

Olympic Data Feed



ODF Ice Hockey Data Dictionary
Lillehammer 2016 –Winter Youth Olympic
Games

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 IMPORTANT NOTE

The current document does specify messages and structures for the skill challenge event. As the messages of the same type are sometimes very different from normal Ice Hockey matches to the skill challenge event messages may be explained twice in the document.

Furthermore in the Winter Youth Olympic Games Ice Hockey event the penalty time is not 2:00 minutes as usual, but 1:30 minutes. Possible resulting changes from that difference are not decided yet.

1.5 Glossary

The following abbreviations are used in this document

- IF – International Federation
- IHO – Ice Hockey
- IOC – International Olympic Committee
- NOC – National Olympic Committee
- ODF – Olympic Data Feed
- RSC – Results System Codes
- WNPA – World News Press Agencies

1.6 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT401	ODF General Messages Interface Document	This document describes the ODF General messages
ODF/COD404	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	This document details the header values which shows which RSCs are used in which messages.

THESE CODES WILL BE MOVED TO THE CODE DATABASE AT A LATER TIME.

Sport Codes

Discipline	Code_Entity	Code	Order	Description
IHO	@Action	GOAL		Goal
IHO	@Action	GK		Goalkeeper change
IHO	@Action	GWG		Game winning goal only for @code (in period) GWS
IHO	@Action	GWS		Game winning shot only for @code (in period) GWS
IHO	@Action	P		Penalty
IHO	@Action	PTY		Penalty shot
IHO	@Action	TOUT		Time-out
IHO	@ActionRole	ASSIST1		Assistant 1 (in goal action, if assistant 1 is awarded)
IHO	@ActionRole	ASSIST2		Assistant 2 (in goal action, if 2 assistants are awarded)
IHO	@ActionRole	GK		Goalkeeper (in penalty shot, GWS and GWG actions)
IHO	@ActionRole	IN		Goalkeeper in (in GK action)
IHO	@ActionRole	OUT		Goalkeeper out (in GK action)
IHO	@ActionRole	SCR		Goal scorer (in goal action)
IHO	@ActionRole	SHOT		Penalty shooter, in penalty shot, GWS and GWG actions
IHO	@ActionRole	PTY_SERVE		Person serving the penalty (only use if different to person receiving the penalty)
IHO	@Assignment	1		Line 1
IHO	@Assignment	2		Line 2
IHO	@Assignment	3		Line 3
IHO	@Assignment	4		Line 4
IHO	@Assignment	GK		Line up goalkeeper
IHO	@AthleteStatus	DQB		Disqualified (Behaviour)
IHO	@AthleteStatus	DSQ		Disqualified
IHO	@AthleteStatus	SUSPEND		Suspended
IHO	@AthleteStatus	NU		Not in Uniform (Not Dressed)
IHO	@Bracket	5_8		5-8
IHO	@Bracket	7_8		7-8
IHO	@Bracket	BRN		Bronze
IHO	@Bracket	FNL		Finals
IHO	@BracketItems	FNL		Finals
IHO	@BracketItems	QFNL		Quarterfinals (Olympic only)
IHO	@BracketItems	8FNL		Qualification play-off (Olympic in men's competition only)
IHO	@BracketItems	SFNL		Semifinals
IHO	@Hand	L		Left
IHO	@Hand	R		Right
IHO	@IRM	DSQ		Disqualified
IHO	@IRM	FORFEIT		Forfeit for just the team including this code
IHO	@IRM	FORFEIT_2		Forfeit for the two teams, to indicate the both teams lost
IHO	@PenaltyDesc	ABUSE		Abuse of Official by Players/Team Officials
IHO	@PenaltyDesc	AD-EQ		Measurement of Equipment
IHO	@PenaltyDesc	ATTUDE		Captain and Alternate Captain Complaint
IHO	@PenaltyDesc	BD-CK		Women Body Checking
IHO	@PenaltyDesc	BENCH		Bench Minor Penalty
IHO	@PenaltyDesc	BLOOD		Prevention of Infection by Blood
IHO	@PenaltyDesc	BOARD		Boarding
IHO	@PenaltyDesc	BR-ST		Broken Stick
IHO	@PenaltyDesc	BUT-E		Butt-Ending
IHO	@PenaltyDesc	CHARG		Charging

Discipline	Code_Entity	Code	Order	Description
IHO	@PenaltyDesc	CHE-B		Checking from Behind
IHO	@PenaltyDesc	CHE-H		Checking to the Head and Neck Area
IHO	@PenaltyDesc	CH-PL		Infringement of Change of Players Procedure
IHO	@PenaltyDesc	CLIPP		Clipping
IHO	@PenaltyDesc	CROSS		Cross-Checking
IHO	@PenaltyDesc	DELAY		Delaying the Game
IHO	@PenaltyDesc	DIVE		Diving
IHO	@PenaltyDesc	ELBOW		ELBOW = Elbowing
IHO	@PenaltyDesc	EQ-INF		Illegal or Dangerous Equipment (Equipment Infraction)
IHO	@PenaltyDesc	EX-RP		Excessive Roughness
IHO	@PenaltyDesc	FAL-P		Falling on the Puck by the Player/Goalkeeper
IHO	@PenaltyDesc	FISTI		Fisticuffs
IHO	@PenaltyDesc	GA-MI		Game Misconduct (GM)
IHO	@PenaltyDesc	GK-PEN		Goalkeeper Penalties
IHO	@PenaltyDesc	HAND-P		Handling the Puck with the Hands By a Player/Goalkeeper
IHO	@PenaltyDesc	H-BUT		Head-Butting
IHO	@PenaltyDesc	HI-ST		High Sticking
IHO	@PenaltyDesc	HOLD		Holding
IHO	@PenaltyDesc	HOOK		Hooking
IHO	@PenaltyDesc	HO-ST		Holding the Stick
IHO	@PenaltyDesc	INTRF		Interference
IHO	@PenaltyDesc	INT-S		Interference With Spectators
IHO	@PenaltyDesc	KICK		Kicking (Olympic only)
IHO	@PenaltyDesc	KNEE		Kneeing (Olympic only)
IHO	@PenaltyDesc	L-BCH		Players Leaving the Penalty Bench
IHO	@PenaltyDesc	MATCH		Match Penalty
IHO	@PenaltyDesc	MISC		Misconduct
IHO	@PenaltyDesc	OTHER		Other Penalties
IHO	@PenaltyDesc	P_SHO		Penalty Shot
IHO	@PenaltyDesc	REFUSE		Refusing to Start Play-Team on/off the Ice
IHO	@PenaltyDesc	ROUGH		Roughing
IHO	@PenaltyDesc	SLASH		Slashing
IHO	@PenaltyDesc	SPEAR		Spearing
IHO	@PenaltyDesc	T-BCH		Teeing (Paralympic only)
IHO	@PenaltyDesc	TEE		Team Officials Leaving the Players Bench
IHO	@PenaltyDesc	THR-ST		Throwing a Stick or any Object
IHO	@PenaltyDesc	TOO-M		Too Many Players on the Ice
IHO	@PenaltyDesc	TRIP		Tripping (Olympic only)
IHO	@Period	GWS		Game Winning Shot
IHO	@Period	OT		Overtime
IHO	@Period	P1		1st Period
IHO	@Period	P2		2nd Period
IHO	@Period	P3		3rd Period
IHO	@Period	TOT		Total
IHO	@ResActionGoal	AG		Awarded goal
IHO	@ResActionGoal	EA		Extra attacker
IHO	@ResActionGoal	ENG		Empty net goal
IHO	@ResActionGoal	EQ		Equal strength
IHO	@ResActionGoal	EQ-EA		Equal with extra attacker
IHO	@ResActionGoal	PP1		Power play - 1 player
IHO	@ResActionGoal	PP1-EA		Power play 1 player with extra attacker
IHO	@ResActionGoal	PP1-ENG		Empty net goal while in Power play 1 player
IHO	@ResActionGoal	PP2		Power play - 2 players

Discipline	Code_Entity	Code	Order	Description
IHO	@ResActionGoal	PP2-EA		Power play 2 players with extra attacker
IHO	@ResActionGoal	PP2-ENG		Empty net goal while in Power play 2 players
IHO	@ResActionGoal	PS		Penalty Shot
IHO	@ResActionGoal	SH1		Shorthanded - 1 player
IHO	@ResActionGoal	SH1-EA		Shorthanded 1 player with extra attacker
IHO	@ResActionGoal	SH1-ENG		Empty net goal while in Shorthanded 1 player
IHO	@ResActionGoal	SH2		Shorthanded - 2 players
IHO	@ResActionGoal	SH2-EA		Shorthanded 2 players with extra attacker
IHO	@ResActionGoal	SH2-ENG		Empty net goal while in Shorthanded 2 players
IHO	@PS_Desc	LOST_PCK		Lost the puck - Only for penalty shot for GWS
IHO	@PS_Desc	MISS		Only for penalty shot during the game
IHO	@PS_Desc	MISS_GP		Missed (goal post) - Only for penalty shot for GWS
IHO	@PS_Desc	MISS_H		Missed (height) - Only for penalty shot for GWS
IHO	@PS_Desc	MISS_L		Missed (left) - Only for penalty shot for GWS
IHO	@PS_Desc	MISS_R		Missed (right) - Only for penalty shot for GWS
IHO	@PS_Desc	SCRD		Scored - Only for penalty shot for GWS
IHO	@PS_Desc	SVD_GOL		Saved by Goalie - Only for penalty shot for GWS
IHO	@ResultType	IRM		Invalid Result Mark
IHO	@ResultType	POINTS		Points (or Goals)
IHO	@ResultType	IRM_POINTS		IRM with Points
IHO	@ResultType	SPEED		Speed value (Skill challenge only)
IHO	@ResultType	TIME		Time (Skill Challenge only)
IHO	@ResultType	HITS_ATTEMPTS_TIME		Result used a combined string with Hits, Attempts and time separated by a slash (Skill Challenge only)
IHO	@Statistics	CUM		Cumulative Statistics of team and individual
IHO	@Statistics	IND_RANKING		Ranking of Individual tournament statistics
IHO	@Statistics	TEAM_RANKING		Ranking of Team tournament statistics
IHO	@Statistics	TOU		Tournament Statistics
IHO	@WLT	L		Lost
IHO	@WLT	T		Tie
IHO	@WLT	W		Won

Results Functions (proposed, to be confirmed)

Discipline	Function Code	Description	Category
IHO	AST_COA	Assistant Coach	C
IHO	COACH	Head Coach	C
IHO	DOCTOR	Team Doctor	T
IHO	FIT_COA	Fitness Coach	C
IHO	GOAL_COA	Goaltending Coach	C
IHO	GOAL_J	Goal Judge	J
IHO	LIN_MEN	Linesman	J
IHO	MED_MGR	Media Manager	T
IHO	PHYSIO	Physiotherapist	T
IHO	RE	Referee	J
IHO	TEM_STF	Team Staff	T
IHO	TM_EQUIP	Equipment Manager	T
IHO	TM_MGR	General Manager	T
IHO	TM_OFFIC	Team Leader	T
IHO	VID_COA	Video Coach	C

2 Messages

2.1 Applicable Messages

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

- 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_GLOBAL_GM	Global Good Morning	Global	
DT_GLOBAL_GN	Global Good Night	Global	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_PLAY_BY_PLAY	Play by Play	X	X
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_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_KA	Keep Alive	X	

2.1.1 List of Participants by Discipline / Update

2.1.1.1 Description

This message is the List of Participants by Discipline (and the update) as described in the ODF General Messages Interface Document.

2.1.1.2 Header Values

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

2.1.1.3 Trigger and Frequency

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

2.1.1.4 Message Structure

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

- Competition /Participant /Discipline /RegisteredEvent /EventEntry

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

2.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant /Discipline	IFld	O	S(16)	Competitor's federation number for the corresponding discipline
Participant /Discipline /RegisteredEvent	Event	M	CC @Event	Full RSC of the Event
	Bib	O	S(2)	Jersey number

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

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).
	HAND		SC @Hand	For @Type: Send proposed type For @Code: Send proposed code For @Value: Handedness of the player	As soon it is known (this information can be sent in both messages). Not applicable in Paralympics
	CLUB_NAME		S(25)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Name of the club of the player	As soon it is known (this information can be sent in both messages).
	STATUS		SC @AthleteStatus	For @Type: Send proposed type For @Code: Send proposed code For @Value: Athlete's status in the team. Only send if applicable, do not send empty.	If applicable (this information can be sent in update message).

2.1.1.5.1 Sample

```
<Discipline Code="IHO-----" IFId="203258" >
  <RegisteredEvent Event="IHOTeam6-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="D" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Vancouver Canucks" />
  </RegisteredEvent>
</Discipline>
```

2.1.1.6 Message sort

Please, follow the general definition.

2.1.2 List of Teams / Update

2.1.2.1 Description

This message is the List of Teams (and the update) as described in the ODF General Messages Interface Document.

2.1.2.2 Header Values

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

2.1.2.3 Trigger and Frequency

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

2.1.2.4 Message Structure

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

- Competition /Team /TeamOfficials /TeamOfficial
- Competition /Team /Discipline /RegisteredEvent /EventEntry

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

2.1.2.5 Message Values

The following table lists the "List of Teams / Update" optional attributes (defined in the ODF General Messages Interface Document) that are used, 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.

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	GROUP		S(1)	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 @Pos Do not send anything	
				For @Value: Pool of the team in the preliminaries	

2.1.2.5.1 Sample

```
<Team Code="IHOMTeam6---BLR01" 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="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="AST_COA" />
  </TeamOfficials>
  <Discipline Code="BK" >
    <RegisteredEvent Event="IHOMTeam6-----" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.1.2.6 Message sort

Please, follow the general definition.

2.1.3 Event Unit Start List and Results

2.1.3.1 Description

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

2.1.3.2 Header Values

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

2.1.3.3 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: At the beginning of each period until the completion of the period.
- LIVE: After every change in any data during the period [scores etc.].
- INTERMEDIATE: After each period.
- 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 unit.

2.1.3.4 Message Structure

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

- Competition /ExtendedInfos /UnitDateTime (following the general rules for this element)
- Competition /ExtendedInfos /ExtendedInfo
- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /ExtendedInfos /PreviousResults
- Competition /Officials /Official
- Competition /Periods /Period
- Competition /Result /Competitor /EventUnitEntry
- Competition /Result /Competitor /Coaches /Coach
- Competition /Result /Competitor /StatsItems /StatsItem
- Competition /Result /Competitor /Composition /Athlete /EventUnitEntry
- Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem

2.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
	UnitNum	O	S(6)	Match number
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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /PreviousResults	Code	M	S(20) with no leading zeroes	Competitor ID
	Win	M	Numeric #0	Number of games won by the team
	Loss	M	Numeric #0	Number of games lost by the team
ExtendedInfos /PreviousResults /PreviousResult	Unit	O	S(40)	Full RSC of the previous event unit. Must always send unless it does not exist (like for a bye).
	Order	M	Numeric #0	Order of the units. This will be chronological with the most recent at the bottom.
	Opponent	M	S(20) with no leading zeroes or BYE	Competitor ID of the opponent or in the case of a bye send BYE
	WLT	M	SC @WLT	Indicates if the competitor at PreviousResults /Code is the winner (W) or loser (L)
	Result	O	Numeric 0	Result for the particular event unit, i.e. the goals scored in the corresponding match.
	OppResult	O	Numeric 0	Result for the particular event unit, i.e. the goals against in the corresponding match.
	ResultType	M	SC @ResultType	Result type for the corresponding match.
Officials /Official	IRM	O	SC @IRM	IRM of the Team for the particular match
	Function	M	CC @ResultsFunction	Send according to the codes. Send in order, Referee 1, referee 2 (if applicable), Linesmen 1, Linesmen 2, Goal Judge 1, Goal Judge 2
Periods	Order	M	Numeric	Send by order for each official: Referee, Assistant Referee 1, Assistant Referee 2, and 4th Official.
	Home	M	S(20) with no leading zeroes	Home Competitor ID
Periods /Period	Away	M	S(20) with no leading zeroes	Away Competitor ID
	Code	M	SC @Period	Period. Only send periods which are complete or have started.
Periods /Period	HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period indicated at @Code
	AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period indicated at @Code
	HomePeriodScore	M	Numeric #0	Score of the home competitor just for the period indicated at @Code
	AwayPeriodScore	M	Numeric #0	Score of the away competitor just for the period indicated at @Code
	Code	M	SC @Period	Period. Only send periods which are complete or have started.
Result	Result	O	Numeric #0	The score of the competitor in the event unit
	ResultType	M	SC @ResultType	Type of the @Result attribute.
	IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
	WLT	O	SC @WLT	The code whether a competitor won or lost
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
	StartOrder	O	Numeric	Redundant, not required
	StartSortOrder	M	Numeric	Same @SortOrder
Result /Competitor /Coaches /Coach	Code	M	S(20) with no leading zeroes	ID of the Coach
	Order	M	Numeric 0	Send order for coaches, sequential number if more than one. Send one Head Coach, one Assistant and the Team Leader.
	Function	M	CC @ResultsFunction	Function
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	ID of the Athlete
	Bib	M	S(2)	Athlete's Jersey number.
	Order	M	Numeric ##0	Before the unit starts it is the same as StartSortOrder. After start order the players as in ORIS Game Summary and Not dressed at the bottom.

Element	Attribute	M/O	Value	Comments
	StartSortOrder	M	Numeric #0	Order the players should appear in the Line-Up (Goalkeeper by number, Assignment followed by position followed by jersey number) Not dressed at the bottom. If line-up not available then order by ORIS Game Roster.

Samples (IRMs – Forfeit & Double Forfeit)

```
<Result Result="0" ResultType="IRM_POINTS" IRM="FORFEIT" WLT="L" SortOrder="1"
StartSortOrder="1" >
```

```
<Result ResultType="IRM" IRM="FORFEIT_2" WLT="L" SortOrder="1" StartSortOrder="1" >
```

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

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extension	Pos	Value	Description	Expected
UI	ATTENDANCE			Numeric ####0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of spectators	Send if it is available
	PERIOD			SC @Period	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send current period	Send when LIVE or INTERMEDIATE
DISPLAY	String		Numeric 0	S(20)	For @Type: Send proposed type For @Code: Send the @Code of the last updated Result /Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: SOG, GOAL, ASSIST, PIM For @Pos: Sequential number within message For @Value: Send the competitor ID of the athlete and/or team who was updated	When available and only when the unit is LIVE. Send multiple if applicable

Sample

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2014-02-08T12:00:00+04:00" />
  <UnitInfo Type="UI" Code="ATTENDANCE" Value="15354" />
  <UnitInfo Type="UI" Code="PERIOD" Value="P2" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="1" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="2" Value="IHOWTeam6---USA01" />
  <SportDescription DisciplineName="Ice Hockey" EventName="Women"
SubEventName="Women's Preliminaries Match 1" Gender="W" UnitNum="1" />
  <VenueDescription Venue="ABC" VenueName="Ice Palace" Location="IH1"
LocationName="Ice Palace" />
  <PreviousResults Code="IHOWTeam6---USA01" Win="2" Loss="1">
    <PreviousResult Unit="IHOWTeam6-----GpA-0001-----" Order="1"
Opponent="IHOWTeam6---CAN01" WLT="W" Result="2" OppResult="1" />
    <PreviousResult Unit="IHOWTeam6-----GpA-0004-----" Order="2"
Opponent="IHOWTeam6---SLO01" WLT="L" Result="0" OppResult="7" />
    <PreviousResult Unit="IHOWTeam6-----GpA-0007-----" Order="3"
Opponent="IHOWTeam6---AUT01" WLT="W" ResultType="IRM" IRM="DSQ" />
  </PreviousResults>
  <PreviousResults Code="IHOWTeam6---FIN01" Win="1" Loss="2">
.....
</ExtendedInfos>
.....

```

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

Element: Competition / Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	Expected
EP	GWS_HOME		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Home result for a GWS period. For example, in a GWS, if the home team scores 4 times and wins the GWS, the home score will be 1, and the GWS_HOME will be 4.	Always for Period/Code = GWS
	GWS_AWAY		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Away result for a GWS period. For example, in a GWS, if the away team scores 4 times and wins the GWS, the away score will be 1, and the GWS_AWAY will be 4.	Always for Period/Code = GWS

Sample

```

.....
<Period Code="P3" HomeScore="5" AwayScore="5" HomePeriodScore="0" AwayPeriodScore="1">
  <Period Code="GWS" HomeScore="5" AwayScore="6" HomePeriodScore="0"
  AwayPeriodScore="1">
    <ExtendedPeriods>
      <ExtendedPeriod Type="EP" Code="GWS_HOME" Value="2" />
      <ExtendedPeriod Type="EP" Code="GWS_AWAY" Value="4" />
    </ExtendedPeriods>
  </Period>
.....

```

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

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

Element: Competition /Result /Competitor /EventUnitEntry				
EUE	HOME_AWAY	SC @Home	For @Type:	When available
			Send proposed type	
			For @Code:	
			Send proposed code	
	UNIFORM	String	For @Value:	When available
			Send Home or Away	
			For @Type:	
			Send proposed type	
			For @Code:	
			Send proposed code	
			For @Value:	
			Team Uniform colour	

Sample

```

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

```

The following table describes in more detail the Competition /Result /Competitor /StatsItems /StatsItem element for the team statistics.

Element: Competition /Result /Competitor /StatsItems /StatsItem						
Type	Code	Extended Stat	Pos	Value	Description	Expected
ST	GF		SC @Period or S(3)	Numeric #0	For @Type:	Always, if the information is available
					Send proposed type	
					For @Code:	
					Send proposed code	
					For @Pos:	
					Period or TOT (for total)	
	GF_TOURN		S(3)	Numeric ##0	For @Value:	Always, if the information is available
					Goals for	
					For @Type:	
					Send proposed type	
	ASSIST		SC @Period or S(3)	Numeric #0	For @Code:	Always, if the information is available
					Send proposed code	
					For @Pos:	
					Period or TOT (for total)	
	ASSIST_TOURN		S(3)	Numeric ##0	For @Value:	Always, if the information is available
					Number of goals in the whole tournament	
					For @Type:	
					Send proposed type	
	SOG		SC @Period or S(3)	Numeric #0	For @Code:	Always, if the information is available
					Send proposed code	
					For @Pos:	
					Period or TOT (for total)	
	SVSP		SC @Period or	Numeric ##0.00	For @Value:	Always, if the information is
					Shots on Goal	
					For @Type:	
					Send proposed type	

Element: Competition /Result /Competitor /StatsItems /StatsItem						
			S(3)		For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Percentage of saves of total SOG	available
		SVS		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total saves	Always, if the information is available
		PTY		SC @Period or S(3)	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Number of penalties
PIM			SC @Period or S(3)	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Penalties in minutes	Always, if the information is available
PIM_TOURN			S(3)	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: TOT for Total For @Value: Penalties in minutes in the tournament	Always, if the information is available
PTS			SC @Period or S(3)	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Points	Always, if the information is available
PTS_TOURN			S(3)	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: TOT for Total For @Value: Points in the tournament	Always, if the information is available
SHG			SC @Period or S(3)	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Shorthanded goals	Always, if the information is available
PKP			SC @Period or S(3)	Numeric ##0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos:	Always, if the information is available

Element: Competition /Result /Competitor /StatsItems /StatsItem						
					Period or TOT (for total) For @Value: Penalty killing percentage	
TPP		SC @Period or S(3)	m:ss		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Time in power play	Always, if the information is available
PPG		SC @Period or S(3)	Numeric #0		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Power play goals.	Always, if the information is available
PPP		SC @Period or S(3)	Numeric ##0.00		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Power play eff. as percentage.	Always, if the information is available
FOP		SC @Period or S(3)	Numeric ##0.00		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Period or TOT (for total) For @Value: Face-offs won percent	Always, if the information is available
	WON		Numeric #0		For @Code: Send proposed code For @Pos: Do not send anything For @Value: Face-offs won	
	LOST		Numeric #0		For @Code: Send proposed code For @Pos: Do not send anything For @Value: Face-offs lost	
	PLUS_MINUS		Numeric +#0 or -#0		For @Code: Send proposed code For @Pos: Do not send anything For @Value: Face-offs net	

Sample

```

.....
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Pos="1" Value="1" />
  <StatsItem Type="ST" Code="GF" Pos="1" Value="1" />
  <StatsItem Type="ST" Code="ASSIST" Pos="1" Value="0" />
  <StatsItem Type="ST" Code="PTY" Pos="1" Value="0" />
  <StatsItem Type="ST" Code="SHG" Pos="1" Value="0" />
  <StatsItem Type="ST" Code="PKP" Pos="1" Value="0.00" />
  <StatsItem Type="ST" Code="PPG" Pos="1" Value="0" />
  <StatsItem Type="ST" Code="PPP" Pos="1" Value="0.00" />
  <StatsItem Type="ST" Code="SOG" Pos="1" Value="15" />
  <StatsItem Type="ST" Code="PIM" Pos="1" Value="0" />
  <StatsItem Type="ST" Code="TFF" Pos="1" Value="4.00" />
  <StatsItem Type="ST" Code="FOP" Pos="1" Value="60.00" />
  <ExtendedStat Code="WON" Value="3" />
  <ExtendedStat Code="LOST" Value="2" />
  <ExtendedStat Code="PLUS_MINUS" Value="+1" />
</StatsItem>
.....

```

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	POSITION	CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position of the player in the team.	When available
	ASSIGNMENT	SC @Assignment	For @Type: Send proposed type For @Code: Send proposed code For @Value: Line in the line-up	When available
	STATUS	SC @AthleteStatus	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send code is applicable	If applicable
	STARTER	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Indicator of starting players. Send Y in case the athlete is starting else do not send	If applicable
	HAND	SC @Hand	For @Type: Send proposed type For @Code: Send proposed code For @Value: Handedness of the player	When available
	CAPTAIN	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Y in case of the athlete is the captain else do not send	Send just for the captain (when this information is known)
	CAPTAIN_AST	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Y in case of the athlete is the assistant captain else do not send	Send just for the assistant captain(s) (when this information is known)

Sample

```
.....
<Athlete Code="1135320" Order="2" Bib="27" StartSortOrder="2" >
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
  BirthDate="1992-12-15" />
  <EventUnitEntry Type="ENTRY" Code="POSITION" Value="D" />
  <EventUnitEntry Type="ENTRY" Code="ASSIGNMENT" Value="1" />
  <EventUnitEntry Type="ENTRY" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="ENTRY" Code="HAND" Value="R" />
.....
```

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

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem						
Type	Code	Extended Stat	Pos	Value	Description	Expected
ST	GF		S(3)	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: TOT for Total For @Value: Goals for	Always if not zero
	GF_TOURN		S(3)	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: TOT for Total For @Value: Number of goals in the whole tournament	Always if not zero
	GA		S(3)	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: TOT for Total For @Value: Goals against GK	Always if not zero for GK
	GA_TOURN		S(3)	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: TOT for Total For @Value: Number of goals against in the whole tournament	Always if not zero for GK
	ASSIST		S(3)	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: TOT for Total For @Value: Number of assists	Always if not zero
	ASSIST_TOURN		S(3)	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: TOT for Total For @Value: Number of assists in the whole tournament	Always if not zero

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem						
SOG			SC @Period or S(3)	Numeric #0	For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: Period or TOT (for total)	
					For @Value: Shots on Goal	
SVSP			SC @Period or S(3)	Numeric ##0.00	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Period or TOT (for total)	
					For @Value: Percentage of saves of total SOG	
	SVS			Numeric #0	For @Code: Send proposed code	Always, if the information is available
				For @Pos: Do not send anything		
				For @Value: Total saves		
SAVE_TOURN			S(3)	Numeric ##0	For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Saves in the tournament	
PTY			S(3)	Numeric #0	For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Number of penalties	
PIM			S(3)	Numeric ##0	For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Penalties in minutes	
PIM_TOURN			S(3)	Numeric ##0	For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Penalties in minutes in the tournament	
PLUS_MINUS			S(3)	Numeric +#0 or -#0	For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Net plus / minus	
MINS			SC @Period or S(3)	mm:ss	For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem						
					For @Pos: Period or TOT (for total)	
					For @Value: Time on ice	
MINS_AVG		S(3)	mm:ss		For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT (for total)	
					For @Value: Average time per shift	
SHIFTS		S(3)	##0		For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT (for total)	
					For @Value: Total number of shifts	
SOG_GK		S(3)	Numeric #0		For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Shots on goal against goalkeeper	
SOG_GK_TOUR N		S(3)	Numeric ##0		For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Shots on goal against goalkeeper in the tournament	
PTS		S(3)	Numeric #0		For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Points	
PTS_TOURN		S(3)	Numeric ##0		For @Type: Send proposed type	Always if not zero
					For @Code: Send proposed code	
					For @Pos: TOT for Total	
					For @Value: Points in the tournament	
FOP		S(3)	Numeric ##0.00		For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: TOT (for total)	
					For @Value: Face-offs won percent	
	WON		Numeric #0		For @Code: Send proposed code	
					For @Pos: Do not send anything	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem					
					For @Value: Face-offs won
		LOST		Numeric #0	For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Face-offs lost
		PLUS_MINUS		Numeric +#0 or -#0	For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Face-offs net

Sample

```

.....
<StatsItems>
.....
<StatsItem Type="ST" Code="PIM" Pos="TOT" Value="2" />
<StatsItem Type="ST" Code="PIM_TOURN" Pos="TOT" Value="8" />
<StatsItem Type="ST" Code="GF" Pos="TOT" Value="1" />
<StatsItem Type="ST" Code="GF_TOURN" Pos="TOT" Value="3" />
<StatsItem Type="ST" Code="SOG" Pos="P1" Value="2" />
<StatsItem Type="ST" Code="SOG" Pos="P2" Value="1" />
<StatsItem Type="ST" Code="SOG" Pos="P3" Value="3" />
<StatsItem Type="ST" Code="SOG" Pos="TOT" Value="6" />
<StatsItem Type="ST" Code="PLUS_MINUS" Pos="TOT" Value="+1" />
<StatsItem Type="ST" Code="MINS" Pos="TOT" Value="14:53" />
<StatsItem Type="ST" Code="SHIFTS" Pos="TOT" Value="16" />
<StatsItem Type="ST" Code="MINS_AVG" Pos="TOT" Value="0:55" />
<StatsItem Type="ST" Code="FOP" Pos="TOT" Value="5" >
  <ExtendedStat Code="WON" Value="60.00" />
  <ExtendedStat Code="LOST" Value="2" />
  <ExtendedStat Code="PLUS_MINUS" Value="+1" />
</StatsItem>
.....
</StatsItems>
.....

```

2.1.3.6 Message sort

Please, follow the general definition.

2.1.4 Event Unit Start List and Results (Skill Challenge)

2.1.4.1 Description

This message is the Event Unit Start List and Results message for the Skill Challenge event as described in the ODF General Messages Interface Document. The message is used in 2 different ways: At one time the message is used to send the start list and result information for a head to head competition of 2 competitors. It is also used to send the ranking of one skill once all head to head competitions of one skill are finished.

2.1.4.2 Header Values

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

2.1.4.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following for head to head matches:

- START_LIST: As soon as the athletes are known, before the match begins.
- UNCONFIRMED: As soon as the match is finished unless UNOFFICIAL or OFFICIAL messages are imminent.
- UNOFFICIAL / OFFICIAL: After the unit.

Please, follow the general definition, taking also into account the following for ranking of one skill:

- START_LIST: As soon as the athletes are known, before the match begins.
- UNCONFIRMED: As soon as the last match is finished unless UNOFFICIAL or OFFICIAL messages are imminent.
- UNOFFICIAL / OFFICIAL: After all matches of one skill are finished.

2.1.4.4 Message Structure

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

- Result /ExtendedResults /ExtendedResult

Important note, the structure of the message for the team trial round is the same as in individual events.

2.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Result	O	Numeric ##0.0 or Numeric #0.00 or S(15)	The speed in case of fastest shot skill with ResultType SPEED or A time in case of fastest lap, puck control and skating agility skill or A string with Hits/Attempts/Time in case of passing precision and shooting accuracy skill
	ResultType	M	SC @ResultType	Type of the @Result attribute. In case of Skill Challenge SPEED, TIME, HITS_ATTEMPTS_TIME are used
	IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
	WLT	O	SC @WLT	The code whether a competitor won or lost. Not used in ranking messages after the skill.

Element	Attribute	M/O	Value	Comments
Result /Competitor /Composition /Athlete	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
	StartOrder	O	Numeric	Redundant, not required
	StartSortOrder	M	Numeric	Same @SortOrder
	Code	M	S(20) with no leading zeroes	ID of the Athlete
	Bib Order	M M	S(2) Numeric ##0	Athlete's Jersey number. Before the unit starts it is the same as StartSortOrder. After start order the players as in ORIS Game Summary and Not dressed at the bottom.

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element (only used in the ranking message, but not for the result of a match).

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
RESULT	BEST			Numeric ##0.0 or Numeric #0.00 or S(15)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The speed in case of fastest shot skill with ResultType SPEED or A time in case of fastest lap, puck control and skating agility skill or A string with Hits/Attempts/Time in case of passing precision and shooting accuracy skill	If applicable

Sample (Match)

```

.....
<Result WLT="W" IRM="" ResultType="POINTS" Result="4/7/24.94" SortOrder="1"
StartSortOrder="1">
<Competitor Code="108175" Organisation="GER" Type="A">
<Composition>
<Athlete Code="108175" Type="A" Order="1">
<Description Organisation="GER" Gender="W" FamilyName="Botthof" GivenName="Tabea"/>
</Athlete>
</Composition>
</Competitor>
</Result>
<Result WLT="L" IRM="" ResultType="POINTS" Result="3/9/22.73" SortOrder="2"
StartSortOrder="2">
<Competitor Code="101161" Organisation="FIN" Type="A">
<Composition>
<Athlete Code="101161" Type="A" Order="1">
<Description Organisation="FIN" Gender="W" FamilyName="Lezovicova"
GivenName="Simona"/>
</Athlete>
</Composition>
</Competitor>
</Result>
.....

```

Sample (Ranking message)

```

...
<Result IRM="" ResultType="TIME" Rank="1" Result="5" SortOrder="1" StartSortOrder="8">
<ExtendedResults>
<ExtendedResult Value="18.03" Code="BEST" Type="RESULT"/>

```

```

</ExtendedResults>
<Competitor Code="105407" Type="A" Organisation="AUT">
  <Composition>
    <Athlete Code="105407" Type="A" Bib="24" Order="1">
      <Description      Organisation="AUT"      Gender="M"      FamilyName="Baumgartner"
      GivenName="Benjamin"/>
    </Athlete>
  </Composition>
</Competitor>
</Result>
<Result IRM="" ResultType="TIME" Rank="2" Result="4" SortOrder="2" StartSortOrder="7">
  <ExtendedResults>
    <ExtendedResult Value="18.65" Code="BEST" Type="RESULT"/>
  </ExtendedResults>
<Competitor Code="107919" Type="A" Organisation="CAN">
  <Composition>
    <Athlete Code="107919" Type="A" Bib="20" Order="1">
      <Description      Organisation="CAN"      Gender="M"      FamilyName="Focht"
      GivenName="Carson"/>
    </Athlete>
  </Composition>
</Competitor>
</Result>
<Result IRM="" ResultType="TIME" Rank="3" Result="3" SortOrder="3" StartSortOrder="6">
  <ExtendedResults>
    <ExtendedResult Value="18.56" Code="BEST" Type="RESULT"/>
  </ExtendedResults>
<Competitor Code="105077" Type="A" Organisation="FIN">
  <Composition>
    <Athlete Code="105077" Type="A" Bib="26" Order="1">
      <Description      Organisation="FIN"      Gender="M"      FamilyName="Haatanen"
      GivenName="Aleks"/>
    </Athlete>
  </Composition>
</Competitor>
</Result>
...

```

2.1.4.6 Message sort

Please, follow the general definition.

2.1.5 Cumulative Results (Skill Challenge only)

- Description**

This message is the Cumulative Results message as described in the ODF General Messages Interface Document.

The Cumulative Results message is used to send the cumulative results of the skill challenge competition. It is not used in normal Ice Hockey competitions.

- Header Values**

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

The DocumentSubtype attribute in the ODF header can contain the information about the last skill finished.

- Trigger and Frequency**

- Send after each skill is finished (INTERMEDIATE)
- Send after the last skill is completed (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)

- Message Structure**

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

- Result /ResultItems /ResultItem

- Message Values**

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Result type is POINTS
	IRM	O	CC @IRM	IRM for the cumulative result
	Result	O	Numeric ###0.0	Send just in the case @ResultType is IRM
	Diff	O	Numeric ###0.0	Cumulative result
Result /ResultItems /ResultItem	SortOrder	M	Numeric	Send when the @ResultType is POINTS
	Unit	O	Text	Not used.
	Rank	O	Text	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
	RankEqual	O	S(1)	RSC code of the corresponding skill result
	ResultType	O	CC @ResultType	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
	Result	O	Numeric #0	Send Y in case of the Rank has been equalled else do not send.
Result /ResultItems /ResultItem /Result	QualificationMark	O	CC @QualificationMark	POINTS to be used.
	IRM	O	CC @IRM	The result of the competitor for the event unit identified by /ResultsItems /ResultItem
	SortOrder	M	Numeric #0	Send when the @ResultType is POINTS
	Unit	O	Text	Not used.
	Rank	O	Text	The invalid rank mark, in case it is assigned for the event unit.
	RankEqual	O	S(1)	Send in the case @ResultType is IRM

Element	Attribute	M/O	Value	Comments
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID
	Order	M	Numeric	
	Bib	O	S(4)	Athlete's shirt number.

Sample (Team)

```

.....
<Result QualificationMark="" IRM="" ResultType="POINTS" Rank="1" Result="15"
SortOrder="1">
  <Competitor Code="105665" Organisation="AUT" Type="A">
    <Composition>
      <Athlete Code="105665" Type="A" Order="1">
        <Description Organisation="AUT" Gender="W" FamilyName="Brand"
        GivenName="Tina"/>
      </Athlete>
    </Composition>
  </Competitor>
  <ResultItems>
    <ResultItem Unit="IHOWSKILLS-----FNL-FSTL----">
      <Result IRM="" Rank="1" Result="4" SortOrder="1"/>
    </ResultItem>
    <ResultItem Unit="IHOWSKILLS-----FNL-SHTA----">
      <Result IRM="" Rank="3" Result="2" SortOrder="3"/>
    </ResultItem>
    <ResultItem Unit="IHOWSKILLS-----FNL-SKAG----">
      <Result IRM="" Rank="8" Result="1" SortOrder="8"/>
    </ResultItem>
    <ResultItem Unit="IHOWSKILLS-----FNL-FSTS----">
      <Result IRM="" Rank="2" Result="3" SortOrder="2"/>
    </ResultItem>
    <ResultItem Unit="IHOWSKILLS-----FNL-PASP----">
      <Result IRM="" Rank="4" Result="2" SortOrder="4"/>
    </ResultItem>
    <ResultItem Unit="IHOWSKILLS-----FNL-PUCK----">
      <Result IRM="" Rank="2" Result="3" SortOrder="2"/>
    </ResultItem>
  </ResultItems>
</Result>
.....

```

- **Message sort**

Please, follow the general definition.

2.1.6 Play by Play

2.1.6.1 Description

This message is the Play by Play message as described in the ODF Sport Messages Interface Document. Not used in Skill Challenge.

2.1.6.2 Header Values

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

2.1.6.3 Trigger and Frequency

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

- After every action (LIVE)
- After each period (INTERMEDIATE)
- After the unit (UNOFFICIAL / OFFICIAL)

2.1.6.4 Message Structure

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

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

2.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
UnitActions	Home	M	S(20) with no leading zeroes	Home Competitor ID
	Away	M	S(20) with no leading zeroes	Away Competitor ID
UnitActions /UnitAction	Type	M	S(4)	UAC
	Code	M	SC @Period	Send one period code
	Pos	M	Numeric ##0	Unique sequential number for all the actions in the unit, from 1 to n (from the first action the last one).
	Value	M	SC @Action	Actions in the game, Send one action code
	Time	M	mm:ss	Time in the match which the action occurred. First period starts at "00:00", second period at "20:00", third period at "40:00", and OT (if necessary) at "60:00". If Period GWS is after a 5-minute overtime, time will be "65:00", if it is after a 10-minute overtime, "70:00", if it is after a 20-minute overtime, "80:00".

Element	Attribute	M/O	Value	Comments
	Result	O	SC @ResActionGoal or S(10)	Result of the Action for the player/team If Action = GOAL Use SC @ResActionGoal If Action = P Penalty then send penalty time in minutes (e.g.: "2", "2+10"). Do not send for value "0".
	Text	O	SC @PenaltyDesc or SC @PS_Desc	Send SC @PenaltyDesc in the case of a penalty Send SC @PS_Desc in the case of a penalty shot
	ScoreH	O	Numeric #0	Home Score of the game after the action. Send if there is a score change for either team. Send in PSS with 1 in case the home team shooter scored, 0 for a miss or in case it is an away team attempt..
	ScoreA	O	Numeric #0	Away Score of the game after the action. Send if there is a score change for either team. Send in PSS with 1 in case the away team shooter scored, 0 for a miss or in case it is an home team attempt.
	TimeStamp	O	Time	Local time of the action
UnitActions /UnitAction /Competitor	Code	M	S(20) with no leading zeroes	Competitor ID
	Type	M	S(1)	T for team, A for athlete
	Role	O	SC @ActionRole	Role of the team in the action if it was a team action.
	Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
	Organisation	M	CC @Organisation	Competitor's Organisation
UnitActions /UnitAction /Competitor /Compositition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID related to the action
	Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
	Bib	O	S(2)	Jersey Number
	Role	O	SC @ActionRole	Role of the athlete in the action

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

Element: Competition /UnitActions /UnitAction /ExtendedAction			
Code	Value	Description	Expected
PTY_END	mm:ss	For @Code: Send proposed code For @Value: Penalty end time. First period starts at "00:00", second period at "20:00", third period at "40:00", and OT (if necessary) at 60:00	If applicable for penalties
PTY_END_PERIOD	SC @Period	For @Code: Send proposed code For @Value: Penalty end time period. Send only if the end time period is different from the penalty time period. (e.g: Penalty time = 19:50 and End Time = 21:50. Then PTY_ET_PERIOD = P2)	If applicable for penalties
PTY_TYPE_PS	S(1)	For @Code: Send proposed code For @Value: Send Y in the case of a penalty shot else do not send.	If applicable for penalties
PTY_TYPE_AG	S(1)	For @Code: Send proposed code For @Value: Send Y in the case of a penalty leads to an Awarded Goal else do not send.	If applicable for penalties
PTY_TEAM	S(1)	For @Code: Send proposed code	If applicable for penalties

Element: Competition /UnitActions /UnitAction /ExtendedAction			
		For @Value: Send Y in the case of a team penalty else do not send.	
GOAL_UNASSISTED	S(1)	For @Code: Send proposed code For @Value: Send Y if the goal is unassisted else do not send	If applicable for goals
GWS_NUM	Numeric #0	For @Code: Send proposed code For @Value: Send the shot number in case of GWS.	For GWS
LAST_GWS	S(1)	For @Code: Send proposed code For @Value: Send Y if the unit action is the last GWS shot during the current GWS period else do not send.	For GWS

2.1.6.6 Sample

```

.....
<UnitActions Home="IHOWTeam6---USA01" Away="IHOWTeam6---FIN01" >
.....
  <UnitAction Type="UAC" Code="P1" Pos="2" Value="GK" Time="00:00" >
    <Competitor Code="IHOWTeam6---FIN01" Type="T" Order="1" Organisation="FIN" >
      <Composition>
        <Athlete Code="2032496" Role="IN" Bib="14" Order="1" >
          <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="FIN"
BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </UnitAction>
  <UnitAction Type="UAC" Code="P1" Pos="3" Value="GOAL" Time="00:53" Result="EQ"
ScoreH="1" ScoreA="0">
    <ExtendedAction Code="GOAL_UNASSISTED" Value="Y" />
    <Competitor Code="IHOWTeam6---USA01" Type="T" Order="1" Organisation="USA" >
      <Composition>
        <Athlete Code="2021026" Role="SCR" Bib="22" Order="1" >
          <Description GivenName="Harry" FamilyName="Jones" Gender="M" Organisation="USA"
BirthDate="1993-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </UnitAction>
  <UnitAction Type="UAC" Code="P1" Pos="4" Value="P" Time="01:22" Result="2"
Text="HOOK">
    <ExtendedAction Type="EA" Code="PTY_END" Value="03:22" />
    <Competitor Code="IHOWTeam6---FIN01" Type="T" Order="1" Organisation="FIN" >
      <Composition>
        <Athlete Code="2032484" Bib="32" Order="1" >
          <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="FIN"
BirthDate="1992-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </UnitAction>
.....

```

2.1.6.7 Message sort

Follow the general definition.

2.1.7 Current Information

2.1.7.1 Description

This message is the current message as described in the ODF Sport Messages Interface Document. Not used in Skill Challenge.

2.1.7.2 Header Values

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

2.1.7.3 Trigger and Frequency

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

- At the start and end of every period (to start/stop clock).
- Immediately after every change in the score.
- Every time the clock starts and stops
- During play i.e. after start and not during breaks in play, every 30 seconds after the last DT_CURRENT message when there is no other activity triggering this message.

2.1.7.4 Message Structure

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

- Competition /Clock
- Competition /Periods /Period

2.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Clock	Period	O	CC @Period	Current Period if the information is available automatically from the timing device.
	Time	M	m:ss	Value of the clock
	Running	M	S(1)	Y to indicate the clock is running, N to indicate the clock is stopped.
Periods	Home	M	S(20) with no leading zeroes	Home Competitor ID
	Away	M	S(20) with no leading zeroes	Away Competitor ID
Periods /Period	Code	M	CC @Period	
	HomeScore	M	Numeric #0	Overall score of the first named competitor at the end of the period.
	AwayScore	M	Numeric #0	Overall score of the second named competitor at the end of the period.
	HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
	AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.

2.1.7.1 Sample

```

.....
<Competition Code="OG2016">
  <Clock Period="P2" Time="1:34" Running="Y" />
  <Periods Home="IHOWTeam6---USA01" Away="IHOWTeam6---CAN01" >
    <Period Code="P1" HomeScore="2" AwayScore="1" HomePeriodScore="2"
    AwayPeriodScore="1" />
    <Period Code="P2" HomeScore="2" AwayScore="2" HomePeriodScore="0"
    AwayPeriodScore="1" />
  </Periods>
</Competition>
.....

```

2.1.7.2 Message sort

No sort order defined.

2.1.8 Pool standings

2.1.8.1 Description

This message is the Pool Standings message as described in the ODF General Messages Interface Document. Not used in Skill Challenge.

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

2.1.8.2 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 will be the group (A, B etc. as required).

2.1.8.3 Trigger and Frequency

Please, follow the general definition.

2.1.8.4 Message Structure

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

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

DO NOT send Composition element.

2.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Phase, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription (only include if all matches at the same venue)	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	S(2)	Rank in the group. It is optional because the team can be disqualified. For Group D send with trailing D. (2D etc)
	RankEqual	O	S(1)	Send 'Y' if the Rank is equalled else do not send.
	ResultType	M	SC @ResultType	Result type, POINTS or IRM.
	Result	O	Numeric #0	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
	IRM	O	SC @IRM	Send just in the case @ResultType is IRM (see codes section)
	SortOrder	M	Numeric #0	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 and before the competition starts.
	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

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	Points difference, between for and against. Send + or – unless value is 0.
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.
	Unit	M	@RSC	Full RSC unit code for the unit
	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.

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

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension code	Pos	Value	Description	Expected
ER	OTW			Numeric #0	For Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Overtime wins by the competitor.	Always
	OTL			Numeric #0	For Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Overtime losses by the competitor.	Always
	RANK_WLD			Numeric #0	For Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: World ranking for the previous full year for the team competitor	Send only for the whole preliminary round message

2.1.8.6 Sample

```

.....
<Result Rank="1" SortOrder="1" ResultType="POINTS" Result="3" Played="1" Won="1"
Lost="0" For="5" Against="0" Diff="+5" >
  <Competitor Code="IHOWTeam6---CAN01" Type="T" Organisation="CAN" >
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="OTW" Value="0" />
      <ExtendedResult Type="ER" Code="OTL" Value="0" />
    </ExtendedResults>
    <Opponent Code="IHOWTeam6---USA01" Type="T" Pos="1" Organisation="USA" Date="2018-
02-06" Time="14:00" Unit="IHOWTeam6-----GpA-0001-----" Result="5-0">
      <Description TeamName="United States"/>
    </Opponent>
    <Opponent Code="IHOWTeam6---BLR01" Type="T" Pos="2" Organisation="BLR" Date="2018-
02-08" Time="09:00" Unit="IHOWTeam6-----GpA-0003-----" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="IHOWTeam6---NZL01" Type="T" Pos="4" Organisation="NZL" Date="2018-
02-10" Time="19:00" Unit="IHOWTeam6-----GpA-0005-----" >
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
.....

```

2.1.8.7 Message sort

Please, follow the general definition.

2.1.9 Brackets

2.1.9.1 Description

This message is the Brackets message as described in the ODF General Messages Interface Document. Not used in Skill Challenge.

2.1.9.2 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).

2.1.9.3 Trigger and Frequency

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

2.1.9.4 Message Structure

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

- ExtendedInfos /SportDescription
- Bracket /BracketItems /BracketItem /CompetitorPlace
- Bracket /BracketItems /BracketItem /NextUnit
- Bracket /BracketItems /BracketItem /NextUnitLoser
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit.

DO NOT send Composition element.

2.1.9.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items.
Bracket /BracketItems /BracketItem	Code	O	Numeric #0	The game number for each bracket item (e.g.: 17, 18, 19, 20 ...) when known. Send "TBD" for to be defined, if the game number is not known.
	Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
	Date	O	Date	YYYY-MM-DD. Must be filled is known
	Time	O	S(5)	HH:MM. Must be filled if known
	Unit	O	CC @Unit	Full RSC of the unit.
	Result	O	S(50)	Fill when match is complete, filled and formatted for display including OT and GWS if applicable.
	NextUnit	O	CC @Unit	Full RSC of the unit where successful competitors will progress
	NextUnitLoser	O	CC @Unit	Full RSC of the unit where unsuccessful competitors will progress if it exists

Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem /CompetitorPlace	Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
	Code	O	SC @CompetitorPlace	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
	WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known.
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Unit	O	CC @Unit	Full RSC 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. If from a pool then send full RSC of the Pool phase (A, B C etc).
	Value	O	S(4)	When competitor is not known: - (and not coming from a pool) send the BracketItem code (match number) to indicate the competitor. - If from a women's pool then the rank in the pool. - If from men's pools for men's then send nD where n is the preliminary rank.
	WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is from a pool.

2.1.9.6 Sample

```

.....
<Bracket Code="FNL">
  <BracketItems Code="R16">
    <BracketItem Code="19" Order="1" Date="2018-02-07" Time="12:00" Unit="IHOMTeam6-----
    -----8FNL0001-----" Result="4-2" NextUnit="IHOMTeam6-----QFNL0001-----" >
      <CompetitorPlace Pos="1" WLT="W" >
        <Competitor Code="IHOMTeam6---SLO01" Type="T" Organisation="SLO" >
          <Description TeamName="Slovenia"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" >
        <Competitor Code="IHOMTeam6---AUT01" Type="T" Organisation="AUT" >
          <Description TeamName="Austria"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
.....

```

2.1.9.7 Message sort

Bracket @Code order by priority, FNL, BRN etc.

BracketItems @Code should be sorted by qualification, quarterfinals, semifinals etc.

2.1.10 Statistics

2.1.10.1 Description

This message is the Statistics message as described in the ODF General Messages Interface Document. Not used in Skill Challenge.

2.1.10.2 Header Values

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

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, e.g. USA1. Concatenation will happen only when an organisation has more than one team.
- **TOU:** For Tournament statistics
- **IND_RANKING:** Ranking of individual statistics.
- **TEAM_RANKING:** Ranking of individual statistics.

2.1.10.3 Trigger and Frequency

- After each match according to the general definition. The CUM is only triggered for the team involved in the match.

2.1.10.4 Message Structure

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

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

2.1.10.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
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	Code	M	SC @Statistics	A code to identify the statistics being listed
Stats /Competitor	Order	M	Numeric	Sort order: For each team: 1 - Team NOC code
Stats /Competitor /Composition /Athlete	Order	M	Numeric	Sort order:

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

Element: Stats /StatsItems /StatsItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	MP			Numeric ##0	For @Type: Send proposed type	Always, if the information is

Element: Stats /StatsItems /StatsItem						
				For @Code: Send proposed code	available for the DocumentSubtype=T OU	
				For @Value: Total Games Played		
	ATTEND_AVG		Numeric ####0	For @Type: Send proposed type	Always send if DocumentSubtype= TOU	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Average attendance		
		ATTENDANCE	Numeric #####0	For @Code: Send proposed code	Always send if DocumentSubtype= TOU	
				For @Pos: Do not send anything		
				For @Value: Total attendance for all games played		

Sample (TOU)

```

.....
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="ATTEND_AVG" Value="8173" >
      <ExtendedStat Code="ATTENDANCE" Value="245200" >
    </StatsItem>
    <StatsItem Type="ST" Code="MP" Value="30" />
  </StatsItems>
.....

```

The following table describes in more detail the Competition /Stats /Competitor /StatsItems /StatsItem. (for team statistics: for the DocumentSubtype= TEAM_RANKING)

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 @Pos: Do not send anything For @Value: Total games played	If available for TEAM_RANK ING
	IRM			SC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send DSQ if the competitor is disqualified.	If available for TEAM_RANK ING = TOU
	GF			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of goals for	If available for TEAM_RANK ING y
	GA			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of goals against	If available for TEAM_RANK ING

Element: Competition /Stats /Competitor /StatsItems /StatsItem						
	SE			Numeric ##0.00	For @Type: Send proposed type	If available for TEAM_RANK ING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Scoring efficiency as a percentage	
					S(7) For ValueType: Send PERCENT	
				S(2)	For Rank: Send the Rank for display of the scoring efficiency	
				S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
				Numeric #0	For SortOrder: Send the sort order	
		SOG		Numeric ##0	For @Code: Send proposed code	
					For @Pos: Do not send anything	
	SSG			Numeric ##0	For @Value: Shots on goal	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Shots saved by goalkeeper	
	PP			Numeric ##0.00	For @Type: Send proposed type	If available for TEAM_RANK ING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Power Play efficiency as a percentage	
					S(7) For ValueType: Send PERCENT	
				S(2)	For Rank: Send the Rank for display of the PP efficiency	
				S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
				Numeric #0	For SortOrder: Send the sort order	
		ADV		Numeric ##0	For @Code: Send proposed code	
					For @Pos: Do not send anything	
	PPGF			Numeric ##0	For @Value: Advantage (times on power play)	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Power play goals for	
	TTP			mm:ss	For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Time in power play	
	TTP_AVG			mm:ss	For @Code: Send proposed code	
					For @Pos: Do not send anything	

Element: Competition /Stats /Competitor /StatsItems /StatsItem												
	PK			Numeric ##0.00	For @Value: Average time in power play For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Penalty killing percentage	If available for TEAM_RANK ING						
				S(7)	For ValueType: Send PERCENT							
				S(2)	For Rank: Send the Rank for display of the PK percentage							
				S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send							
				Numeric #0	For SortOrder: Send the sort order							
				PPGA			Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Power play goals against				
							DVG		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Disadvantage (number of times shorthanded)		
									TSH		mm:ss	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time shorthanded in minutes and seconds
											TSH_AVG	
				SVSP				Numeric ##0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Scoring efficiency as a percentage	If available for TEAM_RANK ING		
	S(7)	For ValueType: Send PERCENT										
	S(2)	For Rank: Send the Rank for display of the average percent for the position.										
	S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send										
	Numeric #0	For SortOrder: Send the sort order										
	SVS		Numeric ##0					For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total saves				

Element: Competition /Stats /Competitor /StatsItems /StatsItem					
		SOGA		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shots on goal against the goalkeeper
		GA_AVG		Numeric #0.00	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Goals against as average per 60 minutes
		SHGA		Numeric #0.00	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shorthanded goals against
		SO		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of shutouts
		ENG		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Empty net goals
	PIM			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total penalties in minutes
				S(7)	For ValueType: Send MINS
				S(2)	For Rank: Send the Rank for display of the PIM
				S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send
				Numeric #0	For SortOrder: Send the sort order
		2MIN		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of 2 minute penalties
		5MIN		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of 5 minute penalties
		10MIN		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of 10 minute penalties
		GM		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything
					If available for TEAM_RANK ING

Element: Competition /Stats /Competitor /StatsItems /StatsItem					
				For @Value: Number of game misconducts, gross misconducts	
	MP		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of match penalties	
	AVG		Numeric m:ss	For @Code: Send proposed code For @Pos: Do not send anything For @Value: PIM (average) per game (in minutes and seconds)	
	SHG_NET		Numeric +##0 or -##0 or 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: SHGF – SHGA	If available for TEAM_RANK ING
			S(7)	For ValueType: Send MINS	
			S(2)	For Rank: Send the Rank for display of the net SHG	
			S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
			Numeric #0	For SortOrder: Send the sort order	
	SHGF		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shorthanded goals for	
	SHGA		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shorthanded goals against	
	ATTEND_AVG		Numeric ####0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average number of spectators	If available for TEAM_RANK ING
			S(7)	For ValueType: Send MINS	
			S(2)	For Rank: Send the Rank for display of average number of spectators	
			S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
			Numeric #0	For SortOrder: Send the sort order	
	ATTENDANCE		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value:	

Element: Competition /Stats /Competitor /StatsItems /StatsItem

Total number of spectators

Sample

```

.....
<Stats Code="TEAM_RANKING">
  <Competitor Code="IHOWTeam6---CAN01" Type="T" Order="1" Organisation="CAN" >
    <Description TeamName="Canada" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="1" />
      <StatsItem Type="ST" Code="GF" Value="5" />
      <StatsItem Type="ST" Code="GA" Value="0" />
      <StatsItem Type="ST" Code="PK" Value="100.00" ValueType="PERCENT" Rank="2"
SortOrder="2">
        <ExtendedStat Code="PPGA" Value="0" />
        <ExtendedStat Code="DVG" Value="1" />
        <ExtendedStat Code="TSH" Value="2:00" />
        <ExtendedStat Code="PPGA" Value="0" />
      </StatsItem>
      <StatsItem Type="ST" Code="ATTEND_AVG" Value="4386" >
        <ExtendedStat Code="ATTENDANCE" Value="4386" />
      </StatsItem>
    </StatsItems>
  </Competitor>
</Stats>
.....

```

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	Pos	Value	Description	Expected
ST	POS			CC @Position	For @Type: Send proposed type	If available in CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the athlete position	
	MP			Numeric #0	For @Type: Send proposed type	If available in CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total games played	
	GPI			Numeric #0	For @Code: Send proposed code	If available for GK in CUM and IND_RANKING
					For @Pos: Do not send anything	
					For @Value: Total games where the GK was on the ice.	
	GF			Numeric ##0	For @Type: Send proposed type	If available in CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of goals for	
				S(7)	For ValueType: Send POINTS	
				S(2)	For Rank: Send the Rank for display for the scoring ranking (IND_RANKING message)	
				S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
				Numeric	For SortOrder:	

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
ASSIST			#0	Send the sort order	If available in CUM and IND_RANKING
			Numeric ##0	For @Type: Send proposed type	
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Number of assists	
			S(7)	For ValueType: Send POINTS	
			S(2)	For Rank: Send the Rank for display for the scoring ranking (IND_RANKING message)	
			S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
			Numeric #0	For SortOrder: Send the sort order	
PTS			Numeric ##0	For @Type: Send proposed type	If available in CUM and IND_RANKING
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Number of points	
			S(7)	For ValueType: Send POINTS	
			S(2)	For Rank: Send the Rank for display for the scoring ranking (IND_RANKING message)	
			S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
			Numeric #0	For SortOrder: Send the sort order	
PTS_DEF_RANK			Numeric ##0	For @Type: Send proposed type	If available in IND_RANKING
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Defensemen leading scorers rank.	
PIM			Numeric ##0	For @Type: Send proposed type	If available in CUM and IND_RANKING
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Penalties in minutes	
			S(7)	For ValueType: Send MINS	
			S(2)	For Rank: Send the Rank for display for the scoring ranking (IND_RANKING message)	
			S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
			Numeric #0	For SortOrder: Send the sort order	
		2MIN	Numeric ##0	For @Code: Send proposed code	If available in IND_RANKING
				For @Pos: Do not send anything	
				For @Value: Number of 2 minute penalties	

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
		5MIN	Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of 5 minute penalties	If available in IND_RANKING
		10MIN	Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of 10 minute penalties	If available in IND_RANKING
		GM	Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of game misconducts, gross misconducts	If available in IND_RANKING
		MP	Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of match penalties	If available in IND_RANKING
		AVG	Numeric m:ss	For @Code: Send proposed code For @Pos: Do not send anything For @Value: PIM (average) per game (in minutes and seconds)	If available in IND_RANKING
		PLUS_MINUS	Numeric +##0 or -##0 or 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Plus / Minus net value	If available in CUM and IND_RANKING
			S(7)	For Value Type: Send POINTS	
			S(2)	For Rank: Send the Rank for display for the scoring ranking (IND_RANKING message)	
			S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
			Numeric #0	For SortOrder: Send the sort order	
		PLUS	Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total Plus	If available in IND_RANKING
		MINUS	Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total minue	If available in IND_RANKING
	GWG		Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of Game Winning Goals	If available in CUM
	PPG		Numeric	For @Type:	If available in

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
			##0	Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of power play goals	CUM and IND_RANKING
SHG			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of short hand goals	If available in CUM and IND_RANKING
SOG			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of shots on goal	If available in CUM and IND_RANKING
SGP			Numeric ##0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Percentage of goals from total shots	If available in CUM and IND_RANKING
MINS			mm:ss	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total minutes played	If available in CUM and IND_RANKING
	AVG		mm:ss	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average minutes played	If available in CUM and IND_RANKING
	PERCENT		Numeric ##0.00	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Percentage of time player for the GK	If available for GK in CUM and IND_RANKING
SHIFTS			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total shifts played	If available in CUM
	AVG		mm:ss	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average time per shift played	If available in CUM
FOP			Numeric ##0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos:	If available for IND_RANKING

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
				Do not send anything For @Value: Face-offs won percent	
	WON		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Face-offs won	
	LOST		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Face-offs lost	
	PLUS_MINUS		Numeric + #0 or - #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Face-offs net	
GA_GK			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Goals against the goalkeeper	If available for GK in CUM and IND_RANKING
SVSP_GK			Numeric ##0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Save percentage by the goalkeeper	If available for GK in CUM and IND_RANKING
			S(7)	For Value Type: Send PERCENT	
			S(2)	For Rank: Send the Rank for display for the GK ranking	
			S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send	
			Numeric #0	For SortOrder: Send the sort order	
	SVS		Numeric ##0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Saves by the goalkeeper	If available for GK in CUM and IND_RANKING
SOG_GK			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shots on goal against the goalkeeper	If available for GK in CUM and IND_RANKING
GAA_GK			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Goals against as average per 60 minutes for the GK	If available for GK in CUM and IND_RANKING

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem					
SO_GK			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shut outs by the goalkeeper	If available for GK in CUM and IND_RANKING
WON_GK			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Games won by the goalkeeper	If available for GK in CUM
LOST_GK			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Games lost by the goalkeeper	If available for GK in CUM
PPGA_GK			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Power play goals against the goalkeeper	If available for GK in IND_RANKING
SHGA_GK			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Short handed goals against the goalkeeper	If available for GK in IND_RANKING

Sample

```

.....
<Stats Code="IND_RANKING">
  <Competitor Code="IHOMTeam6---CAN01" Type="T" Order="1" Organisation="CAN" >
    <Composition>
      <Athlete Code="2018820" Order="2">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="3" />
          <StatsItem Type="ST" Code="GF" Value="5" ValueType="POINTS" Rank="2"
          SortOrder="2">
            <StatsItem Type="ST" Code="POS" Value="D" />
            <StatsItem Type="ST" Code="ASSIST" Value="2" ValueType="POINTS" Rank="5"
            RankEqual="Y" SortOrder="7" />
            <StatsItem Type="ST" Code="PIM" Value="2" ValueType="MINS" Rank="18"
            RankEqual="Y" SortOrder="21" />
            <ExtendedStat Code="2MIN" Value="1" />
          </StatsItem>
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
.....

```

2.1.10.6 Message sort

Please, follow the general definition.

2.1.11 Event Final Ranking

2.1.11.1 Description

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

2.1.11.2 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) with one message per event.

2.1.11.3 Trigger and Frequency

- After each final position is known.

2.1.11.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription

2.1.11.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
Result	Rank	O	Text	Rank of the competitor in the result. It is optional because the team/competitor can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled else do not send. Not used in Skill Challenge.
	Played	O	Numeric #0	Send number of matches played. Not used in Skill Challenge.
	Won	O	Numeric #0	Send number of matches won. Not used in Skill Challenge.
	Lost	O	Numeric #0	Send number of matches lost. Not used in Skill Challenge.
	IRM	O	CC @IRM	Send just if the team/competitor 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/competitors.

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element (not used in Skill Challenge).

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extended Result	Pos	Value	Description	Expected
ER	OTW			Numeric #0	For Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Overtime wins by the competitor.	Always
	OTL			Numeric #0	For Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything	Always

Element: Result /ExtendedResults /ExtendedResult					
				For @Value: Overtime losses by the competitor.	
	GF		Numeric #0	For Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Goals for the competitor.	
	GA		Numeric #0	For Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Goals against the competitor.	

2.1.11.6 Sample

```

.....
<Result Rank="1" SortOrder="1" Played="6" Won="5" Lost="0" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="OTW" Value="1" />
    <ExtendedResult Type="ER" Code="OTL" Value="0" />
    <ExtendedResult Type="ER" Code="GF" Value="17" />
    <ExtendedResult Type="ER" Code="GA" Value="3" />
  </ExtendedResults>
  <Competitor Code="IHOWTeam6---SWE01" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden"/>
    <Composition>
      <Athlete Code="2002600" Order="1" />
    </Composition>
  </Competitor>
</Result>
.....

```

2.1.11.7 Message sort

Please, follow the general definition.

2.2 Message Timeline

2.2.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
OVR gets Initial data	DT_CODES		o			o	o
	DT_SCHEDULE					o	o
	DT_PARTIC						
	DT_PARTIC_TEAM						
OVR sends	DT_CONFIG		X				
	DT_BRACKETS			X			
	DT_POOL_STANDINGS	INTERMEDIATE			X		
	DT_PDF C08 Schedule		X				
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_TEAM_UPDATE		X				
When athlete/team data is confirm	DT_PDF C33 Team Roster			X			
When athlete/team data is confirm Skills Challenge (only)	DT_PDF C32E Entry List			X			

2.2.2 Before a game

Trigger	Message	Status	D	E	P	S	U
Roster is known (-120')	DT_RESULT for each game	START_LIST					X
	DT_PDF C54A Game Roster						X
Line up is known (-50')	DT_RESULT for each game	START_LIST					X
	DT_PDF C54B Line-ups						X
At scheduled start time (0)	DT_SCHEDULE_UPDATE	GETTING_READY	X				o

2.2.3 During and After Each period

Trigger	Message	Status	D	E	P	S	U
Event unit starts (when puck drop')	DT_SCHEDULE_UPDATE	RUNNING	X			o	o
	DT_RESULT	LIVE					X
	DT_PLAY_BY_PLAY						X
Game Result	DT_RESULT	LIVE					X
	DT_SCHEDULE_UPDATE	SCHEDULE_BREAK	X			o	
	DT_RESULT	INTERMEDIATE					X
	DT_PDF C74A After Each Period						X

2.2.4 After End of the Game

Trigger	Message	Status	D	E	P	S	U
Last score/result	DT_RESULT	LIVE					X
In case of tie: PSO	DT_RESULT	LIVE					X
Game finished	DT_SCHEDULE_UPDATE	FINISHED	X			o	
Game Score confirmed	DT_RESULT	OFFICIAL					X

Trigger	Message	Status	D	E	P	S	U
	DT_POOL_STANDINGS	INTERMEDIATE			X		
	DT_PDF C74A After the Game						X
Stats	DT_STATS			X			
	DT_PDF C83 Player Statistics by Team			X			

2.2.5 At the end of the Last Game

Trigger	Message	Status	D	E	P	S	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		X			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_RANKING	OFFICIAL		X			
	DT_PDF C92x Medallist			X			

Legend:

D Discipline **E** Event **P** Phase **S** Session **U** Unit **X** Sent on that level **o** Includes info from that level

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3 Document Control

Version history		
Version	Date	Comments
R-WYOG-2016-IHO v1.0	23 Sept 2015	First version
R-WYOG-2016-IHO v1.1	6 FEB 2016	Approved version with updates for skill challenge

File reference: ODF/INT016 WYOG-2016-IHO v1.1 SFR

Change Log		
Version	Status	Changes on version
R-WYOG-2016-IHO v1.0	SFR	First version
R-WYOG-2016-IHO v1.1	APP	Separate section to explain the use of DT_RESULT for Skill Challenge Additional description for DT_CUMULATIVE_RESULT Changes to DT_RANKING for skill challenge Adding of ResultTypes for Skill Challenge Added 2 additional Function Codes

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