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Olympic Data Feed



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

1.2 Objective

The objective of this document is to provide a formal definition of the ODF Wheelchair Rugby Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Wheelchair Rugby 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
- **WR** – Wheelchair Rugby
- **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 Wheelchair Rugby.

- 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	
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 Wheelchair Rugby 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 Wheelchair Rugby, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant /Discipline /RegisteredEvent	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory
	Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 ...

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	STATUS		CC @AthleteStatus	For @Type: Send proposed type	Only in the case that the athlete has been disqualified (this information will be sent in the update message).
				For @Code: Send proposed code	
				For @Value: Athlete's status in the team	
	CLUB_NAME		S(25)	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 @Value: Club name		
CLUB_ORG			CC @Country	For @Type: Send proposed type	As soon as this information is known (this information can be sent in both messages).
				For @Code: Send proposed code	
				For @Value: Club Country Code	
CAPTAIN			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 @Value: Captain. Send “Y” in case the participant is a captain	



Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
	SUBSTITUTE		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player	As soon as it is known (this information can be sent in both messages).

2.1.1.5.1 Sample

```

<Discipline Code="WR" >
  <RegisteredEvent Gender="M" Event="400" >
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="AUS" />
    <EventEntry Type="ENTRY" Code="CAPTAIN" Value="Y" />
  </RegisteredEvent>
</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 Wheelchair Rugby 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 Wheelchair Rugby, 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 Wheelchair Rugby.

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	UNIFORM	Numeric 0	S(25)	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: Send 1, 2 to indicate the number of the shirt: 1- Primary (Dark) 2-Alternate (Light).	
				For @Value: Shirt Colour	
	SHORTS	Numeric 0	S(25)	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: Send 1, 2 to indicate the number of the short: 1- Primary (Dark) 2-Alternate (Light).	
				For @Value: Shorts colour for men / Skirts colour for women	
	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	
	SEED		Numeric #0	For @Type: Send proposed type	As soon as it is known (this information can be



Element: Competition /Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
				For @Code: Send proposed code	sent in both messages). Accordingly to Federation rules.
				For @Pos: Do not send anything	
				For @Value: Seed Number.	

2.1.2.5.1 Sample

```

<Team Code="WRX400BLR01" 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="AST_COA"/>
    <Official Code="7380747" Function="TM_MGR"/>
    <Official Code="7380756" Function="EM"/>
  </TeamOfficials>
  <Discipline Code="WR" >
    <RegisteredEvent Gender="M" Event="400" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
      .....
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </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 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 Wheelchair Rugby 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)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Function	M	SC @ResultsFunction	Send the officials (2 Referee and 1 Technical Commissioner) according to the codes
	Order	M	Numeric	Send by Order as on official score sheet
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	SC @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	O	Numeric #0	Score of the first named competitor just for each period.
	AwayPeriodScore	O	Numeric #0	Score of the second named 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	SC @IRM	IRM of the Team for the particular event unit Send just in the case @ResultType is both Points and IRM
	Result	O	Numeric ##0	Result of the Team for the particular event unit.
	WLT	O	SC @WLT	The code whether a competitor won, lost or tied.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home (1) and the Visitor (2)
	StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
	StartSortOrder	M	Numeric	Same @StartOrder
Result /Competitor /Coaches/Coach	Code	M	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
	Function	M	SC @ResultsFunction	Coach function
	Order	M	Numeric	Send the responsible Coach, Assistant Coach, Team Manager, Equipment Manager and Medical Staff of the team. Send as per sample: 1 for Coach, 2 for Team Manager, 3 for Assistant Coach, 4 for Equipment Manager and 5 for Medical Staff. A second or third Assistant Coach may be sent with Order 4, 5.
Result /Competitor /Composition /Athlete	Bib	M	S(2)	Shirt number
	Order	M	Numeric #0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.



Element	Attribute	M/O	Value	Comments
	StartSortOrder	M	Numeric #0	Order the competitor should appear in the Start List. Sort by shirt number, starters first, and suspended player at the bottom (SUSPENDED).
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 Wheelchair Rugby.

Element: Competition /ExtendedInfos /ExtendedInfo						
Type	Code	Extension	Pos	Value	Description	Expected
UI	PERIOD			CC @Period	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send current period.	During Match only.
	ATTENDANCE			Numeric ####0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send number of spectators	Send just if this information is available.
DISPLAY	String		Numeric ##0	S(20)	For @Type: Send proposed type For @Code: Send the @Code of the last updated Result /Competitor /Stats /Stat Or Result /Competitor /Composition /Athlete /Stats /Stat May be: G, OF, DF, TO, ST and PTY. For @Pos: Unique sequential number for all the statistics to highlight For @Value: Send the ID of the athlete/team who was updated in the @Code attribute	When available and only when the unit is LIVE. Send multiple if applicable.

Sample

```
<ExtendedInfos>
  <UnitDateTime startDate="2016-09-02T17:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PERIOD" Value="Q2" />
  <ExtendedInfo Type="UI" Code="ATTENDANCE" Value="18090" />
  <ExtendedInfo Type="DISPLAY" Code="DF" Pos="1" Value="2518090" />
</ExtendedInfos>
```

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

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
Type	Code	Pos	Value	Description	Expected
STARTER	HOME	Numeric 0	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: 1 to 5 for the five athletes that Start the Quarter or Overtime	When the information is available for each quarter and overtime.



Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod					
				For @Value: ID of home team starter for each Period	
	AWAY	Numeric 0	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: 1 to 5 for the five athletes that Start the Quarter or Overtime For @Value: ID of away team starter in each Period	When the information is available for each quarter and overtime.

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

Element: Competition /Result /Competitor /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	HOME_AWAY	SC @Home	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Home or Away	When available
	UNIFORM	String	For @Type: Send proposed type For @Code: Send the proposed code For @Value: Team shirt colour	Always
	SHORTS	String	For @Type: Send proposed type For @Code: Send the proposed code For @Value: Team shorts./ skirts colour	Always
	AGE_AVG	String	For @Type: Send proposed type For @Code: Send the proposed code For @Value: Average Age of the team	Always

Sample

```
<Competitor Code="WRX400RSA01" Type="T" Organisation="SFA">
  <Description TeamName="South Africa"/>
  <EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME" />
  <EventUnitEntry Type="EUE" Code="UNIFORM" Value="GREEN" />
  <EventUnitEntry Type="EUE" Code="SHORTS" Value="GREEN" />
</Competitor>
```

The following table describes in more detail the Competition /Result /Competitor/ Stats /Stat elements in the case of Wheelchair Rugby for the team statistics.

Element: Competition /Result /Competitor/ Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	G			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Goals scored	Always, if the information is available.
	G_TEAM			Numeric #0	For @Type: Send proposed type	Always, if the information is



Element: Competition /Result /Competitor/ Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Code: Send proposed code	available.
					For @Pos: Do not send anything	
					For @Value: Team Goals scored	
	OF			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: Offensive fouls	
	OF_TEAM			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 Offensive fouls	
	DF			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: Defensive fouls	
	DF_TEAM			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 Defensive fouls	
	TO			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: Turnovers	
	TO_TEAM			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 Turnovers	
	ST			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: Steals	
	ST_TEAM			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 Steals	



Element: Competition /Result /Competitor/ Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
	FF			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Flagrant fouls	Always, if the information is available.
	FF_TEAM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team Flagrant fouls	Always, if the information is available.
	FF2			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: 2 Flagrant fouls	Always, if the information is available.
	FF2_TEAM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team 2 Flagrant fouls	Always, if the information is available.
	DQF			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Disqualifying foul	Always, if the information is available.
	DQF_TEAM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team Disqualifying foul	Always, if the information is available.
	PTY			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Penalty goals	Always, if the information is available.
	PTY_TEAM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team Penalty goals	Always, if the information is available.



Sample

```
<Stats>
  <Stat Type="ST" Code="G" Value="14" />
  <Stat Type="ST" Code="OF" Value="2" />
  <Stat Type="ST" Code="FF" Value="1" />
  <Stat Type="ST" Code="FF2" Value="2" />
  <Stat Type="ST" Code="PTY" Value="1" />
</Stats>
```

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

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

Sample

```
<Composition>
  <Athlete Code="1133768" Bib="1" Order="1">
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RSA"
    BirthDate="1995-12-12" />
    <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
  </Athlete>
  .....
</Composition>
```

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /Stats /Stat element in the case of Wheelchair Rugby for the athlete statistics.

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
ST	G			Numeric #0	For @Type: Send proposed type	Always, if the information is available.
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
	OF			Numeric #0	For @Type: Send proposed type	Always, if the information is available.
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
	DF			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						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
					For @Code: Send proposed code	available.
					For @Pos: Do not send anything	
					For @Value: Defensive fouls	
	TO			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: Turnovers	
	ST			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: Steals	
	FF			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: Flagrant fouls	
	FF2			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: 2 Flagrant fouls	
	DQF			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: Disqualifying foul	
	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 goals	
	MINS			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: Minutes Played	



Sample

```
.....  
<Stats>  
<Stat Type="ST" Code="G" Value="14" />  
<Stat Type="ST" Code="OG" Value="2" />  
<Stat Type="ST" Code="DF" Value="1" />  
<Stat Type="ST" Code="TP" Value="2">  
<Stat Type="ST" Code="PTY" Value="1" />  
<Stat Type="ST" Code="MINS" Value="90" />  
</Stats>  
.....
```

2.1.3.6 Message sort

Please follow the general definition.



2.1.4 Play by Play

2.1.4.1 Description

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

2.1.4.2 Header Values

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

2.1.4.3 Trigger and Frequency

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

- LIVE: After every action.
- LIVE: At start of every period and over time.
- INTERMEDIATE: After each period (if it isn't the last period).
- UNOFFICIAL / OFFICIAL: After the match (unit).

2.1.4.4 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 /UnitActions /UnitAction /ExtendedAction
- Competition /UnitActions /UnitAction /Competitor
- Competition /UnitActions /UnitAction /Competitor /Composition /Athlete

2.1.4.5 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)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the event unit, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
UnitActions	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
UnitActions /UnitAction	Type	M	UAC	
	Code	M	CC @Period	Send one period code
	Pos	M	Numeric #0	Unique sequential number for all the actions of the match, from 1 to n (from the first action of the match to the last one).
	Value	M	CC @Action	Actions in the game, send one action code. The first action of each period should always be "STARTP".
	Time	M	mm:ss	Time of the action
	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.
	ScoreA	O	Numeric ##0	Away Score of the game after the action Send if there is a score change for either team.



Element	Attribute	M/O	Value	Comments
	LeadH	O	Numeric ##0	Lead of the home team. Difference between the numbers of goals for the Home Team. Use + for home team lead, and - for visitor team lead. Send if there is a score change for either team.
	LeadA	O	Numeric ##0	Lead of the away team. Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead. 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. It is specified in the codes section which roles should be used for which actions.
UnitAction /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 /UnitActions /UnitAction /ExtendedAction element.

Element: Competition /UnitActions /UnitAction /ExtendedAction				
Code	Pos	Value	Description	Expected
REASON		SC @Reason	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Reason of the Common / Flagrant and Disqualified	Send when applicable

2.1.4.5.1 Sample

```
<UnitAction Type="UAC" Code="Q1" Pos="3" Value="SHOT" Result="GOAL" Time="02:00"
ScoreH="0" ScoreA="1" LeadH="-1" LeadA="+1">
  <Competitor Code="WRX400RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
  </Competitor>
  <Composition>
    <Athlete Code="1106655" Order="1" >
      <Description GivenName="Jan" FamilyName="Smith" Gender="M" Organisation="RSA"
      BirthDate="1993-05-12" Class="0.5" />
    </Athlete>
  </Composition>
</UnitAction>
```

2.1.4.6 Message sort

Follow the general definition.



2.1.5 Current Information

2.1.5.1 Description

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

2.1.5.2 Header Values

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

2.1.5.3 Trigger and Frequency

- Please, follow the general definition, taking also into account the following:
- At the start and end of every period (to start/stop clock).
- Immediately after every change in the score, including penalty.
- Every time the clock starts and stops
- During play i.e. after start and not during breaks in play, Every 30 seconds after the last DT_CURRENT message when there is no other activity.

2.1.5.4 Message Structure

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

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

2.1.5.5 Message Values

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

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



2.1.5.5.1 Sample

```
<Competition Code="PG2016">
  <Clock Time="1:34" Running="Y" />
  <Periods Home="WRX400RSA01" Away="WRX400NZL01">
    <Period Code="Q1" AwayPeriodScore="3" HomePeriodScore="0" AwayScore="3"
HomeScore="0"/>
    <Period Code="Q2" AwayPeriodScore="1" HomePeriodScore="1" AwayScore="4"
HomeScore="1"/>
  </Periods>
  <Result ResultType="POINTS" Result="1" SortOrder="1" >
    <Competitor Code="WRX400RSA01" Type="T" Organisation="RSA"/>
  </Result>
  <Result ResultType="POINTS" Result="4" SortOrder="2" >
    <Competitor Code="WRX400NZL01" Type="T" Organisation="NZL"/>
  </Result>
</Competition>
```

2.1.5.6 Message sort

No sort order defined.



2.1.6 Pool Standings

2.1.6.1 Description

This message is the Pool Standings 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).

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

2.1.6.3 Trigger and Frequency

Please follow the general definition.

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 Wheelchair Rugby are:

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

2.1.6.5 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 Wheelchair Rugby, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Phase, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	Text	Rank at the group. 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
	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 competitor in the group
	Lost	O	Numeric 0	Number of games lost by the competitor in the group
	Played	O	Numeric 0	Number of games played by the competitor 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	Difference of goals for/against	



Element	Attribute	M/O	Value	Comments
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	hh:mm	Time of match (example hh:mm) Must include if the data is available.
	Result	O	S(50)	Result of the match if match is complete and formatted as in PRIS (separator & order, example "56-44"). 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

2.1.6.5.1 Sample

```

<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="0"
Tied="1" Lost="1" For="24" Against="46" Diff="-22">
  <Competitor Code="WRX400EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="WRX400BRA01" Type="T" Pos="1" Organisation="BRA" Date="2016-07-27"
Time="14:00" Result="12:3">
      <Unit Phase="A" Unit="01"/>
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="WRX400BLR01" Type="T" Pos="2" Organisation="BLR" Date="2016-08-01"
Time="09:00" >
      <Unit Phase="A" Unit="03"/>
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="WRX400NZL01" Type="T" Pos="4" Organisation="NZL" Date="2016-07-29"
Time="09:00" Result="21:3">
      <Unit Phase="A" Unit="05"/>
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>

```

2.1.6.6 Message sort

Please follow the general definition.



2.1.7 Brackets

2.1.7.1 Description

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

2.1.7.2 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).

2.1.7.3 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

2.1.7.4 Message Structure

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

- Competition /ExtendedInfos /SportDescription
- Competition /ExtendedInfos /VenueDescription
- Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace
- Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed in the case of the semi-finals.
- BracketItem /NextUnitLoser should be informed just in the case of the semi-finals.
- CompetitorPlace /PreviousUnit should be informed in the case of the gold medal game and the bronze medal game.

2.1.7.5 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 Wheelchair Rugby, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Bracket	Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in the competition format.
Bracket /BracketItems	Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the semifinals finals phases.
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 if known
	Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in PRIS. E.g.56-44
Bracket /BracketItems /BracketItem /NextUnit	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.



Element	Attribute	M/O	Value	Comments
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.
Bracket /BracketItems /BracketItem /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.
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) o 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.
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. Send A or B instead of 9 for preliminaries.
	Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must be sent if winner/loser from a single unit. Do not send when from group.
	Value	O	SC @Pool or S(3)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate.
	WLT	O	SC @WLT	Send W or L for winner or loser of previous match (if not Pool). Do not send if participant is unknown from a pool.

2.1.7.6 Message sort

Please follow the general definition.



2.1.8 Statistics Table

2.1.8.1 Description

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

2.1.8.2 Header Values

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

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

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

2.1.8.3 Trigger and Frequency

This message should be sent after the end of each Match / and at the end of each phase when it is official with the DocumentCode DDGEEEE000.

- After match

Note: First send the CUM messages and after send the TEAM_RANKING and IND_RANKING messages.

2.1.8.4 Message Structure

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

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

2.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Stats	Code	M	CC @Statistics	A code to identify the statistics being listed
Stats /Competitor	Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Stats /Competitor /Composition /Athlete	Order	M	Numeric ##0	Sort order for CUM: 1- Shirt number Sort order for IND_RANKING: 1 – Rank, 2 –family name, 3 – given name



Element	Attribute	M/O	Value	Comments
Stats /Competitor /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: Competition /Stats /StatsItems /StatsItem							
Type	Code	Extended Stat Code	Pos	Value	Description	Expected	
ST	G (Goal)			Numeric ##0	For @Type: Send proposed type	If available, for the DocumentSubtype=TOU	
	OF (Offensive fouls)				For @Code: Send proposed type		
	DF (Defensive fouls)				For @Pos: Do not send anything		
TO (Turnovers)				Numeric #0.0	For @Value: Total	If available, for the DocumentSubtype=TOU	
					ST (Steals)		For @Code: Send proposed code
					PTY (Penalty)		For @Pos: Do not send anything
FF (Flagrant fouls)				Numeric ##0	For @Value: Average	If available, for the DocumentSubtype=TOU	
					DQF (Disqualifying fouls)		For @Code: Send proposed type
							For @Pos: Do not send anything
					For @Value: Total		

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem							
Type	Code	Extended Stat Code	Pos	Value	Description	Expected	
ST	MP			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype=CUM and TEAM_RANKING	
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
G (Goal)			Numeric	Numeric ##0	For @Value: Match Played	If available, for the DocumentSubtype=CUM and TEAM_RANKING	
					OF (Offensive fouls)		For @Type: Send proposed type
					DF (Defensive fouls)		For @Code: Send proposed type
TO (Turnovers)				Numeric #0.0	For @Pos: Send 0 for the team statistics and 1 for the opponent statistics	If available, for the DocumentSubtype=CUM and TEAM_RANKING	
					ST (Steals)		For @Code: Send proposed code
					PTY (Penalty)		For @Pos: Send 0 for the team statistics and 1 for the opponent statistics
G_AVG (Goal)			Numeric	Numeric #0.0	For @Value: Total	If available, for the DocumentSubtype=CUM and TEAM_RANKING	
					OF_AVG (Offensive fouls)		For @Type: Send proposed type
					DF_AVG (Defensive fouls)		For @Code: Send proposed code
TO_AVG					For @Pos: Send 0 for the team statistics and 1 for the opponent statistics		



Element: Competition /Stats /Competitor /StatsItems /StatsItem						
Type	Code	ExtendedStat Code	Pos	Value	Description	Expected
	(Turnovers) ST_AVG (Steals) PTY_AVG (Penalty)				For @Value: Average For @Rank: Team's ranking based on the game average For @SortOrder: Sort Order for @Rank For @RankEqual: Send Y in case the @Rank is an equalled rank else do not send	
	FF (Flagrant fouls) DQF (Disqualifying fouls)		Numeric	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Send 0 for the team statistics and 1 for the opponent statistics For @Value: Total	If available, for the DocumentSubtype=CUM and TEAM_RANKING
	FF_AVG (Flagrant fouls) DQF_AVG (Disqualifying fouls)		Numeric	Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 0 for the team statistics and 1 for the opponent statistics For @Value: Average For @Rank: Team's ranking based on the game average For @SortOrder: Sort Order for @Rank For @RankEqual: Send Y in case the @Rank is an equalled rank else do not send	If available, for the DocumentSubtype=CUM and TEAM_RANKING
	G_TEAM (Goal) OF_TEAM (Offensive fouls) DF_TEAM (Defensive fouls) TO_TEAM (Turnovers) ST_TEAM (Steals) PTY_TEAM (Penalty)			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Do not send anything For @Value: Team Total	If available, for the DocumentSubtype=CUM
		AVG		Numeric #0.0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team Average	If available, for the DocumentSubtype= CUM
	FF_TEAM (Flagrant fouls) DQF_TEAM (Disqualifying fouls)			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Do not send anything For @Value: Team Total	If available, for the DocumentSubtype=CUM



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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem						
Type	Code	Extended Stat Code	Pos	Value	Description	Expected
ST	MP			Numeric #0	For @Type: Send proposed type	Always, if the information is available for the DocumentSubtype= CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Match Played	
	G (Goal) OF (Offensive fouls) DF (Defensive fouls) TO (Turnovers) ST (Steals) PTY (Penalty)				Numeric ##0	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Do not send anything For @Value: Total
G_AVG (Goal) OF_AVG (Offensive fouls) DF_AVG (Defensive fouls) TO_AVG (Turnovers) ST_AVG (Steals) PTY_AVG (Penalty)				Numeric #0.0	For @Type: Send proposed type	If available, for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Average for the athlete	
					For @Rank: Athlete's ranking based on the game average	
FF (Flagrant fouls) DQF (Disqualifying fouls)				Numeric ##0	For @Type: Send proposed type	If available, for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed type	
					For @Pos: Do not send anything	
					For @Value: Total	
FF_AVG (Flagrant fouls) DQF_AVG (Disqualifying fouls)				Numeric #0.0	For @Type: Send proposed type	If available, for the DocumentSubtype=CUM and IND_RANKING
					For @Code: Send proposed type	
					For @Pos: Do not send anything	
					For @Value: Average for the athlete	
					For @Rank: Athlete's ranking based on the game average	



Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem						
Type	Code	Extended Stat Code	Pos	Value	Description	Expected
	MINS			h:mm:ss	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Minutes played	Always, if the information is available for the DocumentSubtype= CUM
		MPG		mm:ss	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Minutes played per game average for the athlete	If available, for the DocumentSubtype= CUM

2.1.8.6 Message sort

Please follow the general definition.



2.1.9 Event Final Ranking

2.1.9.1 Description

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

2.1.9.2 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).

2.1.9.3 Trigger and Frequency

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

- After each position is known.

2.1.9.4 Message Structure

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

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

2.1.9.5 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 Wheelchair Rugby, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Rugby Sevens
	EventName	M	S(40)	Text short description, not code
	Gender	M	M or W	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
	RankEqual	O	Y	Send 'Y' if the Rank is equalled.
	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.
Result /Competitor /Composition /Athlete /Description	Class	M	CC @SportClass	Code to identify the handicap class in the event. This attribute is mandatory

2.1.9.5.1 Sample

```

.....
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
  <Competitor Code="WRX400CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" >
.....

```

2.1.9.6 Message sort

Please follow the general definition.



2.1.10 Event's Medallists

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

Competition /Medal /Competitor /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

2.1.11 Medallists by Discipline

Refer to the same section of the ODF General Messages Interface Document taking in 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	19 December 2014	First version
v1.1	2 March 2015	Internal version
v1.2	24 March 2015	SFA version
v1.3	14 May 2015	APP version
v1.4	6 August 2015	External version
v1.5	5 November 2015	External version
v1.6	1 June 2016	External version
v1.7	8 July 2016	External version

File reference: ODF/INT219 R-SPG-2016 v1.7 APP (WR)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFR	All messages: <ul style="list-style-type: none"> • Samples have been added. List of Teams: <ul style="list-style-type: none"> • Comment about Pairs has been removed. Statistics Table: <ul style="list-style-type: none"> • All references to Bib number have been updated to Shirt number. • All references to DocumentSubType=IND_RANKING have been updated to TEAM_RANKING in Competition /Stats /Competitor /StatsItems /StatsItem element.
v1.2	SFA	List of Participants: <ul style="list-style-type: none"> • ENTRY /CLUB_CITY code has been removed. • ENTRY /CLUB_ORG code has been added. Event Unit Start List and Results: <ul style="list-style-type: none"> • INTERMEDIATE trigger has been updated to "After each period (if it isn't the last period)". • DISPLAY type has been added to Competition /ExtendedInfos /ExtendedInfo element. Play by Play: <ul style="list-style-type: none"> • INTERMEDIATE trigger has been updated to "After each period (if it isn't the last period)". • REASON code has been added to Competition /UnitActions /UnitAction /ExtendedAction element. Pool Standings: <ul style="list-style-type: none"> • The list of DocumentSubtype attributes has been removed as it is defined in the Common Codes. Statistics Table: <ul style="list-style-type: none"> • All RANK and ERANK codes have been removed and replaced with Rank and RankEqual attributes.
v1.3	APP	Event Unit Start List and Results: <ul style="list-style-type: none"> • It has been specified that DISPLAY value may be the ID of a team in ExtendedInfos /ExtendedInfo element. Play by Play: <ul style="list-style-type: none"> • The first action of each period should always be "STARTP" in UnitActions /UnitAction @Value.
v1.4	APP	Play by Play: <ul style="list-style-type: none"> • Class attribute has been added to UnitAction /Composition /Athlete /Description element. Statistics Table: <ul style="list-style-type: none"> • Class attribute has been added to Stats /Competitor /Composition /Athlete /Description element. Event Final Ranking: <ul style="list-style-type: none"> • Class attribute has been added to Result /Competitor /Composition /Athlete /Description element.
v1.5	APP	Event Unit Start List and Results: <ul style="list-style-type: none"> • Code attribute has been added to Result /Competitor /Coaches /Coach element (Defect #120420). Play by Play: <ul style="list-style-type: none"> • Class attribute has been added to the sample.



Change Log		
v1.6	APP	Event Unit Start List and Results: <ul style="list-style-type: none"> • "P" has been updated to "PTY" in the list of possible @Code for DISPLAY.
v1.7	APP	Statistics: <ul style="list-style-type: none"> • MINS value has been updated to "h:mm:ss" instead of "mmm:ss" in Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem element (CR12110).



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