

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

Olympic Data Feed

Baku 2015

ODF Beach Soccer Data Dictionary

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Technology and Information Department

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Baku 2015
1ST EUROPEAN GAMES

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1 Introduction

1.1 This document

This document includes the ODF Beach Soccer Data Dictionary. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Beach Soccer.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Beach Soccer Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Beach Soccer 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 and Press Agencies, Rights Holding Broadcasters and International European 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
- RSC – Results System Codes
- BF – Beach Soccer
- ~~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
ODF/INT407	ODF2 General Messages Interface Document	This document describes the ODF central and sport messages in the ODF2 format
ODF/COD405	ODF Header Values	This document details the header values, showing which RSCs are used in which messages

2 Codes

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

CC @CodeEntity

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

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to the Sport Codes paragraph of the ODF2 General Messages Interface Document to know the format of these codes.

Sport	Code_Entity	Code	Order	Description	Note BS
BF	@Action	CRN		Corner	
BF	@Action	FOUL		Foul	
BF	@Action	FRD		Free-Kick Direct (Shot)	
BF	@Action	OG		Own goal	
BF	@Action	PTY		Penalty Shot	
BF	@Action	RC		Expulsion (Red card)	
BF	@Action	SHOT		Shot	
BF	@Action	OHS		Overhead Shot	
BF	@Action	SUBST		Player substitution	
BF	@Action	STARTP		Start of Period	
BF	@Action	YC		Caution (Yellow card)	
BF	@Action	YRC		2Y = Red Card	
BF	@ActionRole	FOC		Foul committed	
BF	@ActionRole	FOS		Foul suffered	
BF	@ActionRole	IN		In	
BF	@ActionRole	OUT		Out	
BF	@AthleteStatus	A		Absent	
BF	@AthleteStatus	I		Injured	
BF	@AthleteStatus	N		Not eligible to play	
BF	@AthleteStatus	X		Misses next match if booked	
BF	@AthleteStatus	DSQ		Disqualified	
BF	@AthleteStatus	RP		Replaced	
BF	@Bracket	BRN		Bronze	
BF	@Bracket	FNL		Finals	
BF	@BracketItems	FNL		Finals	
BF	@BracketItems	QFL		Quarterfinals	
BF	@BracketItems	SFL		Semifinals	
BF	@BracketItems	5_8		Semifinals 5-8	
BF	@IRM	ABD		Abandoned	
BF	@IRM	DSQ		Disqualified	
BF	@Period	P1	1	First Period	
BF	@Period	P2	2	Second Period	
BF	@Period	P3	3	Third Period	
BF	@Period	OT	4	Extra Time	

Sport	Code_Entity	Code	Order	Description	Note BS
BF	@Period	PSO	5	Penalty Shoot Out	
BF	@Period	TOT	6	Total	
BF	@ResAction	BLC		Blocked	
BF	@ResAction	GOAL		Goal	
BF	@ResAction	MISS		Miss	
BF	@ResAction	POST		Crossbar/Post	
BF	@ResAction	SAVE		Saved	
BF	@ResultType	IRM_POINTS		For both, Points and invalid result mark	
BF	@ResultType	POINTS		Goals	
BF	@Statistics	CUM		Cumulative Statistics of team and individual	
BF	@Statistics	IND_RANKING		Ranking of Individual tournament statistics	
BF	@Statistics	TOU		Ranking of Individual statistics	
BF	@WLT	L		Lost	
BF	@WLT	W		Won	
BF	@WLT	T		Draw	

3 Messages

3.1 Applicable Messages

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

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

Message Type	Message name	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of teams update	X	X
DT_MEDALS	Medal standings	Global (ODF2 format)	
DT_MEDALLISTS_DAY	Medallists of the day	Global (ODF2 format)	
DT_HISTORIC_RECORD	Historical records		
DT_GLOBAL_GM	Global good morning	Global (ODF2 format)	
DT_GLOBAL_GN	Global good night	Global (ODF2 format)	
DT_RESULT	Event Unit Start List and Results	X	X
DT_PLAY_BY_PLAY	Play by Play	X	X
DT_CURRENT	RT Current Information	X	X
DT_RESULT_ANALYSIS	Extended Event Unit Results		
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings	X	X
DT_RANKING	Event Final ranking	X	X
DT_STATS	Statistics table	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_RECORD	Records		
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets	X	X
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration		
DT_WEATHER	Event Unit Weather conditions	X	X
DT_KA	Keep Alive	X	

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

3.1.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes, and officials, as described in the ODF2 General Messages Interface Document.

3.1.1.2 Header Values

The definition in the ODF2 General Messages Interface Document is valid

3.1.1.3 Trigger and Frequency

The definition in the ODF2 General Messages Interface Document is valid.

3.1.1.4 Message Structure

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

- Participant /Discipline /RegisteredEvent /EventEntry

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

3.1.1.5 Message Values

The following table lists the “List of participants by discipline/ update” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case Football, 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	YYYY-MM-DD	Date of birth for the athlete
	Height	O	S(3)	Height in centimetres for the athlete Send when this information is available
	Weight	O	S(3)	Weight in kilograms for the athlete Send when this information is available
	Nationality	M	CC @Country	Official's nationality.
Participant /Discipline /RegisteredEvent	Bib	M	S(2)	Shirt number for the athlete. Although this attribute is optional, it will be updated and informed as soon as it is known. Example: 1, 2, 17 ...

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

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Value	Description	Expected

Element: Participant /Discipline /RegisteredEvent /EventEntry				
ENTRY	STATUS	CC @AthleteStatus	For @Type: Send proposed type	As soon as it is known (this information only will be sent in the update message)
			For @Code: Send proposed code	
			For @Value: Athlete's status in the team. When the athlete has been replaced or disqualified (DSQ or RP). (see codes)	
			For @Type: Send proposed type	
			For @Code: Send proposed type	
SUBSTITUTE	S(1)		For @Value: Send "Y" if the competitor is an alternative player else do not send	As soon as it is known, when it applies (it can be sent in both messages)
			For @Type: Send proposed type	
			For @Code: Send proposed type	
POSITION	CC @Position		For @Value: Position of the player in the team	As soon as it is known (it can be sent in both messages)
			For @Type: Send proposed type	
			For @Code: Send proposed code	
SHIRT_NAME	S(30)		For @Value: Shirt Name	As soon as it is known (it can be sent in both messages)
			For @Type: Send proposed type	
			For @Code: Send proposed code	
CLUB_NAME	String		For @Value: Club name including the country, for example "Arsenal (ENG)". This is a single string as the countries are not the same as the IOC list.	As soon as it is known (it can be sent in both messages)
			For @Type: Send proposed type	
			For @Code: Send proposed code	
			For @Value: Club Country Code	
CLUB_COUNTRY	CC @Country		For @Value: Club Country Code	As soon as it is known (it can be sent in both messages)
INTERNAT_PLAYED	Numeric ##0		For @Value: International matches played. Send "0" for no matches	As soon as it is known (it can be sent in both messages)
			For @Type: Send proposed type	
			For @Code: Send proposed code	
INTERNAT_GOALS	Numeric ##0		For @Value: International matches goals scored. Send "0" for no goals	As soon as it is known (it can be sent in both messages)
			For @Type: Send proposed type	
			For @Code: Send proposed code	

3.1.1.6 Message sort

Please, follow the general definition.

3.1.2 List of teams by discipline / List of teams by discipline update

3.1.2.1 Description

This message is the List of teams by discipline (and the update) as described in the ODF2 General Messages Interface Document.

3.1.2.2 Header Values

The definition in the ODF2 General Messages Interface Document is valid

3.1.2.3 Trigger and Frequency

The definition in the ODF2 General Messages Interface Document is valid.

3.1.2.4 Message Structure

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

- Team /TeamOfficials /Official (for coaches)
- Team /Discipline /RegisteredEvent /EventEntry

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

3.1.2.5 Message Values

The following table lists the “List of teams by discipline / update” optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case Football, as well as the attributes that have an extended definition.

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

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

Element: Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	UNIFORM	Numeric 0	String	For @Type: Send proposed type	As soon as it is known (it can be sent in both messages)
				For @Code: Send proposed code	
				For @Pos: 1st /2nd team shirt colour. Send 1, 2 to indicate the number of shirt/uniform	
				For @Value: Colour's Shirt	
	SHORTS	Numeric 0	String	For @Type: Send proposed type	As soon as it is known (it can be sent in both messages)
				For @Code: Send proposed code	
				For @Pos: 1st /2nd team shorts colour. Send 1, 2 to indicate the number of shorts	
				For @Value: Colour's Shorts	
	SEED		Numeric #0	For @Type: Send proposed type	As soon as this information is known (it can be sent in the update message)
			For @Code: Send proposed code		
			For @Pos: Do not send anything		
				For @Value: Seed Number.	
GROUP			String	For @Type: Send proposed type	As soon as available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Preliminary Group of the team	

3.1.2.6 Message sort

Please, follow the general definition.

3.1.3 Event Unit Start List and Results

3.1.3.1 Description

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

3.1.3.2 Header Values

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

3.1.3.3 Trigger and Frequency

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

- As soon as the team/teams are known
- As soon as any of the line-up or starters are known and any change/addition to these.
- At the beginning of each period (LIVE)
- After every change in any data [scores, substitute, DQ etc] (LIVE)
- After each period if not the last (INTERMEDIATE).
- After the match (unit) (UNOFFICIAL / OFFICIAL)

3.1.3.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included:

- ExtendedInfos /UnitDateTime (following the general rules for this element)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Periods /Period
- Periods /Period /ExtendedPeriods /ExtendedPeriod
- Result /Competitor /Coaches /Coach
- Result /Competitor /EventUnitEntry
- Result /Competitor /Stats /Stat
- Result /Competitor /Stats /Stat /ExtendedStat
- Result /Competitor /Composition /Athlete /EventUnitEntry
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /Stats /Stat
- Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat

3.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Function	M	CC @ResultsFunction	Send according to the codes.

Element	Attribute	M/O	Value	Comments
	Order	M	Numeric	Send by order for each official: Referee, Assistant Referee 1, Assistant Referee 2, and 4th Official.
Periods	Home	M	S(20) with no leading zeroes	Home Competitor ID
	Away	M	S(20) with no leading zeroes	Away Competitor ID
Periods /Period	Code	M	CC @Period	Times, usually there are 2 half times.
	HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period.
	AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period
	HomePeriodScore	O	Numeric #0	Score of the home competitor just for each period.
	AwayPeriodScore	O	Numeric #0	Score of the away competitor just for each period.
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. Send just in the case @ResultType both Points and IRM
	Result	O	Numeric #0	Result (until finish the extra times if are available) of the Team for the particular event unit. Not included the goals for penalty Shoot-out.
	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)
	StartOrder	O	Numeric	Redundant, not required
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor /Coaches /Coach	Function	M	CC @ResultsFunction	Coach function
	Order	M	Numeric	Send order for coaches, sequential number if more than one (order as they are presented on NOC entry form)
Result /Competitor /Composition /Athlete	Bib	M	S(2)	Athlete's Shirt number.
	Order	M	Numeric ##0	Send order according to goalkeeper position first (Start @Code=POSITION and @Value=GK), and Shirt number (Athlete@Bib). For starting substitute player, send order according to the player status (CC @Code=PARTIC_STATUS, that will be: space or X-Eligible, N-Not eligible to play, I-Injured, A-Absent), and Shirt number (Athlete@Bib).
	StartSortOrder	M	Numeric #0	Order the players should appear in the Start List.

The following table describes in more detail the ExtendedInfos /ExtendedInfo element.

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extension	Pos	Value	Description	Expected
UI	DURATION			mmm:ss	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Match Duration time Remove leading zeros	Send just if it is available
	PERIOD			CC @Period	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything	Send when LIVE

Element: ExtendedInfos /ExtendedInfo					
					For @Value: Send current period
DISPLAY	String		Numeric 0	S(20)	For @Type: Send proposed type
					For @Code: Send the @Code of the last updated Result /Competitor /Stats /Stat or Result /Competitor /Composition /Athlete /Stats /Stat May be: GF, GA, GF_OG, OHS, SHOT, PTY, FOC, FOS, FRK, CRN, YC, RC, YRC
					For @Pos: Sequential number within message
					For @Value: Send the competitor ID of the athlete or team who was updated
		String		S(1)	For @Code: Send the @ExtendedStat Code of the last updated Result /Competitor /Composition /Athlete /Stats /Stat May be: ON_GOAL or GOAL Only applies to SHOT, OHS and PTY.
					For @Pos: Do not send anything
					For @Value: Send 'Y'
					When available and only when the unit is LIVE. Send multiple if applicable
					When applicable and only when the unit is LIVE. Send multiple if applicable.

Sample

```

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

```

The following table describes in more detail the Periods /Period /ExtendedPeriods /ExtendedPeriod element.

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	Expected
TIME	ADDITIONAL		mm	For @Type: Send proposed type	When applicable as soon as the information is known.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Additional time for that period. Send 0 if there is no additional time for that period. Remove leading zeros	

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

Element: Result /Competitor /EventUnitEntry				
Type	Code	Value	Description	Expected

Element: Result /Competitor /EventUnitEntry						
EUE	HOME_AWAY	CC @Home	For @Type:	When available		
			Send proposed type			
			For @Code:			
				Send proposed code		
				For @Value:		
				Send Home or Away designator		
	UNIFORM	String	For @Type:	If it is available		
			Send proposed type			
			For @Code:			
			Send proposed code			
			For @Value:			
			Colour's Shirt			
SHORTS	String	For @Type:	If it is available			
		Send proposed type				
		For @Code:				
		Send proposed code				
			For @Value:			
			Colour's Shorts			

Sample

```

.....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Code="UNIFORM" Value="Navy Blue/White" />
<EventUnitEntry Type="EUE" Code="SHORTS" Value="White" />
<EventUnitEntry Type="EUE" Code="SOCKS" Value="Navy Blue" />
.....

```

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

Element: Result /Competitor /Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	MINS		CC @Period	mmm	For @Type:	Always, if the information is available
					Send proposed type	
					For @Code:	
					Send proposed code	
			For @Pos:			
			Send the period number (TOT for totals-all periods)			
			For @Value:			
			Actual playing time (related to ball possession) for the team by period number in the event unit (in minutes). Remove leading zeros			
GF_OG			CC @Period	Numeric #0	For @Type:	Always, if the information is available
					Send proposed type	
					For @Code:	
					Send proposed code	
			For @Pos:			
			Send the period number (TOT for totals-all periods)			
			For @Value:			
			Total Goals for the team by period number, due to own goals scored by the opposite team, in the event unit.			
GF			CC @Period	Numeric #0	For @Type:	Always, if the information is available
					Send proposed type	
					For @Code:	
					Send proposed code	
			For @Pos:			
			Send the period number (TOT for totals-all periods)			
			For @Value:			
			Total Goals for the team by period number in the event unit (not including the own goals of the opposite team).			
GA			CC @Period	Numeric #0	For @Type:	Always, if the information is available
					Send proposed type	

Element: Result /Competitor /Stats /Stat						
					For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total Goals against for team by period number in the event unit.	available
	SHOT		CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total Shots for the team by period number in the event unit.	Always, if the information is available
		ON_GOAL		Numeric #0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total shots on goal.	Always, if the information is available
	OHS		CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Overhead shots for the team by period number in the event unit.	Always, if the information is available
		GOAL		Numeric #0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total goals.	Always, if the information is available
	PTY		CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Penalty kicks for the team by period number in the event unit.	Always, if the information is available
		GOAL		Numeric #0	For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total goals.	Always, if the information is available
	CRN		CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods)	Always, if the information is available

Element: Result /Competitor /Stats /Stat						
					For @Value: Total corner kicks for the team by period number in the event unit.	
FOC			CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total fouls committed for the team by period number in the event unit.	Always, if the information is available
FOS			CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total fouls suffered for the team by period number in the event unit.	Always, if the information is available
YC			CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total Cautions (yellow cards) for the team by period number in the event unit.	Always, if the information is available
YRC			CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total Expulsions (2nd yellow card = red card) for the team by period number in the event unit.	Always, if the information is available
RC			CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total Expulsions (red cards) for the team by period number in the event unit.	Always, if the information is available
EXP				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for the team in the event unit.	Always, if the information is available

Element: Result /Competitor /Stats /Stat						
FRK		CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total free kicks for the team by period number in the event unit.	Always, if the information is available	
OG		CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total own goals for the team by period number in the event unit.	Always, if the information is available	
POSSESS		CC @Period	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number (TOT for totals-all periods) For @Value: Total ball possession for the team by period number in the event unit. Send in %.	Always, if the information is available	

Sample

```

.....
<Stats>
  <Stat Type="ST" Code="MINS" Pos="TOT" Value="38" />
  <Stat Type="ST" Code="GF" Pos="TOT" Value="4" />
  <Stat Type="ST" Code="GA" Pos="TOT" Value="2" />
  <Stat Type="ST" Code="SHOT" Pos="TOT" Value="8">
    <ExtendedStat Code="ON_GOAL" Value="6" />
  </Stat>
  <Stat Type="ST" Code="CRN" Pos="TOT" Value="6" />
  <Stat Type="ST" Code="OFF" Pos="TOT" Value="3" />
  <Stat Type="ST" Code="FOC" Pos="TOT" Value="8" />
  <Stat Type="ST" Code="FOS" Pos="TOT" Value="8" />
  <Stat Type="ST" Code="FRK" Pos="TOT" Value="12" />
  <Stat Type="ST" Code="POSSESS" Pos="TOT" Value="53" />
  <Stat Type="ST" Code="RC" Value="TOT" />
  <Stat Type="ST" Code="MINS" Pos="H1" Value="17" />
  <Stat Type="ST" Code="GF" Pos="H1" Value="2" />
  <Stat Type="ST" Code="GA" Pos="H1" Value="2" />
  <Stat Type="ST" Code="SHOT" Pos="H1" Value="3">
    <ExtendedStat Code="ON_GOAL" Value="3" />
  </Stat>
  <Stat Type="ST" Code="CRN" Pos="H1" Value="2" />
  <Stat Type="ST" Code="OFF" Pos="H1" Value="1" />
  <Stat Type="ST" Code="FOC" Pos="H1" Value="3" />
  <Stat Type="ST" Code="FOS" Pos="H1" Value="4" />
  <Stat Type="ST" Code="FRK" Pos="H1" Value="7" />
  <Stat Type="ST" Code="POSSESS" Pos="H1" Value="52" />
  <Stat Type="ST" Code="MINS" Pos="H2" Value="21" />
  <Stat Type="ST" Code="GF" Pos="H2" Value="2" />
  <Stat Type="ST" Code="SHOT" Pos="H2" Value="5">
    <ExtendedStat Code="ON_GOAL" Value="3" />
  </Stat>
.....

```

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	STARTER		S(1)	For @Type: Send proposed type	As soon as it is known
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send "Y" if the competitor is a Starter else do not send.	
	CAPTAIN		S(1)	For @Type: Send proposed type	Send the code just for the captain
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send "Y" if the competitor is the Captain.	
	STATUS		CC @AthleteStatus	For @Type: Send proposed type	As soon as it is known
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Status of the player	
	POSITION		CC @Position	For @Type: Send proposed type	As soon as it is known
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Position of the player in the team.	

Sample

```

.....
<Athlete Code="1130568" Bib="3" Order="3">
  <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="ESP"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="DF" />
.....

```

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

Element: Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Value	Description	Expected

Element: Result /Competitor /Composition /Athlete /Stats /Stat					
ST	MINS		mmm	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
GF			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
GA			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
SHOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
ON_GOAL			Numeric #0	For @Value: Total shots for the athlete	Always, if the information is available
				For @Code: Send proposed extension code	
OHS			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
GOAL			Numeric #0	For @Value: Overhead shots for the athlete.	Always, if the information is available
				For @Code: Send proposed extension code	
PTY			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
GOAL			Numeric #0	For @Value: Penalty kicks for the athlete.	Always, if the information is available
				For @Code: Send proposed extension code	
FOC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
FOS			Numeric #0	For @Value: Total fouls committed for athlete	Always, if the information is available
				For @Code: Send proposed code	
CRN			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
YC			Numeric #0	For @Value: Total corner kicks for the athlete	Always, if the information is available
				For @Code: Send proposed code	

Element: Result /Competitor /Composition /Athlete /Stats /Stat					
				For @Value: Total Cautions (yellow cards) for athlete	
	YC_MINS		String m' [x] where x is optional, usually in form +m in case scores are tied	For @Type: Send proposed type For @Code: Send proposed code For @Value: Minutes when the athlete has the first yellow card. [x] is extra time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar	Always, if the information is available
	YRC		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (2nd yellow card = red card) for athlete	Always, if the information is available
	YRC_MINS		String m' [x] where x is optional, usually in form +m in case scores are tied	For @Type: Send proposed type For @Code: Send proposed code For @Value: Minutes when the athlete has the 2nd yellow card. x] is extra time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar	Always, if the information is available
	RC		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (red cards) for athlete	Always, if the information is available
	RC_MINS		String m' [x] where x is optional, usually in form +m in case scores are tied	For @Type: Send proposed type For @Code: Send proposed code For @Value: Minutes when the athlete has a red card. [x] is extra time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar	Always, if the information is available

Sample

```

.....
<Stats>
  <Stat Type="ST" Code="MINS" Value="90" />
  <Stat Type="ST" Code="GF" Value="1" />
  <Stat Type="ST" Code="SHOT" Value="2">
    <ExtendedStat Code="ON_GOAL" Value="1" />
  </Stat>
  <Stat Type="ST" Code="FOS" Value="3" />
</Stats>
.....

```

3.1.3.6 Message sort

Please, follow the general definition.

3.1.4 Play by Play

3.1.4.1 Description

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

3.1.4.2 Header Values

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

3.1.4.3 Trigger and Frequency

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

- After every action (LIVE)
- At the start of every period/extra time (LIVE)
- After each period and overtime (INTERMEDIATE)
- After the match (unit)

3.1.4.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- UnitActions and its child element UnitAction
- UnitAction /ExtendedAction
- UnitAction /Competitor
- UnitAction /Competitor /Composition /Athlete

3.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
UnitActions	Home	M	S(20) with no leading zeroes	Home Competitor ID
	Away	M	S(20) with no leading zeroes	Away Competitor ID
UnitActions /UnitAction	Type	M	UAC	
	Code	M	CC @Period	Send one period code
	Pos	M	Numeric ##0	Unique sequential number for all the actions of the match, from 1 to n
	Value	M	CC @Action	Actions in the game, Send one action code For Player substituted action send two Athlete Elements: For Foul action either one or two competitor elements will be sent: 1st Player Foul committed (ActionRole=FOC) 2nd Player Foul suffered (ActionRole=FOS) (optional).

Element	Attribute	M/O	Value	Comments
	Time	M	String m' [x] where x is optional, usually in form +m in case scores are tied	Usually time in minutes in which the action occurred. [x] is extra time in the format +3 etc. so appears as 45' +3 If at half time the HT If after match FT If before and during shoot-out then PSO only [x] (playing time stopped)
	Result	O	CC @ResAction	Result of the Action for the player/team
	ScoreH	O	Numeric #0	Home Score of the game after the action Send if there is a score change for either team
	ScoreA	O	Numeric #0	Away Score of the game after the action Send if there is a score change for either team
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes.

3.1.4.6 Sample

```
.....
<UnitAction Type="UAC" Code="H1" Pos="3" Value="SHOT" Result="GOAL" Time="12' "
ScoreH="0" ScoreA="1" >
  <Competitor Code="FBW400RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="W"
Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
.....
```

3.1.4.7 Message sort

Follow the general definition.

3.1.5 Current Information

3.1.5.1 Description

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

3.1.5.2 Header Values

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

3.1.5.3 Trigger and Frequency

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

- At the start of every period (to start clock)
- Immediately after every change in the score, including penalty shots.
- During play i.e. after start and not during half-time, Every 5 minutes after the last DT_CURRENT message when there is no other activity.

3.1.5.4 Message Structure

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

- Clock
- Periods /Period
- Result
- Result /Competitor

3.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Clock	Period	O	CC @Period	Current Period if the information is available automatically from the timing device.
	Time	M	m:ss	Value of the clock
	Running	M	S(1)	Y to indicate the clock is running, N to indicate the clock is stopped.
Periods	Home	M	S(20) with no leading zeroes	Home Competitor ID
	Away	M	S(20) with no leading zeroes	Away Competitor ID
Periods /Period	Code	M	CC @Period	
	HomeScore	M	Numeric #0	Overall score of the first named competitor at the end of the period.
	AwayScore	M	Numeric #0	Overall score of the second named competitor at the end of the period.
	HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
	AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.
Result	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	Result	O	Numeric #0	Result of the Team for the particular event unit.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T	T for team
	Organisation	M	CC @Organisation	Competitors' organisation

3.1.5.6 Sample

```
.....  
<Competition Code="OG2012">  
  <Clock Time="1:34" Running="Y" />  
  <Periods>  
    <Period Code="H1" AwayPeriodScore="3" HomePeriodScore="0" AwayScore="3"  
HomeScore="0"/>  
    <Period Code="H2" AwayPeriodScore="1" HomePeriodScore="1" AwayScore="4"  
HomeScore="1"/>  
  </Periods>  
  <Result ResultType="POINTS" Result="1" SortOrder="1" >  
    <Competitor Code="FBW400RSA01" Type="T" Organisation="RSA"/>  
  </Result>  
  <Result ResultType="POINTS" Result="4" SortOrder="2" >  
    <Competitor Code="FBW400NZL01" Type="T" Organisation="NZL"/>  
  </Result>  
</Competition>  
.....
```

3.1.5.7 Message sort

No sort order defined.

3.1.6 Pool standings

3.1.6.1 Description

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

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

3.1.6.2 Header Values

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

The DocumentSubtype attribute will be the Group Phase code A, B, ... according to the ODF Common Codes.

3.1.6.3 Trigger and Frequency

Please, follow the general definition.

3.1.6.4 Message Structure

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

- ExtendedInfos /SportDescription

3.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description Event Phase, not code
	Gender	M	CC @DisciplineGender	
Result	Rank	O	Text	Rank at the group. The rank is calculated firstly by classification points and secondly by goal difference after end of each match. It is optional because the team can be disqualified.
	RankEqual	O	S(1)	Send 'Y' if the Rank is equalled else do not send.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
	Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
	IRM	O	CC @IRM	IRM 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. It is mostly based on the rank, but it should be used to sort out disqualified teams.
	Won	O	Numeric #0	Number of games won by the team in the group
	Lost	O	Numeric #0	Number of games lost by the team in the group
	Tied	O	Numeric #0	Number of games tied by the team in the group
	Played	O	Numeric #0	Number of games played by the team in the group
	For	O	Numeric #0	Total number of goals for
	Against	O	Numeric #0	Total number of goals against
	Diff	O	Numeric #0 Or -Numeric -#0	Goals difference, between goals for and goals against
	Opponent	Code	M	S(20) with no leading zeroes
Type		M	T	T for team
Pos		M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation		O	CC @Organisation	Competitors' organisation (code). Must include if the data is available
Date		O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time		O	S(5)	Time of match (example HH:MM) Must include if the data is available.
Result		O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

Element	Attribute	M/O	Value	Comments
Opponent /Unit	Phase	M	CC @Phase	Phase code for the pool item
	Unit	M	CC @Unit	Unit code for the pool item

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

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	SUB_RES	WE		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of wins in extra time	When available
		WP		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of wins in penalty shoot out	When available

3.1.6.6 Sample

```

.....
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1"
Tied="0" Lost="1" For="3" Against="3" Diff="0">
  <Competitor Code="FBM400EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="FBW400BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-
27" Time="14:00" Result="2:0">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="FBW400BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-
01" Time="09:00" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="FBW400NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-
29" Time="09:00" Result="1:3">
      <Unit Phase="A" Unit="05"/>
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
.....

```

3.1.6.7 Message sort

Please, follow the general definition.

3.1.7 Brackets

3.1.7.1 Description

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

3.1.7.2 Header Values

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

3.1.7.3 Trigger and Frequency

- Before the competition
- After every match in the preliminaries which determines a position in the bracket.
- After every match during final phases

3.1.7.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- 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 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 Final (Gold Medal Match and the Bronze Medal Match) and Semi-finals.

3.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items.
Bracket /BracketItems /BracketItem	Code	M	Numeric #0	The match for each bracket item (e.g.: 25, 26, 27, 28 ...)
	Date	O	Date	YYYY-MM-DD. Must be filled is known
	Time	O	S(5)	HH:MM. Must be filled if known
	Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS.
Bracket /BracketItems /BracketItem /NextUnit	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.
Bracket /BracketItems /BracketItem /NextUnitLoser	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.

Element	Attribute	M/O	Value	Comments
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.
Bracket /BracketItems /BracketItem /CompetitorPlace	Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
	WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known.
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
	Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. Not sent when from group.
	Value	O	CC @Pool	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
	WLT	O	W or L	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

3.1.7.6 Sample

```

.....
<Bracket Code="FNL">
  <BracketItems Code="QFL">
    <BracketItem Code="28" Order="1" Date="2012-08-07" Time="12:00" Result="0:2" >
      <Unit Phase="3" Unit="01" />
      <NextUnit Phase="2" Unit="01" />
      <CompetitorPlace Pos="1">
        <Competitor Code="FBM400GBR01" Type="T" Organisation="GBR" >
          <Description TeamName="Great Britain"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="FBM400KOR01" Type="T" Organisation="KOR" >
          <Description TeamName="Korea"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Code="27" Order="2" Date="2012-08-07" Time="18:00" Result="3:2" >
.....

```

3.1.7.7 Message sort

Please, follow the general definition.

3.1.8 Statistics

3.1.8.1 Description

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

3.1.8.2 Header Values

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

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

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

Use DocumentSubcode with the Organisation only for DocumentSubtype CUM.

3.1.8.3 Trigger and Frequency

This message should be sent after the end of each match with the DocumentCode DDGEEE000.

- After each match as in the general definition.

3.1.8.4 Message Structure

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

- ExtendedInfos /SportDescription
- Stats /StatsItems /StatsItem
- Stats /StatsItems /StatsItem /ExtendedStat
- Stats /Competitor /StatsItems /StatsItem
- Stats /Competitor /StatsItems /StatsItem /ExtendedStat
- Stats /Competitor /Composition /Athlete /StatsItems /StatsItem
- Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat

3.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed.
Stats /Competitor	Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code
Stats /Competitor /Composition /Athlete	Order	M	Numeric ##0	Sort order for CUM: For each player: 1 – Shirt number or disqualification. Sort order for IND_RANKING: 1 – Rank or disqualification, 2 – Name. Sort Disqualified players to the bottom of the list.

The following table describes in more detail the Stats /StatsItems /StatsItem element and its child element ExtendedStat, this information is for the Tournament Statistics.

Element: Stats /StatsItems /StatsItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	MP			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total match played for all teams.	Always, if the information is available for the DocumentSubtype=TOU
		GF		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Goals for all teams.	
		AVG		Numeric #0.0	For @Code: Send proposed extension code For @Value: Average Goals for all teams.	Always, if the information is available for the DocumentSubtype=TOU
GA				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Goals against for all teams.	Always, if the information is available for the DocumentSubtype=TOU
		AVG		Numeric #0.0	For @Code: Send proposed extension code For @Value: Average Goals against for all teams.	
OHS				Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Overhead shots for all teams.	Always, if the information is available for the DocumentSubtype=TOU
		AVG		Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average of overhead shots	
		GOAL		Numeric ##0	For @Code: Send proposed extension code For @Value: Total overhead goals.	
		AVG_GOAL		Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average overhead goals.	
PTY			Numeric 0	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for PTY against else do not send For @Value: Total Penalty Kicks and Penalty Kicks against for all teams.	Always, if the information is available for the DocumentSubtype=TOU
		AVG		Numeric ##0.0	For @Code: Send proposed extension code	

Element: Stats /StatsItems /StatsItem						
					For @Value: Average of penalty kicks for and against	DocumentSubtype=TOU
		GOAL		Numeric ##0	For @Code: Send proposed extension code For @Value: Total penalty goals and penalty goals against.	Always, if the information is available for the DocumentSubtype=TOU
		AVG_GOAL		Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average penalty goals and penalty goals against.	Always, if the information is available for the DocumentSubtype=TOU
	SHOT			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Shots for all teams for all teams.	Always, if the information is available for the DocumentSubtype=TOU
		AVG		Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average number of shots for all teams.	Always, if the information is available for the DocumentSubtype=TOU
		ON_GOAL		Numeric ##0	For @Code: Send proposed extension code For @Value: Total number of Shots on Goal for all teams.	Always, if the information is available for the DocumentSubtype=TOU
		ON_GOAL_AVG		Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average number of shots on goal for all teams.	Always, if the information is available for the DocumentSubtype=TOU
	CRN			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total corner kicks for the team.	Always, if the information is available for the DocumentSubtype=TOU
		AVG		Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average corner kicks for all teams.	Always, if the information is available for the DocumentSubtype=TOU
		AVG		Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average offsides for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
	FOC			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Fouls committed for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
		AVG		Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average fouls committed for all the teams.	Always, if the information is available for the DocumentSubtype=TOU

Element: Stats /StatsItems /StatsItem						
YC				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Cautions (yellow cards) for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
	AVG			Numeric #0.0	For @Code: Send proposed extension code For @Value: Average Cautions (yellow cards) for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
YRC				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (2nd yellow card = red card) for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
	AVG			Numeric #0.0	For @Code: Send proposed extension code For @Value: Average Expulsions (2nd yellow card = red card) for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
RC				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (red cards) for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
	AVG			Numeric #0.0	For @Code: Send proposed extension code For @Value: Average Expulsions (red cards) for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
EXP				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.	Always, if the information is available for the DocumentSubtype=TOU
	AVG			Numeric #0.0	For @Code: Send proposed extension code For @Value: Average Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.	Always, if the information is available for the DocumentSubtype=TOU

Sample

```

.....
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="16" />
    <StatsItem Type="ST" Code="GF" Value="37">
      <ExtendedStat Code="AVG" Value="2.3" />
    </StatsItem>
    <StatsItem Type="ST" Code="GA" Value="37">
      <ExtendedStat Code="AVG" Value="2.3" />
    </StatsItem>
    <StatsItem Type="ST" Code="SHOT" Value="418">
      <ExtendedStat Code="AVG" Value="26.1" />
      <ExtendedStat Code="ON_GOAL" Value="150" />
      <ExtendedStat Code="ON_GOAL_AVG" Value="9.4" />
    </StatsItem>
    <StatsItem Type="ST" Code="PTY" Value="3">
      <ExtendedStat Code="AVG" Value="0.2" />
      <ExtendedStat Code="GOAL" Value="3" />
      <ExtendedStat Code="AVG_GOAL" Value="0.2" />
    </StatsItem>
    <StatsItem Type="ST" Code="PTY" Pos="1" Value="3">
      <ExtendedStat Code="AVG" Value="0.2" />
      <ExtendedStat Code="GOAL" Value="3" />
      <ExtendedStat Code="AVG_GOAL" Value="0.2" />
    </StatsItem>
    <StatsItem Type="ST" Code="CRN" Value="159">
      <ExtendedStat Code="AVG" Value="9.9" />
    </StatsItem>
    <StatsItem Type="ST" Code="OFF" Value="50">
      <ExtendedStat Code="AVG" Value="3.1" />
    </StatsItem>
  </StatsItems>
</Stats>
.....

```

The following table describes in more detail the Stats /Competitor /StatsItems /StatsItem element and its child element ExtendedStat.

Element: Stats /Competitor /StatsItems /StatsItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	MP			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total matches played for team.	Always, if the information is available for the DocumentSubtype=CUM
	GF			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Goals for in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
	GA			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Goals against in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
	OHS			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Overhead shots all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
		GOAL			Numeric ##0	For @Code: Send proposed extension code For @Value: Total Overhead goals.

Element: Stats /Competitor /StatsItems /StatsItem						
PTY			Numeric 0	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for PTY against else do not send For @Value: Total Penalty Kicks, Penalty Kicks against in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
	GOAL			Numeric ##0	For @Code: Send proposed extension code For @Value: Total penalty goals / penalty goals against.	Always, if the information is available for the DocumentSubtype=CUM
SHOT				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Shots in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
	ON_GOAL			Numeric ##0	For @Code: Send proposed extension code For @Value: Total number of shots on goal.	Always, if the information is available for the DocumentSubtype=CUM
CRN				Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total corner kicks for the team.	Always, if the information is available for the DocumentSubtype=CUM
FOC				Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total fouls committed in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
	AVG			Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average fouls committed in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
FOS				Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total fouls suffered in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
	AVG			Numeric ##0.0	For @Code: Send proposed extension code For @Value: Average fouls suffered in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
YC				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Cautions (yellow cards) in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
YRC				Numeric #0	For @Type: Send proposed type	Always, if the information is available

Element: Stats /Competitor /StatsItems /StatsItem						
					For @Code: Send proposed code For @Value: Total Expulsions (2nd yellow card = red card) in all the games where the team has played.	for the DocumentSubtype=CUM
	RC			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (red cards) in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
	EXP			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (Red Cards), as sum of 2nd yellow=red card and red cards, in all the games where the team has played.	Always, if the information is available for the DocumentSubtype=CUM
	FRK			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total free kicks for the team.	Always, if the information is available for the DocumentSubtype=CUM
	OG		Numeric 0	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for OG against else do not send For @Value: Total own goals or own goals against for the team.	Always, if the information is available for the DocumentSubtype=CUM

Sample

```

.....
<Stats Code="CUM">
  <Competitor Code="FBM400NZL01" Type="T" Organisation="NZL" Order="1">
    <Description TeamName="New Zealand"/>
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="2" />
      <StatsItem Type="ST" Code="GF" Value="1" />
      <StatsItem Type="ST" Code="GA" Value="2" />
      <StatsItem Type="ST" Code="SHOT" Value="11">
        <ExtendedStat Code="ON_GOAL" Value="5" />
      </StatsItem>
      <StatsItem Type="ST" Code="CRN" Value="4" />
      <StatsItem Type="ST" Code="OFF" Value="7" />
      <StatsItem Type="ST" Code="FOC" Value="21">
        <ExtendedStat Code="AVG" Value="10.5" />
      </StatsItem>
      <StatsItem Type="ST" Code="FOS" Value="20">
        <ExtendedStat Code="AVG" Value="10.0" />
      </StatsItem>
      <StatsItem Type="ST" Code="YC" Value="3" />
      <StatsItem Type="ST" Code="FRK" Value="23" />
    </StatsItems>
  </Composition>
.....

```

The following table describes in more detail the Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element and its child element ExtendedStat.

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Value	Description	Expected

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem						
ST	MINS		mmm	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total minutes played in all the games where the player has played. Remove leading zeros.	Always, if the information is available for the DocumentSubtype=CUM	
	MP		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total matches played by the athlete.	Always, if the information is available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING	
	GF			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Goals for in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
		RANK		Numeric #0 Or ""	For @Code: Send proposed extension code For @Value: Rank for the goals per match for the athlete. Send empty if the competitor was disqualified.	Always, if the information is available for the DocumentSubtype=IND_RANKING
		ERANK		S(1) (Y)	For @Code: Send proposed extension code For @Value: It identifies if the rank for the athlete's scored goals per match has been equalled, send "Y" in this case.	Always, if the information is available for the DocumentSubtype=IND_RANKING
		AVG		Numeric #0.0	For @Code: Send proposed extension code For @Value: Average for the goals (per match) for the athlete	Always, if the information is available for the DocumentSubtype=IND_RANKING
	GA			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Goals against in all the games where the player has played as goalkeeper	Always, if the information is available for the DocumentSubtype=CUM
	OG			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total own goals in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=IND_RANKING
	SHOT			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Shots in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
		AVG		Numeric #0.0	For @Code: Send proposed extension code For @Value: Average number of shots per match.	Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
		RANK		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
			Or ""	For @Value: Athlete rank, based on shots per match. Send empty if the competitor was disqualified.	for the DocumentSubtype= CUM, IND_RANKING
		ERANK	S(1)	For @Code: Send proposed extension code For @Value: Identifies if the rank for the athlete's total shots per match has been equalled, send "Y" in this case else do not send	Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
		ON_GOAL	Numeric #0	For @Code: Send proposed extension code For @Value: Total shots on goal.	Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
		ON_GOAL_AVG	Numeric #0.0	For @Code: Send proposed extension code For @Value: Average number of shots on goal per match.	Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
		ON_GOAL_RANK	Numeric #0 Or ""	For @Code: Send proposed extension code For @Value: Rank, based on shots on goals per match. Send empty if the competitor was disqualified.	Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
		ON_GOAL_ERANK	S(1)	For @Code: Send proposed extension code For @Value: Identifies if the rank for the athlete's total shots on goal per match has been equalled, send "Y" in this case else do not send	Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
	OHS		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Overhead shots in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
		GOAL	Numeric #0	For @Code: Send proposed extension code For @Value: Total Overhead goals.	Always, if the information is available for the DocumentSubtype=CUM
	PTY		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total shots (penalty kicks) in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
		GOAL	Numeric #0	For @Code: Send proposed extension code For @Value: Total penalty goals.	Always, if the information is available for the DocumentSubtype=CUM
	FOC		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total fouls committed in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM
	FOS		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
				For @Value: Total fouls suffered in all the games where the player has played.	M
	YC		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Cautions (yellow cards) in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
	YRC		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (2nd yellow card = red card) in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
	RC		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Total Expulsions (red cards) in all the games where the player has played.	Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING

Sample

```

.....
<Athlete Code="1126111" Order="10">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1996-12-15" />
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="2" />
    <StatsItem Type="ST" Code="GF" Value="1" />
    <StatsItem Type="ST" Code="SHOT" Value="7">
      <ExtendedStat Code="ON_GOAL" Value="3" />
    </StatsItem>
    <StatsItem Type="ST" Code="FOC" Value="3" />
    <StatsItem Type="ST" Code="MINS" Value="180" />
  </StatsItems>
</Athlete>
.....

```

3.1.8.6 Message sort

Please, follow the general definition.

3.1.9 Event Final Ranking

3.1.9.1 Description

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

3.1.9.2 Header Values

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

3.1.9.3 Trigger and Frequency

- After each position is known

3.1.9.4 Message Structure

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

- ExtendedInfos /SportDescription

3.1.9.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
Result	Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified or has abandoned the game.
	RankEqual	O	S(1)	Send 'Y' if the Rank is equalled.
	Played	O	Numeric #0	Send number of matches played
	Won	O	Numeric #0	Send number of matches won
	Lost	O	Numeric #0	Send number of matches lost
	Tied	O	Numeric #0	Send number of matches tied
	IRM	O	CC @IRM	Send just if the team has been disqualified or has abandoned the game.
	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.

3.1.9.6 Sample

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
  <Competitor Code="FBM400CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" >
.....
```

3.1.9.7 Message sort

Please, follow the general definition.

3.1.10 Event Unit Weather Conditions

3.1.10.1 Description

This message is the Event Unit Weather Conditions message as described in the ODF2 General Messages Interface Document.

3.1.10.2 Header Values

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

3.1.10.3 Trigger and Frequency

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

- At least one (1) hour before the match.

3.1.10.4 Message Structure

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

- Weather /Conditions /Condition (following the general rules for this element)

3.1.10.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Weather /Conditions	Code	M	GL	GL for generically, because this information will only be measured once.
	Humidity	M	Numeric ##0	Humidity in %
	Wind_Direction	M	CC @WindDirection	Wind direction
Weather /Conditions /Condition	Code	M	SKY, FIELD, LIGHT	Weather, Field, Light condition type
	Value	M	CC @WeatherCondition	Codes that describe the Weather Condition, they depend on the @Code
Weather /Conditions /Temperature	Code	M	AIR	Air
	Unit	M	CC @TemperatureUnit	Metric system unit for temperature
	Value	M	Numeric #0	Wind speed in @Unit degrees.

3.1.10.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	24 December 2014	Submitted for review version
R-SEG-2015 V1.1	13 January 2015	Submitted for approval version and some minor issues and comments
R-SEG-2015 V1.2	20 January 2015	Approved version and some minor issues
R-SEG-2015 V1.3	25 May 2015	Approved version and some minor issues

File reference: ODF/INT415 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
R-SEG-2015 V1.2	APP	<ul style="list-style-type: none"> • Approved version • DT_POOL_STANDING: The Code SUB_RES (Ext. 'WE', 'WP') and the related table is added under the ../Result /Competitor /ExtendedResults /ExtendedResult element
R-SEG-2015 V1.3	APP	<ul style="list-style-type: none"> • Approved version • All the references to 'BS' are replaced by 'BF' • The sentence in §1.3 Main Audience is adapted to the European Games • The reference to WNPA is removed • DT_PARTIC: Bib's Value is changed to S(2) (from 4) as per BEGOC's updates (Entry_Form doc.) - "...It's always going to be a 2-digit number" • DT_PARTIC: The Value of the attribute 'SHIRT_NAME' is changed to S(30) (from 25) as per BEGOC's updates (Entry_Form doc.) • DT_PARTIC: The attribute 'CLUB_COUNTRY' is added, the 'INTERNAT_GOALS' is removed (since no data will be collected for it) while the Value's description of the 'CLUB_NAME' is corrected accordingly • §2 - Codes: The action 'SUBST' is added under @Action entity and the 'IN', 'OUT' under the @ActionRole

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