Modifications from London ODF versions are highlighted in <mark>green</mark>

Olympic Data Feed

Baku 2015

ODF Volleyball Data Dictionary

ODF/INT437 R-SEG-2015 V1.5 APP - 25 May 2015
Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Volleyball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the 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
- **VO –** 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/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.

Code Entity	Code	Order	Description
@Action	BLC		Block
@Action	DIG		Dig
@Action	NO_ACC		No Action
@Action	OPP_ERR		Opponent Error
@Action	RCP		Reception
@Action	SET		Set
@Action	SPK		Spike
@Action	SRV		Serve
@Action	STARTP		Start of Period
@Action	SUBST		Substitution
@Action	TF		Team Fault
@Action	TOUT		Time Out
@ActionRole	IN		In
@ActionRole	OUT		Out
@AthleteStatus	SUSPEND		Suspended
@Bracket	BRN		Bronze
@Bracket	FNL		Finals
@BracketItems	FNL		Finals
@BracketItems	QFL		Quarter-finals
@BracketItems	SFL		Semi-finals
@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
@Period	S1	1	Set 1
@Period	S2	2	Set 2
@Period	S3	3	Set 3
@Period	S4	4	Set 4
@Period	S5	5	Set 5
@Period	TOT	6	Total
@Pool	1		1st in Pool
@Pool	2		2nd in Pool

Code Entity	Code	Order	Description
@Pool	3		3rd in Pool
@Pool	4		4th in Pool
@Pool	5		5th in Pool
@Pool	6		6th in Pool
@Position	FP		Field Player
@Position	L		Libero
@Position	MB		Middle Blocker
@Position	OS		Opposite
@Position	S		Setter
@Position	WS		Outside Spiker
@ResAction	ACE		Ace for Serve Action
@ResAction	BLC_SCS		Kill Block for Block Action
@ResAction	DIG		Dig for Dig Action
@ResAction	EXC		Excellents for Reception Action
@ResAction	FLT		Fault for Spike, Block, Serve, Dig, Set, Reception Actions
@ResAction	RCP		Reception for Dig Action
@ResAction	REB		Rebound for Block Action
@ResAction	RUN		Running Set for Set Action
@ResAction	SHO		Shot for Spike Action
@ResAction	SPK		Spike for Spike Action
@ResAction	SRV_HIT		Serve Hit for Serve Action
@ResAction	SRV_RCP		Serve Reception for Reception Action
@ResAction	STL		Still Set for Set Action
@ResultFunction	AA01		Athlete
@ResultFunction	AST_COA		Assistant Coach
@ResultFunction	COACH		Coach
@ResultFunction	DOCTOR		Doctor
@ResultFunction	R1		Referee 1
@ResultFunction	R2		Referee 2
@ResultFunction	THERAP		Therapist/Trainer
@ResultType	IRM_POINTS		For both, Points and invalid result mark
@ResultType	POINTS		Points
@Statistics	CUM		For cumulative data of individual statistics and team statistics. There will be one single report with the statistics of all the players of each team informed in the DocumentSubcode
@Statistics	IND_RANKING		Ranking of individual tournament statistics, for the best athletes
@Statistics	TEAM_RANKING		Ranking of team tournament statistics
@Statistics	TOU		Tournament statistics
@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 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 (**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		
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) 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 Volleyball are:

- Competition /Participant /Discipline /RegisteredEvent /EventEntry
- Competition /Participant /OfficialFunction

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 of Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Participant	MainFunctionId	M	CC @ResultsFunction	Main function
Competition /Participant Discipline	IFId	O	S(16)	CEV Number. It will be included if this information is available. Only for the athletes
Competition /Participant /Discipline /RegisteredEvent	Bib	O	S(2)	Shirt number for the athletes. Although this attribute is optional, it will be updated and informed as soon as it is known. Example: 8, 10 …

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Value	Description	Expected
ENTRY	SHIRT_NAME	S(30)	For @Type: Send proposed type / For @Code: Send proposed code / For @Value: Shirt Name	As soon as this information is known (it can be sent in both messages)
	STATUS	CC @AthleteStatus	For @Type: Send proposed type / For @Code: Send proposed code / For @Value: Athlete's status in the team	Only in the case that the athlete has been Suspended (this information will only be sent in the update message)
	CAPTAIN	S(1)	For @Type: Send proposed type / For @Code: Send proposed code for the captain / For @Value: Send Y if the competitor it is captain	As soon as this information is known (it can be sent in both messages)
	POSITION	CC @Position	For @Type: Send proposed type / For @Code: Send proposed code / For @Value: Send the Position Code	As soon as this As soon as this information is known (it can be sent in both messages)

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry

SPIKE	Numeric ##0	For @Type: Send proposed type		As soon as this information is known (it can be sent in both messages)
		For @Code: Send proposed code		
		For @Value: Highest Reach Spike in cm		
BLOCK	Numeric ##0	For @Type: Send proposed type		As soon as this information is known (it can be sent in both messages)
		For @Code: Send proposed code		
		For @Value: Highest Reach Block in cm		
CLUB_NAME	String	For @Type: Send proposed type		As soon as this information is known (it can be sent in both messages)
		For @Code: Send proposed code		
		For @Value: Club name		
CLUB_ORG	CC @Country	For @Type: Send proposed type		As soon as this information is known (it can be sent in both messages)
		For @Code: Send proposed code		
		For @Value: Club Country Code		
WC_PLAYED	Numeric ##0	For @Type: Send proposed type		As soon as this information is known (it can be sent in both messages)
		For @Code: Send proposed code		
		For @Value: National Selections World Championships		
OTH_INTERNAT_PLAYED	Numeric ##0	For @Type: Send proposed type		As soon as this information is known (it can be sent in both messages)
		For @Code: Send proposed code		
		For @Value: National Selections Other international competitions		
INTERNAT_PLAYED	Numeric ##0	For @Type: Send proposed type		As soon as this information is known (it can be sent in both messages)
		For @Code: Send proposed code		
		For @Value: Total National Selections competitions		
HAND	CC @Hand	For @Type: Send proposed type		As soon as this information is known (it can be sent in both messages)
		For @Code: Send proposed type code		
		For @Pos: Do not send anything		
		For @Value: Handedness of the Player		

3.1.1.5.1 Sample

```xml
<Discipline Code="VO" InternationalFederationId="203258" >
 <RegisteredEvent Gender="M" Event="400" >
  <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="BLANGE" />
  <EventEntry Type="ENTRY" Code="POSITION" Value="L" />
  <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Treviso" />
  <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="ITA" />
  <EventEntry Type="ENTRY" Code="WC_PLAYED" Value="7" />
  <EventEntry Type="ENTRY" Code="OTH_INTERNAT_PLAYED" Value="455" />
  <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="485" />
  <EventEntry Type="ENTRY" Code="HAND" Value="R" />
 </RegisteredEvent>
</Discipline>
```

3.1.1.6 Message sort

Please, follow the general definition.

3.1.2 List of Teams / List of Teams Update

3.1.2.1 Description

This message is the List of Teams (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 Volleyball are:

- Competition /Team /TeamOfficials /TeamOfficial
- 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 / Update" optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case Volleyball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Team /TeamOfficials /Official	Function	M	CC @ResultsFunction	Official's function for the team Team Manager, Coach, Assistant Coach, Doctor, Therapist/Trainer

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

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

3.1.2.5.1 Sample

```xml
<Team Code="VOM400BLR01" 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>
 <TeamOfficials>
     <Official Code="7380748" Function="TM_MGR" />
     <Official Code="7380750" Function="COACH" />
     <Official Code="7380751" Function="AST_COA" />
     <Official Code="7380752" Function="AST_COA" />
     <Official Code="7380753" Function="DOCTOR" />
     <Official Code="7380754" Function="THERAP" />
 </TeamOfficials>
 <Discipline Code="VO" >
   <RegisteredEvent Gender="M" Event="400" >
     <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
     <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
     <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
......
     <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 Header Values document.

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, before the match begins.
- START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.
- LIVE: After the beginning of each set until set ends.
- LIVE: After every rally and after any data correction (action, match info, stats,...).
- INTERMEDIATE: After each period (set).
- 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 Volleyball are:

- Competition /ExtendedInfos /UnitDateTime
- Competition /ExtendedInfos /ExtendedInfo
- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Officials /Official
- Competition /Periods /Period
- Competition /Period /ExtendedPeriod
- Competition /Result /Competitor /Coaches /Coach
- Competition /Result /Competitor /EventUnitEntry
- Competition /Result /Competitor /ExtendedResults
- Competition /Result /Competitor /Stats
- Competition /Result /Competitor /Composition /Athlete /EventUnitEntry
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- 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	Scheduled start date and time before match begins; actual date and time after match has started.
	EndDate	O	DateTime	Actual end date-time
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

Element	Attribute	M/O	Value	Comments
	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, the first and the second referees
	Order	M	Numeric	Send by Order first Referees and second referees
Periods	Home	O	S(20) with no leading zeros	Competitor code of the home competitor. Must be sent if known
	Away	O	S(20) with no leading zeros	Competitor code of the away competitor. Must be sent if known
Periods /Period	Code	M	CC @Period	Set Number, usually there are 5 sets (but it can be less if one team wins 3 sets)
	HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the @Code 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 @Code period At the start of the game the result should be 0.
	HomePeriodScore	M	Numeric ##0	Home competitor score up to the end of the @Code period
	AwayPeriodScore	M	Numeric ##0	Away competitor score up to the end of the @Code period
	Duration	M	mm	Playing time of the set in minutes
Result	ResultType	O	CC @ResultType	Result type 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 won) for the particular event unit. At the start of the game the result should be 0.
	WLT	O	CC @WLT	The code whether a competitor won (W) or lost (L)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)
	StartOrder	M	Numeric	Send 1 for home team, 2 for away team
	StartSortOrder	M	Numeric	Same as StartOrder
Result /Competitor /Coaches/Coach	Function	M	CC @ResultFunction	Coach function
	Order	M	Numeric	Send as per sample: 1 for Coach and 2 for Assistant Coach. A second Assistant Coach may be sent with Order 3.
Result /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	Numeric	Sort by Shirt Number
	StartSortOrder	M	Numeric ##0	Same as Order.

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

Element: Competition /ExtendedInfos /ExtendedInfo						
Type	Code	Extension	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 @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	

Element: Competition /ExtendedInfos /ExtendedInfo

	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 set	
	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	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of spectators at the match	
	LAST_PERIOD			Numeric #	For @Type: Send proposed type	Send at the end of the Set
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of Sets completed	
	COMMENT			String	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: FIVB comment for the match	
DISPLAY	String		Numeric ##0	S(20)	For @Type: Send proposed type	When available and only when the

	Element: Competition /ExtendedInfos /ExtendedInfo				
				For @Code: Send the @Code of the last updated Result /Competitor /Stats /Stat or Result /Competitor /Composition /Athlete /Stats /Stat May be: SPK, BLC, SRV, DIG, SET, RCP, OPP_ERR	unit is LIVE. Send multiple if applicable.
				For @Pos: Unique sequential number for all the statistics to highlight	
				For @Value: Send the ID of the athlete/team who was updated in the @Code attribute	
	String		S(1)	For @Code: Send the @ExtendedStat Code of the last updated Result /Competitor /Composition /Athlete /Stats /Stat May be: WON, FLT Only applies to OPP_ERR	When available and only when the unit is LIVE. Send multiple if applicable.
				For @Pos: Do not send anything	
				For @Value: Send 'Y'	

Sample

```
......
<ExtendedInfos>
 <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" EndDate="2016-07-
28T12:44:00+01:00" />
 <ExtendedInfo Type="UI" Code="DURATION" Value="44" />
 <ExtendedInfo Type="UI" Code="DURATION_PLAYING" Value="43" />
 <ExtendedInfo Type="UI" Code="PERIOD" Value="S1" />
 <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
 <ExtendedInfo Type="UI" Code="MATCH_POINT" Value="A" />
 <ExtendedInfo Type="UI" Code="SET_POINT" Value="H" />
 <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="10339" />
 <ExtendedInfo Type="UI" Code="COMMENT" Value="FIVB comment for the match" />
......
 <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="1" Value="2518090" >
  <Extension Code="SCS" Value="Y">
 </ExtendedInfo>
 <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="2" Value=" VOM400GER01" >
  <Extension Code="SCS" Value="Y">
 </ExtendedInfo>
</ExtendedInfos>
......
```

The following table describes in more detail the Competition /Result /Competitor /EventUnitEntry element in the case of Volleyball.

Element: Competition /Result /Competitor /EventUnitEntry				
Type	Code	Value	Description	
EUE	UNIFORM	String	For @Type: Send proposed type	Always
			For @Code: Send proposed code for the Uniform	
			For @Value: Colour of the Uniform	
	SHORTS	String	For @Type: Send proposed type	As soon as available.
			For @Code: Send proposed code	
			For @Value: Team shorts colour	

Element: Competition /Result /Competitor /EventUnitEntry				
	HOME_AWAY	CC @Home	For @Type: Send proposed type	As soon as available.
			For @Code: Send proposed code	
			For @Value: Home or Away designator Send Home or Away	

Sample

```
......
<Competitor Code="VOM400GER01" Type="T" Organisation="GER">
 <Description TeamName="Germany"/>
 <EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
 <EventUnitEntry Type="EUE" Code="SHORTS" Value="Black" />
 <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
......
```

The following table describes in more detail the Competition /Result /Competitor /ExtendedResults /ExtendedResult element in the case of 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	When the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Match point count	
	SET_POINT_COUNT	CC @Period	Numeric #	For @Type: Send proposed type	When the information is available
				For @Code: Send proposed code	
				For @Pos: Send the period	
				For @Value: Set point count	

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

Element: Competition /Result /Competitor /Stats /Stat						
Type	Code	ExtendedStat	Pos	Value	Description	Expected
ST	SPK BLC SRV DIG SET RCP		CC @Period		For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Send the period	
					For @Value: Do not send anything	
		SCS		Numeric ##0 or "-"	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "–" if there is no successes	
		ATT		Numeric ###0 or "-"	For @Code: Send proposed extension code	Always, if the information is available

				Description	Condition
				For @Pos: Do not send anything	
				For @Value: Number of Attempts and send "–" if there is no attempts	
		FLT	Numeric ##0 or "-"	For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: Number of faults and send "–" if there is no faults	
		OTH	Numeric ##0 or "-"	For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "–" if there is no shots	
		EA	Numeric ##0.00	For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: EFFICIENCY PERCENTAGE for spikers and receptions, AVERAGE BY SET for blockers, servers, diggers and setters	
	OPP_ERR		CC @Period	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Send the period	
				For @Value: Do not send anything	
		WON	Numeric ##0 or "-"	For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: Number of Opponents Errors and send "–" if there is no wins	
		FLT	Numeric ##0 or "-"	For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: Number of faults of opponents errors in this match and send "–" if there is no faults	
	TOT_TEAM		CC @Period	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	

				For @Pos: Send the period	
				For @Value: Do not send anything	
	WON		Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors) and send "–" if there is none won	
	ATT		Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: Sum of total number of Attempts (Spike + Blocks + Serve), and send "–" if there is none attempts Only when CC @Period is "TOT"	
TOTAL			Numeric ##0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Total (Spike + Block + Server)	
TOUT			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Number of Time Outs	

Sample

```
......
<Stats>
 <Stat Type="ST" Code="SPK" Pos="TOT">
  <ExtendedStat Code="SCS" Value="47" />
  <ExtendedStat Code="ATT" Value="116" />
  <ExtendedStat Code="FLT" Value="24" />
  <ExtendedStat Code="OTH" Value="45" />
  <ExtendedStat Code="EA" Value="19.83" />
 </Stat>
 <Stat Type="ST" Code="BLC" Pos="TOT">
  <ExtendedStat Code="SCS" Value="13" />
  <ExtendedStat Code="ATT" Value="48" />
  <ExtendedStat Code="FLT" Value="22" />
  <ExtendedStat Code="OTH" Value="13" />
  <ExtendedStat Code="EA" Value="3.25" />
 </Stat>
 <Stat Type="ST" Code="SRV" Pos="TOT">
......
 </Stat>
 <Stat Type="ST" Code="OPP_ERR" Pos="TOT">
  <ExtendedStat Code="WON" Value="26" />
 </Stat>
 <Stat Type="ST" Code="TOT_TEAM" Pos="TOT">
  <ExtendedStat Code="WON" Value="87" />
  <ExtendedStat Code="ATT" Value="252" />
 </Stat>
 <Stat Type="ST" Code="TOUT" Value="8" />
 <Stat Type="ST" Code="SPK" Pos="S1">
  <ExtendedStat Code="SCS" Value="8" />
  <ExtendedStat Code="ATT" Value="22" />
  <ExtendedStat Code="FLT" Value="4" />
  <ExtendedStat Code="OTH" Value="10" />
  <ExtendedStat Code="EA" Value="18.18" />
 </Stat>
 <Stat Type="ST" Code="BLC" Pos="S1">
  <ExtendedStat Code="SCS" Value="4" />
  <ExtendedStat Code="ATT" Value="9" />
  <ExtendedStat Code="FLT" Value="3" />
  <ExtendedStat Code="OTH" Value="2" />
  <ExtendedStat Code="EA" Value="1.00" />
 </Stat>
 <Stat Type="ST" Code="SRV" Pos="S1">

......
```

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	CAPTAIN	S(1)	For @Type: Send proposed type	If applicable
			For @Code: Send proposed code	
			For @Value: Send Y if the competitor is captain else do not send.	
	POSITION	CC @Position	For @Type: Send proposed type	Only for libero(s)
			For @Code: Send proposed code	
			For @Value: Send the code for libero if the player is a libero.	
	STARTER	S(1)	For @Type: Send proposed type	If applicable
			For @Code: Send proposed code	
			For @Value: Send Y if the competitor is starter	
	STATUS	S(1)	For @Type: Send proposed type	Always, if the information is available
			For @Code: Send proposed code	

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry

			For @Value: Send D if the athlete has been Disqualified	

Sample

```
......
<EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
<EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
<EventUnitEntry Type="EUE" Code="POSITION" Value="L" />
......
```

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Pos	Value	Description	Expected
ER	SUBSTITUTE	Numeric 0	Numeric #0	For @Type: Send proposed type	Always when the information is available
				For @Code: Send proposed type	
				For @Pos: Number of Set (1..5)	
				For @Value: Shirt Number of out going player	
	POSITION	Numeric 0	S(1)	For @Type: Send proposed type	Always when the information is available
				For @Code: Send proposed type	
				For @Pos: Number of Set (1..5)	
				For @Value: Numeric starting position (1-6) on court or S if starting and the position is not known.	
	LIBERO	Numeric 0	S(1)	For @Type: Send proposed type	Always when the information is available
				For @Code: Send proposed type	
				For @Pos: Number of Set (1..5)	
				For @Value: Send Y if the participant is the libero	
	SET_PLAYED	Numeric 0	S(1)	For @Type: Send proposed type	When the information is available. Only send for sets played.
				For @Code: Send proposed type	
				For @Pos: Number of Set (1..5)	
				For @Value: Send Y if the athlete has played in the set indicated in @Pos	
	CURRENT		S(1)	For @Type: Send proposed type	When the information is available and the status is LIVE
				For @Code: Send proposed type	
				For @Pos: Don't send anything	
				For @Value: Send Y if the player is in the Court in this moment else do not send.	

Sample

```
......
<ExtendedResults>
 <ExtendedResult Type="ER" Code="SUBSTITUTE" Pos="3" Value="11" />
 <ExtendedResult Type="ER" Code="POSITION" Pos="1" Value="3" />
 <ExtendedResult Type="ER" Code="POSITION" Pos="4" Value="5" />
 <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="1" Value="Y" />
 <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="3" Value="Y" />
 <ExtendedResult Type="ER" Code="SET_PLAYED" Pos="4" Value="Y" />
</ExtendedResults>
......
```

The following table describes in more detail the Competitor /Composition /Athlete /Stats /Stat elements in the case of Volleyball for the athlete statistics.

Element: Competitor /Composition /Athlete /Stats /Stat						
Type	Code	ExtendedStat	Pos	Value	Description	Expected
ST	SPK BLC SRV DIG SET RCP				For @Type: Send proposed type	Always
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	
		RANK		String	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Rank, only if the player meets limit of Team's total spike attempts Only for Athletes	
		ERANK		S(1)	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Y in the case of equalled rank else do not send	
		SCS		Numeric ##0 or "-"	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "–" if there are no successes	
		ATT		Numeric ###0 or "-"	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Number of Attempts and send "–" if there are no attempts	
		FLT		Numeric ##0 or	For @Code: Send proposed extension code	Always, if the information is available

Element: Competitor /Composition /Athlete /Stats /Stat

				"-"	
				For @Pos: Do not send anything	
				For @Value: Number of faults and send "–" if there are no faults	
		OTH		Numeric ##0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "–" if there is none.	
		EA		Numeric ##0.00	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: EFFICIENCY PERCENTAGE for spikers and receptions, AVERAGE BY SET for blockers, servers, diggers and setters	
		FASTEST		S(1)	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Send Y if that competitor has the Fastest Serve	
		SPEED		Numeric ##0.0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					Serve speed in kmh (only for fastest)	
	B_SCR	WON		Numeric ###	For @Code: Send proposed extension code	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Sum of total number of Won (Spike + Blocks + Serve)	
		ATT		Numeric ###	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Sum of total number of Attempts (Spike + Blocks + Serve)	

Element: Competitor /Composition /Athlete /Stats /Stat

TOTAL				Numeric ##0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total (Spike + Block + Server)	
PERCENT				Numeric ##0.00	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Percent of total team scoring	

Sample

```xml
……
<Stats>
 <Stat Type="ST" Code="SPK">
  <ExtendedStat Code="SCS" Value="1" />
  <ExtendedStat Code="ATT" Value="1" />
 </Stat>
 <Stat Type="ST" Code="BLC">
  <ExtendedStat Code="RANK" Value="4" />
  <ExtendedStat Code="ERANK" Value="Y" />
  <ExtendedStat Code="SCS" Value="1" />
  <ExtendedStat Code="ATT" Value="7" />
  <ExtendedStat Code="FLT" Value="1" />
  <ExtendedStat Code="OTH" Value="5" />
  <ExtendedStat Code="EA" Value="0.25" />
 </Stat>
 <Stat Type="ST" Code="SRV">
  <ExtendedStat Code="RANK" Value="2" />
  <ExtendedStat Code="ERANK" Value="Y" />
  <ExtendedStat Code="SCS" Value="0" />
  <ExtendedStat Code="ATT" Value="17" />
  <ExtendedStat Code="FLT" Value="1" />
  <ExtendedStat Code="OTH" Value="16" />
  <ExtendedStat Code="EA" Value="0.00" />
  <ExtendedStat Code="FASTEST" Value="Y" />
  <ExtendedStat Code="SPEED" Value="118" />
 </Stat>
 <Stat Type="ST" Code="DIG">
  <ExtendedStat Code="RANK" Value="5" />
  <ExtendedStat Code="SCS" Value="4" />
  <ExtendedStat Code="ATT" Value="6" />
  <ExtendedStat Code="FLT" Value="1" />
  <ExtendedStat Code="OTH" Value="1" />
  <ExtendedStat Code="EA" Value="1.00" />
 </Stat>
 <Stat Type="ST" Code="SET">
  <ExtendedStat Code="RANK" Value="1" />
  <ExtendedStat Code="SCS" Value="40" />
  <ExtendedStat Code="ATT" Value="95" />
  <ExtendedStat Code="FLT" Value="1" />
  <ExtendedStat Code="OTH" Value="54" />
  <ExtendedStat Code="EA" Value="10.00" />
 </Stat>
 <Stat Type="ST" Code="TOTAL" Value="2" />
 <Stat Type="ST" Code="PERCENT" Value="2.30" />
</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 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 ODF2 General Messages Interface Document that should be included 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)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	EventUnitName	M	S(40)	Text short description, not code
	Gender	M	@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	O	S(20) with no leading zeros	Competitor code of the home competitor. Must be sent if known
	Away	O	S(20) with no leading zeros	Competitor code of the away competitor. Must be sent if known
UnitActions /UnitAction	Type	M	UAC	
	Code	M	CC @Period	Send one period code (set)
	Pos	M	Numeric ##0	Unique sequential number for all the action 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.
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.

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

Element: Competition / ExtendedInfos /ExtendedInfo				
Type	Code	Value	Description	Expected
UI	COMMENT	String	For @Type: Send proposed type	When available
			For @Code: Send proposed code	
			For @Pos: Do not send anything	
			For @Value: FIVB comment for the match	

Sample

```
......
<ExtendedInfos>
 <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" EndDate="2016-07-28T12:44:00+01:00" />
  <ExtendedInfo Type="UI" Code="COMMENT" Value="FIVB comment for the match" />
</ExtendedInfos>
......
```

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	When the information is available
			For @Value: Number of the rally in which the action occurs	
	WIN	S(1)	For @Code: Send proposed code	When available for winning action.
			For @Value: 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	When applicable
			For @Value: Serve Speed, just in case of a successful Serve in the rally	
	COMMENT	String	For @Code: Send proposed code	When available
			For @Value: FIVB comment for the rally	

3.1.4.5.1 Sample

```
......
<UnitAction Type="UAC" Code="S1" Pos="7" Value="SRV" Time="01:06" Result="FLT" ScoreH="1" ScoreA="2" LeadH="0" LeadA="1">
 <ExtendedAction Code="RALLY" Value="3" />
 <ExtendedAction Code="WIN" Value="H" />
 <ExtendedAction Code="COMMENT" Value="FIVB comment for the rally" />
 <Competitor Code="VOM400ITA01" Type="T" Organisation="ITA" Order="1">
  <Composition>
   <Athlete Code="1085037" Order="1" >
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ITA" BirthDate="1993-05-12" />
   </Athlete>
  </Composition>
 </Competitor>
</UnitAction>
<UnitAction Type="UAC" Code="S1" Pos="8" Value="OPP_ERR" Time="01:06">
 <ExtendedAction Code="RALLY" Value="3" />
 <ExtendedAction Code="COMMENT" Value="FIVB comment for the rally" />
 <Competitor Code="VOM400BUL01" Type="T" Organisation="BUL" Order="2" />
</UnitAction>
<UnitAction Type="UAC" Code="S1" Pos="9" Value="SRV" Time="01:29" Result="SRV_HIT" >
 <ExtendedAction Code="RALLY" Value="4" />
 <ExtendedAction Code="COMMENT" Value="FIVB comment for the rally" />
```

```xml
        <Competitor Code="VOM400BUL01" Type="T" Organisation="BUL" Order="1">
          <Composition>
            <Athlete Code="1081105" Order="1" >
              <Description GivenName="James" FamilyName="Jones" Gender="M"
Organisation="BUL" BirthDate="1994-05-12" />
            </Athlete>
          </Composition>
        </Competitor>
</UnitAction>
<UnitAction Type="UAC" Code="S1" Pos="10" Value="SPK" Time="01:33" Result="SPK"
ScoreH="1" ScoreA="3" LeadH="0" LeadA="2">
 <ExtendedAction Code="RALLY" Value="4" />
 <ExtendedAction Code="WIN" Value="A" />
 <ExtendedAction Code="COMMENT" Value="FIVB comment for the rally" />
 <Competitor Code="VOM400ITA01" Type="T" Organisation="ITA" Order="1">
   <Composition>
     <Athlete Code="1085715" Order="1" >
       <Description GivenName="Tom" FamilyName="Jackson" Gender="M"
Organisation="ITA" BirthDate="1993-05-15" />
     </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 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 Header Values document.

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 ODF2 General Messages Interface Document that should be included 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
Periods	Home	O	S(20) with no leading zeros	Competitor code of the home competitor. Must be sent if known
	Away	O	S(20) with no leading zeros	Competitor code of the away competitor. Must be sent if known
Periods /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 (set)
	AwayPeriodScore	M	Numeric ##0	Send score of the away team just for this period (set)
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, 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="S1" />
   <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="VOM400RSA01" Type="T" Organisation="RSA"/>
 </Result>
 <Result ResultType="POINTS" Result="0" SortOrder="2" >
   <Competitor Code="VOM400NZL01" 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 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 Header Values document.
DocumentSubtype attributes will be:

- Preliminary Round Pool A: A
- Preliminary Round Pool B: B

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 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 of group in a team competition optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Volleyball, 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 Phase, not code
	Gender	M	@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
Result	Rank	O	String	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average.
	RankEqual	O	S(1)	Y in the case of equalled rank
	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 Send just in the case @ResultType is points and IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is based on sport rules
	Won	O	Numeric 0	Number of matches won by the team in the group
	Lost	O	Numeric 0	Number of matches lost by the team in the group
	Played	O	Numeric 0	Number of matches 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

Element	Attribute	M/O	Value	Comments
	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	Extension Code	Pos	Value	Description	Expected
ER	SUB_RES	WON		Numeric #0	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the number of points won	
		LOST		Numeric #0	For @Code: Send proposed code	When available
					For @Pos: Do not send anything	
					For @Value: Send the number of points lost	
		RATIO		String	For @Code: Send proposed code	When available
					For @Pos: Do not send anything	
					For @Value: Send the set win/lost ratio Send "MAX" if not points lost and use the format 0.000 in the other cases.	

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="VOM400NOR01" Organisation="NOR" Type="T">
   <Description TeamName="Norway"/>
   <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="VOM400BRA02" Type="T" Pos="2" Organisation="BRA" Date="2016-08-
03" Time="14:00" Result="0-2" >
     <Unit Phase="A" Unit="01"/>
     <Description TeamName="Brazil"/>
   </Opponent>
   <Opponent Code="VOM400CAN01" Type="T" Pos="3" Organisation="CAN" Date="2016-08-
04" Time="09:00" Result="2-0" >
     <Unit Phase="A" Unit="03"/>
     <Description TeamName="Canada"/>
   </Opponent>
   <Opponent Code="VOM400GBR01" Type="T" Pos="4" Organisation="GBR" Date="2016-08-
01" Time="09:00" Result="2-0" >
     <Unit Phase="A" Unit="05"/>
     <Description TeamName="Great Britain"/>
   </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 Header Values document.

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 Volleyball are:

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

3.1.7.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Volleyball, 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	@DisciplineGender	
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 result. It is optional because the team can be disqualified
	RankEqual	O	S(1)	Y in the case of equalled rank else do not send
	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
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	Expected
ER	MVP		S(1)	For @Type: Send proposed type	At the end of the competition or when the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send Y if the athlete is the Most Valuable Player	
	SCR_BEST		S(1)	For @Type: Send proposed type	At the end of the competition or when the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	

			For @Value: Send Y if the athlete is Best Opposite	
SPK_BEST	Numeric 0	S(1)	For @Type: Send proposed type	At the end of the competition or when the information is available
			For @Code: Send proposed code	
			For @Pos: Send a unique sequential number if more than 1	
			For @Value: Send Y if the athlete is Best Outside Spiker	
BLC_BEST	Numeric 0	S(1)	For @Type: Send proposed type	At the end of the competition or when the information is available
			For @Code: Send proposed code	
			For @Pos: Send a unique sequential number if more than 1	
			For @Value: Send Y if the athlete is Best Middle Blocker	
SRV_BEST		S(1)	For @Type: Send proposed type	At the end of the competition or when the information is available
			For @Code: Send proposed code	
			For @Pos: Do not send anything	
			For @Value: Send Y if the athlete is Best Server	
SET_BEST		S(1)	For @Type: Send proposed type	At the end of the competition or when the information is available
			For @Code: Send proposed code	
			For @Pos: Do not send anything	
			For @Value: Send Y if the athlete is Best Setter	
LIB_BEST		S(1)	For @Type: Send proposed type	At the end of the competition or when the information is available
			For @Code: Send proposed code	
			For @Pos: Do not send anything	
			For @Value: Send Y if the athlete is Best Libero	

3.1.7.5.1   Sample

```
......
   <Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
    <Competitor Code="VOM400RUS01" Type="T" Organisation="RUS" >
     <Composition>
      <Athlete Code="1013434" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="RUS" BirthDate="1994-12-15"  />
      </Athlete>
      <Athlete Code="1013482" Order="2">
      <Description GivenName="John" FamilyName="Black" Gender="M"
Organisation="RUS" BirthDate="1993-12-15"  />
      </Athlete>
      <Athlete Code="1013448" Order="3">
      <Description GivenName="James" FamilyName="Green" Gender="M"
Organisation="RUS" BirthDate="1992-12-15"  />
       <ExtendedResults>
        <ExtendedResult Type="ER" Code="SCR_BEST" Value="Y" />
        <ExtendedResult Type="ER" Code="SPK_BEST" Pos="1" Value="Y" />
       </ExtendedResults>
      </Athlete>
......
```

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 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 Organisation Code 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, for the best athletes.

- **TOU:** tournament statistics.

3.1.8.3 Trigger and Frequency

This message should be sent after the end of each Match / and at the end of each phase when it is official with the DocumentCode DDGEEE000.

- After 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 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 Volleyball, 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	@DisciplineGender	
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

The following table describes in more detail the Competition /Stats /Competitor /StatsItems /StatsItem. This information is for the Tournament Statistics.

Element: Competition /Stats /StatsItems /StatItem						
Type	Code	Extended Stat	Pos	Value	Description	Expected
ST	SPK BLC SRV DIG SET RCP	SCS		Numeric ### or "-"	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype =TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "–" if there are no successes	
		ATT		Numeric #### or "-"	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype =TOU
					For @Pos: Do not send anything	
					For @Value: Number of Attempts and send "–" if there are no attempts	
		FLT		Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype =TOU
					For @Pos: Do not send anything	
					For @Value: Number of faults of Spike and send "–" if there are no faults	
		OTH		Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype =TOU
					For @Pos: Do not send anything	
					For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "–" if there are no shots	
		EA		Numeric ##0.00	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype =TOU
					For @Pos: Do not send anything	
					For @Value: EFFICIENCY PERCENTAGE for spikers and receptions , AVERAGE BY SET for blockers, servers, diggers and setters	
	TOTAL			Numeric ###0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype = TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	

Element: Competition /Stats /StatsItems /StatItem

				For @Value: Total (Spike+Block+Server)	
	DURATION_AVG	Numeric #	hh:mm	For @Type: Send proposed type	At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU
				For @Code: Send proposed code	
				For @Pos: 1 for Preliminary, 2 for Finals, 3 for Tournaments	
				For @Value: Average Match Duration, the position 3 for Tournament will be always informed if the position 1 has been sent.	
	ATTENDANCE_AVG	Numeric #	Numeric ####0	For @Type: Send proposed type	At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU
				For @Code: Send proposed code	
				For @Pos: 1 for Preliminary, 2 for Finals, 3 for Tournaments	
				For @Value: Average Spectators, the position 3 for Tournament will be always informed if the position 1 has been sent.	
	ATTENDANCE_TOTAL	Numeric #	Numeric #####0	For @Type: Send proposed type	At the end of each round (Preliminary and Final) for the DocumentSubtype =TOU
				For @Code: Send proposed code	
				For @Pos: 1 for Preliminary, 2 for Finals, 3 for Tournaments	
				For @Value: Total Spectators, the position 3 for Tournament will be always informed if the position 1 has been sent.	

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

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

Type	Code	ExtendedStat	Value	Description	Expected
ST	MP	PLAYED	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Value: Send the number of games played (Only for Teams)	
		WON	Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
				For @Value: Send the number of match won	
		LOST	Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
				For @Value: Send the number of match lost	
	SPK BLC	RANK	String	For @Type: Send proposed type	Always, if the information is

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

SRV DIG SET RCP Note: The staticstics SCS of athletes (with type SPK,BLC and SRV) will be for the Best Scores players			For @Code: Send proposed code	available for the DocumentSubtype=TEAM_RANKING and IND_RANKING
			For @Value: Rank, only if the player meets limit of Team's total spike attempts For teams the rank can be "NR", in case that team hasn't advanced to the quarterfinals (Not Ranked). For players the rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).	
	ERANK	S(1)	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=TEAM_RANKING and IND_RANKING
			For @Value: Y in the case of equalled rank	
	SCS	Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
			For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions and LIBERO) and send – if there is not successes	
	ATT	Numeric #### or "-"	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
			For @Value: Number of Attempts and send "–" if there are no attempts	
	FLT	Numeric ### or -	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
			For @Value: Number of faults of Spike and send "–" if there are no faults	
	OTH	Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
			For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions INPLAY for liberos) and send "–" if there are no shots	
	EA	Numeric ##0.00	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
			For @Value: EFFICIENCY PERCENTAGE for spikers, receptions and Liberos, AVERAGE BY SET for blockers, servers, diggers and setters	
LIB	RANK	String	For @Type: Send proposed type	Always, if the information is available for DocumentSubtype=IN
			For @Code: Send proposed code	

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

			For @Value: Rank, only if the player meets limit of Team's total spike attempts For teams the rank can be "NR", in case that team hasn't advanced to the quarterfinals (Not Ranked). For players the rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).		D_RANKING
		ERANK	S(1)	For @Code: Send proposed extension code	Always, if the information is available for DocumentSubtype=IND_RANKING
				For @Value: Y in the case of equalled rank	
		SCS	Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available for DocumentSubtype=CUM
				For @Value: Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions and LIBERO) and send – if there is not successes	
		ATT	Numeric #### or "-"	For @Code: Send proposed extension code	Always, if the information is available for DocumentSubtype= CUM
				For @Value: Number of Attempts and send "–" if there are no attempts	
		FLT	Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available for DocumentSubtype= CUM
				For @Value: Number of faults of Spike and send "–" if there are no faults	
		OTH	Numeric ### or "-"	For @Code: Send proposed extension code	Always, if the information is available for DocumentSubtype= CUM
				For @Value: Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions INPLAY for liberos) and send "–" if there are no shots	
		EA	Numeric ##0.00	For @Code: Send proposed extension code	Always, if the information is available for DocumentSubtype= CUM
				For @Value: EFFICIENCY PERCENTAGE for spikers, receptions and Liberos, AVERAGE BY SET for blockers, servers, diggers and setters	
	OPP_ERR	WON	Numeric ### or "-"	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype= CUM
				For @Code: Send proposed code	
				For @Value: Number of Opponents Errors (Only for Teams) and send "–" if there are no wins	
		FLT	Numeric ###	For @Code: Send proposed extension code	Always, if the information is

				For @Value: Number of faults of opponents errors and send "–" if there are no faults	available for the DocumentSubtype= CUM
	TOTAL		Numeric ##0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype= CUM
				For @Code: Send proposed code	
				For @Value: Total (Spike+Block+Server)	
	BEST_RANK		String	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=IN D_RANKING
				For @Code: Send proposed code	
				For @Value: Rank of best scores For players the rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).	
	BEST_ERANK		S(1)	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=IN D_RANKING
				For @Code: Send proposed code	
				For @Value: Y in the case of equalled rank	

Sample

```
......
<Stats Code="CUM">
 <Competitor Code="VOM400USA01" Type="T" Organisation="USA" Order="1">
  <Description TeamName="United States"/>
  <StatsItems>
   <StatsItem Type="ST" Code="MP" Value="3" />
   <StatsItem Type="ST" Code="SPK">
    <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>
......
```

3.1.8.6 Message sort

Please, follow the general definition.

3.1.9 Brackets

3.1.9.1 Description

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

3.1.9.2 Header Values

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

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 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 quarterfinals and semi-finals.
- Competition /Bracket /BracketItems /BracketItem /NextUnitLoser should be informed just in the case of the semi-finals.

3.1.9.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Volleyball, 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	@DisciplineGender	
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. It is referred to the quarterfinals, semi-finals or finals phase.
Bracket /BracketItems /BracketItem	Code	M	Numeric #0	It will be sent the matcher for each bracket item (e.g.: 31, 32, 33, 34 …)
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when there is no competitor team (BYE) o when it is not known yet (TBD).
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item. Send A, B 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.

Element	Attribute	M/O	Value	Comments
	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.

3.1.9.1 Sample

```
......
<Bracket Code="FNL">
 <BracketItems Code="SFL">
  <BracketItem Code="35" Order="1" Date="2012-08-10" Time="15:00" >
    <Unit Phase="2" Unit="01" />
    <NextUnit Phase="1" Unit="01" />
    <NextUnitLoser Phase="1" Unit="02" />
    <CompetitorPlace Pos="1">
     <PreviousUnit Phase="3" Unit="01" Value="31" WLT="W"/>
     <Competitor Code="VOW400NED01" Type="T" Organisation="NED">
       <Description TeamName="Netherlands"/>
     </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2">
     <PreviousUnit Phase="3" Unit="02" Value="32" WLT="W"/>
     <Competitor Code="VOW400NZL01" Type="T" Organisation="NZL">
       <Description TeamName="New Zealand"/>
     </Competitor>
    </CompetitorPlace>
   </BracketItem>
......
```

3.1.9.2 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 V1.0	02 December 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	14 January 2015	Submitted for approval version and some changes
R-SEG-2015 V1.3	21 January 2015	Approved version and some minor changes
R-SEG-2015 V1.4	13 March 2015	Approved version and some minor changes
R-SEG-2015 V1.5	25 May 2015	Approved version and some minor changes

File reference: ODF/INT437 R-SEG-2015 V1.5 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 V1.0	SFR	• First version
R-SEG-2015 V1.1	SFA	• Submitted for approval • § 2 - Codes: The related table is added
R-SEG-2015 V1.2	SFA	• Submitted for approval • The 'FIVB' is replace by the 'CEV' • The text "ODF Sport Messages" is replace by the "ODF2 General Messages" • In the § 2 – Codes' table the Code "O" is added and the Codes "U" and "WS" are removed • The attribute "OG_PLAYED" is removed from the DT_PARTIC message • DT_RANKING: The ExtendedResult table is updated – the Value's descriptions for the SCR_BEST, SPK_BEST and BLC_BEST are modified and the Pos column has been added so to order multiple awarding for SPK_BEST and BLC_BEST
R-SEG-2015 V1.3	APP	• Approved version • § 2 Codes - The following changes are occurred: The "O" – Opposite is removed; the "OS" is renamed to "Opposite"; the "WS" is restored and renamed to "Outside Spiker"
R-SEG-2015 V1.4	APP	• Approved version • The sentence in §1.3 Main Audience is adapted to the European Games • The reference to WNPA is removed • DT_PARTIC: The Value of the attribute 'SHIRT_NAME' is is changed to S(30) (from 25) as per BEGOC's updates (Entry_Form doc.)
R-SEG-2015 V1.5	APP	• Approved version • DT_PARTIC: The attributes 'WC_PLAYED' and 'OTH_INTERNAT_PLAYED' are removed since no data will ever be available for them • DT_PARTIC_TEAMS: The attributes 'UNIFORM' and 'SHORTS' are removed since no data will ever be available for them

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