

Modifications from London ODF versions are highlighted in **green**

Olympic Data Feed

Baku 2015

ODF 3x3 Basketball Data Dictionary

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Technology and Information Department

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1ST EUROPEAN GAMES

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1 Introduction

1.1 This document

This document includes the ODF 3x3 Basketball Data Dictionary. This Data Dictionary refines the messages described in the ODF1 General Messages Interface Document specifically for 3x3 Basketball, as well as defines the codes used in these messages.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF 3x3 Basketball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the 3x3 Basketball competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **EF** – European Federation
- **EOC** – European Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **B3** – 3x3 Basketball
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT401	ODF Principles for the Baku 2015 European Games	This document describes the general technical standards to be used at the European Games in Baku 2105
ODF/COD404	ODF Common Codes	This document describes the ODF codes used across the rest of the ODF documents

Document Reference	Document Title	Document Description
ODF/INT402	ODF1 General Messages Interface Document	This document describes the ODF central and sport messages in the ODF1 format
ODF/COD405	ODF Header Values	This document details the header values, showing which RSCs are used in which messages

2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF 3x3 Basketball 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 ODF1 General Messages Interface, since this ODF 3x3 Basketball 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 3x3 Basketball.

Any ODF 3x3 Basketball message should follow all the previous definitions in order to be considered as an ODF compliant message.

Please note, that 3x3 Basketball ODF is provided as described in the document in an ODF1 format for all the sports messages.

3 Codes

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

CC @CodeEntity

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

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to the Sport Codes paragraph of the ODF1 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Action (Explanation: P1 = 1 Pts, P2 = 2 Pts, I = inside paint, O = outside paint _W = made, _L = missed, _B = blocked)	Code	Description
	JB	Jump ball
	JBT	Jump ball situation, throw-in
	P1O_W	1 Pts outside paint made
	P1O_L	1 Pts outside paint missed
	P1O_B	1 Pts outside paint blocked
	P1I_W	1 Pts inside paint made
	P1I_L	1 Pts inside paint missed
	P1I_B	1 Pts inside paint blocked
	P2_W	2 Pts made
	P2_L	2 Pts missed
	P2_B	2 Pts blocked
	BLC	Blocked Shot
	FT_W	Free throw made
	FT_L	Free throw missed
	OR	Offensive Rebound
	DR	Defensive Rebound
	PR	Personal Foul
	RF	Foul drawn
	OF	Offensive Foul
	TO	Turnover
	TF	Technical Foul
	UF	Unsportsmanlike Foul
	DQF	Disqualifying Foul
	CTF	Coach Technical Foul
	CDF	Coach Disqualifying Foul
	ST	Steal
	SUBST	Substitution
	TOR	Offensive Team Rebound
	TOUT	Time Out
TDR	Defensive Team Rebound	
TTO	Team Turnover	

Code Entity	Code Entity Set of Values	
	NO_ACC	No Action
	STARTP	Start Of Period
CC @ActionRole	Code	Description
	JBL	Lost
	JBW	Won
	IN	In
	OUT	Out
	OUT_I	Out, Injury
	SCR	Scorer
	ASS	Assist
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	1_8	1/8 Finals
	QFL	Quarter-finals
	SFL	Semi-finals
	FNL	Finals
CC @CompetitorPlace	Code	Description
	BYE	There is no competitor, the other team passes directly to the next round
	UNK	The competitor is not known yet
CC @Desc	Code	Description
	10	Group A
	11	Group B
	1	Winner
	0	Loser
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @IRM	Code	Description
	DSQ	Disqualified
CC @Organisation	Defined in ODF Common Codes Document See entity Organization <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Period	Code	Description
	P1	Period 1
	OT1..OTn	Overtime 1..n
	OT	Overtime total
	TOT	Total
CC @PeriodNo	Code	Description
	0	All periods (for totals)
	1	Period 1
	2	All Overtimes
CC @PeriodStatus	Code	Description

Code Entity	Code Entity Set of Values	
	R	Running
	S	Stop (Break)
	E	Match End
CC @ResultsFunction	Defined in ODF Common Codes See entity Participant Function <ul style="list-style-type: none"> The Attribute to be used is Code 	
CC @ResultType	Code	Description
	POINTS	Points
	IRM_POINTS	For both, Points and invalid result mark
CC @Uniform	Code	Description
	LIGHT	Light Uniform
	DARK	Dark Uniform

4 3x3 Basketball Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined in the ODF1 General Messages Interface Document, should be respected for the messages described in the chapter 5 of this document.

4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Principles for the Baku 2015 European Games Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

4.1.2 Attributes Definition

The attributes types are explained in the section “Formats used in ODF” of the ODF Principles for the Baku 2015 European Games Document. Please, refer to that document for further information.

5 Point in Time

5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in 3x3 Basketball, as well as the category of each message, which identifies if the message structure definition can be found either in the Central Messages or Sport Messages paragraph of the ODF1 General Messages Interface Document.

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

Message Type	Message name	Paragraph documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	X
DT_MEDALS	Medal standings	Central	Global (ODF2 format)	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global (ODF2 format)	
DT_HISTORIC_RECORD	Historical records	Central		
DT_GLOBAL_GM	Global good morning	Central	Global (ODF2 format)	

DT_GLOBAL_GN	Global good night	Central	Global (ODF2 format)	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports	X	X
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_CONFIG	Discipline configuration	Sports		
DT_WEATHER	Event Unit Weather conditions	Sports		

5.1.1 List of participants by discipline/ List of participants by discipline update

5.1.1.1 Description

This message is the List of participants by discipline as described in the ODF1 General Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF1 General Messages Interface Document is valid.

5.1.1.3 Trigger and Frequency

The definition in the ODF1 General Messages Interface Document is valid.

5.1.1.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of 3x3 Basketball are:

- Participant /Discipline /RegisteredEvent /EventEntry

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

5.1.1.5 Message Values

The following table lists the “List of participants by discipline” optional attributes that are used in the case 3x3 Basketball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	Height	O	N(3) 999	It will be included if this information is available.
Participant /Discipline	International FederationId	O	S(16)	FIBA ID (competitor’s federation number for the discipline). It will be included.
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 3x3 Basketball.

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_IRM		“DSQ”	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send proposed Value
	E_CLUB_NAME		S(n)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Value: Club name
	E_RANK		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: World Ranking
	E_MQS		N(6) 999999	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Ranking Points
	E_INT_GAMES_P		N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: International games played

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

Type /Code	Description	Expected
E_ENTRY /E_IRM	Invalid Result Mark	Only in the case that the athlete has been Disqualified
E_ENTRY /E_CLUB_NAME	Club Name	As soon as this information is known
E_ENTRY /E_RANK	World Ranking	As soon as this information is known
E_ENTRY /E_MQS	Ranking Points	Always, as soon as this information is known
E_ENTRY /E_INT_GAMES_P	International games played	Always, as soon as this information is known

5.1.1.6 Message sort

Please follow the general definition.

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

5.1.2.1 Description

This message is the List of teams as described in the ODF1 General Messages Interface Document.

5.1.2.2 Header Values

The definition in the ODF1 General Messages Interface Document is valid.

5.1.2.3 Trigger and Frequency

The definition in the ODF1 General Messages Interface Document is valid.

5.1.2.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of 3x3 Basketball are:

- Team /TeamOfficials and its child element
- Team /Discipline /RegisteredEvent /EventEntry

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

5.1.2.5 Message Values

The following table lists the “List of accredited teams by discipline” optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case 3x3 Basketball, 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 3x3 Basketball.

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

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

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

Type /Code	Description	Expected
E_ENTRY /E_SHIRT	Light/ Dark team uniform colour	As soon as this information is known
E_ENTRY /E_GROUP	Team's Group	As soon as this information is known
E_ENTRY /E_SEED	Seed number	As soon as this information is known

5.1.2.6 Message sort

Please follow the general definition.

5.1.3 Start List

5.1.3.1 Description

This message is the Start List message as described in the ODF1 General Messages Interface Document.

5.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

5.1.3.3 Trigger and Frequency

Please follow the general definition.

5.1.3.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of 3x3 Basketball are:

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

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

5.1.3.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of 3x3 Basketball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Function	M	CC @ResultsFu nction	Send according to the codes, the referee, the umpires and the commissioner
	Order	M	Numeric	Send by Order as on official score sheet
Start	StartOrder	M	Numeric	Team competition: Send 1 for home team, send 2 for away team
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor /Coaches/Coach	Function	M	CC @Function	Coach function
	Order	M	Numeric	Send 1 if just one coach, sequential number if more than one (order as they are presented on NOC entry form)
Start /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	N(3) 990	Firstly, send order according to Start @Bib, Family Name and Given Name. Next, send suspended players at the period.

The following table describes in more detail the UnitInfos /UnitInfo element in the case of 3x3 Basketball.

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

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

Type /Code	Description	Expected
UI_BK /BK_SESSION_DAY	Number of the match session at the competition match day	Always

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of 3x3 Basketball.

Element: Start /Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EUE_BK	BK_STARTER	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for starter players
			For @Value: Send Y in case of the athlete is an starter
	BK_SUSPENDED	S(1)	For @Type: Send proposed type
			For @Code: Send proposed code for suspended players
			For @Value: Send Y in case of the athlete is has been suspended
	BK_AGE	N(2)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Age of the competitor

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

Type /Code	Description	Expected
EUE_BK /BK_STARTER	Send Y for the starter players	Send just for athletes in the starting line-up at the beginning of the game (when available)
EUE_BK /BK_SUSPENDED	Send Y for the suspended players	Send just for those suspended players
EUE_BK /BK_AGE	Player's Age	Always

The following table describes in more detail the Start /Competitor /EventUnitEntry element in the case of 3x3 Basketball.

Element: Start /Competitor /EventUnitEntry			
Type	Code	Value	Description
EUE_BK	BK_UNIFORM	CC @Uniform	For @Type: Send proposed type
			For @Code: Team Uniform
			For @Value: Send the proposed code

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

Type /Code	Description	Expected
EUE_BK /BK_UNIFORM	Team uniform	Always

5.1.3.6 Message sort

Please follow the general definition.

5.1.4 Event Unit Results

5.1.4.1 Description

This message is the Event Unit Results message as described in the ODF1 General Messages Interface Document.

5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Header Values document.

5.1.4.3 Trigger and Frequency

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

- After each period
- After last extra time (if any)
- After the game/match/bout/contest (unit)

5.1.4.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of 3x3 Basketball are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Periods /Period (Only Team competition events)
- Periods /Period /ExtendedPeriods /ExtendedPeriod (Only Team competition events)
- Result /Competitor /Stats /Stat (Only Team competition events)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /Stats /Stat (Only Team competition events)

5.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF1 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC @Period	
	HomeScore	M	N(3) 990	Home competitor score up to the end of the @Code period
	AwayScore	M	N(3) 990	Away competitor score up to the end of the @Code period
	HomePeriodScore	O	N(3) 990	Score of the home competitor just for this period (for all periods except for HT and TOT)
	AwayPeriodScore	O	N(3) 990	Score of the away competitor just for this period (for all periods except for HT and TOT)
UnitAction	Type	O	UAC_BK	
	Code	O	CC @Period	

Element	Attribute	M/O	Value	Comments
	Pos	O	Numeric	This attribute is a sequential number with the order of the actions.
	Value	O	CC @Action	Action according to the available codes.
	Time	O	MM:SS 90:00	Time Used
	Status	O	S(1)	Send new (N) for a new action.
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.
Result	Rank	O	Text	Rank of the competitor in the corresponding event unit.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	IRM	O	CC @IRM	Team competition events: IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	N(3) 990	Result of the Team/athlete for the particular event unit.
	WLT	O	S(1)	The code whether a competitor won (W) or lost (L). This only applies to Team competition events.
	SortOrder	M	Numeric	Team competition events: This attribute is a sequential number with the order of the Home (1) and the Visitor (2)

Send UnitDateTime

The following table describes in more detail the UnitInfos /UnitInfo element in the case of 3x3 Basketball.

Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_BK	BK_PERIOD	CC @Period	For @Type: Send proposed type
			For @Code: Send proposed code
	BK_STATUS	CC @PeriodStatus	For @Value: Send current period
			For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send period Status

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

Type /Code	Description	Expected
UI_BK /BK_PERIOD	Send current period	Send just if this information is available
UI_BK /BK_STATUS	Send period status	Send just if this information is available

The following table describes in more detail the Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of 3x3 Basketball.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_BK	BK_HOME_STARTER	N(1) 0	S(20) with no leading zeroes	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1 to 3 to say the three athletes that Start the Period or Overtime
				For @Value: Athlete's home team ID
	BK_AWAY_STARTER	N(1) 0	S(20) with no leading zeroes	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1 to 3 to say the three athletes that Start the Period or Overtime
				For @Value: Athlete's away team ID

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

Type /Code	Description	Expected
EP_BK/ BK_HOME_STARTER	Home team starter for each Period	When the information is available
EP_BK/ BK_AWAY_STARTER	Away team starter in each Period	When the information is available

The following table describes in more detail the UnitActions /UnitAction /ExtendedAction element in the case of 3x3 Basketball.

Element: UnitActions /UnitAction /ExtendedAction				
Type	Code	Pos	Value	Description
EA_BK	BK_SCR_H		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Score up to this action
	BK_SCR_A		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Score up to this action
	BK_LEAD		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value:

Element: UnitActions /UnitAction /ExtendedAction					
Type	Code	Pos	Value	Description	
				Score difference up to this action	
	BK_DESC		Text	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Value: Text to add information for the action	

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

Type /Code	Description	Expected
EA_BK/ BK_SCR_H	Score for Home team	Always, if the information is available
EA_BK/ BK_SCR_A	Score for Away team	Always, if the information is available
EA_BK/ BK_LEAD	Score difference between Home and Away Team	Always, if the information is available
EA_BK/ BK_DESC	Additional information for the action, for example the running total of player points scored: (5 Pts)	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 3x3 Basketball.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extended Code	Pos	Value	Description
ER_BK	BK_SUSPENDED			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code for suspended players
					For @Pos: Do not send anything
					For @Value: Send Y if the athlete has been suspended

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

Type /Code	Description	Expected
ER_BK /BK_SUSPENDED	Status Suspended of the athlete	For Team competition events if the athlete has been suspended

The following table describes in more detail the Result /Competitor /Stats /Stat element in the case of 3x3 Basketball for the team statistics.

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_BK	BK_PTS				For @Type: Send proposed type
					For @Code: Send proposed code

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Do not send anything
		BK_TOT		N(3) 990	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Total Points
	BK_FG BK_P1 BK_P2 BK_FT		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Do not send anything
		BK_MADE		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Points
		BK_ATT		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Attempts
		BK_PERC		N(3) 990	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shooting Percentage
	BK_PF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Fouls

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

Type /Code	Description	Expected
ST_BK /BK_PTS /BK_TOT	Total Points for all the athletes of the team	Always, if the information is available
ST_BK /BK_FG	Total of Field Goals made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_P1	Total of 1 Point made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_P2	Total of 2 Points made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_FT	Total of Free Throws made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_PF	Total of Personal Fouls for all the athletes of the team	Always, if the information is available

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element in the case of 3x3 Basketball for the team statistics.

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	Extended Code	Pos	Value	Description
ST_BK	BK_FG BK_P1 BK_P2 BK_FT	BK_MADE		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed Extension Code
					For @Pos: Do not send anything
		For @Value: Points			
		BK_ATT		For @Type: Send proposed code	
				For @Code: Send proposed Extension Code	
	For @Pos: Do not send anything				
	BK_PERC	For @Value: Attempts			
		N(3) 990	For @Type: Send proposed code		
			For @Code: Send proposed Extension Code		
	For @Pos: Do not send anything				
	BK_PF				N(2) 90
For @Type: Send proposed type					
For @Code: Send proposed type					
For @Pos: Do not send anything					
BK_PTS				N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Fouls

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	Extended Code	Pos	Value	Description
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Total Points
	BK_MIN			MM:SS 90:00	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Minutes Played

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

Type /Code	Description	Expected
ST_BK /BK_FG	Field Goals made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_P1	1 Point made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_P2	2 Points made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_FT	Free Throws made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_PF	Personal Fouls	Always, if the information is available
ST_BK /BK_PTS	Total Points	Always, if the information is available
ST_BK /BK_MIN	Minutes Played for the athlete. The number of minutes could be greater than 60, e.g. 64:21 (64 minutes, 21 seconds)	Always, if the information is available

5.1.4.6 Message sort

Please follow the general definition.

5.1.5 Pool standings

5.1.5.1 Description

This message is the Pool standings message as described in the ODF1 General Messages Interface Document.

5.1.5.2 Header Values

The DocumentCode attribute (DDGEEE900) in the ODF header will be sent for all the competition events at phase level according to the ODF Header Values document.

DocumentSubtype attributes will be:

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

5.1.5.3 Trigger and Frequency

Please follow the general definition, 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

5.1.5.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of 3x3 Basketball are:

- Result /Competitor /ExtendedResults /ExtendedResult

5.1.5.5 Message Values

The following table lists the Pool standings optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of 3x3 Basketball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank at the group. The rank is calculated firstly by classification points and secondly by points scored average not including results of forfeits and thirdly by seeding. It is optional because the team can be disqualified
	RankEqual	O	S(1)	Send Y if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	IRM	O	CC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Element: Competitor /ExtendedResults /ExtendedResult							
Type	Code	Extension Code	Pos	Value	Description		
ER_BK	BK_OPPONENT		N(1)	CC @Organisation	For @Type: Send proposed type		
					For @Code: Send proposed code		
					For @Pos: Send a numeric, from 1 to n		
					For @Value: Send the NOC of the opponent competitor		
		BK_RES				Text	For @Type: Send proposed code
							For @Code: Send proposed Extension Code
							For @Pos: Do not send anything
							For @Value: Game Results
		BK_COMP_DATE				Date	For @Type: Send proposed code
	For @Code: Send proposed Extension Code						
	For @Pos: Do not send anything						
	For @Value: Date of the match						
BK_GAMES	BK_PLAYED			N(1) 0	For @Type: Send proposed code		
					For @Code: Send proposed Extension Code		
					For @Pos: Do not send anything		
	BK_WON				N(1) 0	For @Type: Send proposed code	
						For @Code: Send proposed Extension Code	
						For @Pos: Do not send anything	
	BK_LOST				N(1) 0	For @Type: Send proposed code	
						For @Code: Send proposed Extension Code	
						For @Pos: Do not send anything	
BK_RES	BK_WON			N(3) 990	For @Type: Send proposed code		
					For @Code:		

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Send proposed Extension Code
					For @Pos: Do not send anything
					For @Value: Points obtained by the team
		BK_LOST		N(1) 0	For @Type: Send proposed code
					For @Code: Send proposed Extension Code
					For @Pos: Do not send anything
					For @Value: Send the number of points against the team
		BK_AVG_PTS_FOR		N(2) 90	For @Type: Send proposed code
					For @Code: Send proposed Extension Code
					For @Pos: Do not send anything
					For @Value: Send the number of points scored on average

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

Type /Code	Extension Code	Description	Expected
ER_BK /BK_OPPONENT		Competitor opponent at the group	If available, for all the opponent teams
	BK_RES	Result of the game played with this opponent	Just if the match has finished
	BK_COMP_DATE	Competition date of the match	Just if the match has not finished
ER_BK /BK_GAMES/ BK_PLAYED		Number of games played by the team at the group	If available
ER_BK /BK_GAMES/ BK_WON		Number of games won by the team at the group	If available
ER_BK /BK_GAMES/ BK_LOST		Number of games lost by the team at the group	If available
ER_BK /BK_GAMES/ BK_CF		Classification points of the team at the group	If available, for not disqualified teams
ER_BK /BK_RES/ BK_WON		Total points of the team at the group	If available
ER_BK /BK_RES/ BK_LOST		Total points against the team at the group	If available
ER_BK /BK_RES/ BK_AVG_PTS_FOR		Total points scored on average for the team at the group	If available

5.1.5.6 Message sort

Please follow the general definition.

5.1.6 Event Final Ranking

5.1.6.1 Description

This message is the Event Final Ranking message as described in the ODF1 General Messages Interface Document.

5.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Header Values document.

5.1.6.3 Trigger and Frequency

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

- After each event

5.1.6.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of 3x3 Basketball are:

- N/A

5.1.6.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of 3x3 Basketball, as well as the attributes that have an extended definition.

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

5.1.6.6 Message sort

Please follow the general definition.

5.1.7 Brackets

5.1.7.1 Description

This message is the Brackets message as described in the ODF1 General Messages Interface Document.

5.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Header Values document.

5.1.7.3 Trigger and Frequency

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

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

5.1.7.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of 3x3 Basketball 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 the 1/8 finals, quarterfinals and semi-finals.
- Bracket /BracketItems /BracketItem /NexUnitLoser should be informed just in the case of the semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game, semi-finals and quarterfinals.

5.1.7.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF1 General Messages Interface Document) that are used in the case of 3x3 Basketball, 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 1/8 finals, quarterfinals, semi-finals or finals phase.
Bracket /BracketItems /BracketItem	Code	M	N(2) 90	It will be sent the game number for each bracket item (e.g.: 17, 18, 19, 20 ...)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (UNK).

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

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

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

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

5.1.7.6 Message sort

Please follow the general definition.

5.1.8 Event's Medallists

5.1.8.1 Description

This message is the Event's Medallists message as described in the ODF1 General Messages Interface Document.

In the case of 3x3 Basketball, the message has to be sent for all the competition events, as listed in the header values section.

5.1.8.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Header Values document.

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.

5.1.9 Discipline/venue good morning

5.1.9.1 Description

This message is the Discipline/venue good morning message as described in the ODF1 General Messages Interface Document.

5.1.9.2 Header Values

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

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Please, follow the general definition.

5.1.9.6 Message sort

Please, follow the general definition.

5.1.10 Discipline/venue good night

5.1.10.1 Description

This message is the Discipline/venue good night message as described in the ODF1 General Messages Interface Document.

5.1.10.2 Header Values

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

5.1.10.3 Trigger and Frequency

Please, follow the general definition.

5.1.10.4 Message Structure

Please, follow the general definition.

5.1.10.5 Message Values

Please, follow the general definition.

5.1.10.6 Message sort

Please, follow the general definition.

6 Real time

The following chapter describes the ODF-RT part of 3x3 Basketball.

6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in 3x3 Basketball the same way as it is done in the table of chapter 5.

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

6.1.1 RT Event Unit Results

6.1.1.1 Description

This message is the RT Event Unit Results message as described in the ODF1 General Messages Interface Document.

6.1.1.2 Header Values

The ODF header will be sent according to the ODF Common Codes document. But in case of 3x3 Basketball ONLY LIVE_MANDATORY message is send. There is no LIVE_UPDATE or LIVE_FULL version.

6.1.1.3 Trigger and Frequency

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

- After each change of score, scouting value

6.1.1.4 Message Structure

The optional elements defined for this message in the ODF1 General Messages Interface Document that should be included in the case of 3x3 Basketball are:

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

6.1.1.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF1 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC @Period	
	HomeScore	M	N(3) 990	Home competitor score up to the end of the @Code period
	AwayScore	M	N(3) 990	Away competitor score up to the end of the @Code period
	HomePeriodScore	O	N(3) 990	Score of the home competitor just for this period (for all periods except for HT and TOT)
	AwayPeriodScore	O	N(3) 990	Score of the away competitor just for this period (for all periods except for HT and TOT)
UnitAction	Type	O	UAC_BK	
	Code	O	CC @Period	
	Pos	O	Numeric	This attribute is a sequential number with the order of the actions.
	Value	O	CC @Action	Action according to the available codes.
	Time	O	MM:SS 90:00	Time Used
	Status	O	S(1)	Send new (N) for a new action.

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

Send UnitDateTime

The following table describes in more detail the UnitInfos /UnitInfo element in the case of 3x3 Basketball.

Element: UnitInfos /UnitInfo			
Type	Code	Value	Description
UI_BK	BK_PERIOD	CC @Period	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send current period
	BK_STATUS	CC @PeriodStatus	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send period Status

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

Type /Code	Description	Expected
UI_BK /BK_PERIOD	Send current period	Send just if this information is available
UI_BK /BK_STATUS	Send period status	Send just if this information is available

The following table describes in more detail the Periods /Period /ExtendedPeriods /ExtendedPeriod element in the case of 3x3 Basketball.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod				
Type	Code	Pos	Value	Description
EP_BK	BK_HOME_STARTER	N(1) 0	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: 1 to 3 to say the three athletes that Start the Period or Overtime For @Value: Athlete's home team ID
	BK_AWAY_STARTER	N(1) 0	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: 1 to 3 to say the three athletes that Start the Period or Overtime For @Value: Athlete's away team ID

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

Type /Code	Description	Expected
EP_BK/ BK_HOME_STARTER	Home team starter for each Period	When the information is available
EP_BK/ BK_AWAY_STARTER	Away team starter in each Period	When the information is available

The following table describes in more detail the UnitActions /UnitAction /ExtendedAction element in the case of 3x3 Basketball.

Element: UnitActions /UnitAction /ExtendedAction				
Type	Code	Pos	Value	Description
EA_BK	BK_SCR_H		N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Value: Score up to this action
	BK_SCR_A		N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Value: Score up to this action
	BK_LEAD		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Score difference up to this action
	BK_DESC		Text	For @Type: Send proposed type For @Code: Send proposed code

Element: UnitActions /UnitAction /ExtendedAction					
Type	Code	Pos	Value	Description	
				For @Value: Text to add information for the action	

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

Type /Code	Description	Expected
EA_BK/ BK_SCR_H	Score for Home team	Always, if the information is available
EA_BK/ BK_SCR_A	Score for Away team	Always, if the information is available
EA_BK/ BK_LEAD	Score difference between Home and Away Team	Always, if the information is available
EA_BK/ BK_DESC	Additional information for the action, for example the running total of player points scored: (5 Pts)	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 3x3 Basketball.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extended Code	Pos	Value	Description
ER_BK	BK_SUSPENDED			S(1)	For @Type: Send proposed type
					For @Code: Send proposed code for suspended players
					For @Pos: Do not send anything
					For @Value: Send Y if the athlete has been suspended

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

Type /Code	Description	Expected
ER_BK /BK_SUSPENDED	Status Suspended of the athlete	For Team competition events if the athlete has been suspended

The following table describes in more detail the Result /Competitor /Stats /Stat element in the case of 3x3 Basketball for the team statistics.

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
ST_BK	BK_PTS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		BK_TOT		N(3) 990	For @Type: Send proposed Stat code

Element: Result /Competitor /Stats /Stat					
Type	Code	ExtendedStat Code	Pos	Value	Description
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Total Points
	BK_FG BK_P1 BK_P2 BK_FT		CC @PeriodNo		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Do not send anything
		BK_MADE		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Points
		BK_ATT		N(2) 90	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Attempts
		BK_PERC		N(3) 990	For @Type: Send proposed Stat code
					For @Code: Send proposed ExtendedStat code
					For @Pos: Do not send anything
					For @Value: Shooting Percentage
	BK_PF		CC @PeriodNo	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the period number or 0 (for all the periods)
					For @Value: Fouls

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

Type /Code	Description	Expected
ST_BK /BK_PTS /BK_TOT	Total Points for all the athletes of the team	Always, if the information is available

Type /Code	Description	Expected
ST_BK /BK_FG	Total of Field Goals made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_P1	Total of 1 Point made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_P2	Total of 2 Points made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_FT	Total of Free Throws made/attempted/shooting percentage for all the athletes of the team	Always, if the information is available
ST_BK /BK_PF	Total of Personal Fouls for all the athletes of the team	Always, if the information is available

The following table describes in more detail the Result /Competitor /Composition /Athlete /Stats /Stat element in the case of 3x3 Basketball for the team statistics.

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	Extended Code	Pos	Value	Description
ST_BK	BK_FG BK_P1 BK_P2 BK_FT	BK_MADE		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed Extension Code
					For @Pos: Do not send anything
		For @Value: Points			
		BK_ATT		N(2) 90	For @Type: Send proposed code
					For @Code: Send proposed Extension Code
					For @Pos: Do not send anything
		For @Value: Attempts			
		BK_PERC		N(3) 990	For @Type: Send proposed code
	For @Code: Send proposed Extension Code				
	For @Pos: Do not send anything				
	For @Value: Shooting Percentage				
BK_PF				N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Fouls
BK_PTS				N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything

Element: Result /Competitor/Composition/Athlete/Stats/Stat					
Type	Code	Extended Code	Pos	Value	Description
					For @Value: Total Points
	BK_MIN			MM:SS 90:00	For @Type: Send proposed type
					For @Code: Send proposed type
					For @Pos: Do not send anything
					For @Value: Minutes Played

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

Type /Code	Description	Expected
ST_BK /BK_FG	Field Goals made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_P1	1 Point made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_P2	2 Points made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_FT	Free Throws made / attempted /Shooting Percentage	Always, if the information is available
ST_BK /BK_PF	Personal Fouls	Always, if the information is available
ST_BK /BK_PTS	Total Points	Always, if the information is available
ST_BK /BK_MIN	Minutes Played for the athlete. The number of minutes could be greater than 60, e.g. 64:21 (64 minutes, 21 seconds)	Always, if the information is available

6.1.1.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	16 December 2014	Submitted for review version
R-SEG-2015 V1.1	12 January 2015	Submitted for approval version and some minor issues
R-SEG-2015 V1.2	19 January 2015	Approved version
R-SEG-2015 V1.3	20 May 2015	Approved version and some minor corrections

File reference: ODF/INT413 R-SEG-2015 V1.3 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	<ul style="list-style-type: none"> • First version
R-SEG-2015 V1.1	SFA	<ul style="list-style-type: none"> • Submitted for approval • All the fast break codes are removed since they are not applied in B3 • The DT_CONFIG (§5.1.11) is removed since it's not used in B3 • The U18 is removed from the DT_PARTIC message • BK_ATTENDANCE is removed since the information cannot be collected for the BAKU2015 Games • DT_POOL_RANKING: The rank's calculation is updated • The attribute "BK_AVG_PTS_FOR" is added under the ER_BK /BK_RES
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> • Approved version
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> • Approved version • DT_PARTIC: The attributes 'E_CLUB_NAME', 'E_RANK', 'E_MQS' and 'E_INT_GAMES_P' are removed since no data will ever be available for them • The Discipline's Name is changed to '3x3 Basketball' instead of 'Basketball 3x3'

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