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Olympic Data Feed

ODF Handball Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Handball Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Handball, as well as defines the codes used in these messages.

1.2 Objective

The objective of this document is to provide a formal definition of the ODF Handball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Handball competition for Nanjing 2014 Youth Olympics is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **HB** – Handball
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT300	ODF General Messages Interface Document	This document describes the ODF General messages



2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

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

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

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



3 Codes

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

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @Action	Code	Description
	CAU	Warning (Yellow card)
	EXC	Disqualification (Red card) with Report
	EXP	Disqualification (Red card)
	G	Goal
	GKS	Goalkeeper Substitution
	PFP	7m caused (Personal foul penalty)
	RFP	7m received (Received foul penalty)
	SHT	Shot
	SRT_GK	Starting Goalkeeper
	ST	Steal
	STARTP	Start of Period (only for RT)
	TBP	Team/Bench 2 minute suspension
	TCAU	Team/Bench warning (Yellow card)
	TEXC	Team/Bench disqualification (Red card) with report
	TEXP	Team/Bench disqualification (Red card)
	TO	Turnover
	TFT	Turnover bench/team
	TMS	2 min. suspension ("T" to be interpreted as "time" instead of "two")
	TOUT	Time Out
TPT	2+2 min. suspension	
CC @ActionRole	Code	Description
	ASS	Assists
	SCR	Scorer
	IN	In
	OUT	Out
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description



Code Entity	Code Entity Set of Values	
	FNL	Finals
	SFL	Semi-finals
CC @CompetitorPlace	Code	Description
	UNK	The competitor is not known yet
CC @Country	Defined in ODF Common Codes Document See entity Country <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Desc	Code	Description
	10	Group A
	11	Group B
	0	Lost
	1	Won
CC @DestType	Code	Description
	BC	Bottom Centre
	BL	Bottom Left
	BR	Bottom Right
	MC	Middle Centre
	ML	Middle Left
	MR	Middle Right
	TC	Top Centre
	TL	Top Left
	TR	Top Right
CC @EntryStatus	Code	Description
	DSQ	Disqualified
	RP	Replaced
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code <u>In case of officials in DT_START_LIST use:</u> For Official@Function use: RE Referee RR Reserve Referee SK Scorekeeper TK Timekeeper IF17 Technical Official	
CC @GameStatus	Code	Description
	CN	Cancelled
	SP	Suspended
CC @Hand	Code	Description
	L	Left
	R	Right
CC @IRM	Code	Description
	DSQ	Disqualified



Code Entity	Code Entity Set of Values	
	S	Suspended
CC @Organisation	Defined in ODF Common Codes Document See entity Organisation <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Period	Code	Description
	H1	first half Score
	H2	second half Score
	OT1	first extra time Score
	OT2	second extra time Score
	PSO	Penalty shoots out.
CC @PeriodNo	Code	Description
	0	For the totals
	1	H1
	2	H2
	3	OT1
	5	PSO
CC @PeriodStatus	Code	Description
	E	End Match
	R	Running
	S	Break
CC @Position	Code	Description
	CB	Centre Back
	GK	Goalkeeper
	LB	Left Back
	LW	Left Wing
	P	Pivot
	RB	Right Back
	RW	Right Wing
CC @ResultType	Code	Description
	IRM_POINTS	For both, Points and invalid result mark
	POINTS	Goals
CC @ShotPosition	Code	Description
	BT	Breakthrough
	CSD	Centre 6m
	CLD	Centre 9m
	FB	Fast Break
	LLD	Left 9m
	LSD	Left 6m
	LW	Left Wing
	PTY	Penalty shot
	RLD	Right 9m
	RSD	Right 6m
	RW	Right Wing
CC @ShotType	Code	Description



Code Entity	Code Entity Set of Values	
	B	Blocked
	F	Fault
	M	Missed
	P	Post
	S	Saved
CC @WLT	Code	Description
	L	Lost
	T	Tie
	W	Won



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 Handball.

- 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 athletes by discipline	X	X
DT_PARTIC_TEAMS	List of teams	X	X
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
DT_BRACKETS	Brackets	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	



4.1.1 List of participants by discipline

4.1.1.1 Description

This message is the List of participants (current athletes, officials and historical athletes) by discipline 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.

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 Handball 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” optional attributes that are used in the case of Handball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	GivenName	M	S(25)	Given name in WNPA format (mixed case)
	BirthDate	O	YYYYMMDD	Date of birth for the athlete
	Height	O	N(3) 999	Height in centimetres for the athlete Send when this information is available
	Weight	O	N(3) 999	Weight in kilograms for the athlete Send when this information is available
	MainFunctionId	M	CC @Function	Main function
Participant /Discipline /RegisteredEvent	Bib	O	String	Uniform number for the athlete. Although this attribute is optional, it will be updated and informed as soon as it is known. Example: 1, 2

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

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_IRM		S(3)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: When the athlete has been disqualified. Send DSQ
	E_SUBSTITUTE		S(1)	For @Type: Send proposed type
			For @Code: Send proposed type code	
			For @Pos: Do not send anything	



Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Value: Send "Y" if the competitor is an alternate player.
	E_POSITION	N(1) 0	CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 or 2 to allow up to two positions. Use 1 for the main position For @Value: Position in the team.
	E_HAND		CC @Hand	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Handedness for the athlete.
	E_CLUB_NAME		S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Club name
	E_CLUB_CITY		S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Club City
	E_CLUB_ORG		S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Club Country Code

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

Type /Code	Description	Expected
E_ENTRY /E_IRM	Athlete's status in the team (Disqualified)	As soon as it is known Only send for DSQ athletes
E_ENTRY /E_SUBSTITUTE	Substitute	As soon as this information is available
E_ENTRY /E_POSITION	Position in the team.	As soon as it is known
E_ENTRY /E_HAND	Handedness for the athlete.	As soon as it is known
E_ENTRY /E_CLUB_NAME E_ENTRY /E_CLUB_CITY	The name, city and country from the Club player.	As soon as it is known



Type /Code	Description	Expected
E_ENTRY /E_CLUB_ORG		

4.1.1.6 Message sort

Please follow the general definition.



4.1.2 List of teams

4.1.2.1 Description

This message 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.

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 Handball 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” optional attributes (defined in the ODF General Messages Interface Document) that are used in the case Handball, 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 Handball.

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



Element: Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				Send proposed code
				For @Pos: Send 1, 2, 3 to indicate the number of shirt
				For @Value: Colour's Shirt for Goalkeeper
	E_GK_SHORTS	N(1) 0	S(25)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send 1, 2, 3 to indicate the number of shorts
				For @Value: Colour's Shorts for Goalkeeper
	E_GROUP		S(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Preliminary Group of the team
	E_SEED		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Seed number.

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

Type /Code	Description	Expected
E_ENTRY /E_SHIRT	1 st /2 nd / 3 rd team shirt colour.	As soon as it is known
E_ENTRY /E_SHORTS	1 st /2 nd / 3 rd team shorts colour.	As soon as it is known
E_ENTRY /E_GK_SHIRT	1 st /2 nd / 3 rd shirt colour for Goalkeeper.	As soon as it is known
E_ENTRY /E_GK_SHORTS	1 st /2 nd / 3 rd shorts colour for Goalkeeper.	As soon as it is known
E_ENTRY /E_GROUP	Preliminary Group of the team	As soon as it is known
E_ENTRY /E_SEED	Seed number	As soon as it is known

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 Handball are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- Officials /Official
- Start /Competitor /Coaches /Coach
- 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 Handball, 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.
	Order	M	Numeric	Send by order for each official in each function, for example: Referee(s) followed by Reserve Referee(s), if more than one referees then sort by name.
Start	StartOrder	M	Numeric	Send 1 for Home team, send 2 for Away team.
	SortOrder	M	Numeric	
Start /Competitor /Coaches /Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	Send 1 if just one coach, sequential number if more than one (order as they are presented on NOC entry form)
Start /Competitor /Composition /Athlete	Bib	M	String	Uniform number.
	Order	M	N(3) 990	

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

Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
UI_HB	HB_LEG		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:



Element: UnitInfos /UnitInfo				
Type	Code	Pos	Value	Description
				Do not send anything
				For @Value: Send the leg number

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

Type /Code	Description	Expected
UI_HB /HB_LEG	Leg number	In case of Placement 5 th -6 th

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

Element: Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_HB	HB_IRM	CC @IRM	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Athlete's status in the team. When the athlete has been Suspended.
	HB_CAPTAIN	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send "Y" if the competitor is the Captain.

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

Type /Code	Description	Expected
EUE_HB /HB_IRM	To know if the athlete was Suspended	As soon as it is known
EUE_HB /HB_CAPTAIN	Captain indicator	Send the code just for the captain

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), the message should be sent for intermediate results.
- After last extra time or shoot-out (if any), the message should be sent for intermediate results.
- After the match (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 Handball are:

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

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
Periods /Period	Code	M	CC @Period	Times, usually there are 2 half times.
	HomeScore	M	N(2) 90	Overall score of the home competitor at the end of the period.



Element	Attribute	M/O	Value	Comments
	AwayScore	M	N(2) 90	Overall score of the away competitor at the end of the period
	HomePeriodScore	M	N(2) 90	Score of the home competitor just for that period.
	AwayPeriodScore	M	N(2) 90	Score of the away competitor just for that period.
UnitActions /UnitAction	Time	M	MM:SS 99:90	Time in minutes and seconds in which the action occurred.
	Status	M	N	Status of the action for indicate if the action is new (N)
UnitActions /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 sections which roles should be used for which actions.
Result	ResultType	M	CC @ResultType	Result type, either goals or IRM with points for the corresponding event unit.
	IRM	O	CC @IRM	IRM of the Team for the particular event unit. A team may be disqualified from the tournament due to breach of sport ethics, rules, etc Send just in the case @ResultType is both Points and IRM
	Result	O	N(2) 90	Result (totals goals in that game) of the Team for the particular event unit.
	WLT	O	CC @WLT	The code whether a competitor won or lost.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
Result /Competitor/ EventUnitEntry	Code	M	E_HOME or E_AWAY	Key of the EventUnitEntry to uniquely identify if the Competitor is the Home or the Away Team
Result /Competitor /Composition /Athlete	Order	M	Numeric	Sort by Uniform number

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

Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_HB	HB_ATTENDANCE	N(7) 999,990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of spectators at the match

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

Type /Code	Description	Expected
UI_HB /HB_ATTENDANCE	Number of spectators at the match	Send just if it is available

The following table describes in more detail the UnitActions /UnitAction element in the case of Handball.

Element: UnitActions /UnitAction



Type	Code	Pos	Value	Description
UAC_HB	CC @Period	N(3) 990	CC @Action	For @Type: Send proposed type For @Code: Send one period code. For @Pos: Unique sequential number for all the actions of the period, from 1 to n (from the first action of the Period to the last one). For @Value: Send one action code

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

Type /Code	Description	Expected
UAC_HB /CC @Period	Actions in the game. If only one team is involved in the action there will be just one element Action. For Goal action send two Athletes Elements: 1st Scorer, 2nd Assist (@ActionRole=ASS). Just, if the Assist information available.	2 minutes after the results of the match are approved.

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

Element: UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
EA_HB	HB_SCR_H	N(2) 90	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Home team score of the game after the action or score only for Penalty ShootOut period.
	HB_SCR_A	N(2) 90	For @Type: Send proposed type
		For @Code: Send proposed code	
		For @Value: Away team score of the game after the action or score only for Penalty ShootOut period.	
HB_LEAD_H	N(2) 90	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value: Difference between the numbers of goals for the Home Team Use + for home team lead, and - for visitor team lead	
HB_LEAD_A	N(2) 90	For @Type: Send proposed type	
		For @Code: Send proposed code	
		For @Value: Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead	



Element: UnitActions /UnitAction /ExtendedAction			
Type	Code	Value	Description
	HB_WIN	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send H if the Home Team Send A if the Away Team
	HB_DEST_TYPE	CC @DestType	For @Type: Send proposed type For @Code: Send proposed code For @Value: Shot destination: Top Left, Top Right ..., and Bottom Left. In case of goal or shots saved.
	HB_SHOT_TYPE	CC @ShotType	For @Type: Send proposed type For @Code: Send proposed code For @Value: Description for not successful shots: Missed, Post, blocked, Saved. Just in case of Shot.
	HB_SHOT_POS	CC @ShotPosition	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position, from where the shot did: Left 6m ..., Breakthrough, In Case of Goal or Shot.

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

Type /Code	Description	Expected
EA_HB /HB_SCR_H EA_HB /HB_SCR_A	Home/Away team score of the game after the action or score only for Penalty Shootout period. Only sent if a goal has been scored for the action.	2 min after the results of the match are approved.
EA_HB /HB_LEAD_H	Difference between the numbers of goals for the Home Team	When was available
EA_HB /HB_LEAD_A	Difference between the numbers of goals for the Away Team	When was available
EA_HB /HB_WIN	Indicator of the current lead Point by Team.	When was available
EA_HB /HB_DEST_TYPE	Shot destination: Top Left, Top Right ..., and Bottom Left. In case of goal or shots saved	2 min after the results of the match are approved.
EA_HB /HB_SHOT_TYPE	Description for not successful shots: Missed, Post, blocked, Saved. Just in case Shot	2 min after the results of the match are approved.
EA_HB /HB_SHOT_POS	Position, from where the shot did: Left 6m ..., In Case Goal or Shot.	2 min after the results of the match are approved.



The following table describes in more detail the Result /Competitor /Stats /Stat element and its child element ExtendedStat in the case of Handball.

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_HB	HB_SHT		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Total Shots/penalties on goals in the event unit.
		HB_G		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
		HB_EA		N(3) 990	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
For @Pos: Do not send anything					
HB_SD HB_W HB_LD HB_PS HB_FB HB_BT HB_TOT			CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number
					For @Value: Total 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs in the event unit. Use HB_TOT for (6m + wing + 9m + 7m + Fast Breaks + Breakthroughs).
		HB_G		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
		HB_S		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
For @Pos: Do not send anything					



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Value: Total Saves.
		HB_M		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total Missed.
		HB_P		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total Post.
		HB_B		S(3)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total Blocked. If doesn't apply send "n/a"
		HB_EA		N(3) 990	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Shooting percentage (%).
	HB_TL HB_ML HB_BL HB_TC HB_MC HB_BC HB_TR HB_MR HB_BR		CC @PeriodNo	N(2)/N(2) 90/90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number For @Value: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right, Total Goals/Shots in the event unit.
	HB_ASS HB_TO HB_ST HB_BLC HB_CAU HB_EXP HB_EXC HB_TO_TEAM		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number For @Value: Total _____ assists/_____ Turnovers /steals/blocked/_____ yellow cards/ red cards/Exclusions in the event unit.



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Total turnovers bench/team in the event unit.
	HB_CAU_COA HB_EXP_COA HB_EXC_COA		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number For @Value: Yellow cards/Red cards/Exclusions for the Coach in the event unit.
	HB_TMS_COA			N(2) 90 Or N(2)+ 90+	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: 2 Minute Suspensions for the Coach in the event unit. Send + for "2 minutes + 2 minutes suspensions".
	HB_TMS		CC @PeriodNo	N(2) 90 Or N(2)+ 90+	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number For @Value: 2 Minute Suspensions in the event unit. Send + for "2 minutes + 2 minutes suspensions"
	HB_ATC		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number For @Value: Total Attacks for the team in the event unit.
		HB_EA		N(3) 990	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Scoring Efficiency.
	HB_SHT_GK HB_SD_GK HB_W_GK HB_LD_GK HB_PS_GK		CC @PeriodNo	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos:



Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
	HB_FB_GK HB_BT_GK (Only Goalkeepers)				Send the period number For @Value: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs shots for the Goalkeepers in the event unit.
		HB_S		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total saves.
		HB_EA		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Efficiency (%).
	HB_TL_GK HB_ML_GK HB_BL_GK HB_TC_GK HB_MC_GK HB_BC_GK HB_TR_GK HB_MR_GK HB_BR_GK (Only _____ for Goalkeepers)		CC @PeriodNo	N(2)/N(2) 90/90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (only for Teams statistics) For @Value: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right; Total Saves/Shots for the Goalkeepers in the event unit.

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

Type /Code /ExtendedStat Code	Description	Expected
ST_HB /HB_SHT ST_HB /HB_SHT /HB_G ST_HB /HB_SHT /HB_EA	Total Shots, shots on goals made and the efficiency in the event unit.	Always, if the information is available team
ST_HB /HB_SD ST_HB /HB_W ST_HB /HB_LD ST_HB /HB_PS ST_HB /HB_FB ST_HB /HB_BT ST_HB /HB_TOT	Total 6 metres shots / Wing shots /9 metres shots /7 metres shots / Fast Breaks / Breakthroughs in the event unit. Use HB_TOT for (6m + wing + 9m + 7m + Fast Breaks + Breakthroughs).	Always, if the information is available
/HB_G /HB_S /HB_M /HB_P /HB_B /HB_EA	Total Goals, Saves, Missed, Post, Blocked and efficiency in 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs / Total shots for the team in the event unit.	Always, if the information is available
ST_HB /HB_TL	Top/Middle/Bottom Left, Top/Middle/Bottom	Always, if the information is available



Type /Code /ExtendedStat Code	Description	Expected
ST_HB /HB_ML ST_HB /HB_BL ST_HB /HB_TC ST_HB /HB_MC ST_HB /HB_BC ST_HB /HB_TR ST_HB /HB_MR ST_HB /HB_BR	centre, Top/Middle/Bottom right: Total Goals/Shots in the event unit.	
ST_HB /HB_ASS ST_HB /HB_TO ST_HB /HB_ST ST_HB /HB_BLC ST_HB /HB_CAU ST_HB /HB_EXP ST_HB /HB_EXC ST_HB /HB_TO_TEAM	Total assists/ Turnovers /steals/blocked/ yellow cards/ red cards/Exclusions in the event unit. Total turnovers bench/team in the event unit.	Always, if the information is available
ST_HB /HB_CAU_COA ST_HB /HB_EXP_COA ST_HB /HB_EXC_COA ST_HB /HB_TMS_COA	Yellow cards / Red cards / Exclusions / 2 Minute Suspensions for the Coach in the event unit.	Always, if the information is available
ST_HB /HB_TMS	2 Minutes Suspensions in the event unit.	Always, if the information is available
ST_HB /HB_ATC /HB_EA	Total Attacks and the scoring efficiency in the event unit.	Always, if the information is available
ST_HB /HB_SHT_GK ST_HB /HB_SD_GK ST_HB /HB_W_GK ST_HB /HB_LD_GK ST_HB /HB_PS_GK ST_HB /HB_FB_GK ST_HB /HB_BT_GK	Total shots / 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers in the event unit.	Always, if the information is available
/HB_S /HB_EA	Total saves and Efficiency (%) for shots / 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs (for goalkeepers).	Always, if the information is available
ST_HB /HB_TL_GK ST_HB /HB_ML_GK ST_HB /HB_BL_GK ST_HB /HB_TC_GK ST_HB /HB_MC_GK ST_HB /HB_BC_GK ST_HB /HB_TR_GK ST_HB /HB_MR_GK ST_HB /HB_BR_GK	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right: Total Saves/Shots for the Goalkeepers in the event unit.	Always, if the information is available

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat and its child element ExtendedStat in the case of Handball.

Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_HB	HB_SHT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Shots/penalties on goals in the event unit.
		HB_G		N(2)	For @Type:



Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
				90	Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total goals.
		HB_EA		N(3) 990	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Shooting percentage Efficiency (%).
	HB_SD HB_W HB_LD HB_PS HB_FB HB_BT HB_TOT			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs in the event unit. Use HB_TOT for (6m + wing + 9m + 7m + Fast Breaks + Breakthroughs).
		HB_G		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total goal.
		HB_M		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total Missed.
		HB_P		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total Post.
		HB_B		S(3)	For @Type: Send proposed code (as type) For @Code:



Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					Send proposed extension code For @Pos: Do not send anything For @Value: Total Blocked. If doesn't apply send "n/a"
	HB_TL HB_ML HB_BL HB_TC HB_MC HB_BC HB_TR HB_MR HB_BR			N(2)/N(2) 90/90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right, Total Goals/Shots in the event unit.
	HB_ASS HB_TO HB_ST HB_BLC HB_CAU HB_EXP HB_EXC			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total assists/ Turnovers /steals/blocked/ yellow cards/ red cards/Exclusions in the event unit.
	HB_TMS			N(2) 90 Or N(2)+ 90+	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: 2 Minute Suspensions in the event unit. Send + for "2 minutes + 2 minutes suspensions"
	HB_PTIME			HH:MM:SS 99:99:99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (only for Individuals statistics) For @Value: Time played for the athlete in the game.
	HB_SHT_GK HB_SD_GK HB_W_GK HB_LD_GK HB_PS_GK HB_FB_GK HB_BT_GK (Only for			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total shots / 6 metres / wing / 9 metres / 7 metres / Fast Breaks /



Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
	Goalkeepers)				Breakthroughs shots for the Goalkeepers in the event unit.
		HB_S		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total saves.
		HB_EA		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Efficiency (%).
	HB_TL_GK HB_ML_GK HB_BL_GK HB_TC_GK HB_MC_GK HB_BC_GK HB_TR_GK HB_MR_GK HB_BR_GK {Only _____ for Goalkeepers}			N(2)/N(2) 90/90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right; Total Saves/Shots for the Goalkeepers in the event unit.

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

Type /Code /ExtendedStat Code	Description	Expected
ST_HB /HB_SHT ST_HB /HB_SHT /HB_G ST_HB /HB_SHT /HB_EA	Total Shots, shots on goals made and the efficiency in the event unit.	Always, if the information is available
ST_HB /HB_SD ST_HB /HB_W ST_HB /HB_LD ST_HB /HB_PS ST_HB /HB_FB ST_HB /HB_BT ST_HB /HB_TOT	Total 6 metres shots / Wing shots /9 metres shots /7 metres shots / Fast Breaks / Breakthroughs in the event unit. Use HB_TOT for (6m + wing + 9m + 7m + Fast Breaks + Breakthroughs).	Always, if the information is available
/HB_G /HB_M /HB_P /HB_B	Total Goals in 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs in the event unit. Total misses, posts and blocks in the event unit (only for HB_TOT).	Always, if the information is available
ST_HB /HB_TL ST_HB /HB_ML ST_HB /HB_BL ST_HB /HB_TC ST_HB /HB_MC ST_HB /HB_BC ST_HB /HB_TR	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right. Total Goals/Shots in the event unit.	Always, if the information is available



Type /Code /ExtendedStat Code	Description	Expected
ST_HB /HB_MR ST_HB /HB_BR		
ST_HB /HB_ASS ST_HB /HB_TO ST_HB /HB_ST ST_HB /HB_BLC ST_HB /HB_CAU ST_HB /HB_EXP ST_HB /HB_EXC	Total assists/ Turnovers /steals/blocked/ yellow cards/ red cards/Exclusions in the event unit.	Always, if the information is available
ST_HB /HB_TMS	2 Minutes Suspensions in the event unit.	Always, if the information is available
ST_HB /HB_PTIME	Time played for the athlete in the game.	Always, if the information is available
ST_HB /HB_SHT_GK ST_HB /HB_SD_GK ST_HB /HB_W_GK ST_HB /HB_LD_GK ST_HB /HB_PS_GK ST_HB /HB_FB_GK ST_HB /HB_BT_GK	Total shots / 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs for the Goalkeepers in the event unit.	Always, if the information is available
/HB_S /HB_EA	Total saves and Efficiency (%) for shots / 6 metres / Wing / 9 metres / 7 metres / Fast Breaks / Breakthroughs (for goalkeepers).	Always, if the information is available
ST_HB /HB_TL_GK ST_HB /HB_ML_GK ST_HB /HB_BL_GK ST_HB /HB_TC_GK ST_HB /HB_MC_GK ST_HB /HB_BC_GK ST_HB /HB_TR_GK ST_HB /HB_MR_GK ST_HB /HB_BR_GK	Top/Middle/Bottom Left, Top/Middle/Bottom centre, Top/Middle/Bottom right. Total Saves/Shots for the Goalkeepers in the event unit.	Always, if the information is available

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_HB	HB_IRM	S(3)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Athlete's status in the team. When the athlete has been disqualified.
	HB_POSITION	CC @Position	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Position player in the team. Only for GK

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

Type /Code	Description	Expected
ER_HB /HB_IRM	To know if the athlete was disqualified	As soon as it is known
ER_HB /HB_POSITION	Position in the team. Only for GK	As soon as it is known



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.

4.1.5.2 Header Values

The DocumentCode attribute (DDGEEE900) in the ODF header will be sent for all the competition events at phase level of the preliminaries according to the ODF Common Codes document (header values sheet).

The DocumentSubtype attribute will be:

- Group A: A
- Group B: B

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 Handball are:

- Result /Competitor /ExtendedResults /ExtendedResult
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank at the group. The rank is calculated firstly by classification points or disqualification, secondly by goal difference and goals for. It is optional because the team can be disqualified.
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
	IRM	O	CC @IRM	IRM for the particular group Send just in the case @ResultType is IRM
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. initial by 1 - Draw number, later when competition starts by 1 - Rank



The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
ER_HB	HB_OPPONENT		N(1)	CC @Organisation	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Order between the opponents For @Value: Send the NOC of the opponent competitor	
		HB_RES		N(2)-N(2) 90-90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Match result.	
		HB_COMP_DATE		dd MMM Ex. 11 Aug	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Match date	
		HB_STATUS		CC @GameStatus	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Cancelled. If the team disqualified during preliminary round.	
		HB_GAMES				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything
		HB_PLAYED		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of matches played	
		HB_WON		N(2) 90	For @Type: Send proposed code (as type)	



Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches won
		HB_TIED		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches tied
		HB_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of matches lost
		HB_CP		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Classification points for the team
	HB_RES				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		HB_WON		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Goals for
		HB_LOST		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Goals against
		HB_DIFF		N(2)	For @Type:



Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				90	Send proposed code (as type)
				Or	For @Code: Send proposed extension code
				-N(2) -90	For @Pos: Do not send anything
					For @Value: Goals difference, between goals for and goals against

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

Type /Code	Description	Expected
ER_HB /HB_OPPONENT /HB_RES /HB_COMP_DATE	Competitor opponent at the group. The score obtained by the team when played with this opponent, date of the match.	Always
ER_HB /HB_OPPONENT /HB_STATUS	To know if the game was cancelled. If the team was disqualified during or after the preliminary round but before any matches have been played by any teams in the classification then all the preliminary round matches of the disqualified team will be cancelled	As soon as it is known.
ER_HB /HB_GAMES /HB_PLAYED /HB_WON /HB_TIED /HB_LOST	The total matches played, played won, played tied and played lost by the team in that group.	Always
ER_HB /HB_GAMES /HB_CP	The points obtained by the team for all the games played in that group.	Always
ER_HB /HB_RES /HB_WON	The total goals for the team in that group.	Always
ER_HB /HB_RES /HB_LOST	The total goals against for the team in that group.	Always
ER_HB /HB_RES /HB_DIFF	The total goals difference (goals for and goals against) for the team in that group.	Always

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.

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 Handball are:

- Result /Competitor /ExtendedResults /ExtendedResult
- Result /Competitor /ExtendedResults /ExtendedResult /Extensions

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the result. It is optional because the team can be disqualified from the game.
	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 based on the rank.

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /ExtendedResults /ExtendedResult				
Type	Code	Extension Code	Value	Description
ER_HB	HB_GAMES	HB_PLAYED	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Value: Matches played
		HB_WON	N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Value: Number of matches won
		HB_LOST	N(2)	For @Type:



Element: Result /Competitor /ExtendedResults /ExtendedResult				
Type	Code	Extension Code	Value	Description
			90	Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Number of matches lost
		HB_TIED	N(2) 90	For @Type: Send proposed code (as type)
				For @Code: Send proposed extension code
				For @Value: Number of matches tied

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

Type /Code	Description	Expected
ER_HB /HB_GAMES /HB_PLAYED /HB_WON /HB_LOST /HB_TIED	The total matches played, played won, played lost and play tied by the team.	Always

4.1.6.6 Message sort

Please follow the general definition.



4.1.7 Brackets

4.1.7.1 Description

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

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).

4.1.7.3 Trigger and Frequency

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

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

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 Handball are:

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)
- Moreover, the following should be considered:
 - Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of Semi-finals.
 - Bracket /BracketItems /BracketItem /NexUnitLoser should be informed just in the case of Semi-finals.
 - Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final (Gold Medal Match and the Bronze Medal Match).

4.1.7.5 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 Handball, 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 phase of event. It will be sent semi-finals or final phase (e.g.: SFL Semi-finals...)
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the Match number for each bracket item (e.g.: 31, 32 ..., and 42).



Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when the competitor is not known yet (UNK) for this bracket item.

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_HB	HB_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 group, winner or the loser. For @Value: Send the match number or rank in the group.

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

Type /Code	Description	Expected
ECP_HB /HB_COMP_INF	The competitor is the winner or the loser of the specified game number. Example: @pos=10 @Value=1 -> "A1" @pos=11 @Value=2 -> "B2" @pos=1 @Value=25 -> "Winner 37"	Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK)

4.1.7.6 Message sort

Please follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	22 Nov 2013	Submitted for review version
R2 v1.1	5 Dec 2013	Submitted for approval version
R2 v1.2	28 Feb 2014	Approved version
R2 v1.3	28 Mar 2014	Some minor issues
R2 v1.4	4 June 2014	Conformance Test issue 530
R2 v1.5	25 June 2014	Some /ExtendedAction and /Stats in DT_RESULTS removed

File reference: ODF/INT319-R2-v1.5 APP (HB)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version
R2 v1.1	SFA	<ul style="list-style-type: none">• No change
R2 v1.2	APP	<ul style="list-style-type: none">• It has been specified that the document is for Nanjing 2014 Youth Olympics.• DT_SCHEDULE_UPDATE message has been added as Message used in this sport.• DT_PARTIC_HORSES message reference has been removed.• DT_PARTIC and DT_PARTIC_TEAMS:<ul style="list-style-type: none">▪ References to update messages have been removed.
R2 v1.3	APP	<ul style="list-style-type: none">• DT_PARTIC:<ul style="list-style-type: none">▪ E_ENTRY /E_CAPTAIN code has been removed as it is not used in this sport.
R2 v1.4	APP	<ul style="list-style-type: none">• DT_PARTIC:<ul style="list-style-type: none">▪ E_ENTRY /E_CLUB_ORG type changes to S(25)
R2 v1.5	APP	<ul style="list-style-type: none">• DT_RESULTS HB_TL, HB_ML, HB_BL, HB_TC, HB_MC, HB_BC, HB_TR, HB_MR, HB_BR, HB_ASS, HB_TO, HB_ST, HB_BLC, HB_PTIME, HB_TL_GK, HB_ML_GK, HB_BL_GK, HB_TC_GK, HB_MC_GK, HB_BC_GK, HB_TR_GK, HB_MR_GK, HB_BR_GK extensions removed



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