

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

Olympic Data Feed

Baku 2015

ODF Water Polo Data Dictionary

ODF/INT438 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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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- EF – European Federation
- EOC – European Olympic Committee
- NOC – National Olympic Committee
- ODF – Olympic Data Feed
- RSC – Results System Codes
- WP – Water Polo
- ~~WNPA – World News Press Agencies~~

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT401	ODF Principles for the Baku 2015 European Games	This document describes the general technical standards to be used at the European Games in Baku 2105
ODF/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	2EXC		Double Exclusion
@Action	ACT		Action Shot
@Action	CAT		Counter Attack
@Action	CNT		Centre Shot
@Action	CRC		Coach Red card
@Action	CRN		Corner throw
@Action	CYC		Coach Yellow card
@Action	EXC_WS		Exclusion with substitution
@Action	EXC_WT		Exclusion with substitution after 4 min
@Action	EXT		Extra Player Shot
@Action	FRP		Penalty foul
@Action	GKS		Goalkeeper Substitution
@Action	LD		Long distance shot
@Action	PTY		Penalty Shot
@Action	RC		Red card
@Action	SRT_GK		Starting goalkeeper
@Action	ST		Steal
@Action	STARTP		Start of Period
@Action	SWP		Sprint won possession
@Action	TFL		Turnover foul
@Action	TOUT		Time-out
@Action	TYC		20 sec. exclusion in centre
@Action	TYF		20 sec. exclusion in field
@Action	YC		Yellow card
@ActionRole	ASSIST		Assist
@ActionRole	SCR		Scorer
@ActionRole	SWP		Sprint Winner
@AthleteStatus	SUSPEND		Suspended
@Bracket	5_8		Semifinal Round 5-8
@Bracket	9_12		Semifinal Round 9-12
@Bracket	13_16		Semifinal Round 13-16
@Bracket	7_12		Quarterfinal Round 7-12
@Bracket	5_6		Classification 5-6
@Bracket	7_8		Classification 7-8
@Bracket	9_10		Classification 9-10
@Bracket	11_12		Classification 11-12
@Bracket	15_16		Classification 15-16

Code Entity	Code	Order	Description
@Bracket	BRN		Bronze
@Bracket	FNL		Finals
@BracketItems	FNL		Finals
@BracketItems	QFL		Quarterfinals
@BracketItems	R16		Qualifying Round
@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
@Exclusions	N		Exclusion with Substitution after 4 min.
@Exclusions	S		Exclusion with Substitution
@Hand	L		Left
@Hand	R		Right
@Home	AWAY		Away
@Home	HOME		Home
@IRM	DSQ		Disqualified
@Period	PSO	5	Penalty Shoot Out
@Period	Q1	1	Quarter 1
@Period	Q2	2	Quarter 2
@Period	Q3	3	Quarter 3
@Period	Q4	4	Quarter 4
@Period	TOT	6	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	CB		Centre Back
@Position	CF		Centre Forward
@Position	D		Driver
@Position	FP		Field Player
@Position	GK		Goalkeeper
@ResAction	BLC		Blocked
@ResAction	GOAL		Goal
@ResAction	MISS		Missed
@ResAction	POST		Post
@ResAction	SAVE		Save
@ResultFunction	AA01		Athlete
@ResultFunction	GOAL_J		Goal Judge
@ResultFunction	HD_COA		Head Coach
@ResultFunction	RE		Referee
@ResultFunction	SEC		Secretary
@ResultFunction	TM_MGR		Team Manager
@ResultFunction	TM_OFFIC		Team Official
@ResultFunction	TK		Timekeeper
@ResultFunction	TO_J		TO Judge
@ResultFunction	TWPC		TWPC Delegate
@ResultType	IRM_POINTS		For both, Points and invalid result mark
@ResultType	POINTS		Points

Code Entity	Code	Order	Description
@Statistics	CUM		Cumulative Statistics
@Statistics	IND_RANKING		Individual Tournament Statistics
@Statistics	TEAM_RANKING		Team Statistics
@Uniform	BLUE		Blue Cap
@Uniform	WHITE		White Cap
@WLT	L		Lost
@WLT	T		Tied
@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 Water Polo.

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

Message Type	Message name	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition Schedule	X	
DT_SCHEDULE_UPDATE	Competition Schedule Update	X	
DT_PARTIC	List of 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_RECORDS	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_PLAY_BY_PLAY	Play by Play	X	X
DT_CURRENT	Current Information	X	X
DT_RESULT_ANALYSIS	Extended Event Unit Results		
DT_GPS_DATA	GPS Data		
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 Water Polo 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 of Water Polo, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competition /Participant /Discipline /RegisteredEvent	Bib	O	S(2)	Cap number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 ...

The following table describes in more detail the Competition /Participant /Discipline /RegisteredEvent /EventEntry element in the case of Water Polo.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry						
Type	Code	Pos	Value	Description	Expected	
ENTRY	POSITION		CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position Code for the player	As soon as it is known (this information 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		As soon as it is known (this information can be sent in update message).
	HAND		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: L/R/B Handedness	As soon it is known (this information can be sent in both messages).	
	CLUB_NAME		S(n)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Club name	As soon as it is known (this information can be sent in both messages).	
	CLUB_CITY		S(n)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Club City	As soon as it is known (this information can be sent in both messages).	

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
CLUB_ORG		CC @Country	For @Type: Send proposed type For @Code: Send proposed code For @Value: Club Country Code	As soon as it is known (this information can be sent in both messages).	
OG_PAR		Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Olympic Games Participations	As soon as it is known (this information can be sent in both messages).	
OG_GOALS		Numeric ###	For @Type: Send proposed type For @Code: Send proposed code For @Value: Goals scored in Olympic Games	As soon as it is known (this information can be sent in both messages).	
INTERNAT_GOALS		Numeric ###	For @Type: Send proposed type For @Code: Send proposed code For @Value: Goals scored in international matches	As soon as it is known (this information can be sent in both messages).	
INTERNAT_PLAYED		Numeric ###	For @Type: Send proposed type For @Code: Send proposed code For @Value: Number of international matches played	As soon as it is known (this information can be sent in both messages).	
CAPTAIN		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send "Y" if the player is the captain	As soon as it is known (this information can be sent in both messages).	

3.1.1.5.1 Sample

```
<Discipline Code="WP" InternationalFederationId="203258" >
  <RegisteredEvent Gender="M" Event="400" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />
    <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="34" />
  </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 Water Polo 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 Water Polo, as well as the attributes that have an extended definition.

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

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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry				
Type	Code	Value	Description	Expected
ENTRY	GROUP	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Preliminary Group of the team	As soon as it is known (this information can be sent in both messages).
	SEED	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Seed number.	

3.1.2.5.1 Sample

```
<Team Code="WPM400BLR01" 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="HD_COA"/>
    <Official Code="7380750" Function="TM_OFFIC"/>
  </TeamOfficials>
  <Discipline Code="WP" >
    <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).

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 or starters are known and any change/addition to these only before the start of the match.
- LIVE: After the beginning of each period until period ends.
- LIVE: After every change in any data during period [scores, substitute, DQ etc].
- INTERMEDIATE: After the period (quarter) in the period break.
- 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 Water Polo are:

- Competition /ExtendedInfos /UnitDateTime (following the general rules for this element)
- Competition /ExtendedInfos /ExtendedInfo
- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Officials /Official
- Competition /Periods /Period
- Competition /Result /Competitor /EventUnitEntry
- Competition /Result /Competitor /Coaches /Coach
- Competition /Result /Competitor /Stats /Stat
- Competition /Result /Competitor /Composition /Athlete /EventUnitEntry
- 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 Water Polo
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, 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 as on official score sheet
Period	Code	M	CC @Period	
	HomeScore	M	Numeric ##0	Home competitor score up to the end of the @Code period
	AwayScore	M	Numeric ##0	Away competitor score up to the end of the @Code period
	HomePeriodScore	O	Numeric ##0	Score of the home competitor just for this period at this moment in time
	AwayPeriodScore	O	Numeric ##0	Score of the away competitor just for this period at this moment in time
Result	ResultType	M	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 is both Points and IRM (see codes section)
	Result	O	Numeric ##0	Result of the Team for the particular event unit.
	WLT	O	CC @WLT	The code whether a competitor won, lost or tied
	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 first named team, send 2 for second named team
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor /Coaches/Coach	Function	M	CC @ResultFunction	Coach function
	Order	M	Numeric	1 - Function (as per sample: Coach or Assistant Coach)
Result /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
	StartSortOrder	M	Numeric	Order the competitor should appear in the Start List. Start with starters, substitutes and then suspended.

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

Element: Competition /ExtendedInfos /ExtendedInfo						
Type	Code	Pos	Value	Description	Expected	
UI	PS_GAME		S(1)	For @Type: Send proposed type	In case of shootout game	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Shootout game indicator. Send Y if the eventunit is a penalty shootout game		
	TIE_RANKS		Text	For @Type: Send proposed type	In case of shootout game	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Ranks for this shootout games Tie-Break ranks for preliminary group round		
	PERIOD		CC @Period	For @Type: Send proposed type	When LIVE	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Send current period		
	POSSESS	NUM	Numeric #0	For @Code: Send proposed code	When available	
				For @Pos: Send proposed pos		
				For @Value: Number of possessions		
			TIME	mm:ss	For @Code: Send proposed code	When available
					For @Pos: Send proposed pos	
					For @Value: Possession time	
	EXC		Numeric #0	For @Type: Send proposed type	When available	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Exclusions		
	2EXC		Numeric #0	For @Type: Send proposed type	When available	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Number of Double Exclusions		
	ACT_TEAM	GOAL, MISS	Numeric #0	For @Type: Send proposed type	When available	
				For @Code: Send proposed code		
				For @Pos: Send GOAL for goals, MISS for misses		
				For @Value: Action shots goals/misses		
	EXT_TEAM	GOAL, MISS,	Numeric #0	For @Type: Send proposed type	When available	

Element: Competition /ExtendedInfos /ExtendedInfo					
		ATT, PERCENT	Or Numeric ##0.0	For @Code: Send proposed code For @Pos: Send GOAL for goals, MISS for misses, ATT for attempts and PERCENT for percentage For @Value: Extra player shot goals/misses/attempts/percentage	
	LD_TEAM	GOAL, MISS	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send GOAL for goals, MISS for misses For @Value: Long distance goals/ misses	When available
	FT_TEAM	GOAL, MISS	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send GOAL for goals, MISS for misses For @Value: Free Throw goals/ misses	When available
	PTY_TEAM	GOAL, MISS	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send GOAL for goals, MISS for misses For @Value: Penalty goals/misses	When available
	CRN_TEAM		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Corner Throws	When available
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="2016-08-12T10:20:00+01:00" />
  <ExtendedInfo Type="UI" Code="POSSESS" Pos="NUM" Value="82" />
  <ExtendedInfo Type="UI" Code="POSSESS" Pos="TIME" Value="32:00" />
  <ExtendedInfo Type="UI" Code="EXC" Value="2" />
  <ExtendedInfo Type="UI" Code="ACT_TEAM" Pos="GOAL" Value="8" />
  <ExtendedInfo Type="UI" Code="ACT_TEAM" Pos="MISS" Value="13" />
  <ExtendedInfo Type="UI" Code="2EXC" />
  <ExtendedInfo Type="UI" Code="EXT_TEAM" Pos="GOAL" Value="8" />
  <ExtendedInfo Type="UI" Code="EXT_TEAM" Pos="MISS" Value="5" />
  <ExtendedInfo Type="UI" Code="EXT_TEAM" Pos="ATT" Value="2" />
  <ExtendedInfo Type="UI" Code="EXT_TEAM" Pos="PERCENT" Value="10,3" />
  <ExtendedInfo Type="UI" Code="LD_TEAM" Pos="GOAL" Value="2" />
  <ExtendedInfo Type="UI" Code="LD_TEAM" Pos="MISS" Value="12" />
  <ExtendedInfo Type="UI" Code="FT_TEAM" Pos="GOAL" Value="1" />
  <ExtendedInfo Type="UI" Code="FT_TEAM" Pos="MISS" Value="1" />
.....
  <ExtendedInfo Type="UI" Code="CRN_TEAM" Value="1" />
.....
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP_HOME" Pos="ACT" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP_AWAY" Pos="LD" Value="3748065" />
</ExtendedInfos>
.....

```

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

Element: Competition /Result /Competitor /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	UNIFORM	CC @Uniform	For @Type: Send proposed type For @Code: Send proposed code For @Value: Cap Colour	Always
	HOME_AWAY	CC @Home	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Home or Away	When available

Sample

```

.....
<EventUnitEntry Type="EUE" Code="UNIFORM" Value="WHITE" />
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
.....

```

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	STATUS	CC @AthleteStatus	For @Type: Send proposed type For @Code: Send proposed code For @Value: Suspended players Send 'SUSPEND' if the player is suspended	Send just for those suspended players
	STARTER	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Starter players Send 'Y' if the player is a Starter	Send just for those starter players
	CAPTAIN	S(1)	For @Type: Send proposed type For @Code: Send proposed code	Send the code just for the captain (when this information is

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry						
				For @Value: Send 'Y' if the player is captain	known)	
	OG_PAR	Numeric #0		For @Type: Send proposed type	Always if not null	
				For @Code: Send proposed code		
				For @Value: Number of Olympic Games the athlete has participated in.		
	OG_GOALS	Numeric #0		For @Type: Send proposed type	Always if not null	
				For @Code: Send proposed code		
				For @Value: Number of goals scored in the previous Olympic Games		
	INTERNAT_PLAYED	Numeric #0		For @Type: Send proposed type	Always if not null	
				For @Code: Send proposed code		
				For @Value: Number of international games played		
	POSITION	CC @Position		For @Type: Send proposed type	Always	
				For @Code: Send proposed code		
				For @Value: Position of the player in the team.		
	HANDEDNESS	CC @Hand		For @Type: Send proposed type	Always	
				For @Code: Send proposed code		
				For @Value: Handedness of the player		

Sample

```

.....
<Athlete Code="1135320" Bib="2" Order="2">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="D" />
  <EventUnitEntry Type="EUE" Code="HANDEDNESS" Value="R" />
  <EventUnitEntry Type="EUE" Code="OG_GOALS" Value="1" />
  <EventUnitEntry Type="EUE" Code="INTERNAT_PLAYED" Value="239" />
.....

```

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

Element: Competition /Result /Competitor /Stats /Stat						
Type	Code	Extended Stat	Pos	Value	Description	Expected
ST	TOTAL (total goals/shots)	GOAL		Numeric #0	For @Code: Send proposed code	Always, if the information is available
	ACT (action goals/shots)				For @Pos: Do not send anything	
	CNT (centre shots goals/shots)				For @Value: Number of goals	
ST	EXT (extra player goals/shots)	SHOT		Numeric #0	For @Code: Send proposed code	Always, if the information is available
	LD (long distance goals/shots)				For @Pos: Do not send anything	
	PTY (penalty shots goals/shots)				For @Value: Number of shots	
	CAT (counter-attack goals/shots)					

Element: Competition /Result /Competitor /Stats /Stat						
PERCENT				Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shooting percentage (%)	Always, if the information is available
ASSIST				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Assists	Always, if the information is available
TFL				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Turnover fouls	Always, if the information is available
ST				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Steals	Always, if the information is available
BLC				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Blocked shots	Always, if the information is available
SP	WIN			Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Sprint wins	Always, if the information is available
	ATT			Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Sprint attempts	Always, if the information is available
TYC				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: 20 sec exclusions in the centre forward position (20C)	Always, if the information is available
TYF				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything	Always, if the information is available

Element: Competition /Result /Competitor /Stats /Stat						
					For @Value: 20 second exclusion in the field (20F)	
2EXC			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Double Exclusions	Always, if the information is available	
FRP			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Penalties	Always, if the information is available	
EXC		CC @Period	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number For @Value: Exclusions	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	Always, if the information is available	
EXC_WS			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Exclusions with substitution	Always, if the information is available	
EXC_WT			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Exclusions with substitution after 4 mins	Always, if the information is available	
POSSESS		CC @Period		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the period number For @Value: Do not send anything	Always, if the information is available	
	NUM		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of possessions	Always, if the information is available	
	TIME		mm:ss	For @Code: Send proposed code	Always, if the information is available	

Element: Competition /Result /Competitor /Stats /Stat						
					For @Pos: Do not send anything	available
					For @Value: Possession time	
ACT_TEAM (team action goals/misses) LD_TEAM (team long distance goals/misses) FT_TEAM (team free throw goals/misses) PTY_TEAM (team penalty shots goals/misses)		CC @Period			For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Send the period number	
	GOAL		Numeric #0		For @Code: Send proposed code	Always, if the information is available
					For @Pos: Send proposed pos	
					For @Value: Goals	
	MISS		Numeric #0		For @Code: Send proposed code	Always, if the information is available
					For @Pos: Send proposed pos	
					For @Value: Misses	
EXT_TEAM (team extra player goals/misses/attempts/percentage)		CC @Period			For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Send the period number	
	GOAL		Numeric #0		For @Code: Send proposed code	Always, if the information is available
					For @Pos: Send proposed pos	
					For @Value: Goals	
	MISS		Numeric #0		For @Code: Send proposed code	Always, if the information is available
					For @Pos: Send proposed pos	
					For @Value: Misses	
	ATT		Numeric ##0		For @Code: Send proposed code	Always, if the information is available
					For @Pos: Send proposed pos	
					For @Value: Attempts	
	PERCENT		Numeric ##0.0		For @Code: Send proposed code	Always, if the information is available
					For @Pos: Send proposed pos	
					For @Value: Percentage (%)	
CRN_TEAM		CC @Period	Numeric #0		For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Send the period number	
					For @Value: Team Corner Throws	
TOTAL_GK (total saves/shots) ACT_GK (GK action saves/shots) CNT_GK	SAVE		Numeric #0		For @Code: Send proposed code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Saves	

Element: Competition /Result /Competitor /Stats /Stat						
(GK centre shot saves/shots) EXT_GK (GK extra player saves/shots) LD_GK (GK long distance saves/shots) PTY_GK (GK penalty shot saves/shots) CAT_GK (GK counter attack saves/shots)	SHOT			Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shots	Always, if the information is available
PERCENT_GK				Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Percentage (%) of shots saved	Always, if the information is available

Sample

```

.....
<Result ResultType="GOALS" Result="9" WLT="I" SortOrder="1" StartOrder="1"
StartSortOrder="1">
  <Competitor Code="WPM400USA01" Type="T" Organisation="USA">
    <Description TeamName="United States"/>
    <Coaches>
      <Coach Code="1133656" Function="COACH" Order="1" >
        <Description GivenName="Jack" FamilyName="Jones" Gender="M" Nationality="USA"
        />
      />
      <Coach Code="1131476" Function="TM_OFFIC" Order="2" >
    />
  />
  </Coaches>
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="WHITE" />
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
  <Stats>
    <Stat Type="ST" Code="TOTAL">
      <ExtendedStat Code="GOAL" Value="9" />
      <ExtendedStat Code="SHOT" Value="20" />
    </Stat>
    <Stat Type="ST" Code="ACT">
      <ExtendedStat Code="GOAL" Value="1" />
      <ExtendedStat Code="SHOT" Value="2" />
    </Stat>
    <Stat Type="ST" Code="CNT">
      <ExtendedStat Code="GOAL" Value="1" />
      <ExtendedStat Code="SHOT" Value="3" />
    </Stat>
    <Stat Type="ST" Code="EXT_TEAM" Pos="Q4">
      <ExtendedStat Code="GOAL" Value="3" />
      <ExtendedStat Code="MISS" Value="1" />
      <ExtendedStat Code="ATT" Value="1" />
      <ExtendedStat Code="PERCENT" Value="10,2" />
    </Stat>
    <Stat Type="ST" Code="FT_TEAM" Pos="Q4">
      <ExtendedStat Code="GOAL" Value="1" />
    </Stat>
    <Stat Type="ST" Code="POSSESS" Pos="Q4">
      <ExtendedStat Code="NUM" Value="10" />
      <ExtendedStat Code="TIME" Value="2:53" />
    </Stat>
  </Stats>
  <Composition>
  .....
```

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /Stats /Stat element in the case of Water Polo for the team statistics.

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat						
Type	Code	Extended Stat	Pos	Value	Description	Expected
ST	MINS			mm:ss	For @Type: Send proposed type	Always when available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Time played	
TOTAL (total goals/Attempts) ACT (action shot goals/Attempts) CNT (centre shot goals/Attempts) EXT (extra player shots goals/Attempts) LD (long distance shots goals/Attempts) PTY (penalty shot goals/Attempts) CAT (counter attack shots goals/Attempts) PERCENT	GOAL			Numeric #0	For @Code: Send proposed code	Always when available
					For @Pos: Do not send anything	
	SHOT				Numeric #0	For @Code: Send proposed code
For @Pos: Do not send anything						
For @Value: Shots						
ASSIST				Numeric #0	For @Type: Send proposed type	Always when available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Assists	
TFL				Numeric #0	For @Type: Send proposed type	Always when available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Turnover fouls	
ST				Numeric #0	For @Type: Send proposed type	Always when available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Steals	
BLC				Numeric #0	For @Type: Send proposed type	Always when available

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat						
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Blocked shots	
SP	WIN		Numeric #0	For @Code: Send proposed code	Always when available	
				For @Pos: Do not send anything		
				For @Value: Sprints won		
	ATT		Numeric #0	For @Code: Send proposed code	Always when available	
				For @Pos: Do not send anything		
				For @Value: Sprint attempts		
TYC			Numeric #0	For @Type: Send proposed type	Always when available	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: 20 sec exclusions in the centre forward position (20C)		
TYF			Numeric #0	For @Type: Send proposed type	Always when available	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: 20 sec exclusions in the field (20C)		
2EXC			Numeric #0	For @Type: Send proposed type	Always when available	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Double Exclusions		
FRP			Numeric #0	For @Type: Send proposed type	Always when available	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Penalties		
EXC			CC @Exclusions	For @Type: Send proposed type	Always when available	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Exclusions		
TOTAL_GK (total saves/shots) ACT_GK (GK action saves/shots) CNT_GK (GK centre	SAVE		Numeric #0	For @Code: Send proposed code	Always when available	
				For @Pos: Do not send anything		
				For @Value: Saves		
	SHOT		Numeric #0	For @Code: Send proposed code	Always when available	

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
shot saves/shots)					For @Pos: Do not send anything
EXT_GK (GK extra player saves/shots)					For @Value: Shots
LD_GK (GK long distance saves/shots)					
PTY_GK (GK penalty shot saves/shots)					
CAT_GK (GK counter attack saves/shots)					
PERCENT_GK			Numeric ##0.0	For @Type: Send proposed type	Always when available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: GK Percentage (%) of shots saved	

Sample

```

.....
<Athlete Code="1131363" Bib="1" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="HANDEDNESS" Value="R" />
.....
<Stats>
  <Stat Type="ST" Code="MINS" Value="32:00" />
  <Stat Type="ST" Code="PERCENT_GK" Value="47.4" />
  <Stat Type="ST" Code="TOTAL_GK">
    <ExtendedStat Code="SAVE" Value="9" />
    <ExtendedStat Code="SHOT" Value="19" />
  </Stat>
  <Stat Type="ST" Code="ACT_GK">
    <ExtendedStat Code="SAVE" Value="3" />
    <ExtendedStat Code="SHOT" Value="6" />
  </Stat>
  <Stat Type="ST" Code="CNT_GK">
    <ExtendedStat Code="SAVE" Value="3" />
    <ExtendedStat Code="SHOT" Value="6" />
  </Stat>
  <Stat Type="ST" Code="EXT_GK">
    <ExtendedStat Code="SAVE" Value="0" />
    <ExtendedStat Code="SHOT" Value="2" />
  </Stat>
  <Stat Type="ST" Code="LD_GK">
    <ExtendedStat Code="SAVE" Value="3" />
    <ExtendedStat Code="SHOT" Value="5" />
  </Stat>
</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).

3.1.4.3 Trigger and Frequency

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

- After every action.
- After each period.
- After extra time and shoot-out (if any).
- 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 Water Polo 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 Water Polo
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, 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
	Pos	M	Numeric ##0	Unique sequential number for all the actions of the period, from 1 to n (from the first action of the period to the last one).
	Value	M	CC @Action	Actions in the game, Send one action code
	Time	O	mmm Or mmm +mm	Time in minutes in which the action occurred. (Use time format: mmm or mmm+mm, mmm – minutes of the regular time, aa – minutes of the additional time). Show "+" on time of match followed by "aa" minutes of additional time to avoid confusion between an action occurred in one period where there is a period that follows (e.g. "45+3" for 3rd minute of additional time in the first half but "95" where match ends without additional time or "90+5" if there is additional time).
	Result	O	CC @ResAction	Remove leading zeros. Result of the Action for the player/team

Element	Attribute	M/O	Value	Comments
	ScoreH	O	Numeric #0	Home Score of the game after the action. Send if there is a score change for either team.
	ScoreA	O	Numeric #0	Away Score of the game after the action. Send if there is a score change for either team.
UnitAction /Competitor /Composition /Athlete	Role	O	CC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.

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

Element: Competition /UnitActions /UnitAction /ExtendedAction				
Type	ExtendedAction Code	Value	Description	Expected
UAC	PSO_H	Numeric #0	For @Code: Send proposed code For @Value: Home Score in penalty shootout	Send for each shot during penalty Shootout
	PSO_A	Numeric #0	For @Code: Send proposed code For @Value: Away Score in penalty shootout	Send for each shot during penalty Shootout

3.1.4.6 Sample

```

.....
<UnitAction Type="UAC" Code="H1" Pos="3" Value="LD" Result="GOAL" Time="02:00"
ScoreH="0" ScoreA="1" >
  <ExtendedAction Code="PSO_H" Value="1" />
  <ExtendedAction Code="PSO_A" Value="0" />
  <Competitor Code="WPW400RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="W"
Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
.....

```

3.1.4.7 Message sort

Follow the general definition.

3.1.5 Current Information

3.1.5.1 Description

This message is the current message as described in the 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).

3.1.5.3 Trigger and Frequency

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

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

3.1.5.4 Message Structure

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

- Competition /Clock
- 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	
	HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
	AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
	HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
	AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.
Result	ResultType	M	CC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	Result	O	Numeric ##0	Result of the Team for the particular event unit.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T	T for team
	Organisation	M	CC @Organisation	Competitors' organisation

3.1.5.6 Sample

```
.....  
<Competition Code="OG2016">  
  <Clock Time="1:34" Running="Y" />  
  <Periods>  
    <Period Code="Q1" HomeScore="1" AwayScore="3" HomePeriodScore="1"  
    AwayPeriodScore="3" />  
    <Period Code="Q2" HomeScore="3" AwayScore="5" HomePeriodScore="2"  
    AwayPeriodScore="2" />  
    <Period Code="Q3" HomeScore="4" AwayScore="8" HomePeriodScore="1"  
    AwayPeriodScore="3" />  
    <Period Code="Q4" HomeScore="9" AwayScore="10" HomePeriodScore="5"  
    AwayPeriodScore="2" />  
  </Periods>  
  <Result ResultType="GOALS" Result="9" SortOrder="1">  
    <Competitor Code="WPM400USA01" Type="T" Organisation="USA"/>  
  </Result>  
  <Result ResultType="GOALS" Result="10" SortOrder="2">  
    <Competitor Code="WPM400AUS01" Type="T" Organisation="AUS"/>  
  </Result>  
</Competition>  
.....
```

3.1.5.7 Message sort

No sort order defined.

3.1.6 Pool standings

3.1.6.1 Description

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

In the case of Water Polo, 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 according for all the competition events to the ODF Common Codes document (header values).

DocumentSubtype attributes will be:

- Preliminary Round Group A: A
- Preliminary Round Group 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 Water Polo are:

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

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 Water Polo, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Water Polo
	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
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	Text	Rank at the group. The rank is calculated firstly by classification points and secondly by goal average. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	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 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	

Element	Attribute	M/O	Value	Comments
	Played	O	Numeric 0	Number of games played by the team in the group
	For	O	Numeric #0	Total number of goals for
	Against	O	Numeric #0	Total number of goals against
	Diff	O	Numeric #0 Or -Numeric -#0	Goals difference, between goals for and goals against
Opponent	Code	M	S(20) with no leading zeroes	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.
Opponent /Unit	Phase	M	CC @Phase	Phase code for the pool item
	Unit	M	CC @Unit	Unit code for the pool item

3.1.6.6 Sample

```

.....
<Result Rank="1" ResultType="POINTS" Result="2" Played="1" Won="1" Lost="0"
Tied="0" For="10" Against="8" Diff="+2" SortOrder="1">
  <Competitor Code="WPW400AUS01" Type="T" Organisation="AUS">
    <Description TeamName="Australia"/>
    <Opponent Code="WPW400RUS01" Type="T" Pos="1" Organisation="RUS" Date="2016-08-
03" Time="14:00">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Russia"/>
    </Opponent>
    <Opponent Code="WPW400GBR01" Type="T" Pos="2" Organisation="GBR" Date="2016-08-
02" Time="09:00" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Great Britain"/>
    </Opponent>
    <Opponent Code="HOW400ITA01" Type="T" Pos="4" Organisation="ITA" Date="2016-08-
01" Time="09:00" Result="10-8" >
      <Unit Phase="A" Unit="05"/>
      <Description TeamName="Italy"/>
    </Opponent>
  </Competitor>
.....

```

3.1.6.7 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 Water Polo 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 Water Polo, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Water Polo
	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	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	Played	O	Numeric #0	Send number of matches played
	Won	O	Numeric #0	Send number of matches won
	Lost	O	Numeric #0	Send number of matches lost
	Tied	O	Numeric #0	Send number of matches tied
	IRM	O	CC @IRM	Send just if the team has been disqualified
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.	

3.1.7.6 Sample

```
.....
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
  <Competitor Code="WPM400CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" >
.....
```

3.1.7.7 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 sheet).

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

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

This message will be send with different RSCs, these denotes if the statistics are form Preliminary Phase, Final phase or Overall. The codes used are:

- DDGEEE900 for Preliminary
- DDGEEE100 for Final (Quarterfinal, Semifinal and Final)
- DDGEEE000 for Overall

3.1.8.3 Trigger and Frequency

- After each match according to the general definition.

3.1.8.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Stats /Competitor
- 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 Water Polo, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Water Polo
	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
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Stats /Stats /Competitor	Code	M	CC @Statistics	A code to identify the statistics being listed
	Order	M	Numeric	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Stats /Stats /Competitor /Composition /Athlete	Order	M	Numeric	Sort order: Within the team the players are sorted: For each player: 1 - Points per game (average) 2 - Games played 3 - Minutes per game 4 - Uniform number or disqualification identification 5 - Family name 6 - Given name; sort disqualified players to the bottom of the list

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem							
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected	
ST	MP			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Matches played	Always send if DocumentSubtype=CUM only	
		TOTAL ACT (action shots) CNT (centre shots) EXT (extra player) LD (long distance) PTY (penalty shots) CAT (counter attack)	GOAL	Numeric #	Numeric ##0		For @Code: Send proposed code For @Pos: Send 1 only for Against For @Value: Goals
		SHOT	Numeric #	Numeric ##0	For @Code: Send proposed code For @Pos: Send 1 only for Against For @Value: Shots For @Value: Shots Against	Always send if DocumentSubtype=CUM only	
		PERCENT	Numeric #	Numeric ##0.0	For @Code: Send proposed code For @Pos: Send 1 only for Against For @Value: Shooting percentage		Always send if DocumentSubtype=CUM only
		RANK		Numeric #0	For @Code: Send proposed code For @Value: Rank	Always send if t DocumentSubtype=TEAM_RANKING only	
		ERANK		S(1)	For @Code: Send proposed code For @Value: Send Y if the Rank is equalled		Always send if t DocumentSubtype=TEAM_RANKING only
		ASSIST (assists) TFL (turnover fouls) ST (steals) BLC (blocked shots) TYC (20sec in centre forward) TYF (20sec in the field) 2EXC (double exclusion) FRP (penalty) EXC (exclusion) SP		Numeric #	Numeric ##0	For @Code: Send proposed code For @Pos: Send 1 only for Against For @Value: For & Against	
		WIN	Numeric #	Numeric ##0	For @Code: Send proposed code For @Pos: Send 1 only for Against For @Value: Sprint wins	Always send if DocumentSubtype=CUM only	
		ATT	Numeric #	Numeric ##0	For @Code: Send proposed code For @Pos: Send 1 only for Against		Always send if DocumentSubtype=CUM only

Element: Competition /Stats /Competitor /StatsItems /StatsItem					
				For @Value: Sprint attempts	
TOUT			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Time Out	Always send if DocumentSubtype= CUM only
EXC_WS			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Exclusions with substitution	Always send if DocumentSubtype= CUM only
EXC_WT			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Exclusions with substitution after 4 mins	Always send if DocumentSubtype= CUM only
POSSESS	NUM		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Possession – Total number	Always send if DocumentSubtype= CUM only
	TIME		h:mm:ss	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Possession – Total time. Remove leading zeros	Always send if DocumentSubtype= CUM only
ACT_TEAM (action shot) LD_TEAM (long distance) FT_TEAM (free throw) PTY_TEAM (penalty throw)	GOAL		Numeric ##0	For @Code: Send proposed code For @Value: All Action / Long Distance / Direct Free Throw / Penalty Throw Shot goals	Always send if DocumentSubtype= CUM only
	MISS		Numeric ##0	For @Code: Send proposed code For @Value: All Action / Long Distance / Direct Free Throw / Penalty Throw Shot missed	Always send if DocumentSubtype= CUM only
EXT_TEAM (extra player)	GOAL		Numeric ##0	For @Code: Send proposed code For @Value: All Extra Player Goals	Always send if DocumentSubtype= CUM only
	MISS		Numeric ##0	For @Code: Send proposed code For @Value: All Extra Player Missed	Always send if DocumentSubtype= CUM only
	ATT		Numeric ##0	For @Code: Send proposed code For @Value: All Extra Player Attempts	Always send if DocumentSubtype= CUM only
	PERCENT		Numeric ##0.0	For @Code: Send proposed code For @Value: All Extra Player Percentage	Always send if DocumentSubtype= CUM only
CRN_TEAM				For @Type: Send proposed type For @Code: Send proposed code For @Value: Corner Throws	Always send if DocumentSubtype= CUM only
TOTAL_GK (GK total) ACT_GK (GK action)	SAVE		Numeric ##0	For @Code: Send proposed code For @Value: Goalkeeper Saves	Always send if DocumentSubtype= CUM only

Element: Competition /Stats /Competitor /StatsItems /StatsItem						
shots)	SHOT		Numeric ##0	For @Code: Send proposed code	For @Value: Goalkeeper Shots	Always send if DocumentSubtype= CUM only
CNT_GK (GK centre shots)						
EXT_GK (GK extra man shots)	PERCENT		Numeric ##0.0	For @Code: Send proposed code	For @Value: Goalkeeper percentage (%) of shots saved. Only for TOTAL_GK.	Always send if DocumentSubtype= CUM only
LD_GK (GK long distance shots)						
PTY_GK (GK penalty shots)						
CAT_GK (GK counter attack shots)						

Sample

```

.....
<Stats Code="CUM">
  <Competitor Code="WPW400USA01" Type="T" Organisation="USA" Order="1">
    <Description TeamName="United States"/>
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="1" />
      <StatsItem Type="ST" Code="TOTAL">
        <ExtendedStat Code="GOAL" Value="14" />
        <ExtendedStat Code="SHOT" Value="32" />
        <ExtendedStat Code="PERCENT" Value="43.8" />
        <ExtendedStat Code="GOAL" Pos="1" Value="13" />
        <ExtendedStat Code="SHOT" Pos="1" Value="28" />
        <ExtendedStat Code="PERCENT" Pos="1" Value="46.4" />
      </StatsItem>
.....
      <StatsItem Type="ST" Code="LD">
        <ExtendedStat Code="GOAL" Value="2" />
        <ExtendedStat Code="SHOT" Value="12" />
        <ExtendedStat Code="PERCENT" Value="16.7" />
        <ExtendedStat Code="GOAL" Pos="1" Value="3" />
        <ExtendedStat Code="SHOT" Pos="1" Value="11" />
      </StatsItem>
.....
      <StatsItem Type="ST" Code="TOTAL_GK">
        <ExtendedStat Code="SAVE" Value="6" />
        <ExtendedStat Code="SHOT" Value="19" />
        <ExtendedStat Code="PERCENT" Value="31.6" />
      </StatsItem>
      <StatsItem Type="ST" Code="ACT_GK">
        <ExtendedStat Code="SAVE" Value="0" />
        <ExtendedStat Code="SHOT" Value="2" />
      </StatsItem>
.....
      <StatsItem Type="ST" Code="POSSESS">
        <ExtendedStat Code="NUM" Value="42" />
        <ExtendedStat Code="TIME" Value="2:53" />
      </StatsItem>
      <StatsItem Type="ST" Code="CRN_TEAM" Value="1" />
    </StatsItems>
    <Composition>
      <Athlete Code="1133191" Order="1">
.....

```

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
Type	Code	ExtendedStat Code	Value	Description	Expected
ST	STATUS		CC @AthleteS tatus	For @Type: Send proposed type For @Code: Send proposed code For @Value: Athlete Status	Always send if DocumentSubtype= CUM only
	MP		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Matches played	Always send if DocumentSubtype= CUM only
	MINS		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Minutes played	Always send if DocumentSubtype= CUM only
TOTAL (total shots) ACT (action shots) CNT (centre shots) EXT (extra player shots) LD (long distance shots) PTY (penalty shots) CAT (counter attack shots)	GOAL		Numeric ##0	For @Code: Send proposed code For @Value: Goals	Always send if DocumentSubtype= CUM only
	SHOT		Numeric ##0	For @Code: Send proposed code For @Value: Shots	Always send if DocumentSubtype= CUM only
	PERCENT		Numeric ##0.0	For @Code: Send proposed code For @Value: Shooting percentage	Always send if DocumentSubtype= CUM only
	RANK		Numeric #0	For @Code: Send proposed code For @Value: Rank	Always send if DocumentSubtype= IND_RANKING only
	ERANK		S(1)	For @Code: Send proposed code For @Value: Send Y if the Rank is equalled	Always send if DocumentSubtype= IND_RANKING only
	ASSIST		Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Assists	Always send if the DocumentSubtype= CUM only
	TFL		Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Turnover foul	Always send if the DocumentSubtype= CUM only
	ST		Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Steals	Always send if the DocumentSubtype= CUM only
	BLC		Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Blocked shot	Always send if the DocumentSubtype= CUM only
SP	WIN		Numeric ##0	For @Code: Send proposed code For @Value: Sprint wins	Always send if DocumentSubtype= CUM only
	ATT		Numeric ##0	For @Code: Send proposed code	Always send if DocumentSubtype=

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
				For @Value: Sprint attempts	CUM only
	PERCENT	Numeric ##0.0		For @Code: Send proposed code	Always send if DocumentSubtype= CUM only
				For @Value: Sprint percentage	
	RANK	Numeric #0		For @Code: Send proposed code	Always send if DocumentSubtype= IND_RANKING only
				For @Value: Rank	
	ERANK	S(1)		For @Code: Send proposed code	Always send if DocumentSubtype= IND_RANKING only
				For @Value: Send Y if the Rank is equalled	
TYC			Numeric ##0	For @Type: Send proposed type	Always send if DocumentSubtype= CUM only
				For @Code: Send proposed code	
				For @Value: 20 sec exclusion in the centre forward position	
TYF			Numeric ##0	For @Type: Send proposed type	Always send if DocumentSubtype= CUM only
				For @Code: Send proposed code	
				For @Value: 20 sec exclusion in the field	
2EXC			Numeric ##0	For @Type: Send proposed type	Always send if DocumentSubtype= CUM only
				For @Code: Send proposed code	
				For @Value: Double Exclusions	
FRP			Numeric ##0	For @Type: Send proposed type	Always send if DocumentSubtype= CUM only
				For @Code: Send proposed code	
				For @Value: Penalties	
EXC			Numeric ##0	For @Type: Send proposed type	Always send if DocumentSubtype= CUM only
				For @Code: Send proposed code	
				For @Value: Exclusions	
TOTAL_GK (GK total)	SAVE	Numeric ##0		For @Code: Send proposed code	Always send if DocumentSubtype= CUM only
ACT_GK (GK action shots)				For @Value: Saves	
CNT_GK (centre shots)	SHOT	Numeric ##0		For @Code: Send proposed code	Always send if DocumentSubtype= CUM only
EXT_GK (GK extra man shots)				For @Value: Shots	
LD_GK (GK long distance shots)	PERCENT	Numeric ##0.0		For @Code: Send proposed code	Always send if DocumentSubtype= CUM only
PTY_GK (GK penalty shots)				For @Value: Shooting percentage. Only for TOTAL_GK and PTY_GK.	
CAT_GK (GK counter attack)					

Sample

```

.....
<Athlete Code="1133191" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1994-12-15" />
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="1" />
    <StatsItem Type="ST" Code="MINS" Value="32" />
    <StatsItem Type="ST" Code="TOTAL_GK">
      <ExtendedStat Code="SAVE" Value="6" />
      <ExtendedStat Code="SHOT" Value="19" />
      <ExtendedStat Code="PERCENT" Value="31.6" />
    </StatsItem>
    <StatsItem Type="ST" Code="ACT_GK">
      <ExtendedStat Code="SAVE" Value="0" />
      <ExtendedStat Code="SHOT" Value="2" />
    </StatsItem>
  </StatsItems>
.....
  <StatsItem Type="ST" Code="PTY_GK">
    <ExtendedStat Code="SAVE" Value="1" />
    <ExtendedStat Code="SHOT" Value="1" />
    <ExtendedStat Code="PERCENT" Value="100.0" />
  </StatsItem>
</StatsItems>
</Athlete>
<Athlete Code="1131793" Order="2">
.....

```

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 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 Water Polo 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 Water Polo, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Water Polo
	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. It is referred to the quarterfinals, semi-finals or finals phase.
Bracket /BracketItems /BracketItem	Code	M	Numeric #0	It will be sent the game number for each bracket item (e.g.: 17, 18, 19, 20 ...)
	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) o when it is not known yet (TBD).
Bracket /BracketItems /BracketItem /CompetitorPlace	Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item. Send A or B instead of 9 for preliminaries.

Element	Attribute	M/O	Value	Comments
/PreviousUnit	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	CC @WLT	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

3.1.9.6 Sample

```

.....
<Bracket Code="FNL">
  <BracketItems Code="QFL">
    <BracketItem Code="13" Order="1" Date="2016-08-02" Time="09:00" >
      <Unit Phase="3" Unit="01" />
      <NextUnit Phase="2" Unit="01" />
      <NextUnitLoser Phase="2" Unit="03" />
      <CompetitorPlace Pos="1" Code="TBD">
        <PreviousUnit Phase="A" Value="A2"/>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Code="TBD">
        <PreviousUnit Phase="B" Value="B3"/>
      </CompetitorPlace>
    </BracketItem>
    <BracketItem Code="16" Order="2" Date="2016-08-02" Time="12:00" >
      <Unit Phase="3" Unit="02" />
      <NextUnit Phase="2" Unit="01" />
      <NextUnitLoser Phase="2" Unit="03" />
      <CompetitorPlace Pos="1" Code="TBD">

```

3.1.9.7 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	25 January 2015	Approved version
R-SEG-2015 V1.4	25 May 2015	Approved version

File reference: ODF/INT438 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
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 • § 2 - Codes: <ul style="list-style-type: none"> - The description of the @Bracket '5_8' and '7_8' is modified - @Bracket: 7 new Codes are added - @BracketItems: 1 new Code (R16) is added
R-SEG-2015 V1.4	APP	<ul style="list-style-type: none"> • Approved version • DT_PARTIC: The attributes 'INTERNAT_GOALS', 'INTERNAT_PLAYED', 'OG_GOALS' and 'OG_PAR' are removed since no data will ever be available for them

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