

OLYMPIC DATA FEED

ODF Ice Hockey Data Dictionary

Lausanne 2020 - Winter Youth Olympic Games

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message extended” indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS *	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	
DT_PRESENTER	Medal Presenters	

* Indicates that this message is not relevant for Lausanne 2020 Winter Youth Olympics

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y').

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

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

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

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

HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)

HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)

HNOC NOC Head to Head units (e.g. ARC, ALP)

HTeam Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

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

In these disciplines only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used (and must be sent from the venue).

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start

time (there is an actual start time field to cater for this). For example:

Start Time in message	To Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2
12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

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

Advice for end users - how to sort event units and use DT_SCHEDULE:

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

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

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

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

If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

Competition schedule update:

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

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

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

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule

application

1.1.1.1 Header Values

The following table describes the message header attributes.

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

1.1.1.2 Trigger and Frequency

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

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

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

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

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

1.1.1.3 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(5)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Name of venue
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.
Medal	O	S(1)	Send Y if this session includes at least one unit where a medal (any type of medal) is to be decided. Do not send if no such unit.

Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the sports competition session

Sample

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started.</p> <p>Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished.</p> <p>Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>
Medal	O	SC @UnitMedalType	<p>Medal indicator.</p> <p>Do not send if not a medal event unit</p>
Venue	O	CC @VenueCode	<p>Venue where the unit takes place</p> <p>Mandatory unless UNSCHEDULED</p> <p>Can use TBD if the Venue is not known yet (CC).</p>
Location	O	CC @Location	<p>Location where the unit takes place</p> <p>Mandatory unless UNSCHEDULED</p> <p>Can use TBD if the Location is not known yet (CC) or a generic code for the discipline.</p>

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(5)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element: Competition /Unit /StartText (0,N)			
This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or a code set to be defined discipline by discipline	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the

			description.
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Element: Competition /Unit /ItemDescription (0,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

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

Element: Competition /Unit /StartList /Start (1,N)			
StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)			
Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.
PreviousUnit	O	S(34)	The full RSC of the unit where this competitor came from. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)

Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Should be sent when known

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

1.1.1.4 Message Sort

Sort by Session @SessionCode.

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

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

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

2.2.2.1 Description

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.2.2.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Sample

```
<Competition Gen="WYOG-2020-1.10" Sport="WYOG-2020-IHO-1.10" Codes="WYOG-2020-1.20" >
```

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)

Element: Participant (1,N)			
Attribute	M/O	Value	Description
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	<p>'N' or 'U'</p> <p>Attribute is mandatory in the DT_PARTIC_UPDATE message only</p> <p>N-New participant (in the case that this information comes as a late entry)</p> <p>U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>

Element: Participant /Discipline (1,1)			
<p>All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.</p>			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline.

Element: Participant /Discipline /RegisteredEvent (0,N)			
<p>All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.</p>			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event
Bib	O	S(2)	Jersey number
Class	O	CC @SportClass	Code to identify the class of the athlete. This attribute is mandatory for athletes in ice sledge hockey
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	O	CC @Position	Position Code for the player
ENTRY	HAND	N/A	Element Expected: As soon it is known (this information can be sent in both messages). Not applicable in Paralympics	
	Attribute	M/O	Value	Description
	Value	O	SC @Hand	Handedness of the player
ENTRY	CLUB_NAME	N/A	Element Expected: As soon it is known (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	O	S(25)	Name of the club of the player
ENTRY	CLUB_ORG	N/A	Element Expected: As soon it is known (this information can be sent in both messages).	
	Attribute	M/O	Value	Description
	Value	O	CC @Country	Club Country Code

Sample

```
<Discipline Code="IHO-----" IFId="203258" >
  <RegisteredEvent Event="IHOMTEAM6-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="D" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Vancouver Canucks" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CAN" />
  </RegisteredEvent>
</Discipline>
```

2.2.2.5 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.3.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T". eg. IHOMTEAM6---CHN01 IHOMTEAM3---MIX01
Organisation	M	CC @Organisation	Team organisation's ID For Mixed NOC competition the organisation to use is MIX
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name. Usually this will be the name of the organisation but in the case of Mixed NOC 3-on3 it will be the assigned colour of the team
TVTeamName	M	S(21)	TV Team Name Usually this will be the name of the organisation but in the case of Mixed NOC 3-on3 it will be the assigned colour of the team
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.

Order	O	Numeric	Team member order
-------	---	---------	-------------------

Element: Team /TeamOfficials /Official (1,N)

Send if there are specific officials for the team. Does not apply to historical teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

Element: Team /Discipline (0,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

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

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
ENTRY	Attribute	M/O	Value
	Value	O	S(1)
			Team's Preliminary Group. Must be sent for the &-Team Tournament. It is only optional for the Mixed NOC 3-on-3
ENTRY	UNIFORM	Numeric 0	Pos Description: Sequential number for each uniform colour Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value
	Value	M	S(25)
			Uniform Colour

Sample

```
Team Code="IHOMTEAM3---MIX01" Organisation="MIX" Number="1" Name="Green" Gender="M" Current="true"
ModificationIndicator="U">
  <Composition>
    <Athlete Code="2005035" Order="1" />
    <Athlete Code="2005037" Order="2" />
    <Athlete Code="2005038" Order="3" />
    <Athlete Code="2005040" Order="4" />
    <Athlete Code="2005047" Order="5" />
  </Composition>
  <TeamOfficials>
    <Official Code="2005094" Function="COACH" />
    <Official Code="2456788" Function="TM_MGR" />
  </TeamOfficials>
  <Discipline Code="IHO-----" >
    <RegisteredEvent Event="IHOMTEAM3-----" />
    <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
    <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Green" />
    <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
  </RegisteredEvent>
  </Discipline>
</Team>
```

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

Follow the general definition, taking also into account the following:

- **START_LIST:** As soon as any of the Game roster, line-up or starters are known and any change/addition to these only before the start of the match.
- **LIVE:** At the beginning of each period until the completion of the period.
- **LIVE:** After every change in any data during the period [scores etc.].
- **INTERMEDIATE:** After each period.
- **UNOFFICIAL / OFFICIAL:** After the unit.

When a team forfeits, the following sequence of messages and content should be expected:

- **PRIOR ACTION:** Before generating any ODF message, match and statistics data into database and scoring software (OVR) core must revert to the stage as before the beginning of the match.
- **MESSAGE GENERATION:** When a Team forfeits after the game as started, and the game actions and statistics need to be erased the following sequence of messages is applied:
 - **DT_RESULT** (ResultStatus=OFFICIAL)
 - In the content of DT_RESULT
 - Remove <Periods> element completely
 - Remove <Result/Competitor/StatsItems> element completely for both teams
 - Remove <Result/Competitor/Composition/Athlete/StatsItems> element for both teams
 - **DT_PLAY_BY_PLAY** (ResultStatus=OFFICIAL)
 - Remove <Actions> element completely
 - **DT_STATS** (ResultStatus as applicable)
 - **DT_BRACKET, DT_POOL_STANDINGS, DT_COMMUNICATION** as well as the generation of any other message that is affected by the match score is not mentioned here. Generation of those messages is considered normal.

2.2.4.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		PERIOD	N/A	Element Expected: Send when LIVE or INTERMEDIATE.
	Attribute	M/O	Value	Description
	Value	O	SC @Period	Send current period.
DISPLAY		String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: SOG, GOAL, ASSIST, PIM Pos Description: Sequential number within message. Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
	Attribute	M/O	Value	Description
	Value	O	S(20)	Send the competitor ID of the athlete and/or team who was updated.

Sample

```
<ExtendedInfos>
  <UnitDateTime StartDate="2014-02-08T12:00:00+04:00" />
  <UnitInfo Type="UI" Code="PERIOD" Value="P2" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="1" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="2" Value="IHOWTEAM6---USA01" />
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Match number

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes
Attendance	O	#####0	Total attendance (do not send if unknown)

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Send according to the codes.
Order	M	Numeric #0	Send by order for each official.
Bib	O	Numeric #0	Jersey number. Applies only to on-ice officials (referees, linesmen)

Element: Officials /Official /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

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

Element: Periods /Period (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period. Only send periods which are complete or have started.
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period indicated at @Code
AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period indicated at @Code
HomePeriodScore	M	Numeric #0	Score of the home competitor just for the period indicated at @Code
AwayPeriodScore	M	Numeric #0	Score of the away competitor just for the period indicated at @Code

Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
Type	Code	Pos	Description	
EP	PSS_HOME	N/A	Element Expected: Always for Period/Code = PSS	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Home result for a PSS period. For example, in a PSS, if the home team scores 4 times and wins the PSS, the home score will be 1, and the PSS_HOME will be 4.
EP	PSS_AWAY	N/A	Element Expected: Always for Period/Code = PSS	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Away result for a PSS period. For example, in a PSS, if the away team scores 4 times and wins the PSS, the away score will be 1, and the PSS_AWAY will be 4.

Sample

```
<Period Code="P3" HomeScore="5" AwayScore="5" HomePeriodScore="0" AwayPeriodScore="1">
<Period Code="PSS" HomeScore="5" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="1">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="PSS_HOME" Value="2" />
    <ExtendedPeriod Type="EP" Code="PSS_AWAY" Value="4" />
  </ExtendedPeriods>
</Period>
```

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Result	O	S(2)	The score of the competitor in the event unit In the case of a forfeit: If @IRM is FORFEIT_2 (Forfeit of the two teams) the Result should be '*', to indicate the both teams lost by '5 - 0'. However, if @IRM is FORFEIT (for just one of the teams), Result will be numeric, as if it were Score.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
WLT	O	SC @WLT	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
StartOrder	O	Numeric	Redundant, not required
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute.

Sample (IRMs - Forfeit & Double Forfeit)

```
<Result Result="0" ResultType="IRM_POINTS" IRM="FORFEIT" WLT="L" SortOrder="1" StartSortOrder="1" >
<Result Result="*" ResultType="IRM" IRM="FORFEIT_2" WLT="L" SortOrder="1" StartSortOrder="1" >
```


Element: Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team

Element: Result /Competitor /Coaches /Coach (1,N) Competitor's Coach			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	ID of the team official
Order	M	Numeric #0	Send order for coaches/team officials, sequential number. Send one Head Coach, one Assistant and the Team Leader.
Function	M	CC @ResultsFunction	Coach functions

Element: Result /Competitor /Coaches /Coach /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Nationality	M	CC @Country	Coach's nationality

Element: Result /Competitor /EventUnitEntry (0,N)				
Type		Code	Pos	Description
EUE		HOME_AWAY	N/A	Element Expected: When available
EUE	Attribute	M/O	Value	Description
	Value	M	SC @Home	Send Home or Away designator
		UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	M/O	Value	Description
	Value	M	S(25)	Uniform colour of the team

Sample

```
....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
<EventUnitEntry Type="EUE" Code="UNIFORM" Pos="1" Value="WHITE"/>
....
```

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
ST		GF	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always
ST	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Goals for
	Attempt	M	Numeric #0	Total Shots
ST		SOG	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always
ST	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Shots on Goal
ST		GF_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
ST	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of goals in the whole tournament

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
ST		ASSIST	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of assists
ST		ASSIST_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of assists in the whole tournament
ST		SVS	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total saves
	Percent	M	Numeric ##0.00	Percentage of saves of total SOG
ST		PTY	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of penalties
ST		PIM	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalties in minutes
ST		PIM_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalties in minutes in the tournament

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
ST		PTS	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points
ST		PTS_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Points in the tournament
ST		MAJ	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available Only for Mixed NOC 3-on-3
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Major Penalties - count of major penalties assessed
ST		MIN	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available Only for Mixed NOC 3-on-3
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Minor Penalties - count of minor penalties assessed
ST		SHG	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Shorthanded goals
ST		PKP	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Penalty killing percentage

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	TPP	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	O	m:ss	Time in power play
ST	PPG	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Power play goals.
	Percent	M	Numeric ##0.00	Power play eff. as percentage.
ST	PPN	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Power play Situations.
ST	TOUT	N/A	Element Expected: Always, if the information is available.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of time outs totally taken.
ST	FO	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Face-offs won
	Percent	M	Numeric ##0.00	Face-offs won percent
	Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available			
	Attribute	Value	Description	
	Code	LOST	Send proposed code	
	Pos	N/A		

Element: Result /Competitor /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
	Value	Numeric #0	Face-offs lost	
	Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available			
	Attribute	Value	Description	
	Code	PLUS_MINUS	Send proposed code	
	Pos	N/A		
	Value	Numeric +#0 or -#0	Face-offs net	
ST		SSG SSP SPG	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Value of the stat for the team. (SSG=Shots saved by Goalkeeper, SSP=Shots saved by player, SPG=Shots past goal)

Sample

```

<StatsItems>
  <StatsItem Type="ST" Code="PTS" Pos="P1" Value="1" />
  <StatsItem Type="ST" Code="GF" Pos="P1" Value="1" />
  <StatsItem Type="ST" Code="ASSIST" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="PTY" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="SHG" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="PKP" Pos="P1" Value="0.00" />
  <StatsItem Type="ST" Code="PPG" Pos="P1" Value="0" Percent="0.00" />
  <StatsItem Type="ST" Code="PIM" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="TPP" Pos="P1" Value="4:00" />
  <StatsItem Type="ST" Code="FO" Pos="P1" Value="3" Percent="60.00" >
    <ExtendedStat Code="LOST" Value="2" />
    <ExtendedStat Code="PLUS_MINUS" Value="+1" />
  </StatsItem>

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric #0	Before the unit starts it is the same as StartSortOrder. After start order the players as in ORIS Game Summary and Not dressed at the bottom.
StartSortOrder	M	Numeric #0	Order the players should appear in the Line-Up (Goalkeeper by number, Assignment followed by position followed by jersey number) Not dressed at the bottom. If line-up not available, then order by ORIS Game Roster.
Bib	M	S(2)	Athlete's Jersey number.

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	POSITION	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position of the player in the team.
EUE	ASSIGNMENT	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	SC @Assignment	Line in the line-up
EUE	STATUS	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	SC @AthleteStatus	Send code is applicable

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Type		Code	Pos	Description
EUE		STARTER	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Indicator of starting players. Send Y in case the athlete is starting else do not send
EUE		STARTING_POSITION	N/A	Element Expected: Send in case the athlete is starting.
	Attribute	M/O	Value	Description
	Value	M	S(2)	S1..S6
EUE		GRAPH_LINEUP	Numeric 0	Element Expected: Pos description: 0-4 for each graphic line with 0 for goalkeepers, 1 to 4 for 1st to 4th Lines respectively. Element Expected: Send in case the athlete is starting.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send position of the athlete within the Line specified as Pos. 1 is the player on the left of the Graph, 2 is the player on the right, 3 is for the player on the left, 4 for the player in the middle, 5 for the player on the right within the Line For Goalkeeper line 1 is for starting GK, 2 is for the second GK.
EUE		HAND	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness of the player
EUE		CAPTAIN	N/A	Element Expected: Send just for the assistant captain(s) (when this information is known)
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the athlete is the captain else do not send

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	CAPTAIN_AST	N/A	Element Expected: Send just for the assistant captain(s) (when this information is known)	
	Attribute	M/O	Value	Description
	Value	M	S(1)	For @Value: Send Y in case of the athlete is the assistant captain else do not send

Sample

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

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Only send for 6 Team competition				
Type	Code	Pos	Description	
ST	GF	S(3)	Pos Description: Period or TOT (for total) Element Expected: Always if non-zero attempts	
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Goals for
	Attempt	M	Numeric #0	Total shots
ST	SOG	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Shots on Goal
ST	GF_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of goals in the whole tournament

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Only send for 6 Team competition				
Type	Code	Pos	Description	
ST	GA	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero for GK	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Goals against GK
ST	GA_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero for GK	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of goals against in the whole tournament
ST	ASSIST	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of assists
ST	ASSIST	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of assists
ST	ASSIST_TOURN	S(3)	Pos Description: Always if not zero Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of assists in the whole tournament
ST	SVS	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total saves
	Attempt	M	Numeric #0	Shots on goal against goalkeeper
	Percent	M	Numeric ##0.00	Percentage of saves of total SOG

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Only send for 6 Team competition				
Type	Code	Pos	Description	
ST	SVS_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Saves in the tournament
	Attempt	M	Numeric ##0	Shots on goal against goalkeeper in the tournament.
ST	PTY	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of penalties
ST	PIM	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalties in minutes
ST	PIM_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalties in minutes in the tournament
ST	PLUS_MINUS	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	Numeric +#0 or -#0	Net plus / minus
ST	MINS	SC @Period or S(3)	Pos Description: Period or TOT (for total) Element Expected: Always if not zero	
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Time on ice
	Avg	M	m:ss	Average time per shift
ST	SHIFTS	S(3)	Pos Description: TOT (for total) Element Expected: Always if not zero	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Only send for 6 Team competition				
	Type	Code	Pos	Description
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of shifts
ST	PTS		S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points.
ST	PTS_TOURN		S(3)	Pos Description: TOT for Total. Element Expected: Always if not zero.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Points in the tournament.
ST	FO		S(3)	Pos Description: TOT (for total). Element Expected: Always, if the information is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Face-offs won.
	Percent	M	Numeric ##0.00	Face-offs won percent.
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.				
	Attribute	Value	Description	
	Code	LOST		
	Pos	N/A		
	Value	Numeric #0	Face-offs lost.	
Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.				
	Attribute	Value	Description	
	Code	PLUS_MINUS		
	Pos	N/A		
	Value	Numeric +#0 or -#0	Face-offs net.	

Sample

```
<StatsItems>
  <StatsItem Type="ST" Code="PIM" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="PIM_TOURN" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="GF" Pos="P1" Attempt="2" />
  <StatsItem Type="ST" Code="GF" Pos="P2" Value="1" Attempt="1" />
  <StatsItem Type="ST" Code="GF" Pos="P3" Attempt="3" />
  <StatsItem Type="ST" Code="GF" Pos="TOT" Value="1" Attempt="6" />
  <StatsItem Type="ST" Code="GF_TOURN" Pos="TOT" Value="3" />
  <StatsItem Type="ST" Code="PLUS_MINUS" Pos="TOT" Value="+1" />
  <StatsItem Type="ST" Code="MINS" Pos="TOT" Value="14:53" Avg="0:55" />
  <StatsItem Type="ST" Code="SHIFTS" Pos="TOT" Value="16" />
  <StatsItem Type="ST" Code="FO" Pos="TOT" Value="5" Percent="60.00" >
    <ExtendedStat Code="LOST" Value="2" />
    <ExtendedStat Code="PLUS_MINUS" Value="+1" />
  </StatsItem>
</StatsItems>
```

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	S(3)	During the match the period code is included, and data is for one period only (P1, P2, P3, OT or OT1.. and PSS) After the match the message is sent without DocumentSubcode and includes all data for the match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

This message is sent:

- After every action (LIVE). Current period only. Include DocumentSubcode.
- After each period (INTERMEDIATE). Include DocumentSubcode.
- After the unit with all periods included (UNOFFICIAL/OFFICIAL) [without DocumentSubcode]

2.2.5.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Unit, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit
UnitNum	O	S(6)	Match number

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

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

Element: Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the unit
Period	M	SC @Period	Send one period code
Order	M	Numeric ##0	Unique sequential number for all the actions in the unit, from 1 to n (from the first action the last one considering all periods).
Action	M	SC @Action	Actions in the game. Send one action code
ActionAdd	O	SC @PenaltyDesc or SC @PS_Desc	Send SC @PenaltyDesc in the case of a penalty Send SC @PS_Desc in the case of a penalty shot. Send the code only.
ActionDesc	O	S(200)	Extended action description where Action and ActionAdd are not sufficient. One typical use is when are penalty is served later. In this case send something like 'start serving at mm:ss'.
When	M	mm:ss	Send only for 6 Team Time in the match which the action occurred. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00'. If Period PSS is after a 5-minute overtime, time will be '65:00', if it is after a 10-minute overtime, '70:00', if it is after a 20-minute overtime, '80:00'. For Paralympics where a period lasts 15 minutes. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'. If Period PSS is after a 5-minute overtime, time will be '50:00', if it is after a 10-minute overtime, '55:00', if it is after a 20-minute overtime, '65:00'.

Element: Actions /Action (1,N)			
Attribute	M/O	Value	Description
Result	O	S(10)	Result of the Action for the player/team If Action = GOAL Use SC @ResActionGoal If Action = P Penalty then send penalty time in minutes (e.g.: '2', '2+10'). Do not send for value '0'.
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.
SO_H	O	Numeric #0	Home team score in shoot-out (to break tie)
SO_A	O	Numeric #0	Away team score in shoot-out (to break tie)
X	O	S(20)	X coordinate of the action location. 0,0 is top left X value is 0-100 which is percentage value of the field of play Positions do not change by period, always consider each team is playing in one direction (opposite to each other). Only send for Action = GOAL, SPG, SSG, SSP
Y	O	S(20)	Y coordinate of the action location. 0,0 is top left Y value is 0-100 which is percentage value of the field of play Positions do not change by period, always consider each team is playing in one direction (opposite to each other). Only send for Action = GOAL, SPG, SSG, SSP
TimeStamp	O	DateTime	Time of the action

Element: Actions /Action /ExtendedAction (0,N)				
Type		Code	Pos	Description
EA		PTY_END	N/A	Element Expected: If applicable for penalties
Attribute	M/O	Value	Description	
Value	M	mm:ss	Penalty end time. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00' For Paralympics where a period lasts 15 minutes. Penalty end time. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'	

Element: Actions /Action /ExtendedAction (0,N)				
Type		Code	Pos	Description
EA		PTY_END_PERIOD	N/A	Element Expected: If applicable for penalties
	Attribute	M/O	Value	Description
	Value	M	SC @Period	Penalty end time period. Send only if the end time period is different from the penalty time period. (e.g: Penalty time = '19:50' and End Time = '21:50'. Then PTY_END_PERIOD = P2)
EA		SHIFT	N/A	Element Expected: always for actions in Mixed NOC 3-on-3
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Shift number wherein the action took place
EA		PTY_TYPE_PS	N/A	Element Expected: If applicable for penalties
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in the case of a penalty shot else do not send.
EA		PTY_TYPE_AG	N/A	Element Expected: If applicable for penalties
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in the case of a penalty leads to an Awarded Goal else do not send.
EA		PTY_TEAM	N/A	Element Expected: If applicable for penalties
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in the case of a team penalty else do not send.
EA		GOAL_UNASSISTED	N/A	Element Expected: If applicable for goals only for 6 Team tournament
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if the goal is unassisted else do not send
EA		PSS_NUM	N/A	Element Expected: For PSS
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the shot number in case of PSS.
EA		PSS_EXTRA	N/A	Element Expected: When extra shots are required in the penalty shoot-out. The regular number of shots is 3 at preliminaries and 5 at play-off round.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if extra shots are required in the penalty shootout.

Element: Actions /Action /ExtendedAction (0,N)				
Type	Code	Pos	Description	
EA	LAST_PSS	N/A	Element Expected: For PSS	
Attribute	M/O	Value	Description	
Value	M	S(1)	Send Y if the unit action is the last PSS shot during the current PSS period else do not send.	

Element: Actions /Action /Competitor (0,N)				
Competitor participating in the Action. Used when the Action is related to a competitor.				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Competitor's ID	
Type	M	S(1)	T for team	
Role	O	SC @ActionRole	Role of the team in the action if it was a team action.	
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.	
Organisation	M	CC @Organisation	Competitors' organisation	

Element: Actions /Action /Competitor /Composition /Athlete (1,N)				
Only send for 6 Team competition				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID of the athlete related to the action	
Order	O	Numeric	Order of the athletes. Used to order the athletes related to the action.	
Bib	O	S(2)	Jersey Number	
Role	O	<u>SC @ActionRole</u>	Role of the athlete in the action	

Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1)				
Athletes extended information				
Only send for 6 Team competition				
Attribute	M/O	Value	Description	
GivenName	O	S(25)	Given name in WNPA format (mixed case)	
FamilyName	M	S(25)	Family name in WNPA format (mixed case)	
Gender	M	CC @PersonGender	Gender of the athlete	
Organisation	M	CC @Organisation	Athletes' organisation	
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available	

Sample

```
<Actions Home="IHOWTEAM6---USA01" Away="IHOWTEAM6---FIN01" >
.....
<Action Id="123456" Period="P1" Order="2" Action="GK" When="00:00" >
  <Competitor Code="IHOWTEAM6---FIN01" Type="T" Order="1" Organisation="FIN" >
    <Composition>
      <Athlete Code="2032496" Role="IN" Bib="14" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="FIN" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="123123" Period="P1" Order="3" Action="GOAL" When="00:53" Result="EQ" ScoreH="1" ScoreA="0">
  <ExtendedAction Code="GOAL_UNASSISTED" Value="Y" />
  <Competitor Code="IHOWTEAM6---USA01" Type="T" Order="1" Organisation="USA" >
    <Composition>
      <Athlete Code="2021026" Role="SCR" Bib="22" Order="1" >
        <Description GivenName="Harry" FamilyName="Jones" Gender="M" Organisation="USA" BirthDate="1993-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="111111" Period="P1" Order="4" Action="P" When="01:22" Result="2" ActionAdd="HOOK">
  <ExtendedAction Type="EA" Code="PTY_END" Value="03:22" />
  <Competitor Code="IHOWTEAM6---FIN01" Type="T" Order="1" Organisation="FIN" >
    <Composition>
      <Athlete Code="2032484" Bib="32" Order="1" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="FIN" BirthDate="1992-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.2.5.5 Message Sort

Actions /Action @Order

2.2.6 Current Information

2.2.6.1 Description

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

The following information is the recommended way to use the clock information provided in DT_CURRENT.

- Show a running clock on the 'results' page for a unit
- The clock should be first displayed when the ResultStatus for the unit becomes 'LIVE' for the first time (i.e. no longer 'START_LIST') and DT_CURRENT is received.
- The DT_CURRENT includes the clock information and a status, if the clock is running or stopped.
- The clock should be some sort of display at client side through an application/applet/widget (e.g. javascript countdown/timing clock) which continuously runs in the page, when the status of the clock is indicated as running (Running = 'Y') then start at the time sent in the same message.
- Whenever you receive a message with the status stopped (Running = 'N') you need to stop your running clock and show the time sent in the same message. The clock will only be started again, once you receive Running = 'Y' again.
- Every time a new DT_CURRENT is received then re-synchronise the in-page clock to the time in the message and take action to start or stop the clock as described previously.
- The clock can be continuously displayed while the ResultStatus of the unit in reference is 'LIVE' or 'INTERMEDIATE' (users may prefer to remove when INTERMEDIATE or SCHEDULED_BREAK)
- Once a unit is 'FINISHED' or the ResultStatus is not one of those above then the clock should be removed from the page as no further updates will be provided.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC
DocumentSubcode	Not used	Not used
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 Trigger and Frequency

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

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

2.2.6.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Clock (0,1) Clock Information			
Attribute	M/O	Value	Description
Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
Time	M	m:ss	Value of the clock

Running	M	S(1)	Y to indicate the clock is running, N to indicate the clock is stopped.
---------	---	------	---

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

Element: Periods /Period (1,N) Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code
HomeScore	M	Numeric #0	Overall score of the 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.

Sample

```
<Competition Code="OG2016">
  <Clock Period="P2" Time="1:34" Running="Y" />
  <Periods Home="IHOWTEAM6---USA01" Away="IHOWTEAM6---CAN01" >
    <Period Code="P1" HomeScore="2" AwayScore="1" HomePeriodScore="2" AwayPeriodScore="1" />
    <Period Code="P2" HomeScore="2" AwayScore="2" HomePeriodScore="0" AwayPeriodScore="1" />
  </Periods>
</Competition>
```

2.2.6.5 Message Sort

Sort by Result @SortOrder.

2.2.7 Pool Standings

2.2.7.1 Description

The pool standings message contains the standings of a group in a competition.

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (for the group)	Full RSC for the pool/group (34) For example IHOMTEAM6-----GPA----- for Men's Preliminary Round - Group A.
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (before and during the phase) UNCONFIRMED (if last match is unconfirmed) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

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

2.2.7.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently unit made official for the pool included in this message. Not included for PROJECTED.
UnitsTotal	O	Numeric ##0	Total number of units (games) to be played in the pool included in the message. Not included for PROJECTED.
UnitsComplete	O	Numeric ##0	Total number of units (games) which are official in the pool included in this message. Not included for PROJECTED.

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

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text. only include if all matches at the same venue.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Text short description, not code.

Element: Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	S(2)	Rank in the group. For Group D send with trailing D. (2D etc.).
Result	O	Numeric #0	Send the classification points a team has accrued during the pool stage.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Result type, POINTS or IRM.
IRM	O	SC @IRM	The invalid rank mark if applicable.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams and before the competition starts.
Won	O	Numeric #0	Number of games won by the team in the group in regulation time. Overtime wins are captured in the ExtendedResult.
Lost	O	Numeric #0	Number of games lost by the team in the group in regulation time. Overtime losses are captured in the ExtendedResult.
Played	O	Numeric #0	Number of games played by the team in the group.
For	O	Numeric #0	Total number of goals for.
Against	O	Numeric #0	Total number of goals against.
Diff	O	+Numeric ##0 or -Numeric -##0	Points difference, between for and against. Send + or - unless value is 0.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	PSSW	N/A	Element Expected: Always after the first match	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Penalty Shot Shootout wins by the competitor.
ER	PSSL	N/A	Element Expected: Always after the first match	

	Attribute	M/O	Value	Description
ER	Value	M	Numeric #0	Penalty Shot Shootout losses by the competitor.
		RANK_WLD	N/A	Element Expected: Send only for the whole preliminary round message.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	World ranking for the previous full year for the team competitor.

Element: Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

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

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

Type	Code	Pos	Description
T	S(20) with no leading zeroes	Numeric	Type Description: T for team Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor.
Attribute	M/O	Value	Description
Organisation	M	CC @Organisation	Competitors' organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC unit code for the unit

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

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

Type	Code	Pos	Description
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the opposition team.

Sample

```
<Result Rank="1" SortOrder="1" ResultType="POINTS" Result="3" Played="1" Won="1" Lost="0" For="5"
Against="0" Diff="+5" >
  <Competitor Code="IHOWTEAM6---CAN01" Type="T" Organisation="CAN" >
    <Description TeamName="Canada"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="PSSW" Value="0" />
      <ExtendedResult Type="ER" Code="PSSL" Value="0" />
    </ExtendedResults>
    <Opponent Code="IHOWTEAM6---USA01" Type="T" Pos="1" Organisation="USA" Date="2018-02-06"
Time="14:00" Unit="IHOWTEAM6-----GPA-0001----" HomeAway="H" Result="5-0">
      <Description TeamName="United States"/>
    </Opponent>
    <Opponent Code="IHOWTEAM6---BLR01" Type="T" Pos="2" Organisation="BLR" Date="2018-02-08"
Time="09:00" Unit="IHOWTEAM6-----GPA-0003----" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="IHOWTEAM6---NZL01" Type="T" Pos="4" Organisation="NZL" Date="2018-02-10"
Time="19:00" Unit="IHOWTEAM6-----GPA-0005----" HomeAway="H" >
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.2.7.5 Message Sort

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

2.2.8 Brackets

2.2.8.1 Description

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

2.2.8.2 Header Values

The following table describes the message header attributes.

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

Attribute	Value	Comment
Source	SC @Source	Code indicating the system which generated the message.

2.2.8.3 Trigger and Frequency

- Before the competition (START_LIST).
- After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
- After every match during final phases (INTERMEDIATE)
- After the final match (UNOFFICIAL/OFFICIAL)
- Trigger after any change

2.2.8.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

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

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

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	The game number for each bracket item (e.g.: 17, 18, 19, 20 ...) when known. Send 'TBD' for to be defined, if the game number is not known.
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted for display including OT and PSS if applicable (as in ORIS).

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket.			
- If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(5)	The result (score) of the competitor in the event unit
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then send full RSC of the Pool phase (A, B C etc.).
Value	O	SC @Pool or S(10)	When competitor is not known and is possible to do so: - (if not coming from a pool) send the BracketItem code (match number) to indicate the competitor. - (if coming from a pool) send the rank in the pool.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitors' organisation if known

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

Sample

```
<Bracket Code="FNL">
  <BracketItems Code="R16">
    <BracketItem Code="19" Order="1" Position="1" Date="2018-02-07" Time="12:00" Unit="IHOMTEAM6-----8FNL000100--"
    Result="4-2" >
      <CompetitorPlace Pos="1" WLT="W" Result="4" >
        <Competitor Code="IHOMTEAM6---SLO01" Type="T" Organisation="SLO" >
          <Description TeamName="Slovenia"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="2" >
        <Competitor Code="IHOMTEAM6---AUT01" Type="T" Organisation="AUT" >
          <Description TeamName="Austria"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.2.8.5 Message Sort

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

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

2.2.9 Statistics

2.2.9.1 Description

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

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

Note: this message is not relevant for the 3-on-3 competition.

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full event level RSC
DocumentSubcode	TeamID	Team's ID Code
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Included to categorize different types of statistics. The following different DocumentSubtype header attributes will apply: * CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the Organisation, e.g. USA1. Concatenation will happen only when an organisation has more than one team. * TOU: For Tournament statistics * IND_RANKING: Ranking of individual statistics. * TEAM_RANKING: Ranking of individual statistics
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.9.3 Trigger and Frequency

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

2.2.9.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team.
UnitsTotal	O	Numeric ##0	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team.
UnitsComplete	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team.

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

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

Element: Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed

Element: Stats /StatsItems /StatsItem (1,N) Statistics for the event unit / phase or event - depending on the headers' DocumentCode.			
Type	Code	Pos	Description
ST	ATTENDANCE	N/A	Element Expected: Always send if DocumentSubtype= TOU.
Attribute	M/O	Value	Description
Value	M	Numeric #####0	Total attendance for all games played.
Avg	M	Numeric #####0	Average attendance.

Sample (TOU)

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

Element: Stats /Competitor (0,N) Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	S(1)	T for team A for athlete
Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code
Organisation	O	CC @Organisation	Competitor's organisation

Element: Stats /Competitor /Description (0,1)

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

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

Type	Code	Pos	Description
ST	MP	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value
	Value	M	Numeric #0
			Total games played.
ST	IRM	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value
	Value	M	SC @IRM
			Send DQB if the competitor is disqualified.
ST	GF	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value
			Description

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
	Type	Code	Pos	Description
	Value	M	Numeric ##0	Number of goals for.
	Attempt	M	Numeric ##0	Shots on goal.
	Percent	M	Numeric ##0.00	Scoring efficiency as a percentage.
	Rank	O	S(2)	Send the Rank for display of the scoring efficiency.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.			
	Attribute	Value	Description	
	Code	SSG		
	Pos	N/A		
	Value	Numeric ##0	Shots saved by goalkeeper.	
ST		PP	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Power play goals for.
	Attempt	M	Numeric ##0	Advantage (times on power play).
	Percent	M	Numeric ##0.00	Power Play efficiency as a percentage.
	Rank	O	S(2)	Send the Rank for display of the PP efficiency.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
ST		TPP	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Time in power play.
	Avg	M	mm:ss	Average time in power play.
ST		PK	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
	Type	Code	Pos	Description
	Value	M	Numeric ##0	Power play goals against.
	Attempt	M	Numeric ##0	Disadvantage (number of times shorthanded or power play opportunities against).
	Percent	M	Numeric ##0.00	Penalty killing percentage.
	Rank	O	S(2)	Send the Rank for display of the PK percentage.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
ST		TSH	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Time shorthanded in minutes and seconds.
	Avg	M	mm:ss	Average time shorthanded in minutes and seconds.
ST		GA	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of goals against.
ST		GK	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total saves.
	Attempt	M	Numeric ##0	Shots on goal against the goalkeeper.
	Percent	M	Numeric ##0.00	Save percentage (saves as a percentage of SOG).
	Avg	M	Numeric #0.00	Goals against as average per 60 minutes. In Paralympics Goals against as average per 45 minutes.
	Rank	O	S(2)	Send the Rank for display of the percent.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.			
	Attribute	Value	Description	

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
	Type	Code	Pos	Description
ST	Code	ENG		
	Pos	N/A		
	Value	Numeric ##0		Empty net goals.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.			
	Attribute	Value	Description	
	Code	SHGA		
	Pos	N/A		
	Value	Numeric #0		Shorthanded goals against.
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.			
	Attribute	Value	Description	
	Code	SO		
	Pos	N/A		
	Value	Numeric ##0		Number of shutouts.
	PIM	N/A	Element Expected: If available for TEAM_RANKING.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total penalties in minutes.
	Avg	M	m:ss	PIM (average) per game (in minutes and seconds).
	Rank	O	S(2)	Send the Rank for display of the PIM.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.			
	Attribute	Value	Description	
	Code	10MIN		
	Pos	N/A		
	Value	Numeric ##0		Number of 10 minute penalties.

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.				
Attribute	Value	Description		
Code	2MIN			
Pos	N/A			
Value	Numeric ##0	Number of 2 minute penalties.		
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.				
Attribute	Value	Description		
Code	5MIN			
Pos	N/A			
Value	Numeric ##0	Number of 5 minute penalties.		
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.				
Attribute	Value	Description		
Code	GM			
Pos	N/A			
Value	Numeric ##0	Number of game misconducts.		
Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.				
Attribute	Value	Description		
Code	MP			
Pos	N/A			
Value	Numeric ##0	Number of match penalties.		
ST		SHG_NET	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric +##0 or -##0 or 0	SHGF - SHGA.

Element: Stats /Competitor /StatsItems /StatsItem (1,N)					
	Type	Code	Pos	Description	
ST	Rank	O	S(2)	Send the Rank for display of the net SHG.	
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.	
	SortOrder	O	Numeric #0	Send the sort order.	
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.				
	Attribute	Value	Description		
	Code	SHGA			
	Pos	N/A			
	Value	Numeric ##0	Shorthanded goals against.		
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: If available for TEAM_RANKING.				
	Attribute	Value	Description		
	Code	SHGF			
	Pos	N/A			
	Value	Numeric ##0	Shorthanded goals for.		
		ATTENDANCE	N/A	Element Expected: If available for TEAM_RANKING.	
		Attribute	M/O	Value	Description
		Value	M	Numeric #####0	Total attendance for all games played.
		Avg	M	Numeric #####0	Average attendance.
		Rank	O	S(2)	Send the Rank for display of average number of spectators.
		RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
		SortOrder	O	Numeric #0	Send the sort order.

Sample (Team Ranking)

```
<Stats Code="TEAM_RANKING">
  <Competitor Code="IHOWTEAM6---CAN01" Type="T" Order="1" Organisation="CAN" >
    <Description TeamName="Canada" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="1" />
      <StatsItem Type="ST" Code="GF" Value="5" Attempt="25" Percent="20.00" Rank="2" SortOrder="2" />
      <StatsItem Type="ST" Code="GA" Value="0" />
      <StatsItem Type="ST" Code="PK" Value="5" Percent="100.00" Attempt="5" Rank="2" SortOrder="2">
        <ExtendedStat Code="TSH" Value="2:00" Avg="2:00" />
      </StatsItem>
      <StatsItem Type="ST" Code="ATTENDANCE" Value="4386" Avg="4386" />
    </StatsItem>
  </Competitor>
</Stats>
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	Sort order

Element: Stats /Competitor /Composition /Athlete /Description (1,1)

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description
ST	POS	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value
	Value	M	CC @Position
ST	MP	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value
	Value	M	Numeric #0

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for GK in CUM and IND_RANKING.			
	Attribute	Value	Description	
	Code	GPI		
	Pos	N/A		
	Value	Numeric #0	Total games where the GK was on the ice.	
ST		GF	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of goals for.
	Attempt	M	Numeric ##0	Total shots
	Percent	M	Numeric ##0.00	Percentage or goals from total shots
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
ST		ASSIST	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of assists.
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
ST		PTS	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of points.

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
	Type	Code	Pos	Description
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
ST		PTS_DEF_RANK	N/A	Element Expected: If available in IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Defensemen leading scorers rank.
ST		PIM	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Penalties in minutes.
	Avg	M	m:ss	PIM (average) per game (in minutes and seconds).
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available in IND_RANKING.				
	Attribute	Value	Description	
	Code	10MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 10 minute penalties.	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available in IND_RANKING.				
	Attribute	Value	Description	
	Code	2MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 2 minute penalties.	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available in IND_RANKING.				

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
ST	Attribute	Value	Description	
	Code	5MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 5 minute penalties.	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available in IND_RANKING.			
	Attribute	Value	Description	
	Code	GM		
	Pos	N/A		
	Value	Numeric ##0	Number of game misconducts, gross misconducts.	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available in IND_RANKING.			
	Attribute	Value	Description	
	Code	MP		
	Pos	N/A		
	Value	Numeric ##0	Number of match penalties.	
			PLUS_MINUS	N/A
	Attribute	M/O	Value	Description
	Value	M	Numeric +##0 or -##0 or 0	Plus / Minus net value.
	Rank	O	S(2)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
	SortOrder	O	Numeric #0	Send the sort order.
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available in IND_RANKING.			
	Attribute	Value	Description	

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		Code	Pos	Description
	Code	MINUS		
	Pos	N/A		
	Value	Numeric ##0	Total Minus.	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available in IND_RANKING.			
	Attribute	Value	Description	
	Code	PLUS		
	Pos	N/A		
	Value	Numeric ##0	Total Plus.	
ST		GWG	N/A	Element Expected: If available in CUM.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of Game Winning Goals.
ST		PPG	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of power play goals.
ST		SHG	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of short hand goals.
ST		SOG	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of shots on goal.
ST		MINS	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Total minutes played for goalkeeper and time on ice for skaters.
	Avg	M	mm:ss	Average minutes played for goalkeeper and time on ice for skaters.
	Percent	O	Numeric	MIP as percentage (for goalkeepers)
ST		SHIFTS	N/A	Element Expected: If available in CUM.

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
	Type	Code	Pos	Description
ST	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total shifts played.
	Avg	M	mm:ss	Average length of each shift
		FO	N/A	Element Expected: If available for IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Face-offs won
	Percent	M	Numeric ##0.00	Face-offs won percent
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for IND_RANKING.			
	Attribute	Value	Description	
	Code	LOST		
	Pos	N/A		
	Value	Numeric #0	Face-offs lost.	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for IND_RANKING.			
	Attribute	Value	Description	
	Code	PLUS_MINUS		
	Pos	N/A		
	Value	Numeric +#0 or -#0	Face-offs net.	
ST		GK	N/A	Element Expected: If available for GK in CUM (not rank etc.) and IND_RANKING.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Saves by the goalkeeper.
	Attempt	M	Numeric ##0	Shots on goal against the goalkeeper.
	Percent	M	Numeric ##0.00	Save percentage by the goalkeeper.

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Avg	O	Numeric #0.00	Goals against as average per 60 minutes. In Paralympics Goals against as average per 45 minutes.	
Rank	O	S(2)	Send the Rank for display for the GK ranking.	
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.	
SortOrder	O	Numeric #0	Send the sort order.	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for CUM and IND_RANKING.				
Attribute	Value	Description		
Code	GA			
Pos	N/A			
Value	Numeric ##0	Goals against the goalkeeper.		
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for CUM and IND_RANKING.				
Attribute	Value	Description		
Code	SO			
Pos	N/A			
Value	Numeric ##0	Shut outs by the goalkeeper.		
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for CUM and IND_RANKING.				
Attribute	Value	Description		
Code	WON			
Pos	N/A			
Value	Numeric ##0	Games won by the goalkeeper.		
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for CUM and IND_RANKING.				
Attribute	Value	Description		
Code	LOST			
Pos	N/A			
Value	Numeric ##0	Games lost by the goalkeeper.		

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for CUM and IND_RANKING.		
	Attribute	Value	Description
	Code	PPGA	
	Pos	N/A	
	Value	Numeric ##0	Power play goals against the goalkeeper.
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: If available for CUM and IND_RANKING.		
	Attribute	Value	Description
	Code	SHGA	
	Pos	N/A	
	Value	Numeric ##0	Short handed goals against the goalkeeper.

Sample (IND_RANKING)

```
<Stats Code="IND_RANKING">
  <Competitor Code="IHOMTEAM6---CAN01" Type="T" Order="1" Organisation="CAN" >
    <Composition>
      <Athlete Code="2018820" Order="2">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="3" />
          <StatsItem Type="ST" Code="GF" Value="5" Attempt="50" Percent="10.00" Rank="2" SortOrder="2">
          <StatsItem Type="ST" Code="POS" Value="D" />
          <StatsItem Type="ST" Code="ASSIST" Value="2" Rank="5" RankEqual="Y" SortOrder="7" />
          <StatsItem Type="ST" Code="PIM" Value="2" Avg="1:00" Rank="18" RankEqual="Y" SortOrder="21" />
          <ExtendedStat Code="2MIN" Value="1" />
        </StatsItem>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

2.2.9.5 Message Sort

Sort according to the @Order attributes.

2.2.10 Event Final Ranking

2.2.10.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event.

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

2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.10.3 Trigger and Frequency

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

- After each final position is known (PARTIAL or OFFICIAL).

2.2.10.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the event
UnitsComplete	O	Numeric ##0	Total number of units which are official of the UnitsTotal.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Text short description, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit.

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
Played	O	Numeric #0	Send number of matches played.
Won	O	Numeric #0	Send number of matches won.
Lost	O	Numeric #0	Send number of matches lost.
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.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	PSSW	N/A	Element Expected: Always.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Penalty Shot Shootout wins by the competitor.
ER	PSSL	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Penalty Shot Shootout losses by the competitor.
ER	GF	N/A	Element Expected: Always.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Goals for the competitor.
ER	GA	N/A	Element Expected: Always.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Goals against the competitor.

Element: Result /Competitor (1,1)
Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Organisation of the competitor

Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team as defined in the sport

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

Sample

```
<Result Rank="1" SortOrder="1" Played="6" Won="5" Lost="0" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="PSSW" Value="1" />
    <ExtendedResult Type="ER" Code="PSSL" Value="0" />
    <ExtendedResult Type="ER" Code="GF" Value="17" />
    <ExtendedResult Type="ER" Code="GA" Value="3" />
  </ExtendedResults>
  <Competitor Code="IHOWTEAM6---SWE01" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden"/>
    <Composition>
      <Athlete Code="2002600" Order="1" />
      <Description GivenName="Inge" FamilyName="Svensson" Gender="F" Organisation="SWE"/>
    </Composition>
  </Competitor>
</Result>
```


2.2.10.5 Message Sort

Sort by Result @SortOrder

3 Document Control

Version history		
Version	Date	Comments
V0.1	29 Apr 2019	First version
V0.2	16 Aug 2019	Modifications for Lausanne2020
V0.3	06 Sep 2019	Inserted Table of Contents
V0.4	08 Oct 2019	Updated to include 3-on3 specific
V0.5	24 Oct 2019	Updated brackets to match competition format
V0.6	22 Nov 2019	Updated following feedback from OVR provider

File Reference: ODF WYOG-2020-IHO-0.6 SFR

Change Log		
Version	Status	Changes in version
V0.1	SFR	First Version
V0.2	SFR	Updated with modification after ORIS meeting, modifications for Lausanne
V0.3	SFR	Inserted Table of Contents
V0.4	SFR	Addition of 3-on-3 relevant stats
V0.5	SFR	Updated DT_BRACKETS sample Updated Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1) @ Value description
V0.6	SFR	DT_POOL_STANDING, DT_RANKING - renamed OTW and OTL to PSSW and PSSL respectively as there will be no overtime in Lausanne2020, updated samples DT_PARTIC_TEAMS - Updated Team Code sample DT_STATS - updated DocumentSubcode, added note that statistics are not required for 3-on-3 DT_RESULT - update Major and Minor penalties format to be whole integers and description to match