00" />
   <ExtendedInfo Type="UI" Code="PERIOD_CURRENT" Value="H2" />
   <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="18090" />
</ExtendedInfos>
```

The following table describes in more detail the Result /Competitor /EventUnitEntry element.

Element: Result /Competitor /EventUnitEntry

Type	Code	Value	Description	Expected
EUE	HOME_AWAY	CC @Home	For @Type: Send proposed type	When available
			For @Code: Send proposed code	
			For @Value: Send Home or Away	
	UNIFORM	CC @Uniform	For @Type: Send proposed type	Always
			For @Code: Send the proposed code	
			For @Value: Team Uniform	

3.1.3.5.2 Sample

```
<Competitor Code="RUW400RSA01" Type="T">
   <Description TeamName="South Africa"/>
   <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME" />
   <EventUnitEntry Type="EUE" Code="UNIFORM" Value="PRIMARY" />
......
```

The following table describes in more detail the Result /Competitor/ Stats /Stat elements in the case of Rugby Sevens for the team statistics.

Element: Result /Competitor/ Stats /Stat

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	PTS			Numeric #0	For @Type: Send proposed type	Always, if the information is available, shots and goals must always be sent at the same time
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Points scored	
	TRY			Numeric #0	For @Type: Send proposed type	Always, if the information is available, shots and goals must always be sent at the same time
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tries made	
	CONV			Numeric #0	For @Type: Send proposed type	Always, if the information is available, shots and goals must always be sent at the same time
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Conversions made	
		ATT		Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Conversion Attempts	
	DROP			Numeric #0	For @Type: Send proposed type	Always, if the information is available, shots and goals must always be sent at the same time
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Drop goals	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Drop Attempts	
	PTY			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty goals	

Element: Result /Competitor/ Stats /Stat

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Penalty Goal Attempts	
	PTRY			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty Tries	
	TACK_MADE			Numeric ##0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Effective tackles/ tackles made	
	TACK_MISSED			Numeric ##0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Missed Tackles	
	TACK_PERCENT			Numeric #00	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tackle Completion %	
	ERR			Numeric ##0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Errors Made	
	PASSES_COMP			Numeric ##0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Passes completed successfully	

Element: Result /Competitor/ Stats /Stat

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
	STRIKE_RATE			Numeric #0.0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Strike Rate	
	YC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Yellow Cards	
	RC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Red Cards	

3.1.3.5.3 Sample

```
<Stats>
   <Stat Type="ST" Code="PTS" Value="14" />
   <Stat Type="ST" Code="TRY" Value="2" />
   <Stat Type="ST" Code="CONV" Value="1" />
      <ExtendedStat Code="ATT" Value="2" />
   <Stat Type="ST" Code="DROP" Value="2">
      <ExtendedStat Code="ATT" Value="2" />
   <Stat Type="ST" Code="PTY" Value="1" />
      <ExtendedStat Code="ATT" Value="1" />
   <Stat Type="ST" Code="TACK_MADE" Value="34" />
   <Stat Type="ST" Code="TACK_MISSED" Value="14" />
   <Stat Type="ST" Code="TACK_PERCENT" Value="71" />
   <Stat Type="ST" Code="ERR" Value="7" />
   <Stat Type="ST" Code="PASSES_COMP" Value="53" />
   <Stat Type="ST" Code="STRIKE_RATE" Value="5.2" />
</Stats>
```

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry

Type	Code	Value	Description	Expected
EUE	PARTIC_STATUS	CC @AthleteStatus	For @Type: Send proposed type	Send only for those suspended players
			For @Code: Send proposed code	
			For @Value: Player status. Send 'SUSPEND' if the player is suspended	
	CAPTAIN	S(1)	For @Type:	Send the code just for the

Element: Result /Competitor /Composition /Athlete /EventUnitEntry

Type	Code	Value	Description	Expected
			Send proposed type	captain (when this information is known)
			For @Code: Send proposed code	
			For @Value: Captain. Send 'Y' only if the player is captain	
	STARTER	S(1)	For @Type: Send proposed type	Send just for those Starter players
			For @Code: Send proposed code	
			For @Value: Starting Player. Send "Y" if the competitor is a Starter	

3.1.3.5.4 Sample

```
<Composition>
   <Athlete Code="1133768" Bib="1" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RSA"
BirthDate="1995-12-12" />
      <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
......
```

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

Element: Result /Competitor /Composition /Athlete /Stats /Stat

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	PTS			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Points scored	
	TRY			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tries made	
	CONV			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Conversions made	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available
					For @Pos: Do not send anything	

Element: Result /Competitor /Composition /Athlete /Stats /Stat

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Value: Conversion Attempts	
	DROP			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Drop goals	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Drop Attempts	
	PTY			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty goals	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Penalty Goal Attempts	
	YC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Yellow Cards	
	RC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Red Cards	
	MINS			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Minutes Played	
	SUB_TIME			mm:ss	For @Type:	Always, if the information

Element: Result /Competitor /Composition /Athlete /Stats /Stat

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					Send proposed type	is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Time of substitution	

3.1.3.5.5 Sample

```
……
<Stats>
    <Stat Type="ST" Code="PTS" Value="14" />
    <Stat Type="ST" Code="TRY" Value="2" />
    <Stat Type="ST" Code="CONV" Value="1" />
        <ExtendedStat Code="ATT" Value="2" />
    <Stat Type="ST" Code="DROP" Value="2">
        <ExtendedStat Code="ATT" Value="2" />
    <Stat Type="ST" Code="PTY" Value="1" />
        <ExtendedStat Code="ATT" Value="1" />
    <Stat Type="ST" Code="MINS" Value="90" />
    <Stat Type="ST" Code="SUB TIME" Value="1" />
</Stats>
……
```

3.1.3.6 Message sort

Please follow the general definition.

3.1.4 Play by Play

3.1.4.1 Description

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

3.1.4.2 Header Values

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

3.1.4.3 Trigger and Frequency

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

- After every action

- After each period (half) and any extra time.

- After the match (unit).

3.1.4.4 Message Structure

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

- ExtendedInfos /SportDescription

- ExtendedInfos /VenueDescription

- UnitActions /UnitAction

- UnitActions /UnitAction /ExtendedAction

- UnitActions /UnitAction /Competitor

- UnitActions /UnitAction /Competitor /Composition /Athlete

3.1.4.5 Message Values

The following tables list the optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
UnitActions /UnitAction	Type	M	UAC	
	Code	M	CC @Period	Send one period code
	Pos	M	Numeric #0	Unique sequential number for all the actions of the period, from 1 to n (from the first action of the period to the last one).
	Value	M	CC @Action	Actions in the game, Send one action code
	Time	M	mm:ss	Time of the action
	Result	O	CC @ResAction	Result of the Action for the player/team
	ScoreH	O	Numeric ##0	Home Score of the game after the action Send if there is a score change for either team
	ScoreA	O	Numeric ##0	Away Score of the game after the action Send if there is a score change for either team

Element	Attribute	M/O	Value	Comments
	LeadH	O	Numeric ##0	Lead of the home team Difference between the numbers of goals for the Home Team Use + for home team lead, and - for visitor team lead Send if there is a score change for either team
	LeadA	O	Numeric ##0	Lead of the away team Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead Send if there is a score change for either team
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.

The following table describes in more detail the UnitActions /UnitAction /ExtendedAction element.

Element: UnitActions /UnitAction /ExtendedAction				
Type	Code	Value	Description	Expected
EA	DESC	Text	For @Type: Send proposed type	Send when the action requires this information
			For @Code: Send proposed code	
			For @Value: Additional information for the action Text to add information for the action	

3.1.4.5.1 Sample

```
<UnitAction Type="UAC" Code="H1" Pos="3" Value="TRY" Time="02:00" ScoreH="0" ScoreA="5" LeadH="-5" LeadA="+5">
   <Competitor Code="RUW400RSA01" Type="T" Organisation="RSA" Order="1">
      <Description TeamName="South Africa"/>
      <Composition>
         <Athlete Code="1106655" Order="1" >
            <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="RSA"
BirthDate="1993-05-12" />
         </Athlete>
      </Composition>
   </Competitor>
</UnitAction>
```

3.1.4.6 Message sort

Please follow the general definition.

3.1.5 Current Information

3.1.5.1 Description

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

3.1.5.2 Header Values

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

3.1.5.3 Trigger and Frequency

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

- At the start of every period (to start clock)

- Immediately after every change in the score, including penalty shots.

- During play i.e. after start and not during half-time, Every 2 minutes after the last DT_CURRENT message when there is no other activity.

3.1.5.4 Message Structure

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

- ExtendedInfos /ExtendedInfo

- Clock

- Periods /Period

- Result

- Result /Competitor

3.1.5.5 Message Values

The following table lists the optional and/or extended attributes (defined in the ODF2 General Messages Interface Document).

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC @Period	
	HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
	AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
	HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
	AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.
Result	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	Result	O	Numeric ##0	Result of the Team for the particular event unit.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T	T for team
	Organisation	M	CC @Organisation	Competitors' organisation

The following table describes in more detail the ExtendedInfos /ExtendedInfo element in the case of Rugby Sevens.

Element: ExtendedInfos /ExtendedInfo				
Type	**Code**	**Value**	**Description**	**Expected**
EI	PERIOD_CURRENT	CC @Period	For @Type: Send proposed type	During Match only
			For @Code: Send proposed code	
			For @Value: Send current period.	

3.1.5.5.1 Sample

```
<Competition Code="CG2014">
   <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="PERIOD_CURRENT" Value="H2"/>
   </ExtendedInfos>
   <Clock Time="1:34" Running="Y" />
   <Periods>
      <Period Code="H1" AwayPeriodScore="3" HomePeriodScore="0" AwayScore="3" HomeScore="0"/>
      <Period Code="H2" AwayPeriodScore="1" HomePeriodScore="1" AwayScore="4" HomeScore="1"/>
   </Periods>
   <Result ResultType="POINTS" Result="1" SortOrder="1" >
      <Competitor Code="RUW400RSA01" Type="T" Organisation="RSA"/>
   </Result>
   <Result ResultType="POINTS" Result="4" SortOrder="2" >
      <Competitor Code="RUW400NZL01" Type="T" Organisation="NZL"/>
   </Result>
</Competition>
```

3.1.5.6 Message sort

No sort order defined.

3.1.6 Pool standings

3.1.6.1 Description

This message is the Pool standings message as described in the ODF2 General Messages Interface Document.

3.1.6.2 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).

DocumentSubtype attributes will be:

- Preliminary Round Group A: A

- Preliminary Round Group B: B

- Preliminary Round Group C: C

- Preliminary Round Group D: D

3.1.6.3 Trigger and Frequency

Please follow the general definition.

3.1.6.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rugby Sevens are:

- ExtendedInfos /SportDescription

- ExtendedInfos /VenueDescription

- Result /Competitor /ExtendedResults /ExtendedResult

3.1.6.5 Message Values

The following table lists the Pool standings optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Rugby Sevens, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
	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.

Element	Attribute	M/O	Value	Comments
	Won		Numeric 0	Number of games won by the team at the group
	Lost		Numeric 0	Number of games lost by the team at the group
	Tied		Numeric 0	Number of games tied by the team at the group
	Played		Numeric 0	Number of games played by the team at the group
	For		Numeric ##0	Total number of points for
	Against		Numeric ##0	Total number of points against
	Diff		Numeric +/- ##0	Difference of points for/against
Opponent	Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
	Type	M	T	T for team
	Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
	Organisation	O	CC @Organisation	Competitors' organisation (code). Must include if the data is available
	Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
	Time	O	hh:mm	Time of match (example hh:mm) Must include if the data is available.
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.
Opponent /Unit	Phase	M	CC @Phase	Phase code for the pool item
	Unit	M	CC @Unit	Unit code for the pool item

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	Expected
ER	SUB_RES	WON		Numeric #0	For @Code: Send proposed Extension code	If available
					For @Pos: Do not send anything	
					For @Value: Total number of tries for	
		LOST		Numeric #0	For @Code: Send proposed Extension code	If available
					For @Pos: Do not send anything	
					For @Value: Total number of tries against	
		DIFF		Numeric +/-#0	For @Code: Send proposed Extension code	If available
					For @Pos: Do not send anything	

Element: Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
					For @Value: Difference of tries for/against	

3.1.6.5.1 Sample

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played"2" Won="0" Tied="1"
Lost="1" For="24" Against="46" Diff="-22">
   <Competitor Code="RUM400EGY01" Type="T" Organisation="EGY">
      <Description TeamName="Egypt"/>
      <ExtendedResults>
         <ExtendedResult Type="ER" Code="SUB RES">
               <Extension Code="WON" Value="2" />
               <Extension Code="LOST" Value="11" />
               <Extension Code="DIFF" Value="-9" />
         </ExtendedResult>
      </ExtendedResults>
      <Opponent Code="RUW400BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Result="12:3">
         <Unit Phase="A" Unit="01"/>
         <Description TeamName="Brazil"/>
      </Opponent>
      <Opponent Code="RUW400BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" >
         <Unit Phase="A" Unit="03"/>
         <Description TeamName="Belarus"/>
      </Opponent>
      <Opponent Code="RUW400NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Result="21:3">
         <Unit Phase="A" Unit="05"/>
         <Description TeamName="New Zealand"/>
      </Opponent>
   </Competitor>
</Result>
```

3.1.6.6 Message sort

Please follow the general definition.

3.1.7 Event Final Ranking

3.1.7.1 Description

This message is the Event Final Ranking message as described in the ODF2 General Messages Interface Document.

3.1.7.2 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).

3.1.7.3 Trigger and Frequency

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

- After each position is known

3.1.7.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rugby Sevens are:

- ExtendedInfos /SportDescription

- ExtendedInfos /VenueDescription

- Result /Competitor /ExtendedResults /ExtendedResult

3.1.7.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Rugby Sevens, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	IRM	O	CC @IRM	Send just if the team has been disqualified
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Element: Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	MATCHES	PLAYED		Numeric 0	For @Code: Send proposed Extension code	Always, if available
					For @Pos: Do not send anything	
					For @Value: Number of games played by the team	
		WON		Numeric 0	For @Code: Send proposed Extension code	Always, if available
					For @Pos: Do not send anything	
					For @Value: Number of games won by the team	
		TIED		Numeric 0	For @Code: Send proposed Extension code	Always, if available
					For @Pos: Do not send anything	
					For @Value: Number of games tied by the team	
		LOST		Numeric 0	For @Code: Send proposed Extension code	Always, if available
					For @Pos: Do not send anything	
					For @Value: Number of games lost by the team	

3.1.7.5.1 Sample

```
……
<Result Rank="3" SortOrder="1">
   <Competitor Code="RUW400CAN01" Type="T" Organisation="CAN">
      <Description TeamName="Canada"/>
      <ExtendedResults>
         <ExtendedResult Type="ER" Code="MATCHES">
            <Extension Code="PLAYED" Value="6" />
            <Extension Code="WON" Value="3" />
            <Extension Code="TIED" Value="1" />
            <Extension Code="LOST" Value="2" />
         </ExtendedResult>
      </ExtendedResults>
……
```

3.1.7.6 Message sort

Please follow the general definition.

3.1.8 Statistics table

3.1.8.1 Description

This message is the Statistics table message as described in the ODF2 General Messages Interface Document.

3.1.8.2 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).

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 an organisation has more than one team.

- **TOU**: For Tournament statistics (like Tournaments Total statistics)

- **IND_RANKING**: Ranking of individual tournament statistics, for the best athletes.

3.1.8.3 Trigger and Frequency

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

- After each match

3.1.8.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rugby Sevens are:

- ExtendedInfos /SportDescription

- ExtendedInfos /VenueDescription

- Stats /StatsItems /StatsItem

- Stats /Competitor

- Stats /Competitor /StatsItems /StatsItem

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

3.1.8.5 Message Values

The following table lists the Statistics table optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Rugby Sevens, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed

Element	Attribute	M/O	Value	Comments
Stats /Competitor	Order	M	Numeric ##0	Sort order: For each team: 1 - Team CGA code; sort disqualified teams to the bottom of the list
Stats /Competitor /Composition /Athlete	Order	M	Numeric ##0	Sort order for CUM: Uniform number or disqualification, family name, given name Sort order for IND_RANKING: 1 – Rank, 2 –family name, 3 – given name

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

Element: Stats /StatsItems /StatsItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	PTS			Numeric ###0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Points scored	Always, if the information is available for the DocumentSubtype=TOU
	TRY			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Tries made	Always, if the information is available for the DocumentSubtype=TOU
	CONV			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Conversions made	Always, if the information is available for the DocumentSubtype=TOU
		ATT		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Conversion Attempts	Always, if the information is available for the DocumentSubtype=TOU
	DROP			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Drop goals	Always, if the information is available for the DocumentSubtype=TOU
		ATT		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything	Always, if the information is available for the DocumentSubtype=TOU

Element: Stats /StatsItems /StatsItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Value: Drop Attempts	
	PTY			Numeric ##0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty goals	
		ATT		Numeric ##0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=TOU
					For @Pos: Do not send anything	
					For @Value: Penalty Goal Attempts	
	PTRY			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty tries	
	YC			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Yellow cards	
	RC			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Red cards	

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

Element: Stats /Competitor /StatsItems /StatsItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	IRM			CC @IRM	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	

Element: Stats /Competitor /StatsItems /StatsItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Value: Disqualification / IRM code for the team	
	MP			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Matches played	
	PTS			Numeric ###0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Points scored	
		LOST		Numeric ###0	For @Code: Send proposed Extended Stat code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Points Against	
		DIFF		Numeric ##0	For @Code: Send proposed Extended Stat code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Points Difference (send - in front if negative)	
	TRY			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tries made	
		LOST		Numeric #0	For @Code: Send proposed Extended Stat code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Tries Against	
		DIFF		Numeric ###0	For @Code: Send proposed Extended Stat code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	

Element: Stats /Competitor /StatsItems /StatsItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Value: Tries Difference (send - in front if negative)	
	CONV			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Conversions made	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Conversion Attempts	
	DROP			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Drop goals	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Drop Attempts	
	PTY			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty goals	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Penalty Goal Attempts	
	PTRY			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty tries	
	TACK_MADE			Numeric ##0	For @Type: Send proposed type	Always, if the information is available for the

Element: Stats /Competitor /StatsItems /StatsItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Code: Send proposed code	DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Effective tackles made	
	TACK_MISSED			Numeric ##0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Missed Tackles	
	TACK_PERCENT			Numeric #00	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tackle Made/Completion %	
	ERR			Numeric ##0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Errors Made	
	PASSES_COMP			Numeric ##0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Passes completed	
	STRIKE_RATE			Numeric #0.0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Strike Rate	
	YC			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Yellow Cards	

Element: Stats /Competitor /StatsItems /StatsItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
	RC			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Red Cards	

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	IRM			CC @IRM	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Disqualification / IRM code for the athlete	
	MP			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype= CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Matchs Played	
	PTS			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Points scored	
		RANK		Numeric #0	For @Code: Send proposed Extended Stat code	Always, if the information is available for the DocumentSubtype = IND_RANKING
					For @Pos: Do not send anything	
					For @Value: Athlete's Ranking based on Points scored	
		ERANK		S(1)	For @Code: Send proposed Extended Stat code	Always, if the information is available for the DocumentSubtype=IND_RANKING
					For @Pos: Do not send anything	

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Value: Send Y in case of the RANK is an equalled rank	
	GPTS			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Goal Points scored	
		RANK		Numeric #0	For @Code: Send proposed ExtendedStat code	Always, if the information is available for the DocumentSubtype=IND_RANKING
					For @Pos: Do not send anything	
					For @Value: Athlete's Ranking based on Goal points scored	
		ERANK		S(1)	For @Code: Send proposed ExtendedStat code	Always, if the information is available for the DocumentSubtype=IND_RANKING
					For @Pos: Do not send anything	
					For @Value: Send Y in case of the RANK is an equalled rank	
	TRY			Numeric ###0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Tries made	
		RANK		Numeric #0	For @Code: Send proposed ExtendedStat code	Always, if the information is available for the DocumentSubtype=IND_RANKING
					For @Pos: Do not send anything	
					For @Value: Athlete's Ranking based on Tries made	
		ERANK		S(1)	For @Code: Send proposed ExtendedStat code	Always, if the information is available for the DocumentSubtype=IND_RANKING
					For @Pos: Do not send anything	
					For @Value: Send Y in case of the RANK is an equalled rank	
	CONV			Numeric ###0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed code	

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Pos: Do not send anything	
					For @Value: Conversions made	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Conversion Attempts	
	DROP			Numeric ###0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Drop goals	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Drop Attempts	
	PTY			Numeric ###0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty goals	
		ATT		Numeric #0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Penalty Goal Attempts	
	YC			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Yellow Cards	
	RC			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype= CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Red Cards	

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
	MINS			mmm:ss	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype= CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Minutes played	

3.1.8.6   Message sort

Please follow the general definition.

3.1.9 Brackets

3.1.9.1 Description

This message is the Brackets message as described in the ODF2 General Messages Interface Document.

3.1.9.2 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).

3.1.9.3 Trigger and Frequency

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

- Before the competition

- After every match in the preliminaries which determines a position in the bracket.

- After every match during final phases

3.1.9.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Rugby Sevens are:

- ExtendedInfos /SportDescription

- ExtendedInfos /VenueDescription

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of the classifications and semi-finals.

- BracketItem /NexUnitLoser should be informed just in the case of the quarterfinals and semi-finals.

- CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game, the bronze medal game, plate final, bowl final and semi-finals.

3.1.9.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Rugby Sevens, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in the competition format.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the semifinals, quarterfinals or finals phases.

Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BarcketItem	Code	M	Numeric #0	It will be sent the game number for each bracket item (e.g.: 17, 18, 19, 20 …)
	Date	O	Date	YYYY-MM-DD. Must be filled is known
	Time	O	hh:mm	Must be filled is known
	Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS.
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 (TBD).
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item when participant unknown.
	Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. Not sent when from group or match complete.
	Value	O	CC @Pool	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
	WLT	O	W or L	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

3.1.9.5.1 Sample

```
......
<Bracket Code="FNL">
   <BracketItems Code="QFL">
      <BracketItem Code="28" Order="1" Date="2012-08-07" Time="12:00" Result="20:12" >
         <Unit Phase="3" Unit="01" />
         <NextUnit Phase="2" Unit="01" />
         <CompetitorPlace Pos="1">
            <Competitor Code="RUM400GBR01" Type="T" Organisation="GBR" >
               <Description TeamName="Great Britain"/>
            </Competitor>
         </CompetitorPlace>
         <CompetitorPlace Pos="2">
            <Competitor Code="RUM400KOR01" Type="T" Organisation="KOR" >
               <Description TeamName="Korea"/>
            </Competitor>
         </CompetitorPlace>
      </BracketItem>
```

```
<Bracket Code="FNL">
   <BracketItems Code="QFL">
      <BracketItem Code="28" Order="1" Date="2012-08-07" Time="12:00" Result="20:12" >
         <Unit Phase="3" Unit="01" />
         <NextUnit Phase="2" Unit="01" />
         <NextUnitLoser Phase="2" Unit="03" />
         <CompetitorPlace Pos="1">
            <PreviousUnit Phase="9" Value="A1"/>
            <Competitor Code="RUM400GBR01" Type="T" Organisation="GBR" >
               <Description TeamName="Great Britain"/>
            </Competitor>
         </CompetitorPlace>
         <CompetitorPlace Pos="2">
            <PreviousUnit Phase="9" Value="B2">
            <Competitor Code="RUM400KOR01" Type="T" Organisation="KOR" >
               <Description TeamName="Korea"/>
            </Competitor>
         </CompetitorPlace>
      </BracketItem>
      <BracketItem Code="28" Order="2" Date="2014-07-27" Time="12:48">
         <Unit Phase="3" Unit="02" />
         <NextUnit Phase="2" Unit="01" />
         <NextUnitLoser Phase="2" Unit="03" />
         <CompetitorPlace Pos="1" Code="TBD">
            <PreviousUnit Phase="9" Value="B1" />
         </CompetitorPlace>
         <CompetitorPlace Pos="1" Code="TBD">
            <PreviousUnit Phase="9" Value="A2"/>
         </CompetitorPlace>
      </BracketItem>
   </BracketItems>
</Bracket>
......
```

3.1.9.6 Message sort

Please follow the general definition.

4 PDF feed

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

The following chapter describes the ODF-PDF part of Rugby Sevens.

4.1 PDF Applicable Messages

The next table is a full list of all ODF-PDF messages and describes the list of messages used in Rugby Sevens 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 Message	X	X

4.1.1 DT PDF

4.1.1.1 Description

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

4.1.1.2 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 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).

4.1.1.3 Trigger and Frequency

Please follow the general definition.

4.1.1.4 Message Structure

Please follow the general definition.

4.1.1.5 Message Values

Please follow the general definition.

4.1.1.6 Message sort

Please follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R1 v1.0	14 Jun 2013	First version SFR
R1 v1.1	08 Jul 2013	SFA
R1 v1.2	16 Jul 2013	APP
R1 v2.0	9 Aug 2013	Draft - Updated to ODF2
R1 v2.1	25 Sep 2013	Draft - Updated to ODF2
R1 v2.2	19 Nov 2013	Draft - Updated to ODF2
R1 v2.3	5 Dec 2013	Draft - Updated to ODF2
R1 v2.4	20 Dec 2013	Some minor issues
R1 v2.5	16 Jan 2014	Some minor issues
R1 v2.6	24 Feb 2014	Some minor issues
R1 v2.7	8 May 2014	CR232

File reference: ODF/INT133 R1 v2.7 APP (RU)

Change Log

Version	Status	Changes on version
R1 v1.0	SFR	• First version

R1 v1.1	SFA	• Codes:
		    ▪ CC @Action: SUBST code has been added.
		    ▪ CC @ActionRole codes have been removed.
		    ▪ CC @Uniform codes have been added.
		• List of participants:
		    ▪ Competition /Participant /Height and /Weight attributes have been removed as these attributes are common to all disciplines.
		• Start List:
		    ▪ EUE_RU /RU_UNIFORM code has been added to Competitor /EventUnitEntry element.
		• Event Unit Results & RT Event Unit Results:
		    ▪ UI_RU /RU_ATTENDANCE code has been added in Competition /UnitInfos /UnitInfo element.
		    ▪ UnitAction /Competition /Composition /Athlete element has been removed as there isn't any role in RU.
		• Statistics table:
		    ▪ RU_YLW_C and RU_RED_C codes have been changed to RU_YC and RU_RC.

R1 v1.2	APP	• Approved version
R1 v2.0	DRAFT	• Updated Draft Version using ODF2 (with markup)
R1 v2.1	DRAFT	• Updated Draft Version using ODF2 (with markup) ▪ Corrections made
R1 v2.2	APP	• Brackets: UNK code has been updated to TBD.
R1 v2.3	APP	• Applicable messages: a column "ODF version" has been added to know for each message if the version of ODF is ODF or ODF2. • External delivery.

R1 v2.4	APP	• Applicable Messages:
		    ▪ DT_SCHEDULE and DT_SCHEDULE_UPDATE are now using ODF2 version.
		• List of participants & List of teams:
		    ▪ All entries types and codes have been modified, adding "E_".
		• Event Unit Start List and Results:
		    ▪ UnitInfos element has been changed to ExtendedInfos and UnitInfo to ExtendedInfo. This has been updated in Message Structure, Message Values and Sample.
		    ▪ Sample 3.1.3.5.5 has been updated with "SUB_TIME" instead of "FOS".
		• Play by Play:
		    ▪ Message sort has been updated to follow the general definition.
		• External delivery.

R1 v2.5	APP	• Codes: ▪ OT description has been updated to Extra Time in CC @Period as Overtime is not used in Rugby (defect #102707). • External delivery.
R1 v2.6	APP	• Codes: ▪ OT1..OTn code has been added and OT description has been updated to Extra Time Total in CC @Period. • Event Unit Start List and Results:

Change Log

Version	Status	Changes on version
		- Message structure has been updated to follow ODF2 General Document. - External delivery.
R1 v2.7	APP	- List of participants: - E_INT_TOURN_P code has been added. - E_INT_TRIES and E_INT_GOALS codes have been removed. - Event Unit Start List and Results: - Extended StatCode ATT has been added to CONV, DROP and PTY codes for Conversion Attempts, Drop Attempts and Penalty Goal Attempts. - Statistics codes TACK_MADE, TACK_MISSED, TACK_PERCENT, ERR, PASSES_COMP and STRIKE_RATE have been removed. - Statistics table: - TRY, CONV, DROP and PTY values have been updated from #0 to ##0 in Stats /StatsItems /StatsItem element. - Extended StatCode ATT has been added to CONV, DROP and PTY codes for Conversion Attempts, Drop Attempts and Penalty Goal Attempts. - Statistics codes TACK_MADE, TACK_MISSED, TACK_PERCENT, ERR, PASSES_COMP and STRIKE_RATE have been removed from Stats /Competitor /StatsItems /StatsItem element. - PTS, GPTS, TRY, CONV, DROP and PTY codes may be sent with the DocumentSubType=IND_RANKING in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element. - Brackets: - Sample has been updated. - External delivery.

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