



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT149- R-SOG-2016-v2.2 APP (BV)

# Olympic Data Feed



**ODF Beach Volleyball Data Dictionary**  
**Rio 2016 – Games of the XXXI Olympiad**  
Technology and Information Department  
© International Olympic Committee

ODF/INT149- R-SOG-2016-v2.2 APP (BV)  
9 June 2016



## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



## Table of Contents

1 Introduction.....	<u>6</u>
1.1 This document.....	<u>6</u>
1.2 Objective.....	<u>6</u>
1.3 Main Audience.....	<u>6</u>
1.4 Glossary.....	<u>6</u>
1.5 Related Documents.....	<u>6</u>
2 Messages.....	<u>8</u>
2.1 Applicable Messages.....	<u>8</u>
2.2 Messages.....	<u>10</u>
2.2.1 Competition schedule / Competition schedule update.....	<u>10</u>
2.2.1.1 Description.....	<u>10</u>
2.2.1.2 Header Values.....	<u>12</u>
2.2.1.3 Trigger and Frequency.....	<u>13</u>
2.2.1.4 Message Structure.....	<u>13</u>
2.2.1.5 Message Values.....	<u>14</u>
2.2.1.6 Message Sort.....	<u>17</u>
2.2.2 List of participants by discipline / List of participants by discipline update.....	<u>18</u>
2.2.2.1 Description.....	<u>18</u>
2.2.2.2 Header Values.....	<u>18</u>
2.2.2.3 Trigger and Frequency.....	<u>19</u>
2.2.2.4 Message Structure.....	<u>20</u>
2.2.2.5 Message Values.....	<u>21</u>
2.2.2.6 Message Sort.....	<u>25</u>
2.2.3 List of teams / List of teams update.....	<u>26</u>
2.2.3.1 Description.....	<u>26</u>
2.2.3.2 Header Values.....	<u>26</u>
2.2.3.3 Trigger and Frequency.....	<u>27</u>
2.2.3.4 Message Structure.....	<u>27</u>
2.2.3.5 Message Values.....	<u>28</u>
2.2.3.6 Message Sort.....	<u>31</u>
2.2.4 Event Unit Start List and Results.....	<u>32</u>
2.2.4.1 Description.....	<u>32</u>
2.2.4.2 Header Values.....	<u>32</u>
2.2.4.3 Trigger and Frequency.....	<u>33</u>
2.2.4.4 Message Structure.....	<u>34</u>
2.2.4.5 Message Values.....	<u>37</u>
2.2.4.6 Message Sort.....	<u>50</u>



2.2.5 Play by Play.....	<u>51</u>
2.2.5.1 Description.....	<u>51</u>
2.2.5.2 Header Values.....	<u>51</u>
2.2.5.3 Trigger and Frequency.....	<u>52</u>
2.2.5.4 Message Structure.....	<u>52</u>
2.2.5.5 Message Values.....	<u>54</u>
2.2.5.6 Message Sort.....	<u>57</u>
2.2.6 Current Information.....	<u>58</u>
2.2.6.1 Description.....	<u>58</u>
2.2.6.2 Header Values.....	<u>58</u>
2.2.6.3 Trigger and Frequency.....	<u>59</u>
2.2.6.4 Message Structure.....	<u>59</u>
2.2.6.5 Message Values.....	<u>60</u>
2.2.6.6 Message Sort.....	<u>63</u>
2.2.7 Pool Standings.....	<u>64</u>
2.2.7.1 Description.....	<u>64</u>
2.2.7.2 Header Values.....	<u>64</u>
2.2.7.3 Trigger and Frequency.....	<u>65</u>
2.2.7.4 Message Structure.....	<u>65</u>
2.2.7.5 Message Values.....	<u>67</u>
2.2.7.6 Message Sort.....	<u>72</u>
2.2.8 Brackets.....	<u>73</u>
2.2.8.1 Description.....	<u>73</u>
2.2.8.2 Header Values.....	<u>73</u>
2.2.8.3 Trigger and Frequency.....	<u>74</u>
2.2.8.4 Message Structure.....	<u>74</u>
2.2.8.5 Message Values.....	<u>75</u>
2.2.8.6 Message Sort.....	<u>79</u>
2.2.9 Statistics.....	<u>80</u>
2.2.9.1 Description.....	<u>80</u>
2.2.9.2 Header Values.....	<u>80</u>
2.2.9.3 Trigger and Frequency.....	<u>81</u>
2.2.9.4 Message Structure.....	<u>81</u>
2.2.9.5 Message Values.....	<u>83</u>
2.2.9.6 Message Sort.....	<u>93</u>
2.2.10 Event Final Ranking.....	<u>94</u>
2.2.10.1 Description.....	<u>94</u>
2.2.10.2 Header Values.....	<u>94</u>
2.2.10.3 Trigger and Frequency.....	<u>95</u>
2.2.10.4 Message Structure.....	<u>95</u>
2.2.10.5 Message Values.....	<u>96</u>



2.2.10.6	Message Sort.....	<u>98</u>
2.2.11	Event Unit Weather conditions.....	<u>99</u>
2.2.11.1	Description.....	<u>99</u>
2.2.11.2	Header Values.....	<u>99</u>
2.2.11.3	Trigger and Frequency.....	<u>100</u>
2.2.11.4	Message Structure.....	<u>100</u>
2.2.11.5	Message Values.....	<u>101</u>
2.2.11.6	Message Sort.....	<u>102</u>
3	Document Control.....	<u>103</u>



# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



## 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 Beach Volleyball.

- 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 extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	<a href="#">X</a>
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<a href="#">X</a>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<a href="#">X</a>
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	<a href="#">X</a>
DT_PLAY_BY_PLAY	Play by Play	<a href="#">X</a>
DT_CURRENT	Current Information	<a href="#">X</a>
DT_POOL_STANDING	Pool Standings	<a href="#">X</a>
DT_BRACKETS	Brackets	<a href="#">X</a>
DT_STATS	Statistics	<a href="#">X</a>
DT_RANKING	Event Final Ranking	<a href="#">X</a>
DT_COMMUNICATION	Official Communication	





INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT149- R-SOG-2016-v2.2 APP (BV)

DT_WEATHER	Event Unit Weather conditions	<a href="#">X</a>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



## 2.2 Messages

### 2.2.1 Competition schedule / Competition schedule update

#### 2.2.1.1 Description

The Competition schedule is a bulk message provided for one particular discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages (and have status UNSCHEDULED or SCHEDULED).

The arrival of the competition schedule message resets all the previous schedule information for one particular discipline.

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

HATH Individual Head to Head units (e.g. AR, BD, TE etc)

HCOUP Pairs/Couples Head to Head units (e.g. BD, TE etc)

HNOC NOC Head to Head units (e.g. AR)

HTEAM Teams Head to Head units (e.g. BK, BV, HB etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines usually only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units



flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used.

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this).

If the discipline requires some text describing the order then StartText is used. Typical uses include "Not before 17:00" or "SUN 29 - 2nd match on CC" or "Follows".

Where HideStartDate="Y" is used then all start times for the units may be the same, usually the same as the first unit in the session or location (which generally will not use HideStartDate="Y") but this is not mandatory and approximate start times may be used. The specific way this is managed in each sport is detailed in the specific sport data dictionary.

Advice for end users - how to sort event units and use DT\_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

1. By day (or filter by day)
2. By location if applicable (in a small number of sports)
3. By Time (regardless if HideStartDate="Y")
4. By Order

- The Order is sent for all units where HideStartDate="Y" else not sent. Start with 1 each new session each day

- End users should display StartText if HideStartDate="Y"

Competition schedule update:

Competition schedule update is an update message. It is not a complete schedule information message, but only the schedule data being modified.

The arrival of this message updates the previous schedule information for one particular event unit, but does not notify any other change for the rest of the event units except for those contained in the message.

The key of the information updated is Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all this attribute.

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.



### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	DDGEEPUU	Only used for DT_SCHEDULE_UPDATE. Should be the Code of the first Unit in the message. This attribute is mainly used for searching.
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages.  Serial starts with 1 each day for each Source.



### 2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT\_SCHEDULE") approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT\_SCHEDULE\_UPDATE") by OVR. There is no automatic triggering and this (DT\_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H should be sent immediately when known and usually soon after the preceding unit changes to Official.

The triggers for status changes are described in each sport data dictionary where differences are needed.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

### 2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<u>Competition (1,1)</u>						
	Code					
	<u>Unit (0,N)</u>					
		Code				
		PhaseType				
		UnitNum				
		ScheduleStatus				
		StartDate				
		HideStartDate				
		EndDate				
		HideEndDate				
		ActualStartDate				
		ActualEndDate				
		Medal				



Venue			
Location			
ModificationIndicator			
<a href="#">StartText (0,N)</a>			
	Language		
	Value		
<a href="#">ItemName (1,N)</a>			
	Language		
	Value		
<a href="#">VenueDescription (1,1)</a>			
	VenueName		
	LocationName		
<a href="#">StartList (0,1)</a>			
	<a href="#">Start (1,N)</a>		
		StartOrder	
		SortOrder	
		<a href="#">Competitor (1,1)</a>	
			Code
			Type
			Organisation
			<a href="#">Description (0,1)</a>
			TeamName

### 2.2.1.5 Message Values

#### Element: Competition (1,1)

Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

#### Element: Competition /Unit (0,N)



Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	Phase type for the unit	
UnitNum	O	Numeric ###	Match Number
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent in the case of some @ScheduleStatus, such as UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED).
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) is an estimation. Do not send if StartDate (scheduled start time) is not an estimation as the StartDate is correct.  Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.  When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed.  Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is an estimation. Do not send if EndDate scheduled end time is not an estimation.  Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00



ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Medal	O	<a href="#">SC @UnitMedalType</a>	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	<a href="#">CC @VenueCode</a>	Venue where the unit takes place
Location	M	<a href="#">CC @Location</a>	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only  N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.  If ModificationIndicator="U", then update the event unit.

**Element: Competition /Unit /StartText (0,N)**

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

**Element: Competition /Unit /ItemName (1,N)**

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description.  For competition units show the short unit description from common codes which matches the RSC.  For non-competition schedules (where the item description is not in common codes) then add the description.





--	--	--	--

<b>Element: Competition /Unit /VenueDescription (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

<b>Element: Competition /Unit /StartList /Start (1,N)</b>			
<b>StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

<b>Element: Competition /Unit /StartList /Start /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Should be sent when known

<b>Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Team Name where known, must send when available

### 2.2.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.

In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.



## 2.2.2 List of participants by discipline / List of participants by discipline update

### 2.2.2.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT\_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT\_PARTIC\_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition



DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

The DT\_PARTIC\_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.



### 2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (1,1)</a>					
	Code				
	<a href="#">Participant (1,N)</a>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		<a href="#">Discipline (1,1)</a>			
			Code		
			<a href="#">RegisteredEvent (0,N)</a>		



	Gender Event Bib <a href="#">EventEntry (0,N)</a>
<a href="#">OfficialFunction (0,N)</a>	Code Type Pos Value
<a href="#">FunctionId</a>	

### 2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID.  It identifies an athlete or an official and the holding participant's valid information for one particular period of time.  It is used to link other messages to the participant's information.  Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.  When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading	Participant's parent ID, which is used to link to the latest



		zeroes	<p>valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	<p>Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
Weight	O	S(3)	<p>Weight in kilograms. It will be included if this information is available.</p> <p>This information is not needed in the case of officials/referees.</p>



			"-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	<a href="#">CC @ResultsFunction</a>	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	N, U	Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

**Element: Participant /Discipline (1,1)**

**All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.**

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	It is the discipline code used to fill the OdfBody @DocumentCode attribute.



<b>Element: Participant /Discipline /RegisteredEvent (0,N)</b>			
<b>All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Gender	M	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	Discipline Gender Code
Event	M	<a href="#">CC @Event</a>	Event ID
Bib	O	S(1)	<p>Bib number.</p> <p>Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions.</p> <p>Send only in the Case of Current="true".</p> <p>Shirt number for the athlete. Although this attribute is optional, it will be updated and informed as soon as it is known. Example: 1, 2</p>

<b>Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)</b>				
<b>Send if there are specific athlete's event entries.</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
ENTRY	CAPTAIN	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the competitor is the Captain.
ENTRY	HAND	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>





	Value	M	<a href="#">SC @Hand</a>	Hand of the Player
ENTRY		POSITION	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Position</a>	Send the athlete role
ENTRY		SHIRT_NAME	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Shirt Name of the player

**Sample (EventEntry)**

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

**Element: Participant /OfficialFunction (0,N)**

Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Description
FunctionId	M	<a href="#">CC @ResultsFunction</a>	Additional officials' function code

**2.2.2.6 Message Sort**

The message is sorted by Participant @Code



## 2.2.3 List of teams / List of teams update

### 2.2.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

List of teams (DT\_PARTIC\_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT\_PARTIC\_TEAMS\_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number



FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.3.3 Trigger and Frequency

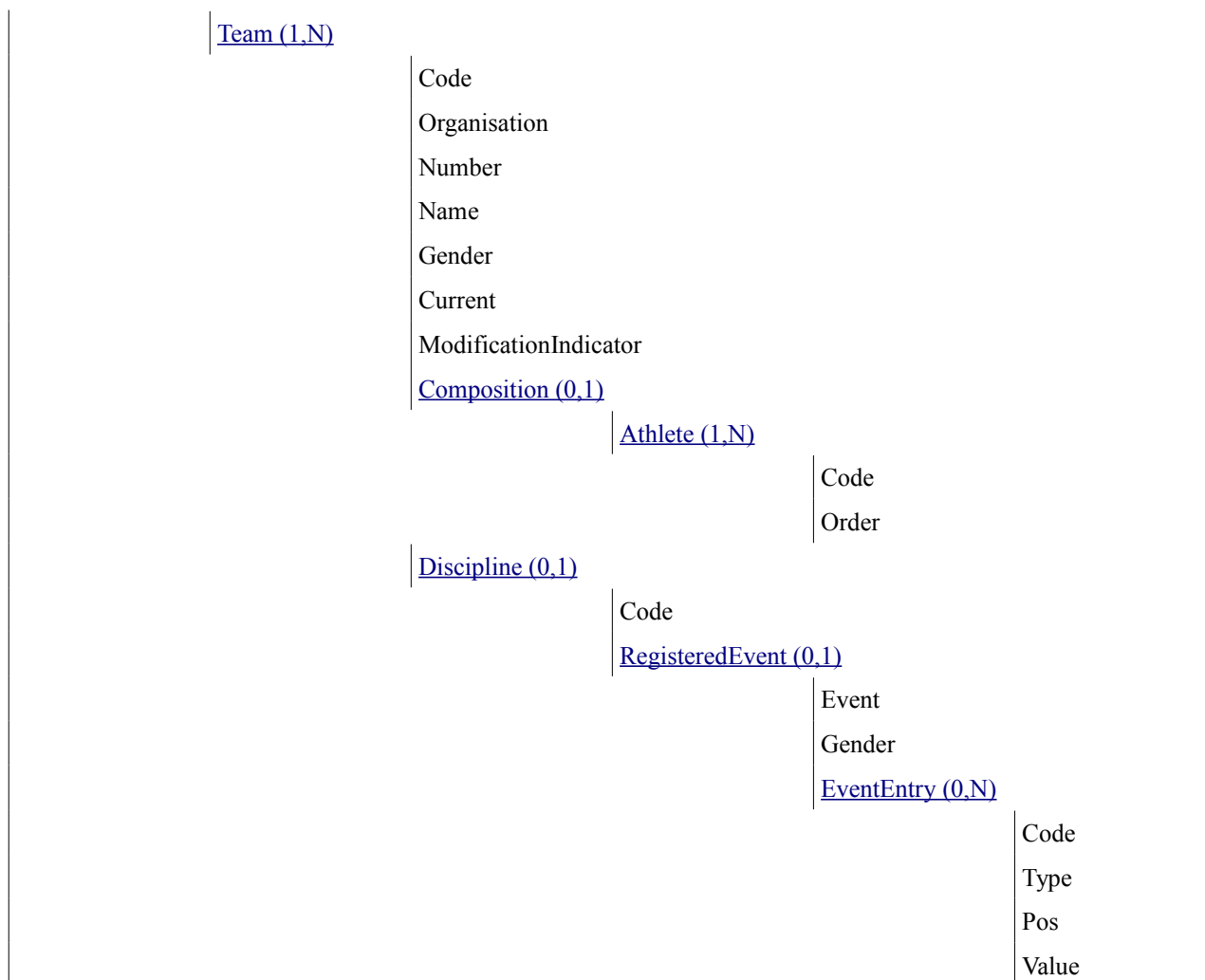
The DT\_PARTIC\_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (1,1)</a>					
	Code				



### 2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition. Code is deprecated and value is duplicated in the header.

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Team's ID (example ATM001ESP01, 393553)



		zeroes	When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number.  If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc.  Required in the case of current teams.
Name	M	S(73)	The team name shall consist of the concatenation of the shirt names of the athletes. Example : "RICARDO/EMANUEL", "DIECKMANN M./RECKERMANN", "HOLDREN/METZGER"  It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only  N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team  If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams  If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams  If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

**Element: Team /Composition /Athlete (1,N)**

**In the case of current teams the number of athletes is 2 or more.**

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	M	Numeric	Team member order

**Element: Team /Discipline (0,1)**

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

**Element: Team /Discipline /RegisteredEvent (0,1)**

Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Event ID
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	GROUP	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
	<b>Description</b>		Preliminary Group of the team
ENTRY	SEED	N/A	Pos Description: Do not send anything  Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
	<b>Description</b>		Seed number.
	SHORTS	Numeric	Pos Description:



ENTRY			0	1st / 2nd /3rd team shorts colour Send 1, 2, 3 to indicate the number of shorts  Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Shorts Colour
ENTRY		UNIFORM	Numeric 0	Pos Description: 1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt  Element Expected: As soon as it is known (this information can be sent in both messages).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Shirt Colour

**Sample (EventEntry)**

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

**2.2.3.6 Message Sort**

The message is sorted by Team @Code.



## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in BV	Not used in BV
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.





LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"><li>* Competitors or athletes are added, changed or removed including in &lt;ExtendedInfos /Competitor&gt;</li><li>* Any change in &lt;Officials&gt;</li><li>* Any change in StartOrder or StartSortOrder</li><li>* Any changes in &lt;Coaches&gt;</li><li>* Any changes in &lt;EventUnitEntry&gt;</li></ul> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.4.3 Trigger and Frequency

This message is sent with the following ResultStatus:

- \* START LIST: As soon as the team/teams are known and any change to these (ExtendedInfos, Officials, Event Unit competitors, IRMs prior to the start of the unit,...).
- \* LIVE: At the beginning of each set.
- \* LIVE: After every rally (score change) and after any data correction (action, match info, stats,...).
- \* INTERMEDIATE: After each period (set).



\* UNOFFICIAL / OFFICIAL: After the match (unit).

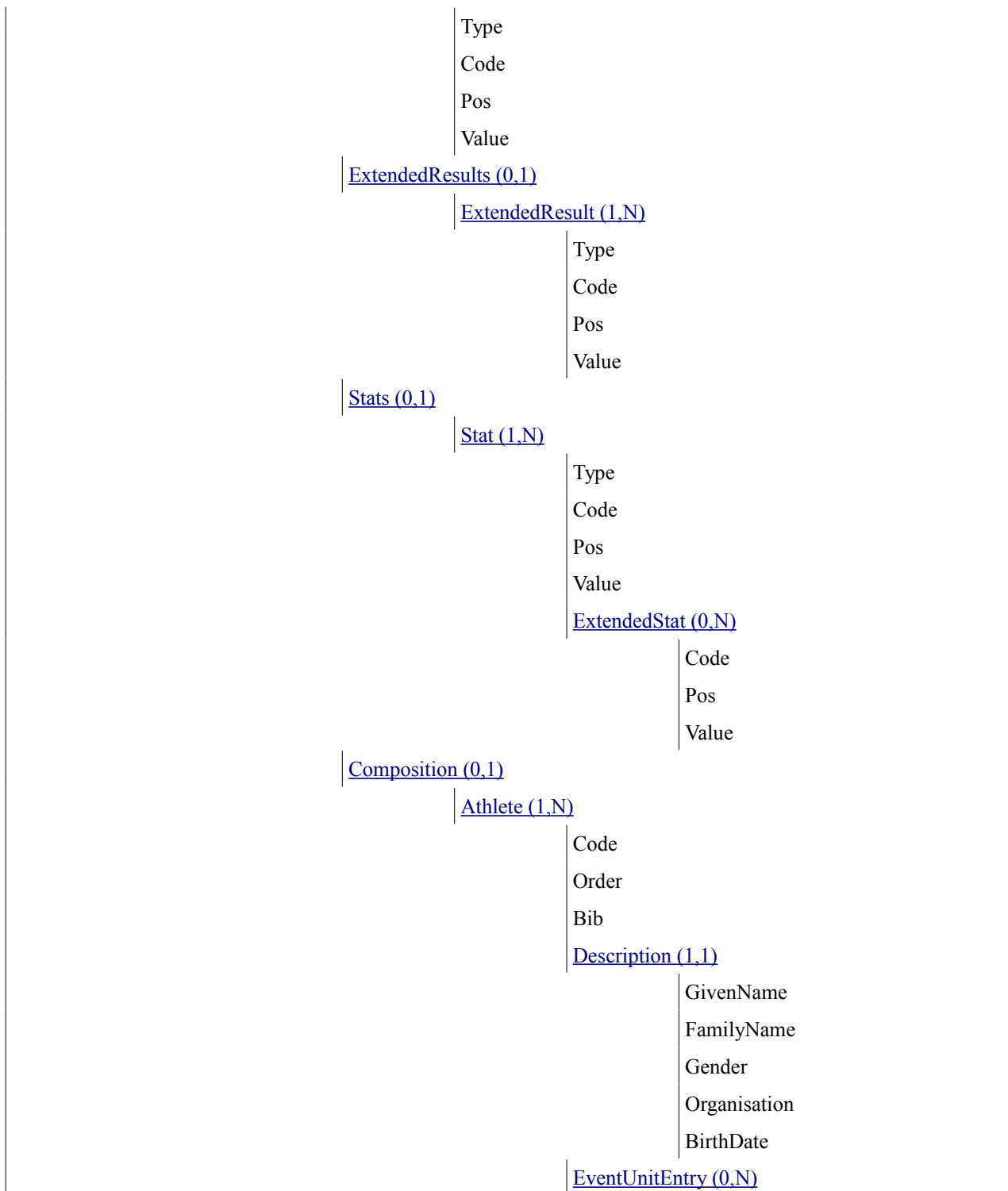
### 2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
			EndDate					
		<u>ExtendedInfo (0,N)</u>						
			Type					
			Code					
			Pos					
			Value					
			<u>Extension (0,N)</u>					
				Code				
				Pos				
				Value				
		<u>SportDescription (0,1)</u>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		<u>VenueDescription (0,1)</u>						
			Venue					
			VenueName					
			Location					
			LocationName					
	<u>Officials (0,1)</u>							
		<u>Official (1,N)</u>						
			Code					



	Function
	Order
	<u>Description (1,1)</u>
	GivenName
	FamilyName
	Gender
	Organisation
<u>Periods (0,1)</u>	
Home	
Away	
<u>Period (1,N)</u>	
Code	
HomeScore	
AwayScore	
HomePeriodScore	
AwayPeriodScore	
Duration	
<u>Result (1,N)</u>	
Result	
IRM	
WLT	
SortOrder	
StartOrder	
StartSortOrder	
ResultType	
<u>Competitor (1,1)</u>	
Code	
Type	
Organisation	
<u>Description (0,1)</u>	
TeamName	
<u>EventUnitEntry (0,N)</u>	





	Type	
	Code	
	Pos	
	Value	
	<a href="#">Stats (0,1)</a>	
	<a href="#">Stat (1,N)</a>	
	Type	
	Code	
	Pos	
	Value	
	<a href="#">ExtendedStat (0,N)</a>	
		Code
		Pos
		Value

### 2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /UnitDateTime (0,1)			
Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time
EndDate	O	DateTime	Actual end date-time. It should only be sent at the end of each unit.

Element: ExtendedInfos /ExtendedInfo (0,N)				
The following table describes in more detail the Competition /ExtendedInfos /ExtendedInfo element in the case of Beach Volleyball.				
Type	Code	Pos	Description	



UI		DURATION	N/A	Pos Description: Do not send anything  Element Expected: Send at the end of the Game
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm	Match Duration time
UI		DURATION_PLAYING	N/A	Pos Description: Do not send anything  Element Expected: Send at the end of the Game
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm	Total playing time.
UI		PERIOD	N/A	Pos Description: Do not send anything  Element Expected: Always when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Period</a>	Current period
UI		SERVE	N/A	Pos Description: Do not send anything  Element Expected: When available when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Serve Indicator Send H for Home Team Send A Away Team
UI		MATCH_POINT	N/A	Pos Description: Do not send anything  Element Expected: When available when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Match point indicator Send H for Home Team Send A for Away Team
UI		SET_POINT	N/A	Pos Description: Do not send anything



				Element Expected: When available when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Set point indicator Send H for Home Team Send A for Away Team
UI		ATTENDANCE	N/A	Pos Description: Do not send anything  Element Expected: Send just if this information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Number of spectators at the match
DISPLAY		String	Numeric #0	Code Description: Send the @Code of the last updated Result /Competitor /Stats /Stat or Result /Competitor /Composition /Athlete /Stats /Stat. May be: SRV, ATC, BLC, DIG, PTY.  Pos Description: Unique sequential number for all the statistics to highlight  Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute
	<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When available and only when the unit is LIVE.</b>  <b>Send multiple if applicable.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /Stats /Stat or Result /Competitor /Composition /Athlete /Stats /Stat. May be: ATT, ACE, FLT, SPEED, ATT, SCS.	



Pos	N/A	Do not send anything
Value	S(1)	Send 'Y'

**Sample (ExtendedInfos)**

```

<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="DURATION" Value="44" />
  <ExtendedInfo Type="UI" Code="DURATION_PLAYING" Value="43" />
  <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="10339" />
  <ExtendedInfo Type="DISPLAY" Code="SRV" Pos="1" Value="2518090">
    <Extension Code="ATT" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="SRV" Pos="2" Value="BVM400GER01">
    <Extension Code="ATT" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="3" Value="3748065"/>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="4" Value="BVM400GER01"/>
  <ExtendedInfo Type="DISPLAY" Code="ATC" Pos="5" Value="3748065">
    <Extension Code="SCS" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="ATC" Pos="6" Value="BVM400GER01">
    <Extension Code="SCS" Value="Y" />
  </ExtendedInfo>
</ExtendedInfos>

```

**Element: ExtendedInfos /SportDescription (0,1)**

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

**Element: ExtendedInfos /VenueDescription (0,1)**

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes





<b>Element: Officials /Official (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function (example: referee, etc.).  Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Official's order (if the discipline specificity required it).

<b>Element: Officials /Official /Description (1,1)</b>			
<b>Officials extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Officials' organisation

<b>Element: Periods (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Home	O	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known
Away	O	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known

<b>Element: Periods /Period (1,N)</b>			
<b>Period in which the event unit message arrives.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">SC @Period</a>	Set Number, usually there are 3 sets. Always send the period TOT.
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period. At the start of the game the result should be 0.
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period. At the start of the game the result should be 0.



HomePeriodScore	O	Numeric ##0	Score of the home competitor just for this period
AwayPeriodScore	O	Numeric ##0	Score of the away competitor just for this period
Duration	O	mm	Playing time of each set.

**Element: Result (1,N)**

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team (Sets winning) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0.
IRM	O	<a href="#">SC @IRM</a>	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won or lost.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and away team. 1 - for home team; 2 - for away team
StartOrder	M	Numeric	Send 1 for first team, send 2 for the other team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points for the corresponding event unit

**Element: Result /Competitor (1,1)**

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available  NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: Result /Competitor /Description (0,1)**

Competitors extended information.

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
----------	---	-------	--

**Element: Result /Competitor /EventUnitEntry (0,N)**

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

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Pos Description: Do not send anything  Element Expected: As soon as available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @Home</a> Home or Away designator Send Home or Away
EUE	SHORTS	N/A	Pos Description: Do not send anything  Element Expected: As soon as available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String Team shorts colour
EUE	UNIFORM	N/A	Pos Description: Do not send anything  Element Expected: As soon as available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String Team shirt colour

**Sample (EventUnitEntry)**

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

**Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)**

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



Type	Code	Pos	Description
ER	MATCH_POINT_CO UNT	N/A	Pos Description: Do not send anything  Element Expected: When the information is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #
ER	SET_POINT_COUN T	SC @Period	Pos Description: Send the period  Element Expected: When the information is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #

**Element: Result /Competitor /Stats /Stat (1,N)**

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

Type	Code	Pos	Description
ST	SRV	SC @Period	Pos Description: Send the period  Element Expected: Always, if the information is available.
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ACE	
	Pos	N/A	Do not send anything
	Value	Numeric #0	Total attempts to aces won in the team in the event unit Only when SC @Period is "TOT"
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ATT	
	Pos	N/A	Do not send anything
	Value	Numeric	Total attempts to serve in the team by event unit



		#0	
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	FLT	
	Pos	N/A	Do not send anything
	Value	Numeric #0	Total faults when the team serve for event unit Only when SC @Period is "TOT"
ST		ATC	SC @Period  Pos Description: Send the period  Element Expected: Always, if the information is available.
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ATT	
	Pos	N/A	Do not send anything
	Value	Numeric #0	Total attempts to attack for the team in the event unit
<b>Sub Element: Result /Competitor /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SCS	
	Pos	N/A	Do not send anything
	Value	Numeric #0	Total attack successes for the team in the event unit Only when SC @Period is "TOT"
ST		BLC DIG	SC @Period  Pos Description: Send the period  Element Expected: Always, if the information is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Total block/dig success for the team in event unit.
ST		OPP_ERR PTY	N/A  Pos Description: Do not send anything  Element Expected:



				Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total opponent errors/penalties for the team in event unit.
ST		TOT_TEAM	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total points (Service aces + attack successes + block successes + opponent errors)
ST		TOUT	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Time out for the team in the event unit.

**Sample (Stats)**



```

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

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric ##0	Order attribute used to sort team members in a team.
Bib	M	S(2)	Shirt number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)



Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)**

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

Type	Code	Pos	Description
EUE	CAPTAIN	N/A	Pos Description: Do not send anything  Element Expected: Send the code just for the captain as soon as the information is known.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(1)	Captain Send 'Y' only if the player is captain

**Sample (EventUnitEntry)**

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

**Element: Result /Competitor /Composition /Athlete /Stats /Stat (1,N)**

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

Type	Code	Pos	Description
ST	SRV	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available.
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ACE		
Pos	N/A	Do not send anything	





	Value	Numeric #0	Total attempts to aces won in the athlete in the event unit	
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Total attempts to serve in the athlete by event unit	
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Total faults when the athlete serve for event unit	
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SPEED		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Fastest serve in km/h for the athlete in the event unit.	
ST		ATC	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available.
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Total attempts to attack for the athlete in the event unit	
<b>Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat</b> <b>Expected: Always, if the information is available.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



	Code	SCS		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Total attack successes for the athlete in the event unit	
ST		BLC DIG PTY	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total block/dig/penalties success for the athlete in event unit.

**Sample (Stats)**

```

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

```

**2.2.4.6 Message Sort**

Sort by Result @SortOrder



## 2.2.5 Play by Play

### 2.2.5.1 Description

The Play by Play is a message containing official raw data from the results provider.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	Not used in BV	Not used in BV
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on



		<p>which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.5.3 Trigger and Frequency

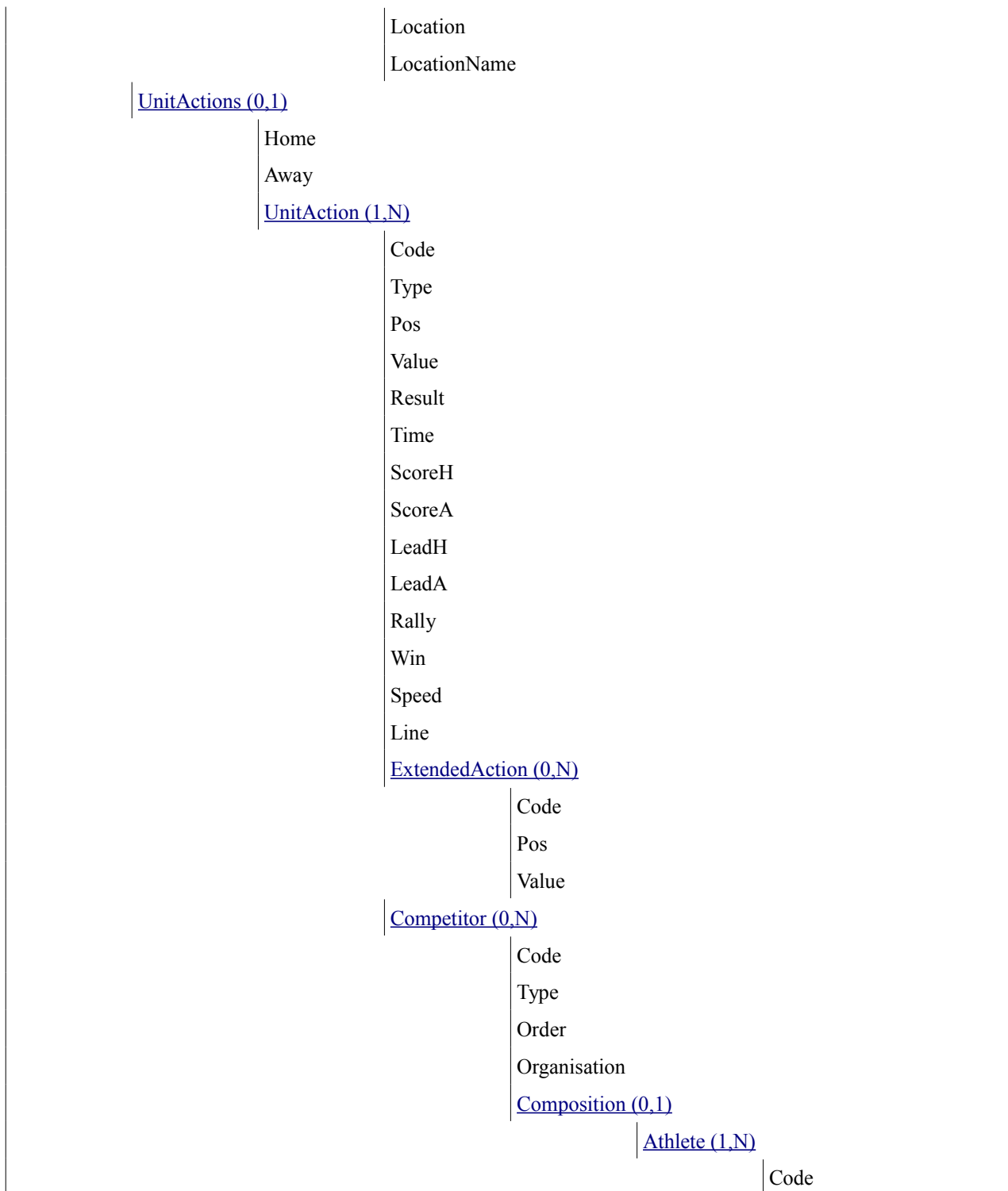
This message is sent:

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

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (1,1)</a>							
	Code						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				





	Order
	Bib
	<a href="#">Description (1,1)</a>
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate

### 2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: UnitActions (0,1)			
----------------------------	--	--	--



Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known
Away	O	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known

Element: UnitActions /UnitAction (1,N)				
Type	Code	Pos	Description	
UAC	SC @Period	Numeric ##0	Pos Description: Unique sequential number for all the actions of the match, from 1 to n (from the first action of the match to the last one).  Element Expected: For each action	
	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @Action</a>	Action for the player/team
	Time	M	mm:ss	Action's time in minutes and seconds  Example (02:05)
	Result	O	<a href="#">SC @ResAction</a>	Result of the Action for the player/team
	ScoreH	O	Numeric #0	Home Team Score. Send for score action.
	ScoreA	O	Numeric #0	Away Team Score. Send for score action.
	LeadH	O	Numeric #0	Points lead for the Home Team. Send for score action.
	LeadA	O	Numeric #0	Points lead for the Away Team. Send for score action.
	Rally	O	Numeric ##0	Rally number in which the action occurs
	Win	O	S(1)	Indicator of the current Rally Point by Home Team for score action. Send H if the Home Team wins the current Rally Send A if the Away Team wins the current Rally
	Speed	O	Numeric ##0	Serve Speed
	Line	O	Numeric	Generally for associating line in the



		0	same rally. Send 1 or 2.
--	--	---	--------------------------

**Element: UnitActions /UnitAction /Competitor (0,N)**

Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

**Element: UnitActions /UnitAction /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID ( individual athlete or team member) 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(3)	Bib number

**Element: UnitActions /UnitAction /Competitor /Composition /Athlete /Description (1,1)**

Athletes extended information

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Sample (UnitAction)**





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

### 2.2.5.6 Message Sort

UnitActions /UnitAction @Code followed by @Pos will be used to sort actions (if actions are requested).



## 2.2.6 Current Information

### 2.2.6.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	Not used in BV	Not used in BV
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.



		Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

### 2.2.6.3 Trigger and Frequency

This message is sent:

- \* After every serve
- \* At the end of every rally

### 2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (1,1)</a>	Code <a href="#">ExtendedInfos (0,1)</a>	<a href="#">ExtendedInfo (1,N)</a>	Type Code Pos Value
	<a href="#">Periods (0,1)</a>	Home Away <a href="#">Period (1,N)</a>	Code HomeScore AwayScore HomePeriodScore AwayPeriodScore
	<a href="#">Result (0,N)</a>		



Result	
SortOrder	
StartSortOrder	
ResultType	
<a href="#">Competitor (1,N)</a>	
	Code
	Type
	Organisation

### 2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	MATCH_POINT	N/A	Pos Description: Do not send anything  Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Match point indicator: Send H for home team Send A for away team
UI	PERIOD	N/A	Pos Description: Do not send anything  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Period</a>	Current period/set
UI	SERVE	N/A	Pos Description: Do not send anything	



				Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI		SET_POINT	N/A	Pos Description: Do not send anything  Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	S(1)	Set point indicator: Send H for home team Send A for away team
UI		SPEED	N/A	Pos Description: Do not send anything  Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Online serve speed

**Element: Periods (0,1)**

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known
Away	O	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known

**Element: Periods /Period (1,N)**

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Period</a>	Send set number
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period



HomePeriodScore	M	Numeric ##0	Score of the home competitor just for this period
AwayPeriodScore	M	Numeric ##0	Score of the away competitor just for this period

<b>Element: Result (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Result	O	Numeric ##0	Send Result of the Team (sets won)
SortOrder	M	Numeric	Used to sort all the results of an event unit Send 1 for home team Send 2 for away team
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	M	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points for the corresponding event unit

<b>Element: Result /Competitor (1,N)</b>			
<b>Competitor related to the result of one event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID
Type	M	T	T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

**Sample (Current Information)**



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

### 2.2.6.6 Message Sort

Sort by Result @SortOrder.



## 2.2.7 Pool Standings

### 2.2.7.1 Description

The pool standings message contains the standings of a group in a competition. Here the message is triggered at the start of OVR operations and then after each event unit (match).

This report is sent independently for each of the pools of the competition in a particular phase, and the pool can be determined from the message headers (DocumentCode and DocumentSubtype).

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	S(20)	DocumentSubtype attributes will be the Group code A, B,... accordingly to the ODF Common Codes.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages





		<p>produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

- \* Before the start of the competition to build in the initial tables. The message has status INTERMEDIATE.
- \* When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
- \* When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL.

The status can be seen in ODF header (ResultStatus attribute).

Trigger also after any change.

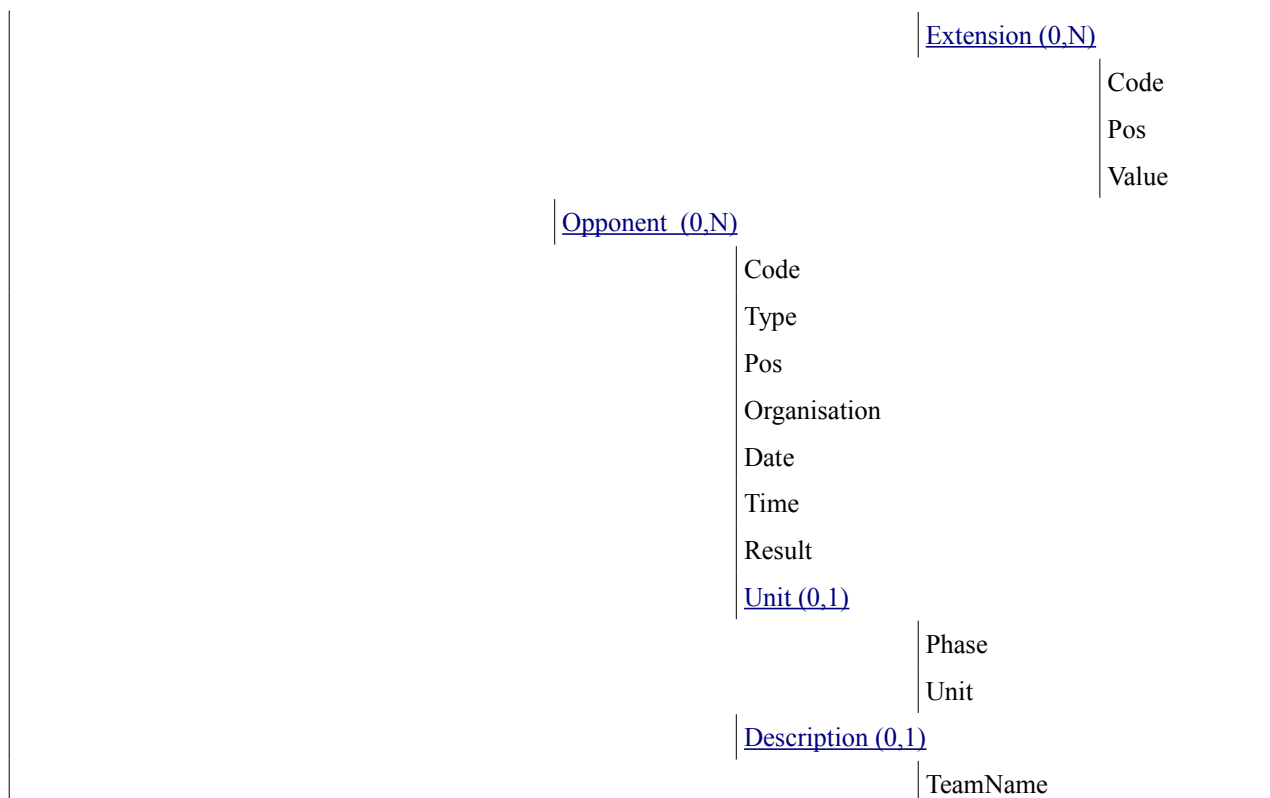
### 2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (1,1)</a>						
	Code					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			



	EventName
	SubEventName
	Gender
	<u>VenueDescription (0,1)</u>
	Venue
	VenueName
<u>Result (1,N)</u>	
	Rank
	RankEqual
	ResultType
	Result
	IRM
	QualificationMark
	SortOrder
	Won
	Lost
	Tied
	Played
	For
	Against
	Ratio
	<u>Competitor (1,1)</u>
	Code
	Type
	Organisation
	<u>Description (0,1)</u>
	TeamName
	<u>ExtendedResults (0,1)</u>
	<u>ExtendedResult (1,N)</u>
	Type
	Code
	Pos



### 2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Phase level short name (not code) from Common Codes
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit



<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in Text. Only included where the phase is contested at a single venue</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

<b>Element: Result (1,N)</b>			
<b>For any message, there should be at least one competitor being awarded a result for the pool.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the corresponding Phase. Ranking in pools will be determined by the total number of points. It is optional because the team can be disqualified from the tournament or he can be without results.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	<a href="#">SC @IRM</a>	IRM for the particular group (or phase) Send just in the case @ResultType is IRM
QualificationMark	O	S(1)	Qualified indicator Send "q" for teams qualified as best 3rd Send "L" for Lucky Loser winner teams
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric 0	Number of games won by the team in the group
Lost	O	Numeric 0	Number of games lost by the team in the group
Tied	O	Numeric 0	Number of games tied by the team in the group
Played	O	Numeric 0	Number of games played by the team in the group
For	O	Numeric	Total number of sets won



		#0	
Against	O	Numeric #0	Total number of sets lost
Ratio	O	Numeric 0.000	Sets Ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".

<b>Element: Result /Competitor (1,1)</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Competitors extended information.</b>			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups.

<b>Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Team competitor's extended results, according to competitors' rules.</b>			
Type	Code	Pos	Description
ER	SUB_RES	N/A	Pos Description: Do not send anything  Element Expected: When available
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
Attribute	Value	Description	
Code	LOST		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Points against	
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
Attribute	Value	Description	



Code	RATIO	
Pos	N/A	Do not send anything
Value	Numeric 0.000	Points ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: When available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	WON	
Pos	N/A	Do not send anything
Value	Numeric ##0	Points for

**Element: Result /Competitor /Opponent (0,N)**

**Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)**

Type	Code	Pos	Description
T	S(20) with no leading zeroes	N/A	Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor.Element Expected:
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Organisation	M	<a href="#">CC @Organisation</a>
	Date	M	Date
	Time	O	S(5)
	Result	O	S(50)



display rules.

**Element: Result /Competitor /Opponent /Unit (0,1)****Unit related to the item where the competitor and opponent compete against each other.**

Attribute	M/O	Value	Description
Phase	M	<a href="#">CC @Phase</a>	Phase code for the pool item
Unit	M	<a href="#">CC @Unit</a>	Unit code for the pool item

**Sample (Result)**

```

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

```

**Element: Result /Competitor /Opponent /Description (0,1)****Competitors extended information.**

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the opposition team. Only applies for teams / groups.



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT149- R-SOG-2016-v2.2 APP (BV)

### **2.2.7.6 Message Sort**

The attribute used to sort the results is Result @SortOrder.





## 2.2.8 Brackets

### 2.2.8.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages.  Serial starts with 1 each day for each Source.

### 2.2.8.3 Trigger and Frequency

This message is sent:

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

### 2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (1,1)</a>							
	Code						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Bracket (1,N)</a>						
		Code					
		<a href="#">BracketItems (1,N)</a>					
			Code				



<u>BracketItem (1,N)</u>	
Code	
Order	
Date	
Time	
Result	
<u>Unit (0,1)</u>	
	Phase
	Unit
<u>NextUnit (0,1)</u>	
	Phase
	Unit
<u>NextUnitLoser (0,1)</u>	
	Phase
	Unit
<u>CompetitorPlace (1,N)</u>	
	Pos
	Code
	WLT
<u>PreviousUnit (0,1)</u>	
	Phase
	Unit
	Value
	WLT
<u>Competitor (0,1)</u>	
	Code
	Type
	Organisation
<u>Description (0,1)</u>	
	TeamName

### 2.2.8.5 Message Values



<b>Element: Competition (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

<b>Element: ExtendedInfos /SportDescription (0,1)</b>			
<b>Sport Description in Text</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in text.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location Code
LocationName	M	S(30)	Location short name (not code) from Common Codes

<b>Element: Bracket (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)

<b>Element: Bracket /BracketItems (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase

<b>Element: Bracket /BracketItems /BracketItem (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Code	M	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. It will be sent the matcher for each bracket item (e.g.: 39, 40, 41, 47 ...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (including IRM if necessary). Must be included if the data is available and the match is complete.

**Element: Bracket /BracketItems /BracketItem /Unit (0,1)**

Unit related to the BracketItem.

Attribute	M/O	Value	Description
Phase	M	<a href="#">CC @Phase</a>	Phase code for the bracket item
Unit	M	<a href="#">CC @Unit</a>	Unit code for the bracket item

**Element: Bracket /BracketItems /BracketItem /NextUnit (0,1)**

Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

Attribute	M/O	Value	Description
Phase	M	<a href="#">CC @Phase</a>	Phase code of the next event unit for the current bracket item.
Unit	M	<a href="#">CC @Unit</a>	Unit code of the next event unit for the current bracket item.

**Element: Bracket /BracketItems /BracketItem /NextUnitLoser (0,1)**

Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

Attribute	M/O	Value	Description
Phase	M	<a href="#">CC @Phase</a>	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
Unit	M	<a href="#">CC @Unit</a>	Unit code of the next event unit for the current bracket item, but related to the loser competitor.



**Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)**  
 - If the competitors are known, this element is used to place the competitors in the bracket.  
 - If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	<a href="#">SC @CompetitorPlace</a>	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	W or L	Indicates the winner or loser of the bracket item. Always send when known

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)**  
 Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Phase	O	<a href="#">CC @Phase</a>	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item. Send A, B, C, D, E or F instead of 9 for preliminaries.
Unit	O	<a href="#">CC @Unit</a>	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if awinner/loser from a single unit. Not sent when from group.
Value	O	SC @Pool or S(2)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
WLT	O	W or L	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

**Sample (Bracket)**



```

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

```

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**

**CompetitorPlace @Pos** competitor related to the bracket item. Only include if the competitor is known .

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)**

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

**2.2.8.6 Message Sort**

The following order applies:

- \* For Bracket @Code: FNL, BRN.
- \* For BracketItems @Code: R16, QFL, SFL, FNL.
- \* Then, the BracketItem @Order.



## 2.2.9 Statistics

### 2.2.9.1 Description

The Statistics message contains a list of statistics for a competitor (could be an individual athlete or a team), that applies at a DocumentCode level, which could be for an event unit, a phase or an event.

There will be a separate message (identified by the header's DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP000 (sent at event unit level)
DocumentSubcode	S(3) or S(4)	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. In case DocumentSubtype=CUM, the DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation has more than one team.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	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. * TEAM_RANKING: Ranking of team tournament statistics. * IND_RANKING: Ranking of individual tournament statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is





		not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages.  Serial starts with 1 each day for each Source.

### 2.2.9.3 Trigger and Frequency

This message is sent:

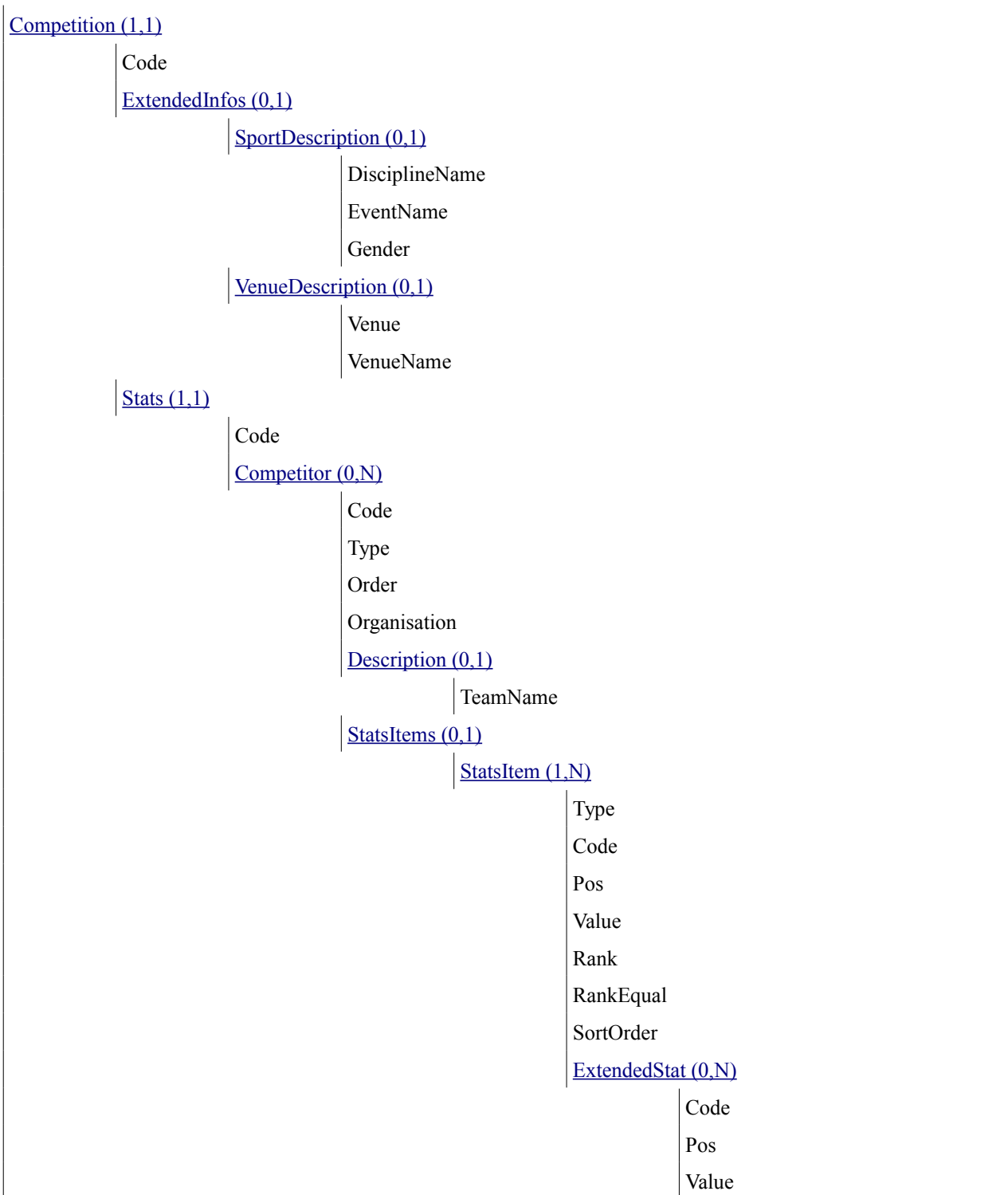
\* After each match

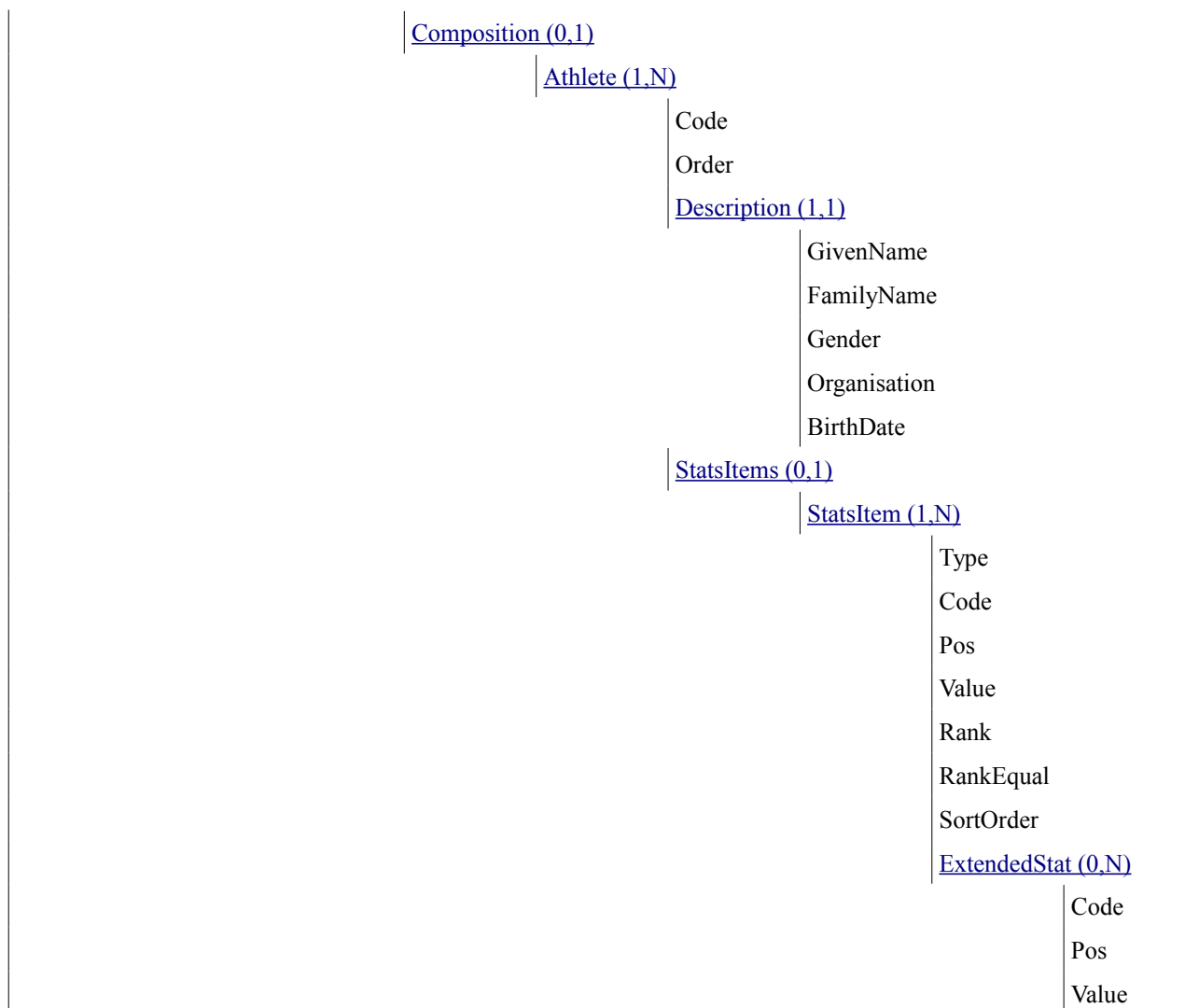
Note: First send the CUM messages and after send the TEAM\_RANKING and IND\_RANKING messages.

### 2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
---------	---------	---------	---------	---------	---------	---------	---------	---------





### 2.2.9.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description



DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

**Element: ExtendedInfos /VenueDescription (0,1)**

Venue Names in text.

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

**Element: Stats (1,1)**

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed.  It must be the same as the DocumentSubtype attribute in the header.

**Element: Stats /Competitor (0,N)**

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.  The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.  Only teams with one or more matches played will be displayed.
Type	M	T	T for team
Order	M	Numeric ###	Order of the competitor in the statistics  For "Service": 1-Service aces (descending) 2-Match number 3-Service attempts 4-NOC code 5-Team name For "Attack", "Block" and "Dig": 1-Successes (descending) 2-Match number 3-NOC code 4-Team name
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organization if known



<b>Element: Stats /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

<b>Element: Stats /Competitor /StatsItems /StatsItem (1,N)</b>			
<b>Team competitor's stats item, according to competitors' rules.</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ST	SRV	N/A	Pos Description: Do not send anything Element Expected:
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Rank	O	String
	RankEqual	O	S(1)
	SortOrder	O	Numeric
			Team's Rank in the service's category. If doesn't exist rank send "NR" If the team disqualified send "DSQ"
			Send Y where Rank is equalled else not sent.
			Similar to rank but considering all competitors (those with IRM or no rank at this Item)
	<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>		
	<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ACE	
	Pos	N/A	Do not send anything
	Value	Numeric #0	Total service aces for the team
	<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>		
	<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ATT	
	Pos	N/A	Do not send anything
	Value	Numeric ##0	Total service attempts to serve in the team
ST	ATC	N/A	Pos Description: Do not send anything Element Expected:



Attribute	M/O	Value	Description
Rank	O	String	Team's Rank in the attack's category. If doesn't exist rank send "NR". If the team is disqualified send "DSQ".
RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
Attribute	Value	Description	
Code	ATT		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total attempts to attack for the team	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
Attribute	Value	Description	
Code	EA		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Efficiency (att/succes)	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>			
Attribute	Value	Description	
Code	SCS		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Total attack successes for the team	
ST	BLC	N/A	Pos Description: Do not send anything Element Expected:
Attribute	M/O	Value	Description
Rank	O	String	Team's Rank in the block's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ"



	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SCS		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Total block/ successes for the team	
ST		MP	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total matches played
ST		DIG	N/A	Pos Description: Do not send anything Element Expected: Expected:
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	String	Team's Rank in the dig's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ"
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Total attempts to dig for the team.	
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b>				
<b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				



Attribute	Value	Description
Code	EA	
Pos	N/A	Do not send anything
Value	Numeric ##0	Efficiency (dig/success)
<b>Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>		
Attribute	Value	Description
Code	SCS	
Pos	N/A	Do not send anything
Value	Numeric ##0	Total dig successes for the team

**Sample (Stats Code="CUM")**

```

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

```

<b>Element: Stats /Competitor /Composition /Athlete (1,N)</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team.





		###	For "Service": 1-Service aces (descending) 2-Matches played 3-Service attempts 4-NOC code 5-Shirt name For "Attack", "Block" and "Dig": 1-Successes (descending) 2-Matches played 3-NOC code 4-Shirt name
--	--	-----	--

<b>Element: Stats /Competitor /Composition /Athlete /Description (1,1)</b>			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

<b>Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)</b>			
<b>Team member's stats item</b>			
Type	Code	Pos	Description
ST	SRV	N/A	Pos Description: Do not send anything
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Rank	O	String
	RankEqual	O	S(1)
	SortOrder	O	Numeric
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ACE	
	Pos	N/A	Do not send anything
	Value	Numeric #0	Total attempts to aces won in the athlete
	<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>		



	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Total attempts to serve in the athlete	
ST		SRV_SPEED	N/A	Pos Description: Do not send anything Element Expected:
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0	Fastest serve in Km/h for the athlete.
	Rank	O	String	Rank of fastest serve.
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		ATC	N/A	Pos Description: Do not send anything
	Attribute	M/O	Value	Description
	Rank	O	String	Competitor's Rank in the attack's category. May be "DSQ". If rank doesn't exist send "NR"
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				
	Attribute	Value	Description	
	Code	ATT		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Total attempts to attack for the athlete	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				
	Attribute	Value	Description	
	Code	EA		
	Pos	N/A	Do not send anything	



	Value	Numeric ##0	Efficiency (att/succes)	
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SCS		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Total attack successes for the athlete	
ST		BLC	N/A	Pos Description: Do not send anything
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	String	Competitor's Rank in the block's category. May be "DSQ". If rank doesn't exist send "NR"
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SCS		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0	Total block successes for the athlete	
ST		MP	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total matches played
ST		SETS_PLAYED	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available



				for the DocumentSubtype=CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	The number of sets (periods) for the athlete
ST		TOTAL	N/A	Pos Description: Do not send anything  Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total points(Attacks+Blocks+Serves)
	Rank	O	String	Rank of scores May be "DSQ".
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype= CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	AVG		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0.00	Average points by set (points divide number of sets).	
ST		DIG	N/A	Pos Description: Do not send anything
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Rank	O	String	Competitor's Rank in the Dig's category. May be "DSQ". If rank doesn't exist send "NR"
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
<b>Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</b> <b>Expected: Always, if the information is available for the DocumentSubtype=CUM</b>				



Attribute	Value	Description
Code	SCS	
Pos	N/A	Do not send anything
Value	Numeric ##0	Total dig successes for the athlete

**Sample (Stats Code="IND\_RANKING")**

```
<Stats Code="IND_RANKING">
  <Competitor Code="1010308" Type="A" Organisation="NOC" Order="1">
    <Composition>
      <Athlete Code="1010308" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NOR" BirthDate="1994-12-01" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="1" SortOrder="1"/>
          <StatsItem Type="ST" Code="BLC" Rank="5" RankEqual="Y"
SortOrder="5" />
          <StatsItem Type="ST" Code="DIG" Rank="44" SortOrder="44" />
          <StatsItem Type="ST" Code="SRV" Rank="NR" />
          <StatsItem Type="ST" Code="SRV_SPEED" Value="82" Rank="NR" />
          <StatsItem Type="ST" Code="TOTAL" Value="144" Rank="11"
RankEqual="Y" SortOrder="11" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
  ...
```

**2.2.9.6 Message Sort**

Sort according to the @Order attributes.



## 2.2.10 Event Final Ranking

### 2.2.10.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will



		<p>all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.10.3 Trigger and Frequency

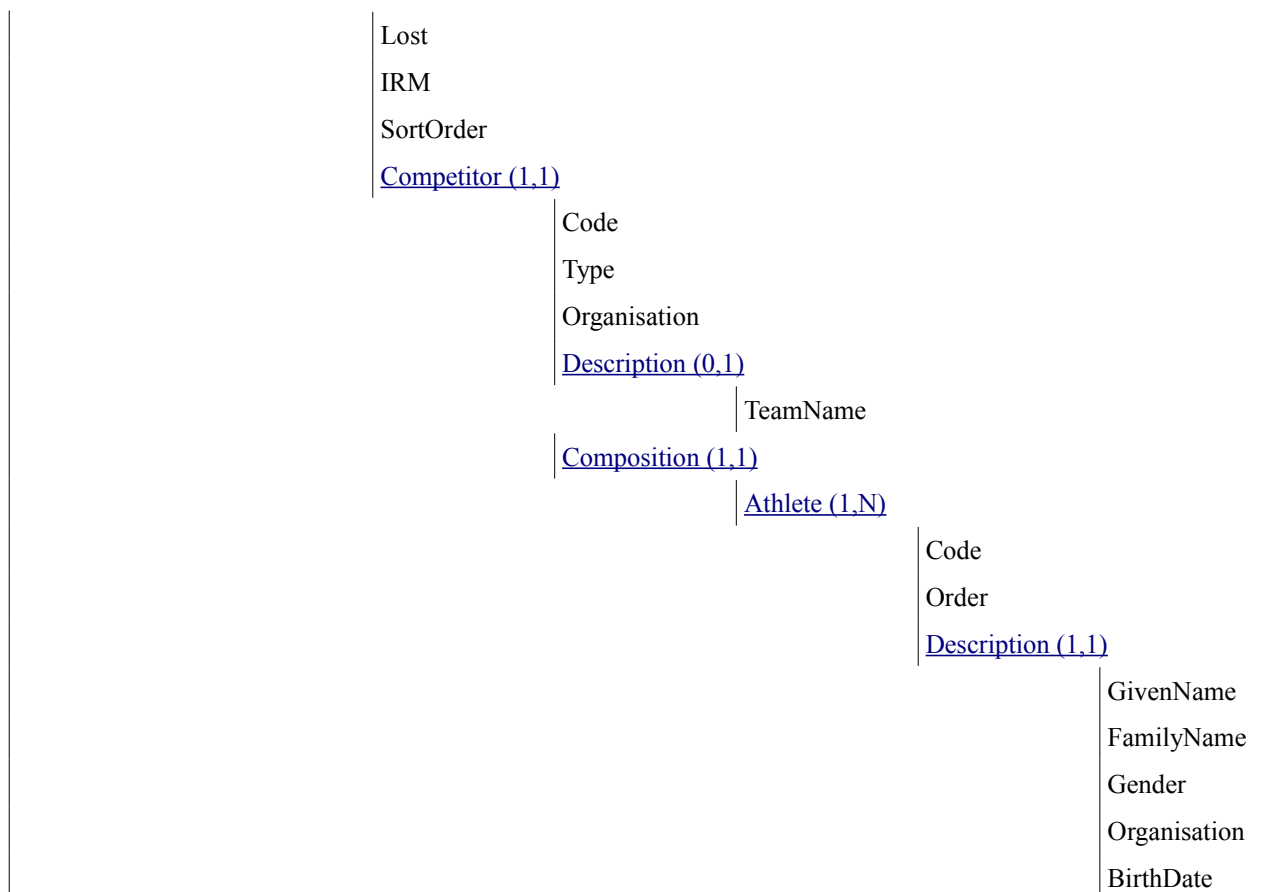
This message is sent:

\* After each position is known.

### 2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (1,1)</a>						
	Code					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		Played				
		Won				



### 2.2.10.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit. Must be included if it is a single gender





<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in text</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Final rank of the competitor in the corresponding event. It is optional because the team can be disqualified
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Played	O	Numeric #0	Number of matches played by the competitor in the event
Won	O	Numeric #0	Number of matches won by the competitor in the event
Lost	O	Numeric #0	Number of matches lost by the competitor in the event
IRM	O	<a href="#">SC @IRM</a>	Send just if the team has been disqualified or is not even know.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

<b>Element: Result /Competitor (1,1)</b>			
<b>Competitor related to one final event result.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID.
Type	M	T	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitors's organisation if known

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
----------	---	-------	--

**Element: Result /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team.

**Element: Result /Competitor /Composition /Athlete /Description (1,1)**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available

**Sample (Result)**

```

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

```

**2.2.10.6 Message Sort**

Sort by Result @SortOrder



## 2.2.11 Event Unit Weather conditions

### 2.2.11.1 Description

The 'Event Unit Weather Conditions' is a message containing the weather conditions in the Event Unit.

### 2.2.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the



		message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

### 2.2.11.3 Trigger and Frequency

The message is sent if weather data conditions change during an event unit.

### 2.2.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (1,1)</a>	Code <a href="#">Weather (1,1)</a>	<a href="#">Conditions (1,N)</a>	Code Humidity Wind_Direction <a href="#">Condition (0,3)</a>	Code Value
			<a href="#">Pressure (0,N)</a>	Unit Value
			<a href="#">Temperature (0,N)</a>	Code Unit Value
			<a href="#">Wind (0,N)</a>	Code Unit Value



### 2.2.11.5 Message Values

<b>Element: Competition (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

<b>Element: Weather /Conditions (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	GL	GL for generically, because this information will only be measured once.
Humidity	M	Numeric ##0	Humidity in %
Wind_Direction	M	<a href="#">CC @WindDirection</a>	Wind direction

<b>Element: Weather /Conditions /Condition (0,3)</b>			
<b>Send three times in the case of Winter conditions.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	SKY	Weather condition type
Value	M	<a href="#">CC @WeatherConditions</a>	Codes that describe the Weather Condition.

<b>Element: Weather /Conditions /Pressure (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Unit	M	<a href="#">SC @PressureUnit</a>	Metric system unit for pressure
Value	M	Numeric ###0	Air pressure

<b>Element: Weather /Conditions /Temperature (0,N)</b>			
<b>Send with three different @Code in the case of Winter conditions.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	AIR, SAND	Air, Sand
Unit	M	<a href="#">SC @TemperatureUnit</a>	Metric system unit for temperature
Value	M	Numeric -##0.0 or ##0.0	Temperature of the @Code



<b>Element: Weather /Conditions /Wind (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	SPEED	Wind Speed
Unit	M	<a href="#">SC @WindUnit</a>	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed value without plus or minus symbol

### 2.2.11.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	28 March 2014	First version
v1.1	14 May 2014	Changes after IDM, SFA version
v1.2	3 June 2014	Internal delivery
v1.3	23 July 2014	Internal delivery
v1.4	22 August 2014	Internal delivery
v1.5	13 November 2014	External delivery, APP version
v1.6	18 March 2015	Internal delivery: CR5124, CR4785, CR5270 and some minor issues
v1.7	14 May 2015	External delivery
v1.8	6 August 2015	External delivery and some minor issues
v1.9	5 November 2015	External delivery: CR8178 and some minor issues
v2.0	18 December 2015	External delivery
v2.1	24 March 2016	External delivery
v2.2	9 June 2016	External delivery

#### File Reference: ODF/INT149- R-SOG-2016-v2.2 APP (BV)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none"><li>* List of participants:<ul style="list-style-type: none"><li>- Participant @MainFunctionId value has been updated to CC @ResultFunction.</li><li>- ENTRY /CAPTAIN value has been updated as "Y" is the only possible value.</li></ul></li> <li>* List of teams:<ul style="list-style-type: none"><li>- ENTRY /SEED code can be sent in both messages.</li><li>- Sample has been added.</li></ul></li> <li>* Event Unit Start List and Results:<ul style="list-style-type: none"><li>- Triggers have been updated.</li><li>- Officials /Official @Function value has been updated to CC @ResultFunction.</li><li>- All references to SERVE stat and action have been updated to SRV.</li><li>- All references to ATTK stat and action have been updated to ATC.</li></ul></li> <li>* Play by Play:</li></ul>



		<ul style="list-style-type: none"> <li>- Triggers have been updated.</li> <li>- ScoreH, ScoreA, LeadH, LeadA and WIN attributes are expected to be sent if there is a score change.</li> <li>- Type EA has been removed and replaced with UAC and codes have been updated to ExtendedAction Codes. Sample has been updated accordingly.</li> </ul> <p>* Pool Standings:</p> <ul style="list-style-type: none"> <li>- Result /Diff attribute has been updated to Ratio.</li> <li>- Comment "The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX"" has been added to Result /Diff code.</li> <li>- References to RES and SUB_RES have been removed.</li> </ul> <p>* Statistics:</p> <ul style="list-style-type: none"> <li>- All references to SERVE stat and action have been updated to SRV.</li> <li>- All references to ATTK stat and action have been updated to ATC.</li> </ul> <p>* Brackets:</p> <ul style="list-style-type: none"> <li>- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit @Phase comment has been updated, to let clear that A, B, C, D, E or F should be used instead of 9 for preliminaries.</li> </ul>
v1.2	SFA	<p>* Pool Standings:</p> <ul style="list-style-type: none"> <li>- Result /QualificationMark value "L" should be sent to indicate the Lucky Loser winner teams.</li> </ul>
v1.3	SFA	<p>* List of Participants:</p> <ul style="list-style-type: none"> <li>- ENTRY /POSITION Pos has been removed as positions are already combined (LB, RB, LD, RD).</li> </ul> <p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> <li>- ExtendedInfos /UnitDateTime element is now mandatory (Defect #107628).</li> <li>- UI /DURATION and UI /DURATION_PLAYING values have been updated to "hh:mm".</li> </ul> <p>* Brackets:</p> <ul style="list-style-type: none"> <li>- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit element is now mandatory (Defect #107676).</li> <li>- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit @Value has been updated as the match number may also be sent.</li> </ul>
v1.4	SFA	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> <li>- Attributes Home and Away have been added to Periods element.</li> <li>- Attributes HomePeriodScore and AwayPeriodScore have been updated to Optional as Period TOT will be sent.</li> </ul> <p>* Play by Play:</p> <ul style="list-style-type: none"> <li>- Attributes Home and Away have been added to UnitActions element.</li> <li>- UnitActions /UnitAction: Pos attribute has been updated as it should be a unique sequential number for all the actions of the match.</li> </ul> <p>* Current Information</p>





		- Attributes Home and Away have been added to Periods element.
v1.5	APP	<p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> <li>- An Extension Code has been added to DISPLAY /LAST_COMP_HOME and DISPLAY /LAST_COMP_AWAY to be able to manage the highlight of the ExtendedStat codes.</li> </ul>
v1.6	APP	<p>* Description element for Athletes/Teams fixed to follow general definition.</p> <p>* Competition Schedule:</p> <ul style="list-style-type: none"> <li>- Unit_No has been updated to UnitNum. EstimatedStart/End have been updated to HideStart/End. EstimatedStartText has been updated to StartText (CR4785).</li> </ul> <p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> <li>- DISPLAY /LAST_COMP_AWAY and /LAST_COMP_HOME codes have been removed to Competition /ExtendedInfos /ExtendedInfo element (CR5124).</li> <li>- DISPLAY /String code has been added to Competition /ExtendedInfos /ExtendedInfo element (CR5124).</li> </ul> <p>* Play by Play:</p> <ul style="list-style-type: none"> <li>- Attributes Rally, Speed, Win and Line have been added to UnitActions /UnitAction element and codes RALLY, SPEED and WIN have been removed from UnitActions /UnitAction /ExtendedAction (CR5270).</li> </ul> <p>* Event Unit Weather conditions:</p> <ul style="list-style-type: none"> <li>- Unit value has been updated from 'SC @SpeedUnit' to 'SC @WindUnit' in Weather /Conditions /Wind element.</li> </ul>
v1.7	APP	No change
v1.8	APP	<p>* Competition Schedule:</p> <ul style="list-style-type: none"> <li>- ActualStartDate, ActualEndDate have been added to Unit element.</li> </ul> <p>* Brackets:</p> <ul style="list-style-type: none"> <li>- Result attribute has been updated to include the IRM in Bracket /BracketItems /BracketItem element.</li> <li>- Unit element has been added to Bracket /BracketItems /BracketItem element.</li> </ul> <p>* Statistics:</p> <ul style="list-style-type: none"> <li>- All RANK and ERANK ExtendedStat codes have been removed and replaced with Rank, RankEqual and SortOrder attributes.</li> </ul>
v1.9	APP	<p>* Competition schedule:</p> <ul style="list-style-type: none"> <li>- Composition element has been removed from Competition /Unit /StartList /Start /Competitor element. It doesn't apply for team disciplines (Defect #120420).</li> </ul> <p>* Event Unit Start List and Results:</p> <ul style="list-style-type: none"> <li>- UI /SPEED code has been removed (CR8178).</li> </ul> <p>* Statistics:</p> <ul style="list-style-type: none"> <li>- RANK and ERANK codes have been removed and Rank, RankEqual and SortOrder</li> </ul>



		attributes have been added to TOTAL code in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element. Sample has been updated accordingly.
v2.0	APP	<ul style="list-style-type: none"><li>* Competition schedule:<ul style="list-style-type: none"><li>- SessionCode attribute has been removed from Competition /Unit (Defect #121852).</li><li>- StartOrder attribute has been added to Competition /Unit /StartList /Start (Defect #121852).</li></ul></li><li>* Event Unit Start List and Results:<ul style="list-style-type: none"><li>- Sample for DISPLAY element has been updated in ExtendedInfos /ExtendedInfo element (Defect #121677).</li><li>- UnitDateTime@EndTime changed to optional (CR008845 - BV:HT:ODF: DT_RESULT (Startlist) UnitDateTime&gt;End Time)</li></ul></li></ul>
v2.1	APP	<ul style="list-style-type: none"><li>* Pool Standings:<ul style="list-style-type: none"><li>- Triggers have been updated, removing the last sentence "though unofficial may be used in some sports" (Defect #123804).</li></ul></li><li>* Statistics:<ul style="list-style-type: none"><li>- Attributes Rank may be "DSQ" for SRV, ATC, BLC, DIG, TOTAL codes in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element (CR8851).</li><li>- ExtendedStat EA and SCS have been removed from DIG in Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element (CR8883).</li></ul></li></ul>
v2.2	APP	<ul style="list-style-type: none"><li>* Event Unit Start List and Results:<ul style="list-style-type: none"><li>- Attribute StartDate has been updated to optional in ExtendedInfos /UnitDateTime element.</li></ul></li></ul>