

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

Olympic Data Feed

Baku 2015

ODF Beach Volleyball Data Dictionary

ODF/INT416 R-SEG-2015 V1.4 APP - 25 May 2015

Technology and Information Department

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Baku 2015
1ST EUROPEAN GAMES

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TABLE OF CONTENT

1	Introduction	5
1.1	This document.....	5
1.2	Objective	5
1.3	Main Audience.....	5
1.4	Glossary	5
1.5	Related Documents.....	5
2	Codes	6
3	Messages	8
3.1	Applicable Messages	8
3.1.1	List of Participants by Discipline / List of Participants by Discipline Update	9
3.1.1.1	Description.....	9
3.1.1.2	Header Values.....	9
3.1.1.3	Trigger and Frequency	9
3.1.1.4	Message Structure	9
3.1.1.5	Message Values	9
3.1.1.6	Message sort	10
3.1.2	List of Teams by Discipline / List of Teams by Discipline Update	11
3.1.2.1	Description.....	11
3.1.2.2	Header Values.....	11
3.1.2.3	Trigger and Frequency	11
3.1.2.4	Message Structure	11
3.1.2.5	Message Values	11
3.1.2.6	Message sort	12
3.1.3	Event Unit Start List and Results	13
3.1.3.1	Description.....	13
3.1.3.2	Header Values.....	13
3.1.3.3	Trigger and Frequency	13
3.1.3.4	Message Structure	13
3.1.3.5	Message Values	14
3.1.3.6	Message sort	20
3.1.4	Play by Play	21
3.1.4.1	Description.....	21
3.1.4.2	Header Values.....	21
3.1.4.3	Trigger and Frequency	21
3.1.4.4	Message Structure	21
3.1.4.5	Message Values	21
3.1.4.6	Message sort	22
3.1.5	Current Information	23
3.1.5.1	Description.....	23
3.1.5.2	Header Values.....	23
3.1.5.3	Trigger and Frequency	23
3.1.5.4	Message Structure	23
3.1.5.5	Message Values	23
3.1.5.6	Message sort	24
3.1.6	Pool Standings.....	25
3.1.6.1	Description.....	25
3.1.6.2	Header Values.....	25
3.1.6.3	Trigger and Frequency	25
3.1.6.4	Message Structure	25
3.1.6.5	Message Values	25
3.1.6.6	Message sort	27
3.1.7	Event Final Ranking.....	28

3.1.7.1	Description.....	28
3.1.7.2	Header Values.....	28
3.1.7.3	Trigger and Frequency	28
3.1.7.4	Message Structure	28
3.1.7.5	Message Values	28
3.1.7.6	Message sort	29
3.1.8	Statistics Table.....	30
3.1.8.1	Description.....	30
3.1.8.2	Header Values.....	30
3.1.8.3	Trigger and Frequency	30
3.1.8.4	Message Structure	30
3.1.8.5	Message Values	30
3.1.8.6	Message sort	36
3.1.9	Brackets	37
3.1.9.1	Description.....	37
3.1.9.2	Header Values.....	37
3.1.9.3	Trigger and Frequency	37
3.1.9.4	Message Structure	37
3.1.9.5	Message Values	37
3.1.9.6	Message sort	38
3.1.10	Event Unit Weather Conditions.....	39
3.1.10.1	Description.....	39
3.1.10.2	Header Values.....	39
3.1.10.3	Trigger and Frequency	39
3.1.10.4	Message Structure	39
3.1.10.5	Message Values	39
3.1.10.6	Message sort	39
DOCUMENT CONTROL		40

1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Beach Volleyball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Beach Volleyball 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 News and Press Agencies, Rights Holding Broadcasters and 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
- **BV** – Beach Volleyball

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/INT404	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/INT405	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.

Code Entity	Code	Order	Description
@Action	ATC		Attack
@Action	BLC		Block
@Action	DIG		Dig
@Action	OPP_ERR		Opponent Error
@Action	PTY		Penalty
@Action	SRV		Serve
@Action	STARTP		Start Of Period
@Action	TF		Team Fault
@Action	TOUT		Time Out
@Bracket	BRN		Bronze
@Bracket	FNL		Finals
@BracketItems	FNL		Finals
@BracketItems	QFL		Quarterfinals
@BracketItems	R16		Round of 16
@BracketItems	SFL		Semifinals
@CompetitorPlace	BYE		There is no competitor, the other team passes directly to the next round
@CompetitorPlace	TBD		The competitor is not known yet
@Hand	B		Left/Right
@Hand	L		Left
@Hand	R		Right
@Home	AWAY		Away
@Home	HOME		Home
@IRM	DSQ		Disqualified
@IRM	INJ		Injury
@Period	S1	1	Set 1
@Period	S2	2	Set 2
@Period	S3	3	Set 3
@Period	TOT	4	Total
@Pool	1		1st in Pool
@Pool	2		2nd in Pool
@Pool	3		3rd in Pool
@Pool	4		4th in Pool
@Pool	5		5th in Pool
@Pool	6		6th in Pool
@Position	LB		Left Blocker
@Position	LD		Left Defender

Code Entity	Code	Order	Description
@Position	RB		Right Blocker
@Position	RD		Right Defender
@PressureUnit	HPA		Hectopascal
@ResAction	ACE		Ace
@ResAction	CON		Continue
@ResAction	DEL		Delay
@ResAction	DSQ		Disqualified
@ResAction	EXP		Expulsion
@ResAction	FLT		Fault
@ResAction	MISC		Misconduct
@ResAction	SCS		Success
@ResultFunction	AA01		Athlete
@ResultFunction	R1		Referee 1
@ResultFunction	R2		Referee 2
@ResultType	IRM_POINTS		For both, Points and invalid result mark
@ResultType	POINTS		Points
@SpeedUnit	kmh		Km/h
@SpeedUnit	mph		mph
@Statistics	CUM		Cumulative Statistics of team and individual
@Statistics	IND_RANKING		Ranking of Individual tournament statistics
@Statistics	TEAM_RANKING		Ranking of team tournament statistics
@TemperatureUnit	C		Celsius
@TemperatureUnit	F		Fahrenheit
@WLT	L		Lost
@WLT	W		Won

3 Messages

3.1 Applicable Messages

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

- 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	
DT_MEDALLISTS_DAY	Medallists of the Day	Global	
DT_HISTORIC_RECORD	Historical Records		
DT_GLOBAL_GM	Global Good Morning	Global	
DT_GLOBAL_GN	Global Good Night	Global	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CURRENT	Current Information	X	X
DT_RESULT_ANALYSIS	Extended Event Unit Results		
DT_PLAY_BY_PLAY	Play by Play	X	X
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_GPS_DATA	GPS Data		
DT_KA	Keep Alive	X	
DT_SERIAL	List of Current PIT Serial	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 in the case of Beach Volleyball are:

- Competition /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 Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	MainFunctionId	M	CC @ResultFunction	Main function
Discipline	IFld	O	S(16)	FIVB ID Number. It will be included if this information is available. Only for the athletes
RegisteredEvent	Bib	O	S(1)	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

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	SHIRT_NAME		S(30)	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Shirt Name of the player	
	CAPTAIN		S(1)	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send "Y" if the competitor is the Captain.	
	POSITION		CC @Position	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed type code	
				For @Pos: Do not send anything	
				For @Value: Send the athlete role	
	HAND		CC @Hand	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed type code	
				For @Pos: Do not send anything	
				For @Value: Hand of the Player	

3.1.1.5.1 Sample

```
<Discipline Code="BV" InternationalFederationId="203258" >
  <RegisteredEvent Gender="M" Event="400" >
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="Dido" />
    <EventEntry Type="ENTRY" Code="CAPTAIN" Value="Y" />
    <EventEntry Type="ENTRY" Code="POSITION" Value="RB" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
  </RegisteredEvent>
</Discipline>
```

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 in the case of Beach Volleyball are:

- Competition /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 Central General Messages Interface Document) that are used in the case Beach Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Team	Name	M	S(73)	The team name shall consist of the concatenation of the shirt names of the athletes. Example :“RICARDO/EMANUEL”, “DIECKMANN M./RECKERMANN”, “HOLDREN/METZGER”

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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	SEED		Numeric #0	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Seed number.	
	UNIFORM	Numeric 0	S(25)	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed code	
				For @Pos: 1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt	
				For @Value: Colour's Shirt	
	SHORTS	Numeric 0	S(25)	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed code	
				For @Pos: 1st / 2nd /3rd team shorts colour Send 1, 2, 3 to indicate the number of shorts	
				For @Value: Colour's 1st Shorts	
	GROUP		S(1)	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed code	

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry				
				For @Pos Do not send anything
				For @Value: Preliminary Group of the team

3.1.2.5.1 Sample

```
<Team Code="BVM400BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    <Athlete Code="1067349" Order="3"/>
    .....
  </Composition>
  <Discipline Code="BV" >
    <RegisteredEvent Gender="M" Event="400" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

3.1.2.6 Message sort

Please, follow the general definition.

3.1.3 Event Unit Start List and Results

3.1.3.1 Description

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

3.1.3.2 Header Values

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

3.1.3.3 Trigger and Frequency

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

- START LIST: As soon as the team/teams are known and any change to these.
- LIVE: At the beginning of each set.
- LIVE: After every rally (score change) and after any data correction (action, match info, stats,...).
- INTERMEDIATE: After each period (set).
- UNCONFIRMED: As soon as the match is finished including last actions without further corrections, unless UNOFFICIAL or OFFICIAL messages are imminent.
- UNOFFICIAL / OFFICIAL: After the match (unit).

3.1.3.4 Message Structure

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

- Competition /ExtendedInfos /UnitDateTime
- Competition /ExtendedInfos /ExtendedInfo
- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Officials /Official
- Competition /Periods /Period
- Competition /Result /Competitor /EventUnitEntry
- Competition /Result /Competitor /ExtendedResults /ExtendedResult
- Competition /Result /Competitor /Stats /Stat
- Competition /Result /Competitor /Composition /Athlete /Stats /Stat

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 /UnitDateTime	StartDate	M	DateTime	Actual start date and time
	EndDate	M	DateTime	Actual end date-time
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Beach Volleyball
	EventName	M	S(40)	Text short description, not code
	EventUnitName	M	S(40)	Text short description, not code
	Gender	M	M or W	
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 @ResultFunction	Send according to the codes.
	Order	M	Numeric	Send by order for each official in each function, example: referee 1, referee 2.
Period	Code	M	CC @Period	Set Number, usually there are 3 sets
	HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period. At the start of the game the result should be 0.
	AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period. At the start of the game the result should be 0.
	HomePeriodScore	M	Numeric ##0	Score of the home competitor just for that period.
	AwayPeriodScore	M	Numeric ##0	Score of the away competitor just for that period.
	Duration	O	mm	Playing time of each set.
Result	ResultType	O	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	IRM	O	CC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM (see codes section)
	Result	O	Numeric ##0	Result of the Team (Sets winning) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0.
	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 and away team. 1 – for home team; 2 – for away team
	StartOrder	M	Numeric	Send 1 for first team, send 2 for the other team
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor	Bib	M	S(2)	Seed number
Result /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	Numeric ##0	

The following table describes in more detail the Competition /ExtendedInfos /ExtendedInfo element in the case of Beach Volleyball.

Element: Competition /ExtendedInfos/ ExtendedInfo						
Type	Code	Pos	Value	Description	Expected	
UI	DURATION		hh:mm	For @Type: Send proposed type	Send at the end of the Game	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Match Duration time		
	DURATION_PLAYING			hh:mm	For @Type: Send proposed type	Send at the end of the Game
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total playing time.	
PERIOD			CC @Period	For @Type: Send proposed type	Always when LIVE	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Current period		
SPEED			Numeric ##0	For @Type: Send proposed type	After each rally when LIVE	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Online Serve Speed		
SERVE			S(1)	For @Type: Send proposed type	When available when LIVE	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Serve Indicator Send H for Home Team Send A Away Team		
MATCH_POINT			S(1)	For @Type: Send proposed type	When available when LIVE	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Match point indicator Send H for Home Team Send A Away Team		
SET_POINT			S(1)	For @Type: Send proposed type	When available when LIVE	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Set point indicator Send H for Home Team Send A Away Team		
ATTENDANCE			Numeric ####0	For @Type: Send proposed type	Send just if this information is available	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		

Element: Competition /ExtendedInfos/ ExtendedInfo					
				For @Value: Number of spectators at the match	
DISPLAY	LAST_COMP_HOME	String	S(20)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the @Code of the last updated Result /Competitor /Composition /Athlete /Stats /Stat For @Value: Send the competitor ID of the athlete who was updated in the @Pos attribute for the home team	When available and only when the unit is LIVE. Send multiple if applicable.
	LAST_COMP_AWAY	String	S(20)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the @Code of the last updated Result /Competitor /Composition /Athlete /Stats /Stat For @Value: Send the competitor ID of the athlete who was updated in the @Pos attribute for the away team	When available and only when the unit is LIVE. Send multiple if applicable.

Sample

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="44" />
  <ExtendedInfo Type="UI" Code="DURATION_PLAYING" Value="43" />
  <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="10339" />
.....
</ExtendedInfos>
.....

```

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

Element: Competition /Result /Competitor /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	UNIFORM	String	For @Type: Send proposed type For @Code: Send proposed code For @Value: Team shirt colour	As soon as available.
	SHORTS	String	For @Type: Send proposed type For @Code: Send proposed code For @Value: Team shorts colour	As soon as available.
	HOME_AWAY	CC @Home	For @Type: Send proposed type For @Code: Send proposed code For @Value: Home or Away designator Send Home or Away	As soon as available.

Sample

```

.....
<Competitor Code="BVM400GER01" Type="T" Organisation="GER">
  <Description TeamName="SMITH/JONES"/>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="Black" />
.....

```

The following table describes in more detail the Competition /Result /Competitor Competitor/ /ExtendedResults /ExtendedResult element in the case of Beach Volleyball for the team.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	Expected
ER	MATCH_POINT_COUNT		Numeric #	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Match Point Count	When the information is available.
	SET_POINT_COUNT	CC @Period	Numeric #	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period For @ValueType: Set Point Count	When the information is available.

The following table describes in more detail the Competition /Result /Competitor /Stats /Stat element.

Element: Competition /Result /Competitor /Stats /Stat						
Type	Code	ExtendedStat	Pos	Value	Description	Expected
ST	SRV		CC @Period		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period For @Value: Do not send anything	Always, if the information is available.
		ATT		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total attempts to serve in the team by event unit	Always, if the information is available.
		ACE		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total attempts to aces won in the team in the event unit Only when CC @Period is "TOT"	Always, if the information is available.
		FLT		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total faults when the team serve for event unit Only when CC @Period is "TOT"	Always, if the information is available.
	ATC		CC @Period		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period	Always, if the information is available.

Element: Competition /Result /Competitor /Stats /Stat						
					For @Value: Do not send anything	
	ATT			Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything	Always, if the information is available.
					For @Value: Total attempts to attack for the team in the event unit	
	SCS			Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything	Always, if the information is available.
					For @Value: Total attack successes for the team in the event unit Only when CC @Period is "TOT"	
	BLC DIG		CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period For @Value: Total block/dig success for the team in event unit.	Always, if the information is available.
	OPP_ERR PTY			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total opponent errors/penalties for the team in event unit.	Always, if the information is available.
	TOT_TEAM			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total points (Service aces + attack successes + block successes + opponent errors)	Always, if the information is available.
	TOUT			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time out for the team in the event unit.	Always, if the information is available.

Sample

```

.....
<Stats>
  <Stat Type="ST" Code="ATC" Pos="TOT">
    <ExtendedStat Code="SCS" Value="22" />
    <ExtendedStat Code="ATT" Value="44" />
  </Stat>
  <Stat Type="ST" Code="BLC" Pos="TOT" Value="4" />
  <Stat Type="ST" Code="DIG" Pos="TOT" Value="9" />
  <Stat Type="ST" Code="TOT_TEAM" Value="36" />
  <Stat Type="ST" Code="SRV" Pos="TOT">
    <ExtendedStat Code="ACE" Value="0" />
    <ExtendedStat Code="ATT" Value="37" />
    <ExtendedStat Code="FLT" Value="6" />
  </Stat>
  <Stat Type="ST" Code="TOUT" Value="1" />
  <Stat Type="ST" Code="OPP_ERR" Value="10" />
  <Stat Type="ST" Code="ATC" Pos="1">
    <ExtendedStat Code="SCS" Value="13" />
    <ExtendedStat Code="ATT" Value="24" />
  </Stat>
  <Stat Type="ST" Code="BLC" Pos="S1" Value="3" />
  <Stat Type="ST" Code="DIG" Pos="S1" Value="6" />
  <Stat Type="ST" Code="TOT_TEAM" Value="19" />
  <Stat Type="ST" Code="SRV" Pos="S1">
    <ExtendedStat Code="ACE" Value="0" />
    <ExtendedStat Code="ATT" Value="19" />
    <ExtendedStat Code="FLT" Value="3" />
  </Stat>
.....
</Stats>
.....

```

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	CAPTAIN	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Captain Send 'Y' only if the player is captain	Send the code just for the captain as soon as the information is known.

Sample

```

.....
<Athlete Code="1112769" Bib="2" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1996-12-12" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
.....

```

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /Stats /Stat element in the case of Beach Volleyball.

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
Type	Code	ExtendedStat Code	Value	Description	Expected
ST	SRV	ATT	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total attempts to serve in the athlete by event unit	Always, if the information is available.
		ACE	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total attempts to aces won in the athlete in the event unit	Always, if the information is available.

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
		FLT	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total faults when the athlete serve for event unit	Always, if the information is available.
		SPEED	Numeric ##0	For @Code: Send proposed code For @Pos: (see codes section) For @Value: Fastest serve in km/h for the athlete in the event unit.	Always, if the information is available.
	ATC	ATT	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total attempts to attack for the athlete in the event unit	Always, if the information is available.
		SCS	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total attack successes for the athlete in the event unit	Always, if the information is available.
	BLC DIG PTY		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total block/dig/penalties success for the athlete in event unit.	Always, if the information is available.

Sample

```

.....
<Athlete Code="1112700" Bib="1" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1996-12-12" />
  <Stats>
    <Stat Type="ST" Code="ATC">
      <ExtendedStat Code="SCS" Value="10" />
      <ExtendedStat Code="ATT" Value="17" />
    </Stat>
    <Stat Type="ST" Code="SRV">
      <ExtendedStat Code="ACE" Value="0" />
      <ExtendedStat Code="ATT" Value="20" />
      <ExtendedStat Code="FLT" Value="2" />
      <ExtendedStat Code="SPEED" Value="77" />
    </Stat>
    <Stat Type="ST" Code="DIG" Value="9" />
  </Stats>
</Athlete>
.....

```

3.1.3.6 Message sort

Please, follow the general definition.

3.1.4 Play by Play

3.1.4.1 Description

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

3.1.4.2 Header Values

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

3.1.4.3 Trigger and Frequency

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

- After each rally and after each action corrections
- After each set
- After the match (unit).

3.1.4.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /UnitActions /UnitAction
- Competition /UnitAction /ExtendedAction
- Competition /UnitAction /Competitor
- Competition /UnitAction /Competitor /Composition /Athlete

3.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Beach Volleyball
	EventName	M	S(40)	Text short description, not code
	EventUnitName	M	S(40)	Text short description, not code
	Gender	M	M or W	
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 /UnitAction	Type	M	UAC	
	Code	M	CC @Period	Send one period code (set)
	Pos	M	Numeric #0	Unique sequential number for all the actions of the period, from 1 to n (from the first action of the Set to the last one).
	Value	M	CC @Action	Action for the player/team
	Time	M	mm:ss	Time of the action
	Result	O	CC @ResAction	Result of the Action for the player/team
	ScoreH	O	Numeric #0	Home Team Score. Send for score action.
	ScoreA	O	Numeric #0	Away Team Score. Send for score action.
	LeadH	O	Numeric #0	Points lead for the Home Team. Send for score action.
	LeadA	O	Numeric #0	Points lead for the Away Team. Send for score action.

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

Element: Competition /UnitActions /UnitAction /ExtendedAction				
Type	ExtendedAction Code	Value	Description	Expected
UAC	RALLY	Numeric ##0	For @Code: Send proposed code For @Value: Number of the rally in which the action occurs	When the information is available
	WIN	S(1)	For @Code: Send proposed code For @Value: Indicator of the current Rally Point by Home Team for score action. Send H if the Home Team wins the current Rally Send A if the Away Team wins the current Rally	
	SPEED	Numeric ##0	For @Code: Send proposed code	For every action value SERVE
			For @Value: Serve Speed	

3.1.4.5.1 Sample

```
.....
<UnitAction Type="UAC" Code="S1" Pos="3" Value="BLC" Result="SCS" ScoreH="1"
ScoreA="0" LeadH="1" LeadA="-1" Time="00:21" >
  <ExtendedAction Code="RALLY" Value="1" />
  <ExtendedAction Code="WIN" Value="H" />
  <ExtendedAction Code="SPEED" Value="56" />
  <Competitor Code="BVM400GER01" Type="T" Organisation="GER" Order="1" >
    <Description TeamName="SMITH/JONES"/>
    <Composition>
      <Athlete Code="1112769" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="GER" BirthDate="1996-12-12" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
<UnitAction Type="UAC" Code="S1" Pos="4" Value="SRV" Result="CON" Time="00:31" >
  <ExtendedAction Code="RALLY" Value="2" />
  <Competitor Code="BVM400GER01" Type="T" Organisation="GER" Order="1" >
    <Description TeamName="SMITH/JONES"/>
    <Composition>
      <Athlete Code="1112700" Order="1" >
        <Description GivenName="Bill" FamilyName="Jones" Gender="M"
Organisation="GER" BirthDate="1995-11-11" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
.....
```

3.1.4.6 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 ODF Sport Messages Interface Document.

3.1.5.2 Header Values

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

3.1.5.3 Trigger and Frequency

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

- After every serve
- At the end of every rally

3.1.5.4 Message Structure

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

- Competition /ExtendedInfos
- Competition /Periods /Period
- Competition /Result
- Competition /Result /Competitor

3.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Period	Code	M	CC @Period	Send set number
	HomeScore	M	Numeric ##0	Overall set score of the first named competitor at the end of the period.
	AwayScore	M	Numeric ##0	Overall set score of the second named competitor at the end of the period.
	HomePeriodScore	M	Numeric ##0	Send score of the home team just for this period
	AwayPeriodScore	M	Numeric ##0	Send score of the away team just for this period
Result	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	Result	O	Numeric ##0	Send Result of the Team (sets won)
	SortOrder	M	Numeric	Send 1 for home team Send 2 for away team
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T	T for team
	Organisation	M	CC @Organisation	Competitors' organisation

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

Element: Competition /ExtendedInfos /ExtendedInfo				
Type	Code	Value	Description	Expected
UI	PERIOD	CC @Period	For @Type: Send proposed type	Always
			For @Code: Send proposed code	
			For @Value: Current period/set	
	MATCH_POINT	S(1)	For @Type: Send proposed type	When available
			For @Code: Send proposed code	
			For @Value: Match point indicator: Send H for home team Send A for away team	
	SET_POINT	S(1)	For @Type: Send proposed type	When available
			For @Code: Send proposed code	
			For @Value: Set point indicator: Send H for home team Send A for away team	
	SERVE	S(1)	For @Type: Send proposed type	Always
			For @Code: Send proposed code	
			For @Value: Serve indicator: Send H for home team Send A for away team	
	SPEED	Numeric ##0.0	For @Type: Send proposed type	Always
			For @Code: Send proposed code	
			For @Value: Online serve speed	

3.1.5.5.1 Sample

```

.....
<Competition Code="OG2016">
  <ExtendedInfos>
    <ExtendedInfo Type="UI" Code="PERIOD" Value="1" />
    <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
    <ExtendedInfo Type="UI" Code="SPEED" Value="53.0" />
  </ExtendedInfos>
  <Periods>
    <Period Code="S1" HomeScore="0" AwayScore="0" HomePeriodScore="16"
    AwayPeriodScore="8" />
  </Periods>
  <Result ResultType="POINTS" Result="0" SortOrder="1" >
    <Competitor Code="BVM400RSA01" Type="T" Organisation="RSA"/>
  </Result>
  <Result ResultType="POINTS" Result="0" SortOrder="2" >
    <Competitor Code="BVM400NZL01" Type="T" Organisation="NZL"/>
  </Result>
</Competition>
.....

```

3.1.5.6 Message sort

No sort order defined.

3.1.6 Pool Standings

3.1.6.1 Description

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

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

3.1.6.2 Header Values

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

DocumentSubtype attributes will be:

- Pool A: A
- Pool B: B
- Pool C: C
- Pool D: D
- Pool E: E
- Pool F: F

3.1.6.3 Trigger and Frequency

Please, follow the general definition.

3.1.6.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Result /Competitor /ExtendedResults /ExtendedResult

3.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Beach Volleyball
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Phase, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	String	Rank of the competitor in the corresponding Phase. Ranking in pools will be determined by the total number of points. It is optional because the team can be disqualified from the tournament or he can be without results
	RankEqual	O	Y	It must send always that the attribute Rank is send, it identify if a rank has been equalled.
	ResultType	O	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 (or phase) Send just in the case @ResultType is IRM (see codes section)

Element	Attribute	M/O	Value	Comments
	QualificationMark	O	S(1)	Qualified indicator Send "q" for teams qualified as best 3 rd Send "L" for Lucky Loser winner teams
	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 sets won
	Against	O	Numeric #0	Total number of sets lost
	Ratio	O	Numeric 0.000	Sets Ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".
Opponent	Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
	Type	M	T	T for team
	Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
	Organisation	O	CC @Organisation	Competitors' organisation (code). Must include if the data is available
	Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
	Time	O	Time	Time of match (example HH:MM) Must include if the data is available.
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.
Opponent /Unit	Phase	M	CC @Phase	Phase code for the pool item
	Unit	M	CC @Unit	Unit code for the pool item

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

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extensions	Pos	Value	Description	Expected
ER	SUB_RES	WON		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Points for	When available
		LOST		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For RES: Sets lost Points against	When available
		RATIO		Numeric 0.000	For @Code: Send proposed code For @Pos: Do not send anything	When available

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult					
					For @Value: Points ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".

3.1.6.5.1 Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="5" SortOrder="1" Played="2" Won="1"
Tied="0" Lost="1" For="3" Against="4" Ratio="0.123">
  <Competitor Code="BVM400NOR01" Organisation="NOR" Type="T">
    <Description TeamName="SMITH/JONES"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="SUB_RES">
        <Extension Code="WON" Value="117" />
        <Extension Code="LOST" Value="107" />
        <Extension Code="RATIO" Value="1.093" />
      </ExtendedResult>
    </ExtendedResults>
    <Opponent Code="BVM400BRA02" Type="T" Pos="2" Organisation="BRA" Date="2016-08-
03" Time="14:00" Result="0-2" >
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="KAPAROV/BARRATT"/>
    </Opponent>
    <Opponent Code="BVM400CAN01" Type="T" Pos="3" Organisation="CAN" Date="2016-08-
04" Time="09:00" Result="2-0" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="WHITE/RYAN"/>
    </Opponent>
    <Opponent Code="BVM400GBR01" Type="T" Pos="4" Organisation="GBR" Date="2016-08-
01" Time="09:00" Result="2-0" >
      <Unit Phase="A" Unit="05"/>
      <Description TeamName="GREEN/RYAN"/>
    </Opponent>
  </Competitor>
</Result>
.....

```

3.1.6.6 Message sort

Please, follow the general definition.

3.1.7 Event Final Ranking

3.1.7.1 Description

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

3.1.7.2 Header Values

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

3.1.7.3 Trigger and Frequency

- After each position is known

3.1.7.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription

3.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Beach Volleyball
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	String	Final rank of the competitor in the corresponding event. It is optional because the team can be disqualified
	RankEqual	O	Y	It must send always that the attribute Rank is send, it identify if a rank has been 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
	IRM	O	CC @IRM	Send just if the team has been disqualified or is not even know.
	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.

3.1.7.5.1 Sample

```
.....  
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0">  
  <Competitor Type="T" Organisation="NOC" Code="BVW400USA01">  
    <Description TeamName="SMITH/JONES"/>  
    <Composition>  
      <Athlete Code="1135351" Order="1" >  
        <Description GivenName="Jane" FamilyName="Smith" Gender="W"  
Organisation="USA" BirthDate="1996-12-12" />  
      </Athlete>  
      <Athlete Code="1134494" Order="2" >  
        <Description GivenName="Cherry" FamilyName="Jones" Gender="W"  
Organisation="USA" BirthDate="1995-11-11" />  
      </Athlete>  
    </Composition>  
  </Competitor>  
</Result>  
.....
```

3.1.7.6 Message sort

Please, follow the general definition.

3.1.8 Statistics Table

3.1.8.1 Description

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

3.1.8.2 Header Values

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

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.
- **TEAM_RANKING:** Ranking of team tournament statistics.
- **IND_RANKING:** Ranking of individual tournament statistics.

3.1.8.3 Trigger and Frequency

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

- After each match

Note: First send the CUM messages and after send the TEAM_RANKING and IND_RANKING messages.

3.1.8.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Stats /StatsItems /StatItem
- Competition /Stats /Competitor /StatsItems /StatsItem
- Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem

3.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Beach Volleyball
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed.
Competitor	Code	M	S(20)	Teams with one or more matches played will be displayed only
Stats/Competitor	Sort	M	Numeric ###	For "Service": 1-Service aces (descending) 2-Match number 3-Service attempts 4-NOC code 5-Team name For "Attack", "Block" and "Dig": 1-Successes (descending) 2-Match number 3-NOC code 4-Team name

Element	Attribute	M/O	Value	Comments
Stats /Competitor /Composition /Athlete	Sort	M	Numeric ###	For "Service": 1-Service aces (descending) 2-Matches played 3-Service attempts 4-NOC code 5-Shirt name For "Attack", "Block" and "Dig": 1-Successes (descending) 2-Matches played 3-NOC code 4-Shirt name

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem						
Type	Code	ExtendedStat	Value	Description	Expected	
ST	SRV	ATT	Numeric ##0	For @Code: Send proposed code For @Value: Total service attempts to serve in the team	Always, if the information is available for the DocumentSubtype=CUM	
		RANK	String	For @Code: Send proposed code For @Value: Team's Rank in the service's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"	Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING	
		ERANK	Y	For @Code: Send proposed code For @Value: Y in the case of equalled rank	Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING	
		ACE	Numeric #0	For @Code: Send proposed code For @Value: Total service aces for the team	Always, if the information is available for the DocumentSubtype=CUM	
	ATC	ATT	ATT	Numeric ##0	For @Code: Send proposed code For @Value: Total attempts to attack for the team	Always, if the information is available for the DocumentSubtype=CUM
			RANK	String	For @Code: Send proposed code For @Value: Team's Rank in the attack's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"	Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING
			ERANK	Y	For @Code: Send proposed code For @Value: Y in the case of equalled rank	Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING
		SCS	SCS	Numeric ##0	For @Code: Send proposed code For @Value: Total attack successes for the team	Always, if the information is available for the DocumentSubtype=CUM
			EA	Numeric ##0	For @Code: Send proposed code For @Value: Efficiency (att/succes)	Always, if the information is available for the DocumentSubtype=CUM
	BLC	RANK	RANK	String	For @Code: Send proposed code For @Value: Team's Rank in the block's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"	Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING
			ERANK	Y	For @Code: Send proposed code For @Value: Y in the case of equalled rank	Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING

Element: Competition /Stats /Competitor /StatsItems /StatItem					
		SCS	Numeric ##0	For @Code: Send proposed code For @Value: Total block/ successes for the team	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	Always, if the information is available for the DocumentSubtype=CUM
	DIG	ATT	Numeric ##0	For @Code: Send proposed code For @Value: Total attempts to dig for the team.	Always, if the information is available for the DocumentSubtype=CUM
		RANK	String	For @Code: Send proposed code For @Value: Team's Rank in the dig's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"	Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING
		ERANK	Y	For @Code: Send proposed code For @Value: Y in the case of equalled rank	Always, if the information is available for the DocumentSubtype=CUM & TEAM_RANKING
		SCS	Numeric ##0	For @Code: Send proposed code For @Value: Total dig successes for the team	Always, if the information is available for the DocumentSubtype=CUM
		EA	Numeric ##0	For @Code: Send proposed code For @Value: Efficiency (dig/success)	Always, if the information is available for the DocumentSubtype=CUM

Sample

```

.....
<Stats Code="CUM">
  <Competitor Code="BVM400USA02" Type="T" Organisation="USA" Order="1">
    <Description TeamName="JONES/SAMPSON"/>
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="3" />
      <StatsItem Type="ST" Code="ATC">
        <ExtendedStat Code="SCS" Value="73" />
        <ExtendedStat Code="ATT" Value="133" />
        <ExtendedStat Code="EA" Value="55" />
      </StatsItem>
      <StatsItem Type="ST" Code="BLC">
        <ExtendedStat Code="SCS" Value="7" />
      </StatsItem>
      <StatsItem Type="ST" Code="DIG">
        <ExtendedStat Code="SCS" Value="50" />
        <ExtendedStat Code="ATT" Value="94" />
        <ExtendedStat Code="EA" Value="53" />
      </StatsItem>
      <StatsItem Type="ST" Code="SRV">
        <ExtendedStat Code="ACE" Value="3" />
        <ExtendedStat Code="ATT" Value="116" />
      </StatsItem>
    </StatsItems>
  </Competitor>
.....

```

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

Element: Competition /Stats /Composition /Athlete /StatsItems /StatItem							
Type	Code	ExtendedStat	Pos	Value	Description	Expected	
ST	SRV	ATT		Numeric ##0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM	
					For @Pos: Do not send anything		
					For @Value: Total attempts to serve in the athlete		
		RANK		String		For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM & IND_RANKING
						For @Pos: Do not send anything	
						For @Value: Competitor's Rank in the service's category. If doesn't exist rank send "NR"	
		ERANK		Y		For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM & IND_RANKING
						For @Value: Y in the case of equalled rank _j	
		ACE		Numeric #0		For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM
						For @Value: Total attempts to aces won in the athlete	
		SPEED		Numeric ##0		For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM
						For @Value: Fastest serve in Km/h for the athlete.	
		SPEED_RANK		String		For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype= CUM & IND_RANKING
						For @Value: Rank of fastest serve	
SPEED_ERANK		S(1)		For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype= CUM & IND_RANKING		
				For @Value: Y in the case of equalled rank			
ATC	ATT			Numeric ##0	For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM	
					For @Pos: Do not send anything		
					For @Value: Total attempts to attack for the athlete		
	RANK		String		For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM & IND_RANKING	
					For @Value: Competitor's Rank in the attack's category. If doesn't exist rank send "NR"		
	ERANK		Y		For @Code: Send proposed code	Always, if the information is available for the DocumentSubtype=CUM & IND_RANKING	
For @Value: Y in the case of equalled rank							

Element: Competition /Stats /Composition /Athlete /StatsItems /StatItem						
		SCS		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total attack successes for the athlete	Always, if the information is available for the DocumentSubtype=CUM
		EA		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Efficiency(att/succes)	Always, if the information is available for the DocumentSubtype=CUM
	BLC	RANK		String	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Competitor's Rank in the block's category. If doesn't exist rank send "NR"	Always, if the information is available for the DocumentSubtype=CUM & IND_RANKING
		ERANK		Y	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Y in the case of equalled rank	Always, if the information is available for the DocumentSubtype=CUM & IND_RANKING
		SCS		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total block successes for the athlete	Always, if the information is available for the DocumentSubtype=CUM
	MP			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total matches played	Always, if the information is available for the DocumentSubtype=CUM
	SETS_PL AYED			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The number of sets (periods) for the athlete	Always, if the information is available for the DocumentSubtype=CUM
	TOTAL			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total points(Attacks+Blocks+Serve s)	Always, if the information is available for the DocumentSubtype= CUM
			AVG	Numeric ##0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average points by set (points divide number of sets).	Always, if the information is available for the DocumentSubtype= CUM

Element: Competition /Stats /Composition /Athlete /StatsItems /StatItem						
	RANK			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of scores	Always, if the information is available for the DocumentSubtype=IND_RANKING
	ERANK			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Y in the case of equalled rank	Always, if the information is available for the DocumentSubtype=IND_RANKING
	DIG	ATT		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total attempts to Dig for the athlete	Always, if the information is available for the DocumentSubtype=CUM
		RANK		String	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Competitor's Rank in the Dig's category. If doesn't exist rank send "NR"	Always, if the information is available for the DocumentSubtype=CUM & IND_RANKING
		ERANK		Y	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Y in the case of equalled rank	Always, if the information is available for the DocumentSubtype=CUM & IND_RANKING
		SCS		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total dig successes for the athlete	Always, if the information is available for the DocumentSubtype=CUM
		EA		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Efficiency(dig/succes)	Always, if the information is available for the DocumentSubtype=CUM

Sample

```

.....
<Stats Code="IND_RANKING">
  <Competitor Code="1010308" Type="A" Organisation="NOC" Order="1">
    <Composition>
      <Athlete Code="1010308" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NOR" BirthDate="1994-12-01" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC">
            <ExtendedStat Code="RANK" Value="1" />
          </StatsItem>
          <StatsItem Type="ST" Code="BLC">
            <ExtendedStat Code="RANK" Value="5" />
            <ExtendedStat Code="ERANK" Value="Y" />
          </StatsItem>
          <StatsItem Type="ST" Code="DIG">
            <ExtendedStat Code="RANK" Value="44" />
          </StatsItem>
          <StatsItem Type="ST" Code="SRV">
            <ExtendedStat Code="RANK" Value="NR" />
            <ExtendedStat Code="SPEED_RANK" Value="10" />
            <ExtendedStat Code="SPEED_ERANK" Value="Y" />
          </StatsItem>
          <StatsItem Type="ST" Code="RANK" Value="11" />
          <StatsItem Type="ST" Code="ERANK" Value="Y" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
.....

```

3.1.8.6 Message sort

Please, follow the general definition.

3.1.9 Brackets

3.1.9.1 Description

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

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

3.1.9.2 Header Values

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

3.1.9.3 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.

3.1.9.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace
- Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit

Moreover, the following should be considered:

- Competition /Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of the round of 16, quarterfinal and semifinal.
- Competition /Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the semifinal.

3.1.9.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Beach Volleyball
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items.
Bracket /BracketItems /BracketItem	Code	M	Numeric #0	It will be sent the matcher for each bracket item (e.g.: 39, 40, 41, 47 ...)
	Date	O	Date	YYYY-MM-DD. Must be filled if known
	Time	O	Time	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 /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).

Element	Attribute	M/O	Value	Comments
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. Send A, B, C, D, E or F instead of 9 for preliminaries.
	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 or S(3)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
	WLT	O	W or L	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

3.1.9.5.1 Sample

```

.....
<Bracket Code="BRN">
  <BracketItems Code="FNL">
    <BracketItem Code="53" Order="2" Date="2016-08-13" Time="12:00" >
      <Unit Phase="1" Unit="02" />
      <CompetitorPlace Pos="1">
        <PreviousUnit Phase="2" Unit="01" />
        <Competitor Code="BVW400BRA01" Type="T" Organisation="BRA" >
          <Description TeamName="Smith/Jones"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <PreviousUnit Phase="2" Unit="02" />
        <Competitor Code="BVW400CHN01" Type="T" Organisation="CHN" >
          <Description TeamName="Black/White"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
.....

```

3.1.9.6 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 Common Codes document (header values sheet).

3.1.10.3 Trigger and Frequency

Please, follow the general definition.

3.1.10.4 Message Structure

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

- Competition /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
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
Competition /Weather /Conditions /Condition	Code	M	SKY	Weather condition type
	Value	M	CC @WeatherCondition	Codes that describe the weather
Competition /Weather /Conditions /Pressure	Unit	M	CC @PressureUnit	Metric system unit for pressure
	Value	M	Numeric ##0	Barometric pressure in @Unit
Competition /Weather /Conditions /Temperature	Code	M	AIR, SAND	Air, sand
	Unit	M	CC @TemperatureUnit	Metric system unit for temperature
	Value	M	Numeric #0	Temperature of the @Code
Competition /Weather /Conditions /Wind	Unit	M	CC @SpeedUnit	Metric system unit for Wind
	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	29 August 2014	Submitted for review version
R-SEG-2015 V1.1	18 December 2014	Submitted for approval version and some additions
R-SEG-2015 V1.2	12 January 2015	Approved version
R-SEG-2015 V1.3	13 February 2015	Approved version and some minor corrections
R-SEG-2015 V1.4	25 May 2015	Approved version and some minor corrections

File reference: ODF/INT416 R-SEG-2015 V1.4 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 • § 2 - Codes: The related table is added • Minor editorial changes
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 • The sentence in §1.3 Main Audience is adapted to the European Games • The reference to WNPA is removed • DT_PARTIC: The length of the attribute "SHIRT_NAME" is changed to 30 (instead of 25)
R-SEG-2015 V1.4	APP	<ul style="list-style-type: none"> • Approved version • DT_PARTIC: The attribute 'IFld' is added

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