INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Football Data Dictionary
Rio 2016 – Games of the XXXI Olympiad

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Football Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Football 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
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.

Document Reference	Document Title	Document Description
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 Football.

- 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	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
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	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	

DT_WEATHER	Event Unit Weather conditions	X
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	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	DDGEEEPUU	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	SC @Source	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
Competition (1,1)						
	Code					
	Unit (0,N)					
		Code				
		PhaseType				
		UnitNum				
		ScheduleStatus				
		StartDate				
		HideStartDate				
		EndDate				
		HideEndDate				
		ActualStartDate				
		ActualEndDate				
		Medal				

- Venue
- Location
- ModificationIndicator
- StartText (0,N)
  - Language
  - Value
- ItemName (1,N)
  - Language
  - Value
- VenueDescription (1,1)
  - VenueName
  - LocationName
- StartList (0,1)
  - Start (1,N)
    - StartOrder
    - SortOrder
    - Competitor (1,1)
      - Code
      - Type
      - Organisation
      - Description (0,1)
        - 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	CC @Competition	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	S(6)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED.) This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. 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 when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. 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	SC @UnitMedalType	Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit
Venue	M	CC @VenueCode	VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).
Location	M	CC @Location	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	CC @Language	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")

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

Attribute	M/O	Value	Description
Language	M	CC @Language	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.

Element: Competition /Unit /VenueDescription (1,1)			
Attribute	**M/O**	**Value**	**Description**
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.

Element: Competition /Unit /StartList /Start (1,N) 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)			
Attribute	**M/O**	**Value**	**Description**
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.

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
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	CC @Organisation	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
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	CC @Competition	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	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	SC @Source	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.

2.2.2.3 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
Competition (1,1)					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			

Code
IFId
RegisteredEvent (0,N)
Gender
Event
Bib
EventEntry (0,N)
Code
Type
Pos
Value
OfficialFunction (0,N)
FunctionId

2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	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 zeroes	Participant's parent ID, which is used to link to the latest 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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial 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".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	M	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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case) Not for use in Rio 2016
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case). Not for use in Rio 2016
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	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)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	M	CC @Country	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	CC @ResultsFunction	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	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or '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	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	FIFA ID (Competitor's federation number for the corresponding discipline), include if the discipline assigns international federation codes to athletes.

Element: Participant /Discipline /RegisteredEvent (0,N) **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.**			
Attribute	**M/O**	**Value**	**Description**
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	M	S(4)	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, 17 ... Send only in the Case of Current="true".

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		STATUS	N/A	Element Expected: As soon as it is known (this information only will be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Athlete's status in the team. When the athlete has been replaced or disqualified (DSQ or RP). (see codes)

ENTRY		SUBSTITUTE	N/A	Element Expected: As soon as it is known, when it applies (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is an alternative player else do not send.
ENTRY		POSITION	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the player in the team
ENTRY		SHIRT_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt Name
ENTRY		CLUB_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club name including the country, for example "Arsenal (ENG)" This is a single string as the countries are not the same as the IOC list.
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	International matches played. Send "0" for no matches.
ENTRY		INTERNAT_GOALS	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	International matches goals scored. Send "0" for no goals.

Sample (Sample)

```
<Discipline Code="FB" IFId="203258" >
        <RegisteredEvent Gender="M" Event="400" >
                <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />
                <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="FATUSI" />
                <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Servette FC (SUI)" />
        </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	CC @ResultsFunction	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 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	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	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	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	SC @Source	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.

2.2.3.3 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
Competition (1,1)					
	Code				

- Team (1,N)
  - Code
  - Organisation
  - Number
  - Name
  - Gender
  - Current
  - ModificationIndicator
  - Composition (0,1)
    - Athlete (1,N)
      - Code
      - Order
  - TeamOfficials (0,1)
    - Official (1,N)
      - Code
      - Function
      - Order
  - Discipline (0,1)
    - Code
    - RegisteredEvent (0,1)
      - Event
      - Gender
      - EventEntry (0,N)
        - Code
        - Type
        - Pos
        - Value

2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	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 zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	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	O	S(73)	Team's name.
Gender	M	CC @DisciplineGender	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	O	Numeric	Team member order

Element: Team /TeamOfficials /Official (1,N) **Send if there are specific officials for the team. Does not apply to historical teams.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

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	CC @Discipline	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	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific team's event entries.**			
Type	**Code**	**Pos**	**Description**
ENTRY	UNIFORM	Numeric 0	Pos Description: 1st/2nd/3rd team shirt colour. Send 1, 2, 3 to indicate the number of shirt/uniform Element Expected: As soon as it is known (it can be sent in

				both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Colour's Shirt
ENTRY		SHORTS	Numeric 0	Pos Description: 1st/2nd/3rd team shorts colour. Send 1, 2, 3 to indicate the number of shorts Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Colour's Shorts
ENTRY		SOCKS	Numeric 0	Pos Description: 1st/2nd/3rd team socks colour. Send 1, 2, 3 to indicate the number of socks Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Colour's Socks
ENTRY		SEED	N/A	Element Expected: As soon as this information is known (it can be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Seed Number.
ENTRY		GROUP	N/A	Element Expected: As soon as available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Preliminary Group of the team

Sample (Sample)

```
<Team Code="FBM400BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M" Current="true">
        <Composition>
                <Athlete Code="1063192" Order="1"/>
                <Athlete Code="1063249" Order="2"/>
                <Athlete Code="1067349" Order="3"/>
...
        </Composition>
        <TeamOfficials>
                <Official Code="7380748" Function="COACH"/>
                <Official Code="7380750" Function="COACH"/>
        </TeamOfficials>
        <Discipline Code="FB" >
                <RegisteredEvent Gender="M" Event="400" >
                        <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
                        <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	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	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	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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	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	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	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. The Start List is considered to be changed if any of the following changes: * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> Changing descriptions is not considered a start list change.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

* START LIST: As soon as the team/teams are known, before the match begins.
* START LIST: As soon as any of the line-up or starters are known and any change/addition to these only before the start of the match.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

* LIVE: At the beginning of each period.
* LIVE: After every change in any data (scores, substitute, DQ etc).

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

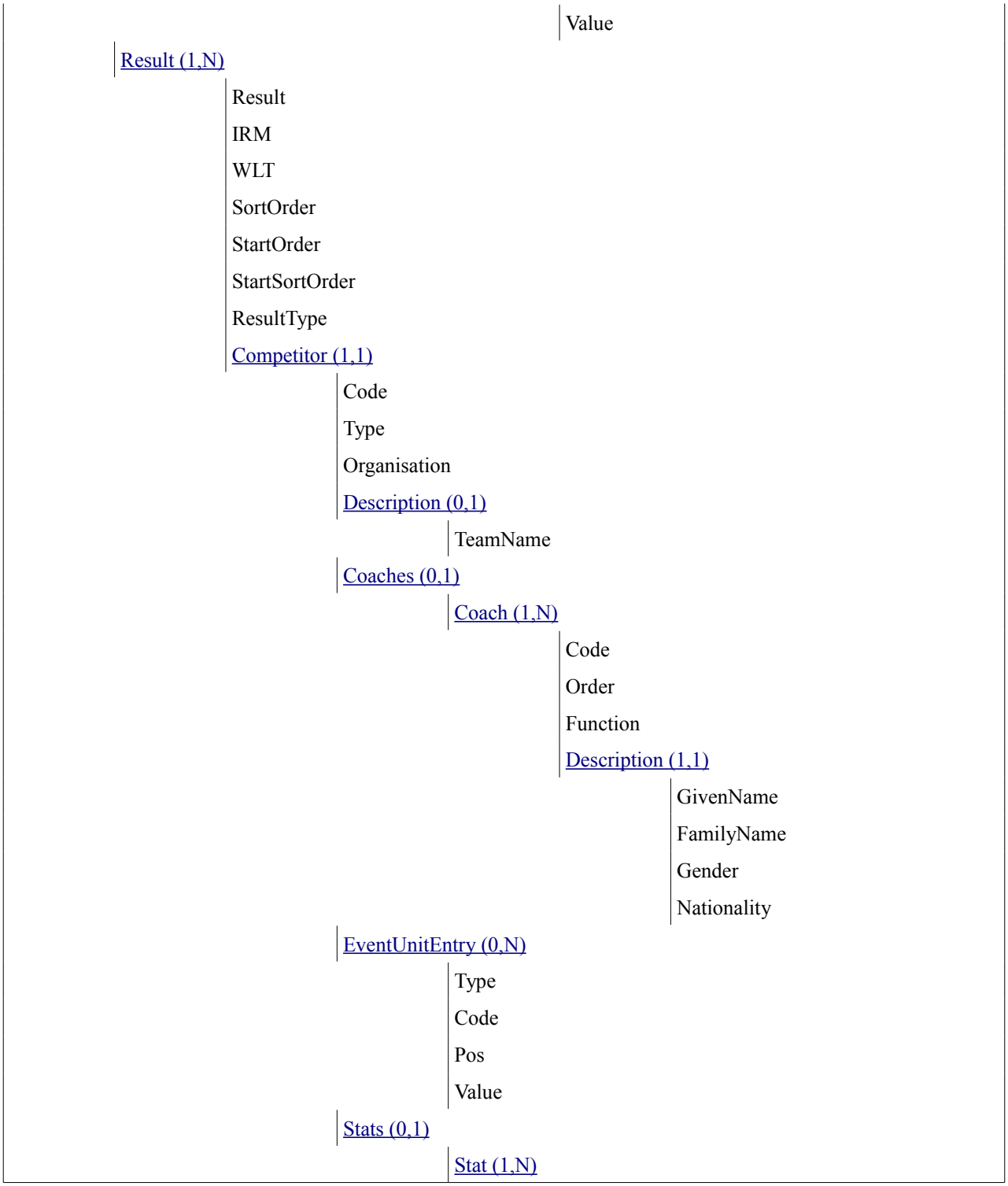
* INTERMEDIATE: After each period if not the last.
* UNOFFICIAL / OFFICIAL: After the match (unit).
* Trigger also after any change.

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
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			EndDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					

- Gender
- SubEventName
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- Officials (0,1)
  - Official (1,N)
    - Code
    - Function
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - IFId
- Periods (0,1)
  - Home
  - Away
  - Period (1,N)
    - Code
    - HomeScore
    - AwayScore
    - HomePeriodScore
    - AwayPeriodScore
    - ExtendedPeriods (0,1)
      - ExtendedPeriod (1,N)
        - Code
        - Type
        - Pos


Value
Result (1,N)
Result
IRM
WLT
SortOrder
StartOrder
StartSortOrder
ResultType
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
Coaches (0,1)
Coach (1,N)
Code
Order
Function
Description (1,1)
GivenName
FamilyName
Gender
Nationality
EventUnitEntry (0,N)
Type
Code
Pos
Value
Stats (0,1)
Stat (1,N)

- Type
- Code
- Pos
- Value
- ExtendedStat (0,N)
  - Code
  - Pos
  - Value

- Composition (0,1)
  - Athlete (1,N)
    - Code
    - Order
    - StartSortOrder
    - Bib
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - BirthDate
      - IFId
    - EventUnitEntry (0,N)
      - Type
      - Code
      - Pos
      - Value
    - ExtendedResults (0,1)
      - ExtendedResult (1,N)
        - Type
        - Code
        - Pos
        - Value

Stats (0,1)
Stat (1,N)
Type
Code
Pos
Value
ExtendedStat (0,N)
Code
Pos
Value

2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	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	M	DateTime	Actual start date and time. For multiday units, the start time is on the first day.
EndDate	O	DateTime	Actual end date-time (The attribute should only be included when required in the particular sport). Generally do not include.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		ATTENDANCE	N/A	Element Expected: Send just if it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #####0	Number of spectators at the match

UI		PERIOD	N/A	Element Expected: Send when LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send current period
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: GF, GA, GF_OG, SHOT, PTY, FOC, FOS, FRK, OFF, CRN, YC, RC, YRC Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the athlete or team who was updated
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: When applicable and only when the unit is LIVE.** **Send multiple if applicable.**			
	Attribute	**Value**	**Description**	
	Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /Composition /Athlete /Stats /Stat May be: ON_GOAL or GOAL Only applies to SHOT and PTY.	
	Pos	N/A	N/A	
	Value	S(1)	Send 'Y'	

Sample (Sample)

```
....
<ExtendedInfos>
        <UnitDateTime StartDate="2016-07-25T17:00:00+01:00" />
        <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="18090" />
....
</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	CC @DisciplineGender	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	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Send by order for each official: Referee, Assistant Referee 1, Assistant Referee 2, and 4th Official.

Element: Officials /Official /Description (1,1)

Officials 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	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Element: Periods (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Periods /Period (1,N) Period in which the event unit message arrives.			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Times, usually there are 2 half times.
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	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

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) ExtendedPeriod information.				
Type		**Code**	**Pos**	**Description**
TIME		ADDITIONAL	N/A	Element Expected: When applicable as soon as the information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm	Additional time for that period. Send 0 if there is no additional time for

				that period. Remove leading zeros

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 (until finish the extra times if are available) of the Team for the particular event unit. Not included the goals for penalty Shoot-out.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned Send just in the case @ResultType both Points and IRM
WLT	O	SC @WLT	The code whether a competitor won, lost or tied the match
SortOrder	M	Numeric	Used to sort all the results of an event unit This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
StartOrder	O	Numeric	Competitor's start order Send 1 for Home, send 2 for Away
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Same @StartOrder
ResultType	O	SC @ResultType	Result type, either goals 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	CC @Organisation	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 .

Element: Result /Competitor /Coaches /Coach (1,N) **Competitor's Coach**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official code
Order	M	Numeric	Send order for coaches, sequential number if more than one (order as they are presented on NOC entry form)
Function	M	CC @ResultsFunction	Coach function

Element: Result /Competitor /Coaches /Coach /Description (1,1) **Coach 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	CC @PersonGender	Gender of the official
Nationality	M	CC @Country	Coach's nationality

Element: Result /Competitor /EventUnitEntry (0,N) **For team event information**				
Type		**Code**	**Pos**	**Description**
EUE		HOME_AWAY	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Home	Send Home or Away designator
EUE		UNIFORM	N/A	Element Expected: If it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Colour's Shirt
EUE		SHORTS	N/A	Element Expected: If it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Colour's Shorts
		SOCKS	N/A	Element Expected:

EUE				If it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Colour's Socks

Sample (Sample)

```
....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Code="UNIFORM" Value="Navy Blue/White" />
<EventUnitEntry Type="EUE" Code="SHORTS" Value="White" />
<EventUnitEntry Type="EUE" Code="SOCKS" Value="Navy Blue" />
....
```

Element: Result /Competitor /Stats /Stat (1,N)				
Type		**Code**	**Pos**	**Description**
ST		MINS	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmm	Actual playing time (related to ball possesion) for the team by period number in the event unit (in minutes). Remove leading zeros
ST		GF_OG	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for the team by period number, due to own goals scored by the opposite team, in the event unit.
ST		GF	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Total Goals for the team by period number in the event unit (not including the own goals of the opposite team).
ST		GA	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against for team by period number in the event unit.
ST		SHOT	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Shots for the team by period number in the event unit.
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	ON_GOAL		
	Pos	N/A	N/A	
	Value	Numeric #0	Total shots on goal.	
ST		PTY	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Penalty kicks for the team by period number in the event unit.
	Sub Element: Result /Competitor /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	GOAL		

	Pos	N/A	N/A	
	Value	Numeric #0	Total goals.	
ST		CRN	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total corner kicks for the team by period number in the event unit.
ST		OFF	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total offsides for the team by period number in the event unit.
ST		FOC	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls committed for the team by period number in the event unit.
ST		FOS	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls suffered for the team by period number in the event unit.
ST		YC	SC @Period	Pos Description: Send the period number (TOT for totals-all periods)

				Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Cautions (yellow cards) for the team by period number in the event unit.
ST		YRC	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) for the team by period number in the event unit.
ST		RC	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) for the team by period number in the event unit.
ST		EXP	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for the team in the event unit.
ST		FRK	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total free kicks for the team by period number in the event unit.

ST		OG	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total own goals for the team by period number in the event unit.
ST		POSSESS	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total ball possession for the team by period number in the event unit. Send in %.

Sample (Sample)

```
....
<Stats>
        <Stat Type="ST" Code="MINS" Pos="TOT" Value="38" />
        <Stat Type="ST" Code="GF" Pos="TOT" Value="4" />
        <Stat Type="ST" Code="GA" Pos="TOT" Value="2" />
        <Stat Type="ST" Code="SHOT" Pos="TOT" Value="8">
                <ExtendedStat Code="ON_GOAL" Value="6" />
        </Stat>
        <Stat Type="ST" Code="CRN" Pos="TOT" Value="6" />
        <Stat Type="ST" Code="OFF" Pos="TOT" Value="3" />
        <Stat Type="ST" Code="FOC" Pos="TOT" Value="8" />
        <Stat Type="ST" Code="FOS" Pos="TOT" Value="8" />
        <Stat Type="ST" Code="FRK" Pos="TOT" Value="12" />
        <Stat Type="ST" Code="POSSESS" Pos="TOT" Value="53" />
        <Stat Type="ST" Code="RC" Value="TOT" />
        <Stat Type="ST" Code="MINS" Pos="H1" Value="17" />
        <Stat Type="ST" Code="GF" Pos="H1" Value="2" />
        <Stat Type="ST" Code="GA" Pos="H1" Value="2" />
        <Stat Type="ST" Code="SHOT" Pos="H1" Value="3">
                <ExtendedStat Code="ON_GOAL" Value="3" />
        </Stat>
        <Stat Type="ST" Code="CRN" Pos="H1" Value="2" />
        <Stat Type="ST" Code="OFF" Pos="H1" Value="1" />
        <Stat Type="ST" Code="FOC" Pos="H1" Value="3" />
        <Stat Type="ST" Code="FOS" Pos="H1" Value="4" />
        <Stat Type="ST" Code="FRK" Pos="H1" Value="7" />
        <Stat Type="ST" Code="POSSESS" Pos="H1" Value="52" />
        <Stat Type="ST" Code="MINS" Pos="H2" Value="21" />
        <Stat Type="ST" Code="GF" Pos="H2" Value="2" />
        <Stat Type="ST" Code="SHOT" Pos="H2" Value="5">
                <ExtendedStat Code="ON_GOAL" Value="3" />
        </Stat>
....
```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Send order according to goalkeeper position first (Start @Code=POSITION and @Value=GK), and Shirt number (Athlete@Bib). For starting substitute player, send order according to the player status (CC @Code=PARTIC_STATUS, that will be: space or X-Eligible, N-Not eligible to play, I-Injured, A-Absent), and Shirt number (Athlete@Bib).

			Order attribute used to sort team members in a team.
StartSortOrder	M	Numeric #0	Order the players should appear in the Start List.
Bib	M	S(2)	Athlete's 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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		STARTER	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor is a Starter else do not send.
EUE		CAPTAIN	N/A	Element Expected: Send the code just for the captain
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor is the Captain.
EUE		STATUS	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Status of the player
EUE		POSITION	N/A	Element Expected: As soon as it is known

	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position of the player in the team

Sample (Sample)

```
....
<Athlete Code="1130568" Bib="3" Order="3">
        <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="ESP"
BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
        <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="DF" />
....
```

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

Team member or individual athlete's extended result.

Type	Code	Pos	Description
ER	SANCTION	N/A	Element Expected: As soon as the information is available.

	Attribute	M/O	Value	Description
	Value	M	S(3)	Send YC for Yellow Card or EXP for Suspended

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

Type	Code	Pos	Description
ST	MINS	N/A	Element Expected: Always, if the information is available

	Attribute	M/O	Value	Description
	Value	M	mmm	Minutes played by the athlete in the game. Remove leading zeros

Type	Code	Pos	Description
ST	SUB_TIME	N/A	Element Expected: Always, if the information is available

	Attribute	M/O	Value	Description
	Value	M	String +/-m' [x] where x is optional, usually in form +m for injury time.	Time a player is substituted into or out of the game. +/- Indicates in or out. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar

		GF	N/A	Element Expected:

ST				Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for athlete
ST		GA	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against for the athlete where the player has played as goalkeeper
ST		SHOT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total shots for the athlete
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	ON_GOAL		
	Pos	N/A	N/A	
	Value	Numeric #0	Total shots on goal	
ST		PTY	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Penalty kicks for the athlete.
	Sub Element: Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat **Expected: Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric #0	Total penalty goals.	
ST		FOC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Total fouls committed for athlete
ST		FOS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls suffered for athlete
ST		CRN	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total corner kicks for the athlete
ST		OFF	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total offside for the athlete in the event unit.
ST		YC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Cautions (yellow cards) for athlete
ST		YC_MINS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String m' [x] where x is optional, usually in form +m for injury time.	Minutes when the athlete has the first yellow card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar
ST		YRC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) for athlete
ST		YRC_MINS	N/A	Element Expected: Always, if the information is available

	Attribute	M/O	Value	Description
	Value	M	String m' [x] where x is optional, usually in form +m for injury time.	Minutes when the athlete has the 2nd yellow card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar
ST		RC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) for athlete
ST		RC_MINS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String m' [x] where x is optional, usually in form +m for injury time.	Minutes when the athlete has a red card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar

Sample (Sample)

```
....
<Stats>
        <Stat Type="ST" Code="MINS" Value="90" />
        <Stat Type="ST" Code="GF" Value="1" />
        <Stat Type="ST" Code="SHOT" Value="2">
                <ExtendedStat Code="ON_GOAL" Value="1" />
        </Stat>
        <Stat Type="ST" Code="FOS" Value="3" />
</Stats>
....
```

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	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	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	Not used
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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

		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	SC @Source	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.

2.2.5.3 Trigger and Frequency

This message is sent:
* LIVE: After every action
* LIVE: At the start of every period/extra time
* INTERMEDIATE: After each period (if it is not the last period)
* 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
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				

- LocationName
- UnitActions (0,1)
  - Home
  - Away
  - UnitAction (1,N)
    - Code
    - Type
    - Pos
    - Value
    - Result
    - Time
    - ScoreH
    - ScoreA
    - LeadH
    - LeadA
    - TimeStamp
    - ExtendedAction (0,N)
      - Code
      - Pos
      - Value
    - Competitor (0,N)
      - Code
      - Type
      - Order
      - Organisation
      - Composition (0,1)
        - Athlete (1,N)
          - Code
          - Order
          - Bib
          - Role
          - Description (1,1)

	GivenName FamilyName Gender Organisation BirthDate IFId

2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	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	CC @DisciplineGender	Gender code for the event unit

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

Element: UnitActions (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	M	S(20) with no leading	Home Competitor ID

		zeroes	
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: UnitActions /UnitAction (1,N)				
Type		**Code**	**Pos**	**Description**
UAC		SC @Period	Numeric ##0	Code Description: Send one period code Period of the action. (1,2,3,4,...) Pos Description: Unique sequential number for all the actions of the match, from 1 to n It is used to sort UnitAction Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Action	Value of the @Code (+ @Pos) referenced UnitAction Actions in the game. Send one action code. The first action of each period should always be "STARTP". For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN). For Foul action either one or two competitor elements will be sent: 1st Player Foul commited (ActionRole=FOC) 2nd Player Foul suffered (ActionRole=FOS) (optional).
	Time	M	String m' [x] where x is optional, usually in form +m for injury time.	Action's time in minutes Example: 14' [x] is injury time in the format +3 etc. so appears as 45' +3 If at half time the HT If after match FT

				ET: in the break between ExtraTime 1 and ExtraTime 2 If before and during shoot-out then PSO only [x] (playing time stopped)
	Result	O	SC @ResAction	Result of the Action for the player/team
	ScoreH	O	Numeric #0	Total home Score of the game after the action Send if there is a score change for either team
	ScoreA	O	Numeric #0	Total away Score of the game after the action Send if there is a score change for either team
	LeadH	O	Numeric #0	Lead by Home team, may be negative. Send if there is a score change for either team
	LeadA	O	Numeric #0	Lead by Away team, may be negative. Send if there is a score change for either team
	TimeStamp	O	Time	Local time of the action (for alignment to video)
	Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When available			
	Attribute	**Value**	**Description**	
	Code	PSO_A		
	Pos	N/A	N/A	
	Value	Numeric #0	Away Score in penalty shootout	
	Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When available			
	Attribute	**Value**	**Description**	
	Code	PSO_H		
	Pos	N/A	N/A	
	Value	Numeric #0	Home Score in penalty shootout	

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	CC @Organisation	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(4)	Shirt number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Sample)

```
....
<UnitAction Type="UAC" Code="H1" Pos="3" Value="SHOT" Result="GOAL" Time="12'" ScoreH="0" ScoreA="1" >
        <Competitor Code="FBW400RSA01" Type="T" Organisation="RSA" Order="1">
                <Description TeamName="South Africa"/>
                <Composition>
                        <Athlete Code="1106655" Order="1" >
                                <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="RSA" BirthDate="1993-05-12" />
                        </Athlete>
                </Composition>
        </Competitor>
</UnitAction>
....
```

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	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	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	Not used
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	SC @Source	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:
* At the start of every period (to start clock)
* Immediately after every change in the score, including penalty shots.
* During play i.e. after start and not during half-time, Every 5 minutes after the last DT_CURRENT message when there is no other activity.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)			
	Code		
	Clock (0,1)		
		Period	
		Time	
		Running	
	Periods (0,1)		
		Home	
		Away	
		Period (1,N)	
			Code
			HomeScore
			AwayScore
			HomePeriodScore
			AwayPeriodScore
	Result (0,N)		
		Result	
		SortOrder	

	StartSortOrder	
	ResultType	
	Competitor (1,N)	
		Code
		Type
		Organisation

2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Clock (0,1) Clock Information			
Attribute	**M/O**	**Value**	**Description**
Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
Time	M	mm:ss	Value of the clock
Running	M	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running, N to indicate the clock is stopped.

Element: Periods (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element: Periods /Period (1,N) Period in which the event unit message arrives.			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Period's code

HomeScore	M	Numeric #0	Overall score of the home competitor (first named competitor) at the end of the period
AwayScore	M	Numeric #0	Overall score of the away competitor (second named competitor) at the end of the period
HomePeriodScore	M	Numeric #0	Score of the home competitor (first named competitor) just for this period
AwayPeriodScore	M	Numeric #0	Score of the away competitor (second named competitor) just for this period

Element: Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric #0	Result of the Team for the particular event unit.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	M	SC @RequestType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

Element: Result /Competitor (1,N) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	T	T for team
Organisation	M	CC @Organisation	Competitor's organisation

Sample (Sample)

```
....
<Competition Code="OG2016">
        <Clock Time="1:34" Running="Y" />
        <Periods>
                <Period Code="H1" AwayPeriodScore="3" HomePeriodScore="0" AwayScore="3"
HomeScore="0"/>
                <Period Code="H2" AwayPeriodScore="1" HomePeriodScore="1" AwayScore="4"
HomeScore="1"/>
        </Periods>
        <Result ResultType="POINTS" Result="1" SortOrder="1" >
                <Competitor Code="FBW400RSA01" Type="T" Organisation="RSA"/>
        </Result>
        <Result ResultType="POINTS" Result="4" SortOrder="2" >
                <Competitor Code="FBW400NZL01" 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. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (game, match, etc.).

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

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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	Group Code	The DocumentSubtype attribute 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	SC @ResultStatus	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 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	SC @Source	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.

2.2.7.3 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.

However, if there is any kind of sport specific rule, overwrite it in each of the ODF Sport Data Dictionaries.

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
Competition (1,1)					
	Code				
	ExtendedInfos (0,1)				
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		QualificationMark			
		SortOrder			
		Won			
		Lost			
		Tied			
		Played			
		For			
		Against			
		Diff			
		Competitor (1,1)			
			Code		
			Type		
			Organisation		
			Description (0,1)		
				TeamName	
			Opponent (0,N)		

		Code	
		Type	
		Pos	
		Organisation	
		Date	
		Time	
		Result	
		Unit (0,1)	
			Phase
			Unit
		Description (0,1)	
			TeamName

2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	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. Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Result (1,N) For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank at the group.

			The rank is calculated firstly by classification points and secondly by goal difference after end of each match. It is optional because the team can be disqualified.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute 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	SC @IRM	The invalid result mark for the particular group, in case it is assigned Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualified indicador.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group
Lost	O	Numeric #0	Number of games lost by the team in the group
Tied	O	Numeric #0	Number of games tied by the team in the group
Played	O	Numeric #0	Number of games played by the team in the group
For	O	Numeric #0	Total number of goals for
Against	O	Numeric #0	Total number of goals against
Diff	O	Numeric #0 Or -Numeric -#0	Goals difference, between goals for and goals against

Element: Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	CC @Organisation	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.

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	Numeric	Type Description: T for team Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. Element Expected: Always

Attribute	M/O	Value	Description
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must

				include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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	CC @Phase	Phase code for the pool item
Unit	M	CC @Unit	Unit code for the pool item

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.

Sample (Sample)

```
....
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played"2" Won="1" Tied="0" Lost="1" For="3" Against="3" Diff="0">
        <Competitor Code="FBM400EGY01" Type="T" Organisation="EGY">
                <Description TeamName="Egypt"/>
                <Opponent Code="FBW400BRA01" Type="T" Pos="1" Organisation="BRA" Date="2016-07-27" Time="14:00" Result="2:0">
                        <Unit Phase="A" Unit="01"/>
                        <Description TeamName="Brazil"/>
                </Opponent>
                <Opponent Code="FBW400BLR01" Type="T" Pos="2" Organisation="BLR" Date="2016-08-01" Time="09:00" >
                        <Unit Phase="A" Unit="03"/>
                        <Description TeamName="Belarus"/>
                </Opponent>
                <Opponent Code="FBW400NZL01" Type="T" Pos="4" Organisation="NZL" Date="2016-07-29" Time="09:00" Result="1:3">
                        <Unit Phase="A" Unit="05"/>
                        <Description TeamName="New Zealand"/>
                </Opponent>
        </Competitor>
</Result>
....
```

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	CC @Competition	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	SC @ResultStatus	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	SC @Source	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 should be sent at the very beginning of a competition, as soon as brackets are available.

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

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

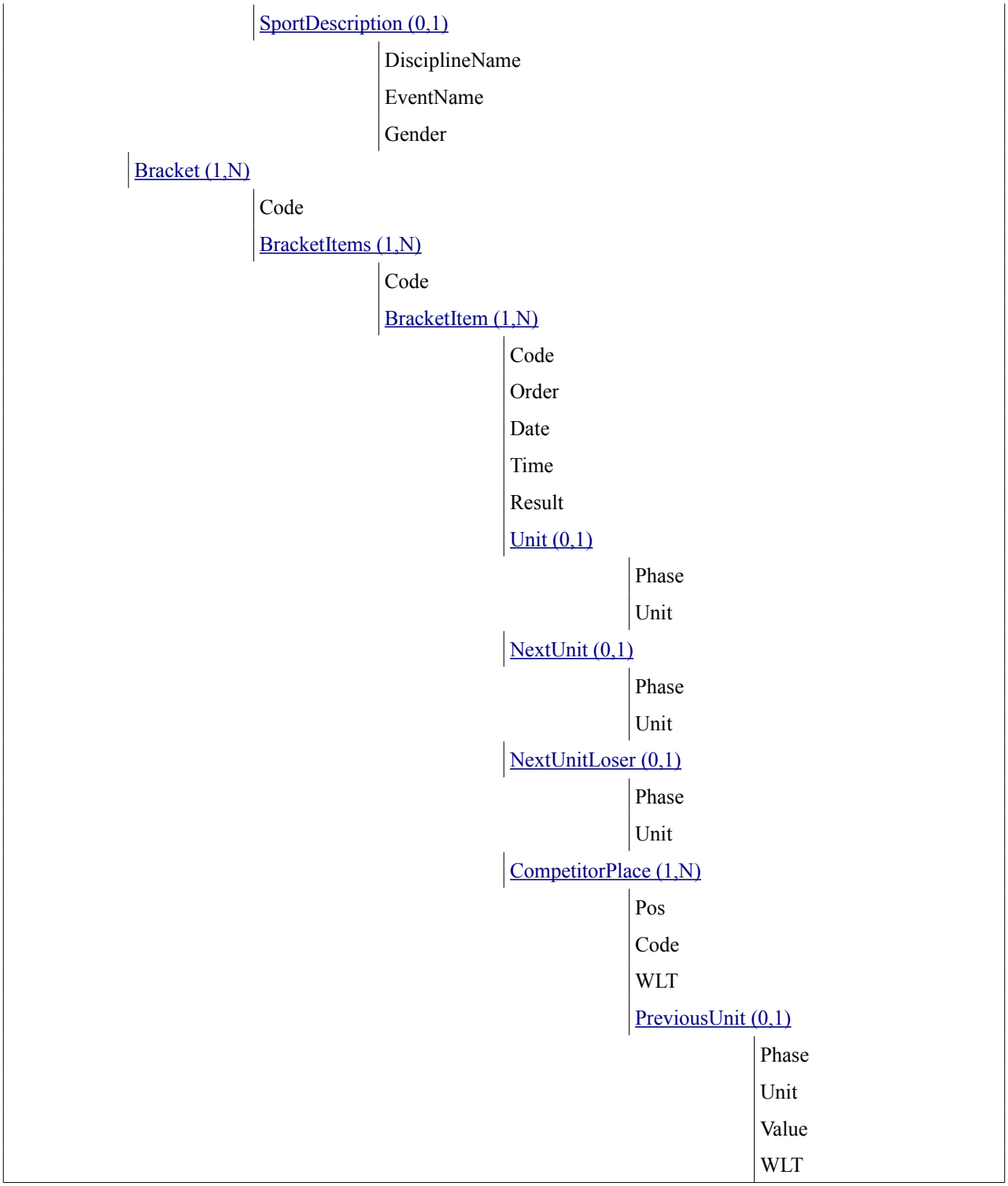
* Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

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
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						


SportDescription (0,1)
DisciplineName
EventName
Gender
Bracket (1,N)
Code
BracketItems (1,N)
Code
BracketItem (1,N)
Code
Order
Date
Time
Result
Unit (0,1)
Phase
Unit
NextUnit (0,1)
Phase
Unit
NextUnitLoser (0,1)
Phase
Unit
CompetitorPlace (1,N)
Pos
Code
WLT
PreviousUnit (0,1)
Phase
Unit
Value
WLT

				Competitor (0,1)	
					Code
					Type
					Organisation
					Description (0,1)
					TeamName

2.2.8.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	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	CC @DisciplineGender	Gender code for the event unit

Element: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS. 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)

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

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	Numeric #0	Bracket code to identify a bracket item. The match for each bracket item (e.g.: 25, 26, 27, 28,..)
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 (separator & order, example "4:0 (0:0)"). May include an IRM. Must include 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	CC @Phase	Phase code for the bracket item
Unit	M	CC @Unit	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	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	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	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.

Unit	M	CC @Unit	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 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	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	SC @WLT	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	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item. Send 9 in case of F3/G3, E3/F3 or E3/G3 for Women competition.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
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.

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	CC @Organisation	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.

Sample (Sample)

```
<Bracket Code="FNL">
        <BracketItems Code="QFL">
                <BracketItem Code="19" Order="1" Date="2016-08-13" Time="22:00">
                        <Unit Phase="3" Unit="01" />
                        <NextUnit Phase="2" Unit="01" />
                        <CompetitorPlace Pos="1" Code="TBD">
                                <PreviousUnit Phase="E" Value="1" />
                        </CompetitorPlace>
                        <CompetitorPlace Pos="2" Code="TBD">
                                <PreviousUnit Phase="9" Value="F3/G3" />
                        </CompetitorPlace>
                </BracketItem>
                <BracketItem Code="21" Order="2" Date="2016-08-13" Time="18:30">
                        <Unit Phase="3" Unit="02" />
                        <NextUnit Phase="2" Unit="01" />
                        <CompetitorPlace Pos="1" Code="TBD">
                                <PreviousUnit Phase="G" Value="1" />
                        </CompetitorPlace>
                        <CompetitorPlace Pos="2" Code="TBD">
                                <PreviousUnit Phase="9" Value="E3/F3" />
                        </CompetitorPlace>
                </BracketItem>
...
```

2.2.8.6 Message Sort

The following order applies:
* Every ODF Sport Data Dictionary making use of this message should specify the order for Bracket @Code if more than one '@Code' is possible.
* Every ODF Sport Data Dictionary should specify the order for BracketItems according to its @Code attribute. It will usually be referred to BracketItems /BracketItem /Unit @Phase (all BracketItem should be grouped by the BracketItem /Unit @Phase attribute).

* Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.

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	CC @Competition	Unique ID for competition
DocumentCode	RSC	The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values).
DocumentSubcode	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Use DocumentSubcode with the Organisation only for DocumentSubtype CUM.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM IND_RANKING TOU	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation has more than one team. - IND_RANKING: Ranking of individual tournament statistics, for the best athletes. - TOU: Tournament statistics (like Tournaments Total statistics or Disciplinary matters Total statistics).
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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	Test message or production message.

	"T"-Test	
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	SC @Source	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 should be sent after the end of each match with the DocumentCode DDGEEE000.
* After each match as in the general definition.

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
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
			EventName					

- Gender
- Stats (1,1)
  - Code
  - StatsItems (0,1)
    - StatsItem (1,N)
      - Type
      - Code
      - Pos
      - Value
      - ExtendedStat (0,N)
        - Code
        - Pos
        - Value
  - Competitor (0,N)
    - Code
    - Type
    - Order
    - Organisation
    - Description (0,1)
      - TeamName
    - StatsItems (0,1)
      - StatsItem (1,N)
        - Type
        - Code
        - Pos
        - Value
        - ExtendedStat (0,N)
          - Code
          - Pos
          - Value
    - Composition (0,1)
      - Athlete (1,N)

- Code
- Order
- Description (1,1)
  - GivenName
  - FamilyName
  - Gender
  - Organisation
  - BirthDate
  - IFId
- StatsItems (0,1)
  - StatsItem (1,N)
    - Type
    - Code
    - Pos
    - Value
    - Rank
    - RankEqual
    - SortOrder
    - ExtendedStat (0,N)
      - Code
      - Pos
      - Value

2.2.9.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	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	CC @DisciplineGender	Gender code for the event unit

Element: Stats (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element: Stats /StatsItems /StatsItem (1,N)

Statistics for the event unit / phase or event - depending on the headers' DocumentCode.
The following table describes in more detail the Competition /Stats /StatsItems /StatsItem element and its child element ExtendedStat, this information is for the Tournament Statistics.

Type		**Code**	**Pos**	**Description**
ST		COMP_DATE	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Date	Send a competition date
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	ATTENDANCE		
	Pos	N/A	N/A	
	Value	Numeric #####0	Total attendance at the matches of the day	
ST		RSC_TOTALS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	DDGEEEPUU	Send an RSC
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	ATTENDANCE		
	Pos	N/A	N/A	

	Value	Numeric #####0	Total attendance at the match indicated by RSC.	
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total match played for all teams.
ST		GF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for all teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average Goals for all teams.	
ST		GA	N/A	Pos Description: G/A Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against for all teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Average Goals against for all teams.			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Numeric #0.0	
ST		PTY	Numeric 0	Pos Description: Send 1 for PTY against else do not send

				Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Penalty Kicks and Penalty Kicks against for all teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average of penalty kicks for and against	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG_GOAL		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average penalty goals and penalty goals against.	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total penalty goals and penalty goals against.	
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Shots for all teams for all teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG		

	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average number of shots for all teams.	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	ON_GOAL		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total number of Shots on Goal for all teams.	
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	ON_GOAL_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average number of shots on goal for all teams.	
ST		CRN	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total corner kicks for the team.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average corner kicks for all teams.	
ST		OFF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total offsides for all the teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			

	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average offsides for all the teams.	
ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total Fouls committed for all the teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average fouls committed for all the teams.	
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Cautions (yellow cards) for all the teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=TOU**			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average Cautions (yellow cards) for all the teams.	
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Total Expulsions (2nd yellow card = red

			#0	card) for all the teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average Expulsions (2nd yellow card = red card) for all the teams.	
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) for all the teams
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average Expulsions (red cards) for all the teams.	
ST		EXP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.
	Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=TOU			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.	

Sample (Sample)

```
....
<Stats Code="TOU">
        <StatsItems>
                <StatsItem Type="ST" Code="MP" Value="16" />
                <StatsItem Type="ST" Code="GF" Value="37">
                        <ExtendedStat Code="AVG" Value="2.3" />
                </StatsItem>
                <StatsItem Type="ST" Code="GA" Value="37">
                        <ExtendedStat Code="AVG" Value="2.3" />
                </StatsItem>
                <StatsItem Type="ST" Code="SHOT" Value="418">
                        <ExtendedStat Code="AVG" Value="26.1" />
                        <ExtendedStat Code="ON_GOAL" Value="150" />
                        <ExtendedStat Code="ON_GOAL_AVG" Value="9.4" />
                </StatsItem>
                <StatsItem Type="ST" Code="PTY" Value="3">
                        <ExtendedStat Code="AVG" Value="0.2" />
                        <ExtendedStat Code="GOAL" Value="3" />
                        <ExtendedStat Code="AVG_GOAL" Value="0.2" />
                </StatsItem>
                <StatsItem Type="ST" Code="PTY" Pos="1" Value="3">
                        <ExtendedStat Code="AVG" Value="0.2" />
                        <ExtendedStat Code="GOAL" Value="3" />
                        <ExtendedStat Code="AVG_GOAL" Value="0.2" />
                </StatsItem>
                <StatsItem Type="ST" Code="CRN" Value="159">
                        <ExtendedStat Code="AVG" Value="9.9" />
                </StatsItem>
                <StatsItem Type="ST" Code="OFF" Value="50">
                        <ExtendedStat Code="AVG" Value="3.1" />
                </StatsItem>
....
</Stats>
....
```

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.
Type	M	T	T for team
Order	M	Numeric	Order of the competitor in the statistics.

		##0	Sort order: For each team: 1 - Team NOC code
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Element: Stats /Competitor /StatsItems /StatsItem (1,N) **Team competitor's stats item, according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total own goals or own goals against for the team.
ST		GF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for in all the games where the team has played.
ST		GA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against in all the games where the team has played.
ST		PTY	Numeric 0	Pos Description: Send 1 for PTY against else do not send Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Penalty Kicks, Penalty Kicks against in all the games where the team has played.

	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total penalty goals / penalty goals against.	
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0 Numeric #0	Total Shots in all the games where the team has played.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**			
	Attribute	**Value**	**Description**	
	Code	ON_GOAL		
	Pos	N/A	N/A	
	Value	Numeric ##0	Total number of shots on goal.	
ST		CRN	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total corner kicks for the team.
ST		OFF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total offsides for the team.
ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric ##0	Total fouls committed in all the games where the team has played.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average fouls committed in all the games where the team has played.	
ST		FOS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total fouls suffered in all the games where the team has played.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Average fouls suffered in all the games where the team has played.	
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Cautions (yellow cards) in all the games where the team has played.
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) in all the games where the team has played.
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Total Expulsions (red cards) in all the games where the team has played.
ST		EXP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red card and red cards, in all the games where the team has played.
ST		FRK	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total free kicks for the team.
ST		OG	Numeric 0	Pos Description: Send 1 for OG against else do not send Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total own goals against for the team.

Sample (Sample)

```
.....
<Stats Code="CUM">
        <Competitor Code="FBM400NZL01" Type="T" Organisation="NZL" Order="1">
                <Description TeamName="New Zealand"/>
                <StatsItems>
                        <StatsItem Type="ST" Code="MP" Value="2" />
                        <StatsItem Type="ST" Code="GF" Value="1" />
                        <StatsItem Type="ST" Code="GA" Value="2" />
                        <StatsItem Type="ST" Code="SHOT" Value="11">
                                <ExtendedStat Code="ON_GOAL" Value="5" />
                        </StatsItem>
                        <StatsItem Type="ST" Code="CRN" Value="4" />
                        <StatsItem Type="ST" Code="OFF" Value="7" />
                        <StatsItem Type="ST" Code="FOC" Value="21">
                                <ExtendedStat Code="AVG" Value="10.5" />
                        </StatsItem>
                        <StatsItem Type="ST" Code="FOS" Value="20">
                                <ExtendedStat Code="AVG" Value="10.0" />
                        </StatsItem>
                        <StatsItem Type="ST" Code="YC" Value="3" />
                        <StatsItem Type="ST" Code="FRK" Value="23" />
                </StatsItems>
                <Composition>
....
```

Element: Stats /Competitor /Composition /Athlete (1,N)			
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 ##0	Sort order for CUM: For each player: 1) Shirt number or disqualification. Sort order for IND_RANKING: 1) Rank or disqualification, 2) Name. Sort Disqualified players to the bottom of the list.

Element: Stats /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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if

			the data is available
IFId	O	S(16)	International Federation ID

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) **Team member's stats item according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmm	Total minutes played in all the games where the player has played. Remove leading zeros.
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total matches played by the athlete.
ST		GF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for in all the games where the player has played.
	Rank	O	Text	Rank for the goals per match for the athlete. Send empty if the competitor was disqualified.
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=IND_RANKING**			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric	Average for the goals (per match) for the athlete	

		#0.0		
ST		GA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against in all the games where the player has played as goalkeeper
ST		OG	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total own goals in all the games where the player has played.
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Shots in all the games where the player has played.
	Rank	O	Text	Athlete rank, based on shots per match. Send empty if the competitor was disqualified.
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average number of shots per match.	
ST		SHOT_ON_GOAL	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Total shots on goal.
	Rank	O	Text	Rank, based on shots on goals per match. Send empty if the competitor was disqualified.
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING			
	Attribute	**Value**	**Description**	
	Code	AVG		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Average number of shots on goal per match.	
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total shots (penalty kicks) in all the games where the player has played.
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	GOAL		
	Pos	N/A	N/A	
	Value	Numeric #0	Total penalty goals.	
ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls committed in all the games where the player has played.
ST		FOS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Total fouls suffered in all the games where the player has played.
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Cautions (yellow cards) in all the games where the player has played.
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) in all the games where the player has played.
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) in all the games where the player has played

Sample (Sample)

```
....
<Athlete Code="1126111" Order="10">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1996-12-15" />
        <StatsItems>
                <StatsItem Type="ST" Code="MP" Value="2" />
                <StatsItem Type="ST" Code="GF" Value="1" />
                <StatsItem Type="ST" Code="SHOT_ON_GOAL" Value="7" />
                <StatsItem Type="ST" Code="FOC" Value="3" />
                <StatsItem Type="ST" Code="MINS" Value="180" />
        </StatsItems>
</Athlete>
....
```

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.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

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	CC @Competition	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	SC @ResultStatus	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 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	SC @Source	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.

2.2.10.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

* 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
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
	Result (1,N)					
		Rank				
		RankEqual				
		Played				

Won
Lost
Tied
IRM
SortOrder
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
Composition (1,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId

2.2.10.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	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	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: Result (1,N) **For any event final ranking message, there should be at least one competitor being awarded a result for the event.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified or has abandoned the game.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
Tied	O	Numeric #0	Send number of matches tied
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just if the team has been disqualified or has abandoned the game.
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.

Element: Result /Competitor (1,1) **Competitor related to one final event result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T	T for team
Organisation	O	CC @Organisation	Competitors's organisation if known

Element: Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
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 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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Sample)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
        <Competitor Code="FBM400CRO01" Type="T" Organisation="CRO">
                <Description TeamName="Croatia"/>
                <Composition>
                        <Athlete Code="1085534" Order="1" >
....
```

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	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	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	SC @Source	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.
* At least one (1) hour before the match.

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
Competition (1,1)				
	Code			
	Weather (1,1)			
		Conditions (1,N)		
			Code	
			Humidity	
			Wind_Direction	
			Condition (0,3)	
				Code
				Value
			Temperature (0,N)	
				Code
				Unit
				Value

2.2.11.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

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

Element: Weather /Conditions /Condition (0,3) Send three times in the case of Winter conditions.			
Attribute	**M/O**	**Value**	**Description**
Code	M	SKY	Weather conditions type.
Value	M	CC @SnowConditions Or CC @WeatherCondition	Codes that describe the Weather Condition.

Element: Weather /Conditions /Temperature (0,N) Send with three different @Code in the case of Winter conditions.			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR	Air
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric -##0.0 or ##0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

2.2.11.6Message 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	19 December 2014	First ODF2 Version
v1.1	27 February 2015	SFA version
v1.2	21 May 2015	Internal version
v1.3	6 August 2015	APP version, CR4785 and CR5196
v1.4	5 November 2015	External delivery: some minor issues
v1.5	18 December 2015	External delivery
v1.6	5 February 2016	External delivery
v1.7	24 March 2016	External delivery
v1.8	5 May 2016	External delivery

File Reference: ODF/INT159- R-SOG-2016-v1.8 APP (FB)

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
v1.1	SFA	* All document - All the Sport Codes references have been updated from CC @ to SC @. * Event Unit Start List and Results - UI /DURATION code has been removed from Competition /ExtendedInfos /ExtendedInfo element. * Play by Play - Trigger INTERMEDIATE has been updated to "After each period (if it is not the last period)". * Pool Standings - The list of DocumentSubtype attributes has been removed as it is defined in the Common Codes. - QualificationMark value has been updated from S(1) to SC @QualificationMark. * Statistics - All RANK and ERANK ExtendedStat codes have been removed and replaced with Rank, RankEqual and SortOrder attributes.
v1.2	SFA	* List of participants by discipline - ENTRY /CLUB_NAME has been updated to S(25).

		* List of teams by discipline - ENTRY /GROUP value has been updated to S(1). - ENTRY /UNIFORM, SHORTS and SOCKS may have 3 different colours. - ENTRY /UNIFORM, SHORTS and SOCKS values have been updated to S(25). * Play by Play - It has been specified that the first action of each period should always be "STARTP". - UnitActions /UnitAction @Timestamp attribute has been added.
v1.3	APP	* Competition Schedule: - Unit_No has been updated to UnitNum. EstimatedStart/End have been updated to HideStart/End. EstimatedStartText has been updated to StartText (CR4785). * List of teams: - Added Order attribute to TeamOfficials/Official element.
v1.4	APP	* Competition Schedule: - Clarification for the DateTime attribute in case of HideStartDate="Y" removed as it does not apply for team sports. - Composition element has been removed from Competition /Unit /StartList /Start /Competitor element. It doesn't apply for team sports (Defect #120420). * Event Unit Start List and Results: - Code attribute has been added to Result /Competitor /Coaches /Coach element (Defect #120420). * Play by Play: - Time attribute's description has been updated to "Action's time in minutes" (removing the seconds) in UnitActions /UnitAction element (Defect #120925).
v1.5	APP	* Competition schedule: - SessionCode attribute has been removed from Competition /Unit (Defect #121852). - StartOrder attribute has been added to Competition /Unit /StartList /Start (Defect #121852). * Event Unit Start List and Results: - ResultType attribute has been updated to optional in Result element (Defect #124130).
v1.6	APP	* Play by Play: - UnitActions /UnitAction @ScoreA and @ScoreH descriptions have been updated (CR9124). - ExtendedAction PSO_A and PSO_H have been added to UnitActions /UnitAction element (CR9124). * Brackets: - Result attribute has been updated as it may include an IRM in Bracket /BracketItems /BracketItem element (CR9275). * Pool Standings: - Triggers have been updated, removing the last sentence "though unofficial may be used in some sports" (Defect #123804).
v1.7	APP	* Statistics:

		- MP description has been updated to "Total matches played by the team" in Stats /Competitor /StatsItems /StatsItem element. - OG description has been updated to "Total own goals against for the team." in Stats /Competitor /StatsItems /StatsItem element. * Event Final Ranking: - Description element has been added to Result /Competitor (Defect #128133).
v1.8	APP	* Play by Play: - LeadA and LeadH attributes have been added to UnitActions /UnitAction element (Defect #120980). * Brackets: - Send 9 in case of F3/G3, E3/F3 or E3/G3 for Women competition (CR9838).