Olympic Data Feed

ODF Paralympic Goalball 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 Paralympic Goalball Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Paralympic Goalball.

1.2   Objective

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

1.3   Main Audience

The main audience of this document is the IOC as the ODF promoter, IPC as the organizer of the Paralympic Games, 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

- **IF –** International Federation
- **IOC –** International Olympic Committee
- **IPC -** International Paralympic Committee
- **NOC –** National Olympic Committee
- **NPC -** National Paralympic Committee
- **ODF –** Olympic Data Feed
- **RSC –** Results System Codes
- **GB   –** Paralympic Goalball
- **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/COD222	ODF Common Codes Document	This document describes the ODF Common codes used across all ODF documents
ODF/COD223	ODF Header Values	This document details the header values which show which RSCs are used in which messages.
ODF/COD224	ODF Sport Codes	This document describes the ODF Sport codes used across all ODF documents
ODF/INT184	ODF General Messages Interface Document	This document describes the ODF General 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 Paralympic Goalball.

- The column "Message type" indicates the DocumentType that identifies a message

- The column "Message documented" indicates the document where you should go to have the general definition for a particular Message type

- The column "Message used in this sport" indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.

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

Message Type	Message name	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition Schedule	X	
DT_SCHEDULE_UPDATE	Competition Schedule Update	X	
DT_PARTIC	List of Participants by Discipline	X	X
DT_PARTIC_UPDATE	List of Participants by Discipline Update	X	X
DT_PARTIC_TEAMS	List of Teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of Teams Update	X	X
DT_PARTIC_HORSES	List of Equestrian Horses		
DT_PARTIC_HORSES_UPDATE	List of Horses Update		
DT_MEDALS	Medal Standings	Global	
DT_MEDALLISTS_DAY	Medallists of the Day	Global	
DT_HISTORIC_RECORD	Historical Records		
DT_GLOBAL_GM	Global Good Morning	Global	
DT_GLOBAL_GN	Global Good Night	Global	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CURRENT	Current Information	X	X
DT_RESULT_ANALYSIS	Extended Event Unit Results		
DT_PLAY_BY_PLAY	Play by Play	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results		
DT_POOL_STANDING	Pool Standings	X	X
DT_RANKING	Event Final Ranking	X	X
DT_STATS	Statistics Table	X	X
DT_MEDALLISTS	Medallists of one Event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by Discipline	X	
DT_RECORD	Records		
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets	X	X
DT_LOCAL_ON	Discipline/Venue Start Transmission	X	
DT_LOCAL_OFF	Discipline/Venue Stop Transmission	X	
DT_FED_RANKING	Federation Ranking		
DT_CONFIG	Configuration		
DT_WEATHER	Event Unit Weather Conditions		
DT_GPS_DATA	GPS Data		
DT_KA	Keep Alive	X	
DT_SERIAL	List of Current PiT Serial	X	

2.1.1 List of Participants by Discipline / List of Participants by Discipline Update

2.1.1.1 Description

This message is the List of Participants by Discipline (and the update), for that discipline it is the list of athletes, and officials, as described in the ODF General Messages Interface Document.

2.1.1.2 Header Values

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

2.1.1.3 Trigger and Frequency

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

2.1.1.4 Message Structure

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

- Competition /Participant /Discipline /RegisteredEvent /EventEntry

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

2.1.1.5 Message Values

The following table lists the "List of Participants by Discipline / Update" optional attributes (defined in the ODF General Messages Interface Document) that are used in the case Paralympic Goalball, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	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
Participant /Discipline /RegisteredEvent	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory
	Bib	O	S(2)	Uniform number for the athlete. Example: 1, 2, 3 ...

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	STATUS		CC @AthleteStatus	For @Type: Send proposed type	As soon as it is known (this information only will be sent in the update message)
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Athlete's status in the team. When the athlete has been replaced or disqualified (DSQ). (see codes)	

2.1.1.5.1 Sample

```xml
<Discipline Code="GB">
 <RegisteredEvent Gender="M" Event="400" />
</Discipline>
```

2.1.1.6 Message sort

Please follow the general definition.

2.1.2 List of Teams / List of Teams Update

2.1.2.1 Description

This message is the List of accredited Teams by Discipline (and the update), for that discipline it is the list of teams, as described in the ODF General Messages Interface Document.

2.1.2.2 Header Values

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

2.1.2.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid and in the case when the venue results becomes owner of the data.

2.1.2.4 Message Structure

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

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

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

2.1.2.5 Message Values

The following table lists the "List of accredited Teams by Discipline/ Update" optional attributes (defined in the ODF General Messages Interface Document) that are used in the case Paralympic Goalball, as well as the attributes that have an extended definition.

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

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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	SEED		Numeric #0	For @Type: Send proposed type	As soon as this information is known (it can be sent in both message)
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Seed Number.	
	GROUP		S(1)	For @Type: Send proposed type	As soon as it is known (this information can be sent in both messages).
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: Preliminary Group of the team	

2.1.2.5.1 Sample

```
<Team Code="GBM400BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M"
Current="true">
 <Composition>
  <Athlete Code="1063192" Order="1"/>
  <Athlete Code="1063249" Order="2"/>
  <Athlete Code="1067349" Order="3"/>
……
 </Composition>
 <TeamOfficials>
     <Official Code="7380750" Function="COACH" />
     <Official Code="7380751" Function="AST_COA" />
     <Official Code="7380752" Function="ESC" />
```

```
  </TeamOfficials>
  <Discipline Code="GB" >
   <RegisteredEvent Gender="M" Event="400" >
    <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
   </RegisteredEvent>
  </Discipline>
 </Team>
```

2.1.2.6   Message sort

Please follow the general definition.

2.1.3 Event Unit Start List and Results

2.1.3.1 Description

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

2.1.3.2 Header Values

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

2.1.3.3 Trigger and Frequency

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

- START LIST: As soon as the competitor/team/teams are known, before the match begins.
- START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.
- LIVE: After the beginning of each period until period ends.
- LIVE: After every change in any data during period [scores, substitute, DQ etc].
- INTERMEDIATE: After each period (if it isn't the last period).
- UNOFFICIAL / OFFICIAL: After the match (unit).

2.1.3.4 Message Structure

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

- Competition /ExtendedInfos /UnitDateTime
- Competition /ExtendedInfos /ExtendedInfo
- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Officials /Official
- Competition /Periods /Period
- Competition /Periods /Period /ExtendedPeriods
- Competition /Result /Competitor /EventUnitEntry
- Competition /Result /Competitor /Composition /Athlete /EventUnitEntry

2.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /UnitDateTime	StartDate	M	DateTime	Actual start date and time
	EndDate	M	DateTime	Actual end date-time
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Function	M	CC @ResultsFunction	Send according to the codes.
	Order	M	Numeric	Send by order for each official: Referee 1, Referee 2.

Periods	Home	O	S(20) with no leading zeros	Competitor code of the home competitor. Must be sent if known
	Away	O	S(20) with no leading zeros	Competitor code of the away competitor. Must be sent if known
Period	Code	M	CC @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 each period.
	AwayPeriodScore	O	Numeric #0	Score of the away competitor just for each period.
Result	ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	IRM	O	CC @IRM	IRM of the Team for the particular event unit. Send just in the case @ResultType both Points and IRM
	Result	O	Numeric #0	Result of the Competitor for the particular event unit, including the goals for over time, extra Throws, Sudden Death if apply.
	WLT	O	SC @WLT	The code whether a competitor won or lost or Tie.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
	StartOrder	M	Numeric	Send 1 for Home, send 2 for Away
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor /Coaches /Coach	Code	M	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
	Function	M	CC @ResultsFunction	Coach function
	Order	M	Numeric	Send as per sample: 1 for Coach, 2 for Assistant Coach and 3 for Escort.
Result /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt Number
	Order	M	Numeric #0	Order attribute used to sort team members. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
	StartSortOrder	M	Numeric #0	Order attribute used to sort team members in a team. Order the competitor should appear in the Start List. Should be sent always for team events.
Composition /Athlete /Description	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory

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

Element: Competition /ExtendedInfos /ExtendedInfo						
Type	Code	Extension	Pos	Value	Description	Expected
UI	PERIOD			CC @Period	For @Type: Send proposed type	Send when LIVE
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send current period	

DISPLAY	String		Numeric 0	S(20)	For @Type: Send proposed type	When available and only when the unit is LIVE. Send multiple if applicable
					For @Code: Send the @Code of the last updated Result /Competitor /Stats /Stat or Result /Competitor /Composition /Athlete /Stats /Stat May be: SHOT and PTY	
					For @Pos: Sequential number within message	
					For @Value: Send the competitor ID of the athlete or team who was updated	
	String			S(1)	For @Code: Send the @ExtendedStat Code of the last updated Result /Competitor /Stats /Stat or Result /Competitor /Composition /Athlete /Stats /Stat May be: GOAL and PTY	When applicable and only when the unit is LIVE. Send multiple if applicable
					For @Pos: Do not send anything	
					For @Value: Send 'Y'	

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

Element: Competition /Result /Competitor /EventUnitEntry				
Type	**Code**	**Value**	**Description**	**Expected**
EUE	HOME_AWAY	SC @Home	For @Type: Send proposed type	When available
			For @Code: Send proposed code	
			For @Value: Send Home or Away	

The following table describes in more detail the Result /Competitor /Stats /Stat element and its child element ExtendedStat in the case of Paralympic Goalball.

Element: Result /Competitor /Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	TOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Throws for the team in the event unit. Including the Throws and Penalties Throws.	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Total goals.	
		PTY			For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Total penalty.	
	PTY			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty Throws for the team in the event unit.	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Goals.	
		PTY			For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Penalty.	
	SHOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Throws for the team in the event unit. (not including the penalties throws)	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	

				For @Value: Throws goal.	
	PTY			For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: Penalty.	
	SHOT_EXTRA			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Extra Throws for the team in the event unit. (not including the penalties throws)	
	GOAL			Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
				For @Pos: Do not send anything	
				For @Value: Throws goal.	
	PTY_M			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Total Penalty Made for the team in the event unit.	
	OG			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Total own goals for the team in the event unit.	
	BLC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Blocked Shots	
	BO			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Ball over	
	PO			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Pass out	
	T10			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	

				For @Pos: Do not send anything	
				For @Value: Team penalty - Ten seconds	
DG			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Team penalty - Delay Games	
UC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Team penalty - Delay Games	
IC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Team penalty - Illegal coaching	
N			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Team penalty - Noise	
SB			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Short Ball	
HB			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – High Ball	
LB			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Long Ball	
ES			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Eyeshades	
3T			Numeric #0	For @Type: Send proposed type	Always, if the information is

				Description	Expected
				For @Code: Send proposed code	available
				For @Pos: Do not send anything	
				For @Value: Personal penalty –Third time throws	
	ID		Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty - Illegal defence	
	DG_P		Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty - Delay Games	
	UC_P		Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty - Delay Games	
	N_P		Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty - Noise	

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	STARTER		S(1)	For @Type: Send proposed type	Send just for those starter players (when this information is known)
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Starter players Send 'Y' if the player is a Starter	
	STATUS		CC @AthleteStatus	For @Type: Send proposed type	As soon as it is known
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Status of the player	

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /Stats /Stat element and its child element ExtendedStat in the case of Paralympic Goalball.

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat						
Type	Code	ExtendedSt at Code	Pos	Value	Description	Expected

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat						
ST	MINS			mmm	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Minutes played by the athlete in the game. Remove leading zeros	
	SUB			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of substitutions	
	SUB_MED			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of substitutions for medical reasons	
	TOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Throws for the athlete. Including the Throws and Penalties Throws.	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Total goals.	
		PTY			For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Total penalty.	
	PTY			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty Throws for the Athlete in the event unit.	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Goals.	
		PTY		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat

					For @Value: Penalty.	
	SHOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Throws for the Athlete in the event unit. (not including the penalties throws)	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Throws goal.	
		PTY		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Penalty.	
	SHOT_EXTRA			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Extra Throws for the Athlete in the event unit. (not including the penalties throws)	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available
					For @Pos: Do not send anything	
					For @Value: Throws goal.	
	PTY_M			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Penalty Made for the Athlete in the event unit.	
	OG			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total own goals for the Athlete in the event unit.	
	BLC			Numeric #0	For @Type: Send proposed type	Always, if the information is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Blocked Shots	
	BO			Numeric #0	For @Type: Send proposed type	Always, if the information is

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
				For @Code: Send proposed code	available
				For @Pos: Do not send anything	
				For @Value: Ball over	
PO			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Pass out	
SB			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Short Ball	
HB			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – High Ball	
LB			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Long Ball	
ES			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Eyeshades	
3T			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty –Third time throws	
ID			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty - Illegal defence	
DG_P			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat					
				For @Value: Personal penalty - Delay Games	
UC_P			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty - Delay Games	
N_P			Numeric #0	For @Type: Send proposed type	Always, if the information is available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty - Noise	

2.1.3.6 Message sort

Please follow the general definition.

2.1.1 Play by Play

2.1.1.1 Description

This message is the Play by Play message as described in the ODF Sport Messages Interface Document.

2.1.1.2 Header Values

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

2.1.1.3 Trigger and Frequency

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

- LIVE: After every action
- LIVE: At the start of every period/OT/ExtraTime/Sudden Death Time
- INTERMEDIATE: After each period (if it isn't the last period)
- After the match (unit)

2.1.1.4 Message Structure

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

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

2.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
UnitActions	Home	M	S(20) with no leading zeroes	Home Competitor ID
	Away	M	S(20) with no leading zeroes	Away Competitor ID
UnitActions /UnitAction	Type	M	UAC	
	Code	M	SC @Period	Send one period code
	Pos	M	Numeric ##0	Unique sequential number for all the actions of the match, from 1 to n
	Value	M	SC @Action	Actions in the game, Send one action code For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN).
	Time	M	mm:ss	Action's time in minutes and seconds Example (02:05)
	Result	O	SC @ResAction	Result of the Action for the player/team
	ScoreH	O	Numeric #0	Home Score of the game after the action Send if there is a score change for either team

Element	Attribute	M/O	Value	Comments
	ScoreA	O	Numeric #0	Away Score of the game after the action Send if there is a score change for either team
UnitAction /Competitor /Composition /Athlete	Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.
Composition /Athlete /Description	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory

2.1.1.5.1   Sample

```
……
<UnitAction Type="UAC" Code="H1" Pos="3" Value="OG" Result="GOAL" Time="02:00"
ScoreH="0" ScoreA="1" >
 <Competitor Code="GBM400RSA01" Type="T" Organisation="RSA" Order="1">
   <Description TeamName="South Africa"/>
   <Composition>
     <Athlete Code="1106655" Order="1" >
       <Description GivenName="Yan" FamilyName="Smith" Gender="M" Organisation="RSA"
BirthDate="1993-05-12" />
     </Athlete>
   </Composition>
 </Competitor>
</UnitAction>
……
```

2.1.1.6   Message sort

Follow the general definition.

2.1.2   Current Information

2.1.2.1   Description

This message is the current message as described in the ODF Sport Messages Interface Document.

2.1.2.2   Header Values

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

2.1.2.3   Trigger and Frequency

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

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

2.1.2.4   Message Structure

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

- Competition /Clock
- Competition /Periods /Period
- Competition /Result
- Competition /Result /Competitor

2.1.2.5   Message Values

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

Element	Attribute	M/O	Value	Comments
Clock	Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
	Time	M	m:ss	Value of the clock
	Running	M	S(1)	Y to indicate the clock is running, N to indicate the clock is stopped.
Periods	Home	M	S(20) with no leading zeroes	Home Competitor ID
	Away	M	S(20) with no leading zeroes	Away Competitor ID
Periods /Period	Code	M	CC @Period	
	HomeScore	M	Numeric #0	Overall score of the first named competitor at the end of the period.
	AwayScore	M	Numeric #0	Overall score of the second named competitor at the end of the period.
	HomePeriodScore	M	Numeric #0	Score of the first named competitor just for each period.
	AwayPeriodScore	M	Numeric #0	Score of the second named competitor just for each period.
Result	ResultType	M	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit
	Result	O	Numeric #0	Result of the Team for the particular event unit.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T	T for team
	Organisation	M	CC @Organisation	Competitors' organisation

2.1.2.6   Message sort

No sort order defined.

2.1.3 Pool Standings

2.1.3.1 Description

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

2.1.3.2 Header Values

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

DocumentSubtype attributes will be the Group code A, B… accordingly to the ODF Common Codes.

2.1.3.3 Trigger and Frequency

Please follow the general definition.

2.1.3.4 Message Structure

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

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

2.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description Event Phase, not code
	Gender	M	CC @DisciplineGender	
Result	Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	ResultType	O	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group
	Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
	IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
	Won	O	Numeric #0	Number of games won by the team in the group
	Lost	O	Numeric #0	Number of games lost by the team in the group
	Tied	O	Numeric #0	Number of games tied by the team in the group
	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

Element	Attribute	M/O	Value	Comments
	Diff	O	Numeric #0 Or -Numeric -#0	Goals difference, between goals for and goals against
Opponent	Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
	Type	M	T	T for team
	Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
	Organisation	O	CC @Organisation	Competitors' organisation (code). Must include if the data is available
	Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
	Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
	Result	O	S(50)	Result of the match if match is complete. Filled and formatted in the same format as in PRIS. Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.
Opponent /Unit	Phase	M	CC @Phase	Phase code for the pool item
	Unit	M	CC @Unit	Unit code for the pool item

2.1.3.6 Sample

```
……
<Result Rank="1" ResultType="POINTS" Result="2" Played="1" Won="1" Lost="0" Tied="0"
For="10" Against="8" Diff="+2" SortOrder="1">
 <Competitor Code="GBM400AUS01" Type="T" Organisation="AUS">
   <Description TeamName="Australia"/>
   <Opponent Code="GBM400RUS01" Type="T" Pos="1" Organisation="RUS" Date="2016-08-03"
Time="14:00">
     <Unit Phase="A" Unit="01"/>
     <Description TeamName="Russia"/>
   </Opponent>
   <Opponent Code="GBM400GBR01" Type="T" Pos="2" Organisation="GBR" Date="2016-08-02"
Time="09:00" >
     <Unit Phase="A" Unit="03"/>
     <Description TeamName="Great Britain"/>
   </Opponent>
   <Opponent Code="GBM400ITA01" Type="T" Pos="4" Organisation="ITA" Date="2016-08-01"
Time="09:00" Result="10-8" >
     <Unit Phase="A" Unit="05"/>
     <Description TeamName="Italy"/>
   </Opponent>
 </Competitor>
……
```

2.1.3.7 Message sort

Please follow the general definition.

2.1.4 Event Final Ranking

2.1.4.1   Description

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

2.1.4.2   Header Values

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

2.1.4.3   Trigger and Frequency

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

- After each position is known.

2.1.4.4   Message Structure

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

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

2.1.4.5   Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
Result	Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	IRM	O	SC @IRM	Send just if the team has been disqualified
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Composition /Athlete /Description	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory

2.1.4.6   Message sort

Please follow the general definition.

2.1.5 Statistics

2.1.5.1 Description

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

2.1.5.2 Header Values

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

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

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

Use DocumentSubcode with the Organisation only for DocumentSubtype CUM.

2.1.5.3 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.

2.1.5.4 Message Structure

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

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

2.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
Stats	Code	M	SC @Statistics	A code to identify the statistics being listed.
Stats /Competitor	Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code
Stats /Competitor /Composition /Athlete	Order	M	Numeric ##0	Sort order for CUM: For each player: 1 – Shirt number Sort order for IND_RANKING: 1 – Rank
Composition /Athlete /Description	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory

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.

Element: Competition /Stats /StatsItems /StatsItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	MP			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total matches played by event.	
	TOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Throws. Including the Throws and Penalties Throws.	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=TOU
					For @Pos: Do not send anything	
					For @Value: Total goals.	
		PTY			For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=TOU
					For @Pos: Do not send anything	
					For @Value: Total penalty.	
	PTY			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Penalty Throws.	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=TOU
					For @Pos: Do not send anything	
					For @Value: Goals.	
		PTY			For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=TOU
					For @Pos: Do not send anything	
					For @Value: Penalty.	
	SHOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Throws. (not including the penalties throws)	

Element: Competition /Stats /StatsItems /StatsItem

		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=TOU
					For @Pos: Do not send anything	
					For @Value: Throws goal.	
		PTY			For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=TOU
					For @Pos: Do not send anything	
					For @Value: Penalty.	
	SHOT_EXTRA			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Extra Throws. (not including the penalties throws)	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=TOU
					For @Pos: Do not send anything	
					For @Value: Throws goal.	
	PTY_M			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Penalty Made.	
	OG			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total own goals.	
	BLC			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=TOU
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Blocked Shots	

The following table describes in more detail the Stats /Competitor /StatsItems /StatsItem element and its child element ExtendedStat.

Element: Stats /Competitor /StatsItems /StatsItem

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	MP			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Value: Total matches played for team.	

Element: Stats /Competitor /StatsItems /StatsItem

TOT		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Send 1 for TOT for and 2 for TOT against	
	GOAL		Numeric #0	For @Value: Total Throws for the team in the event unit. Including the Throws and Penalties Throws.	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed extension code	
				For @Value: Total goals.	
	PTY		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
				For @Pos: Do not send anything	
				For @Value: Total penalty.	
PTY		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Send 1 for PTY for and 2 for PTY against	
				For @Value: Penalty Throws for the team in the event unit.	
	GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
				For @Pos: Do not send anything	
				For @Value: Goals.	
	PTY		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
				For @Pos: Do not send anything	
				For @Value: Penalty.	
SHOT		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Send 1 for SHOT for and 2 for SHOT against	
				For @Value: Throws for the team in the event unit. (not including the penalties throws)	
	GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
				For @Pos: Do not send anything	
				For @Value: Throws goal.	
	PTY		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
				For @Pos: Do not send anything	

Element: Stats /Competitor /StatsItems /StatsItem

				For @Value: Penalty.	
	SHOT_EXTRA		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Send 1 for SHOT_EXTRA for and 2 for SHOT_EXTRA against	
					For @Value: Extra Throws for the team in the event unit. (not including the penalties throws)	
	GOAL			Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Throws goal.	
	PTY_M		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Send 1 for PTY_M for and 2 for PTY_M against	
					For @Value: Total Penalty Made for the team in the event unit.	
	OG		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Send 1 for OG for and 2 for OG against	
					For @Value: Total own goals for the team in the event unit.	
	BLC		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Send 1 for BLC for and 2 for BLC against	
					For @Value: Blocked Shots	
	BO		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Send 1 for BO for and 2 for BO against	
					For @Value: Ball over	
	PO		Numeric 0	Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Send 1 for PO for and 2 for PO against	
					For @Value: Pass out	
	T10			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtyp
					For @Code: Send proposed code	

Element: Stats /Competitor /StatsItems /StatsItem

				For @Pos: Do not send anything	e=CUM
				For @Value: Team penalty - Ten seconds	
	DG		Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Team penalty - Delay Games	
	UC		Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Team penalty - Delay Games	
	IC		Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Team penalty - Illegal coaching	
	N		Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Team penalty - Noise	

The following table describes in more detail the Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element and its child element ExtendedStat.

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

Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	MINS			mmm	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total minutes played in all the games where the player has played. Remove leading zeros.	
	SUB			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of substitutions	
	SUB_MED			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of substitutions for medical reasons	

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

MP			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING
				For @Code: Send proposed code	
				For @Value: Total matches played by the athlete.	
TOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Total Throws for the athlete. Including the Throws and Penalties Throws.	
				For @Rank: Rank for the goals per match for the athlete	
				For @SortOrder: Sort Order for @Rank	
				For @RankEqual: Send Y in case the @Rank is an equalled rank else do not send	
	GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING
				For @Pos: Do not send anything	
				For @Value: Total goals.	
	PTY			For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
				For @Pos: Do not send anything	
				For @Value: Total penalty.	
AVG			Numeric #0.0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=IND_RANKING
				For @Code: Do not send anything	
				For @Value: Average for the goals (per match) for the athlete	
				For @Rank: Rank for the goals per match for the athlete	
				For @SortOrder: Sort Order for @Rank	
				For @RankEqual: Send Y in case the @Rank is an equalled rank else do not send	
PTY			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Penalty Throws for the Athlete in the event unit.	
	GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING
				For @Pos: Do not send anything	
				For @Value: Goals.	

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

	PTY			Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Penalty.	
	SHOT			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Throws for the Athlete in the event unit. (not including the penalties throws)	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM and DocumentSubtype=IND_RANKING
					For @Pos: Do not send anything	
					For @Value: Throws goal.	
		PTY		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Penalty.	
	SHOT_EXTRA			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Extra Throws for the Athlete in the event unit. (not including the penalties throws)	
		GOAL		Numeric #0	For @Code: Send proposed extension code	Always, if the information is available for the DocumentSubtype=CUM
					For @Pos: Do not send anything	
					For @Value: Throws goal.	
	PTY_M			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total Penalty Made for the Athlete in the event unit.	
	OG			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total own goals for the Athlete in the event unit.	
	BLC			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtyp
					For @Code: Send proposed code	

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

				For @Pos: Do not send anything	e=CUM
				For @Value: Blocked Shots	
	BO			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Ball over	
	PO			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Pass out	
	SB			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Short Ball	
	HB			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – High Ball	
	LB			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Long Ball	
	ES			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty – Eyeshades	
	3T			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty –Third time throws	
	ID			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Personal penalty - Illegal defence	

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem						
	DG_P				Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
						For @Code: Send proposed code	
						For @Pos: Do not send anything	
						For @Value: Personal penalty - Delay Games	
	UC_P				Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
						For @Code: Send proposed code	
						For @Pos: Do not send anything	
						For @Value: Personal penalty - Delay Games	
	N_P				Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM
						For @Code: Send proposed code	
						For @Pos: Do not send anything	
						For @Value: Personal penalty - Noise	

2.1.5.1 Message sort

Please, follow the general definition.

2.1.6 Brackets

2.1.6.1 Description

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

2.1.6.2 Header Values

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

2.1.6.3 Trigger and Frequency

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

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

2.1.6.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of the quarterfinals and semi-finals.
- Competition /Bracket /BracketItems /BracketItem /BracketItem /NextUnitLoser should be informed just in the case of the semi-finals.
- Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game and semi-finals.

2.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
Bracket	Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in PRIS.
Bracket /BracketItems	Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.
Bracket /BracketItems /BracketItem	Code	M	Numeric #0	Game number for each bracket item (e.g.: 17, 18, 19, 20 …)
	Date	O	Date	YYYY-MM-DD. Must be filled if known
	Time	O	Time	HH:MM. Must be filled ifs known
	Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in PRIS.
Bracket /BracketItems /BarcketItem /NextUnit	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.
Bracket /BracketItems /BarcketItem /NextUnitLoser	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	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem /CompetitorPlace	Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
	Code	O	CC @CompetitorPlace	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 or T, indicates the winner or loser or Tie of the bracket item. Always send when known.
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
	Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. Not sent when from group.
	Value	O	CC @Pool	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
	WLT	O	SC @WLT	Send W or L or T for winner or loser or Tie of previous match (if not Pool) do not send if participant is unknown from a pool.

2.1.6.6   Message sort

Please follow the general definition.

2.1.7 Event's Medallists

Refer to the same section of the ODF General Messages Interface Document taking in account following redefinitions for Paralympics:

Competition /Medal /Competitor /Athlete /Description Element:

Following attributed are redefined

Element	Attribute	M/O	Value	Comments
Composition /Athlete /Description	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory

2.1.8 Medallists by Discipline

Refer to the same section of the ODF General Messages Interface Document taking into account the following redefinitions for Paralympics:

Competition /Discipline /Gender /Event /Medal /Competitor /Composition /Athlete /Description Element:

The following attributed are redefined:

Element	Attribute	M/O	Value	Comments
Composition /Athlete /Description	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory

3   DOCUMENT CONTROL

Version history		
Version	Date	Comments
v1.0	27 February 2015	First version
v1.1	4 March 2015	Internal version
v1.2	24 March 2015	SFA version
v1.3	6 August 2015	External version
v1.4	5 November 2015	APP version: CR8400 and some minor issues
v1.5	24 March 2016	External version

File reference: ODF/INT207 R-SPG-2016 v1.5 APP (GB)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFR	List of Teams • Reference to Pairs events has been removed. Event Unit Start List and Results • UNCONFIRMED trigger has been removed. Pool Standings • The list of DocumentSubtype attributes has been removed as it is defined in the Common Codes. Brackets • Message Structure has been updated.
v1.2	SFA	List of Teams: • ENTRY /UNIFORM code has been removed. • ENTRY /SEED code can be sent in both messages. Event Unit Start List and Results: • INTERMEDIATE trigger has been updated to "After each period (if it isn't the last period)". • DISPLAY description has been detailed in Competition /ExtendedInfos /ExtendedInfo element. • EUE /UNIFORM code has been removed from Competition /Result /Competition /EventUnitEntry element. • EUE /HOME_AWAY code has been removed from Competition /Result /Competitor /Composition /Athlete /EventUnitEntry element. • EUE /STARTER code has been added to Competition /Result /Competitor /Composition /Athlete /EventUnitEntry element. • All ON_GOAL ExtendedStat Codes have been updated to GOAL. • All ST /TOT descriptions have been updated to "Including the Throws and Penalties Throws" (Extra Throws not included). • ST /SUB_TIME code has been removed and ST /SUB code has been added to Competition /Result /Competitor /Composition /Athlete /Stats /Stat element. • ST /MED_TIME code has been removed and ST /SUB_MED code has been added to Competition /Result /Competitor /Composition /Athlete /Stats /Stat element. Play by Play: • INTERMEDIATE trigger has been updated to "After each period (if it isn't the last period)". • Sample has been added. Pool Standings: • Sample has been added. Statistics Table: • All ON_GOAL ExtendedStat Codes have been updated to GOAL. • All ST /TOT descriptions have been updated to "Including the Throws and Penalties Throws" (Extra Throws not included). • ST /SUB_TIME code has been removed and ST /SUB code has been added to Competition /Stats /Competitor /Composition /Athlete /Stats /Stat element. • ST /MED_TIME code has been removed and ST /SUB_MED code has been added to Competition /Stats /Competitor /Composition /Athlete /Stats /Stat element. • All RANK and ERANK codes have been removed and replaced with Rank and RankEqual attributes.
v1.3	SFA	Play By Play: • UnitActions /UnitAction @Time value has been updated (defect #113495).

Change Log		
v1.4	APP	List of Participants: • ENTRY /SUBSTITUTE code has been removed (CR8400). Event Unit Start List and Results: • Code attribute has been added to Result /Competitor /Coaches /Coach element (Defect #120420).
v1.5	APP	Event Unit Start List and Results: • "For @Value: Thows goal" was repeated at the beginning of each page in Result /Competitor /Stats /Stat element (Defect #124239).

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