

# OLYMPIC DATA FEED

## **ODF Baseball-Softball Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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# 1 Introduction

## 1.1 This document

This document includes the ODF Baseball-Softball Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for baseball and softball.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Baseball-Softball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the baseball and softball 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 baseball and softball.

- 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_IMAGE	Image	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	

## 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

### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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.

### 2.2.1.3 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.

### 2.2.1.4 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: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	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.

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	

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
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"> <li>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.</li> <li>2. If some units start at the same time and a particular order of the units is expected.</li> </ol> <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(10)	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)	<p>Item Name / Unit Description.</p> <p>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.</p> <p>For non-competition schedules (where the item description is not in common codes) then add the description.</p>

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. 1 for Visitor, 2 for Home.
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
IFld	O	S(16)	Team IF number, send if available

### 2.2.1.5 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="SOG-2020-1.10" Sport="SOG-2020-BSB-1.10" Codes="SOG-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	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".
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)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data 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.
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.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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)	IF ID (Competitor's federation number for the corresponding discipline)

Element: Participant /Discipline /DisciplineEntry (0,N)			
Type	Code	Pos	Description
ENTRY	BIB	N/A	Element Expected: As soon as it is known
Attribute	M/O	Value	Description
Value	M	S(2)	Coaches number, baseball only

Element: Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10...
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Element Expected: If the information is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @Position	Position Code in the Team
ENTRY	CLUB_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Club name
ENTRY	CLUB_CITY	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	City of Club. For clubs in USA, Canada & Australia include state/province in the description.
ENTRY	CLUB_ORG	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @Country	Club Country Code
ENTRY	INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	International games played

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" in case the participant is a captain else do not send.
ENTRY	HAND_BAT	N/A	Element Expected: If available (this information can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Hand	Bat Hand
ENTRY	HAND_THROW	N/A	Element Expected: If available (this information can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Hand	Throw Hand

#### Sample (General)

```
<Discipline Code="BSB-----" IFId="203258" >
  <RegisteredEvent Event="BSBM BBLTEAM9-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="P" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Cibona" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CRO" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="22" />
  </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".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only  N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team  If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.  Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. 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)				
Type	Code	Pos	Description	
ENTRY	UNIFORM	Numeric 0	Pos Description: Send 1, 2 or 3 for uniforms (usually Home/Visitor/Alternate).  Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Uniform Colour
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	The position in which the team is seeded for the competition.
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Team's Preliminary Group

### Sample

```
<Team Code="BSBMBBLTEAM9CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M"
Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  ....
</Composition>
<TeamOfficials>
  <Official Code="7380750" Function="COACH" />
  <Official Code="7380751" Function="AST_COA" />
  <Official Code="7380752" Function="AST_COA" />
</TeamOfficials>
<Discipline Code="BSBM-----" >
  <RegisteredEvent Event="BSBMBBLTEAM9-----" >
    <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
    <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="Red" />
  </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.

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

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in BSB	Not used in BSB
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 half inning) 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

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

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

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

- LIVE: At the beginning of each inning.
- LIVE: After every change in any data (scores, stats etc.).

This message is also sent when the unit finishes and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' after each half inning and any extended breaks.

- INTERMEDIATE: After each half inning (if it is not the last).
- UNOFFICIAL / OFFICIAL: After the unit.

Trigger also after any change.

## 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	O	DateTime	Actual start date-time. Do not include until unit starts.
Duration	O	h:mm	Match duration

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Beginning of each inning. Remove when official.
	Attribute	M/O	Value
	Value	M	SC @Period
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always		
	Attribute	Value	Description
	Code	HALF	
	Pos	N/A	N/A
UI	Value	S(1)	Send T or B for top or bottom of the inning.
	UM_SUB	Numeric 0	Pos Description: Sequential number for each umpire change. Element Expected: For each umpire change
	Attribute	M/O	Value
	Value	M	Text
			Description of umpire change.

### Sample

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="2" >
    <Extension Code="HALF" Value="T" />
  </ExtendedInfo>
</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)	Game 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	Official's function. Send according to the codes, the umpires, commissioners and the scorers.
Order	M	Numeric	Send by Order as on official score sheet

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: Officials /Official /ExtOfficial (0,N)			
Type	Code	Pos	Description
EO	POSITION	N/A	Element Expected: When the official is assigned to specific position, usually only applies to umpires.
Attribute	M/O	Value	Description
Value	M	SC @Umpire	Send the code for the umpire's position

#### Sample

```
<Officials>
  <Official Code="1165657" Function="UM" Order="1">
    <Description GivenName="Yanick" FamilyName="Baldinotti" Organisation="CAN" Gender="M" />
    <ExtOfficial Type="EO" Code="POSITION" Value="1B" />
  </Official>
</Officials>
```

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

Element: Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Period code (inning)
HomeScore	M	Numeric #0	Overall score of the home competitor (first named competitor) up to the current point in the unit.
AwayScore	M	Numeric #0	Overall score of the away competitor (second named competitor) up to the current point in the unit.
HomePeriodScore	O	S(2)	Score of the home competitor (first named competitor) just for this period. X in the case of not batting in the last inning. Not sent in the case of IRM
AwayPeriodScore	O	S(2)	Score of the away competitor (second named competitor) just for this period. Not sent in the case of IRM

#### Sample

```
<Periods Home="BSBWSBLTEAM9RSA01" Away="BSBWSBLTEAM9NZL01" >
  <Period Code="1" AwayPeriodScore="1" HomePeriodScore="0" AwayScore="1" HomeScore="0"/>
  <Period Code="2" AwayPeriodScore="0" HomePeriodScore="2" AwayScore="1" HomeScore="2"/>
</Periods>
```

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

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

Attribute	M/O	Value	Description
Result	O	Numeric #0	Result (runs) of the Team for the particular event unit.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM of the Team for the particular event unit
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 Visitor (1) and the Home Team (2)
StartOrder	M	Numeric	Send 1 for visitor and send 2 for home
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

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

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	M	S(73)	Name of the team

Element: Result /Competitor /Coaches /Coach (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one, order as on start list.
Function	M	CC @ResultsFunction	Coach function
Bib	O	S(2)	Bib number of the coach. Baseball only.

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

Element: Result /Competitor /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	HOME_AWAY	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @Home	Send Home or Away designator
EUE	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" Pos="2" Code="UNIFORM" Value="BLUE" />
....
```

Element: Result /Competitor /StatsItems /StatsItem (1,N) Statistics for the team				
Type	Code	Pos	Description	
ST		N/A	Element Expected: After the game has started. Send zero if applicable.	
	LOB		Left on Base	
	AB		At Bat	
	R		Runs	
	H		Hits	
	RBI		Runs Batted In	
	BB		Base on Balls	
	SO		Strike Outs	
	PO		Put Outs	
	A		Assists	
	E		Errors	
	2B		Doubles	
	3B		Triples	
	HR		Home Runs	
	SB		Stolen Bases	
	CS		Caught Stealing	
	SH		Sacrifice Hits	
	SF		Sacrifice Flies	
	GIDP		Grounded into Double Plays	
	DP		Double Play	
	TP		Triple Play	
	PB		Passed Balls	
	IO		Reached Base on interference/obstruction	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the statistics value as applicable.

Element: Result /Competitor /StatsItems /StatsItem (1,N) Statistics for the team				
Type		Code	Pos	Description
ST		PITCHING	N/A	Element Expected: After the game has started. Send zero if applicable.
	Attribute	M/O	Value	Description
	Value	M	#0.0	Innings pitched
	Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available			
	Attribute	Value	Description	
	Code	H	Hits	
		R	Runs	
		ER	Earned Runs	
		BB	Bases on Balls	
		SO	Strike Outs	
		HR	Home Runs	
		WP	Wild Pitches	
		BK	Balks (Baseball)	
		ILP	Illegal Pitch (Softball)	
		AB	At Bats	
		BF	Batters Faced	
		NP	Number of Pitches	
		IBB	Intentional bases on balls	
		HP	Hit by Pitch	
	Pos	N/A	N/A	
	Value	Numeric ##0	Value of the statistic	

### Sample

```
....
<StatsItems>
  <StatItems Type="ST" Code="LOB" Value="3" />
  <StatItems Type="ST" Code="AB" Value="23" />
  <StatItems Type="ST" Code="R" Value="1" />
  <StatItems Type="ST" Code="H" Value="3" />
  <StatItems Type="ST" Code="RBI" Value="1" />
...
  <StatItems Type="ST" Code="PITCHING" Value="9.0">
    <ExtendedStat Code="H" Value="14" />
    <ExtendedStat Code="R" Value="9" />
    <ExtendedStat Code="ER" Value="4" />
    <ExtendedStat Code="BB" Value="1" />
    <ExtendedStat Code="SO" Value="9" />
    <ExtendedStat Code="HR" Value="1" />
.....
</StatItems>
```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Firstly, send order according to start list, starters followed by substitutes and then any suspended players. This order will change during the game to reflect the current order and then again at the end of the game. Order attribute used to sort team members in a team.
StartSortOrder	M	Numeric #0	Order the players should appear in the Start List. Order attribute used to sort team members in a team on the start list. (starters then substitutes then those not playing in current game).
Bib	M	S(2)	Shirt number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: Send just for those suspended players
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @AthleteStatus
			Athlete's status in the team.
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain when known
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send "Y" only if the player is captain
EUE	STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send "Y" if the competitor is a Starter
EUE	POSITION	Numeric 0	Pos Description: Send 1,2..n for the different positions during the game. <del>for starting position (even if not starter) and 2, 3.. for subsequent positions during the game.</del> Element Expected: As soon as it is known but only included if the player is in the starting line-up or enters as a substitute.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC @Position
			Position of the player in the team.

### Sample

```
<Athlete Code="1125142" Bib="8" Order="4">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="1" Value="1B" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="2" Value="2B" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
```

**Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (0,N)**  
**Individual athletes only**

Type		Code	Pos	Description
ER		SUBSTITUTE	N/A	Element Expected: Send just for those players who replace others during the match
Attribute	M/O	Value	Description	
Value	M	S(1)	Y if applicable	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Statistics for the athlete				
Type		Code	Pos	Description
ST			Numeric 0	Pos Description: The Pos value matches the EUE/POSITION @Pos value so there are statistics for each fielding position played. Always use 1 for batting. Element Expected: If value is non-zero for the player.
	AB			At Bat
	R			Runs
	H			Hits
	RBI			Runs Batted In
	BB			Base on Balls
	SO			Strike Outs
	PO			Put Outs
	A			Assists
	E			Errors
	2B			Doubles
	3B			Triples
	HR			Home Runs
	SB			Stolen Bases
	CS			Caught Stealing
	SH			Sacrifice Hits
	SF			Sacrifice Flies
	GIDP			Grounded into Double Plays
	DP			Double Play
	TP			Triple Play
	PB			Passed Balls
	IO			Reached Base on interference/obstruction
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the statistics value as applicable.
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for home runs only			
	Attribute	Value	Description	
	Code	INNING		
	Pos	Numeric 0	Sequential number for each home run for this player	
	Value	Numeric #0	Inning of the home run	
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for home runs (HR) only			
	Attribute	Value	Description	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Statistics for the athlete				
Type		Code	Pos	Description
ST	Code	RBI		
	Pos	Numeric 0		Sequential number for each home run for this player
	Value	Numeric 0		RBIs for this home run
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for Reached Base on interference/obstruction (IO) only			
	Attribute	Value	Description	
	Code	INTERFER		
	Pos	Numeric 0		Sequential number for each IO for this player
	Value	S(20) with no leading zeroes		Athlete's ID of the player causing interference.
	PITCHING		N/A	Element Expected: After the game has started. Send zero if applicable.
	Attribute	M/O	Value	Description
	Value	M	#0.0	Innings pitched
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available.			
	Attribute	Value	Description	
	Code	H	Hits	
		R	Runs	
		ER	Earned Runs	
		BB	Bases on Balls	
		SO	Strike Outs	
		HR	Home Runs	
		WP	Wild Pitches	
		BK	Balks (Baseball)	
		ILP	Illegal Pitch (Softball)	
		AB	At Bats	
	Value	BF	Batters Faced	
		NP	Number of Pitches	
	Pos	N/A	N/A	
	Value	Numeric ##0	Value of the statistic (send zero if applicable).	

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Statistics for the athlete				
Type		Code	Pos	Description
ST		IBB HP	N/A	Element Expected: After the game has started. Intentional bases on balls Hit by Pitch
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the statistics value as applicable.
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for IBB and HP			
	Attribute	Value	Description	
	Code	BATTER		
	Pos	Numeric 0	Sequential number for each HP and IBB for this pitcher	
	Value	S(20) with no leading zeroes	Athlete's ID of the batter.	
ST		PITCH_RESULT	N/A	Element Expected: After the game is over if the pitcher is assessed with a result
	Attribute	M/O	Value	Description
	Value	M	SC @WLT	Result for the pitcher if applicable
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only in the case the pitcher is assessed with a result in the match			
	Attribute	Value	Description	
	Code	WIN		
	Pos	N/A		
	Value	Numeric #0	Number of wins in this tournament	
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only in the case the pitcher is assessed with a result in the match			
	Attribute	Value	Description	
	Code	LOSS		
	Pos	N/A		
	Value	Numeric #0	Number of losses in this tournament	
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Only in the case the pitcher is assessed with a result in the match			

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) Statistics for the athlete			
Type	Code	Pos	Description
Attribute	Value	Description	
Code	SAVE		
Pos	N/A		
Value	Numeric #0	Number of saves in this tournament	

#### Sample

```
<StatsItems>
  <StatItems Type="ST" Code="AB" Value="23" />
  <StatItems Type="ST" Code="R" Value="1" />
  <StatItems Type="ST" Code="H" Value="3" />
  <StatItems Type="ST" Code="RBI" Value="1" />
</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	RSC of the unit
DocumentSubcode	Not used	Not used
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:

- LIVE: After every batter
- LIVE: At the start of every half inning
- INTERMEDIATE: After each half inning (if it is not the last)
- UNOFFICIAL/OFFICIAL: After the unit

### 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

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
UnitNum	O	S(6)	Game 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 message
PId	O	S(36)	If this is a related action then the ID of the original action appear here.
Period	M	SC @Period	Period (inning) of the action within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	SC @Action	Actions in the game, one action code The first action in every unit is SRT_PITCHER (with ActionRole IN). Normal actions thereafter are usually AT_BAT END_TOP for end of top of inning and END_INNING for end of full inning.
ActionDesc	O	S(200)	Action/Incident description for this batter (ENG)
When	O	S(1)	Send T or B for top or bottom of the inning.
ScoreH	O	Numeric #0	Total Home Score of the game after the end of the full inning Send at the end of the full inning only
ScoreA	O	Numeric #0	Total Away Score of the game after the end of the full inning Send at the end of the full inning only
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Actions /Action /ExtendedAction (0,N)				
Code		Pos		Description
LOB		N/A		Element Expected: Always at the end of a half inning
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Batters left on base
HITS		N/A		Element Expected: Always at the end of a half inning
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Hits in the half inning
ERRORS		N/A		Element Expected: Always at the end of a half inning
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Errors in the half inning
RUNS		N/A		Element Expected: Always at the end of a half inning
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Runs in the half inning

### Sample

```
<Action Id="123456" Period="1" Order="1" Action="SRT_PITCHER" When="T" TimeStamp="2006-02-06T13:00:00+01:00" >
  <Competitor Code="BKBWBSBTEAM9--RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="123457" Period="1" Order="2" Action="AT_BAT" When="T" ActionDesc="WILLIAMS Jason singled to left field"
TimeStamp="2006-02-06T13:01:00+01:00" >
  <Competitor Code="BKBWBSBTEAM9--CAN01" Type="T" Organisation="CAN" Order="1">
    <Description TeamName="Canada"/>
    <Composition>
      <Athlete Code="1106600" Order="1" >
        <Description GivenName="Jason" FamilyName="Williams" Gender="M" Organisation="CAN" BirthDate="1992-05-
12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

#### 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
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	CC @Organisation	Competitors' organisation

#### Element: Actions /Action /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID ( individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes in the order of their appearance related to the action.
Bib	O	S(2)	Shirt Number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1) Athletes extended information			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

#### Sample

```
<Action Id="123456" Period="1" Order="3" Action="AT BAT" When="T" ActionDesc ="SMITH Jane singled to left field" >
  <Competitor Code="BSBWSBLTEAM9RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

### 2.2.5.5 Message Sort

Actions /Action @Order followed by @Pos

## 2.2.6 Current Information

### 2.2.6.1 Description

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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.
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

- At the start of every inning/half inning send AT\_BAT, PITCHER, PERIOD, STRIKE, BALLS, OUT.
- Immediately after every pitch, out, score, error or player advance.
- At the end of every inning/half inning but without AT\_BAT, PITCHER, LAST\_PITCH, PERIOD, STRIKE, BALLS, OUT, ON\_BASE.

### 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: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Always during an inning, not included between innings.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Period	Send current period (inning)
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	HALF		
	Pos	N/A	N/A	
	Value	S(1)	Send T or B for top or bottom of the inning.	
UI	AT_BAT	N/A	Element Expected: Always, if the information is available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the athlete at bat.
UI	PITCHER	N/A	Element Expected: Always, if the information is available. Do not change in any version unless there is a change of pitcher.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the pitcher.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		LAST_PITCH	N/A	Element Expected: After each pitch when the rest of the information is updated (do not send separately)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Pitch	Send the result of the pitch
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
	<b>Attribute</b>	<b>Attribute</b>	<b>Attribute</b>	
	Code	SPEED		
	Pos	N/A	N/A	
	Value	Numeric ##0.0	Speed of the pitch in KM/H	
CURRENT		ON_BASE	Numeric 0	Pos Description: Send the base, 1, 2 or 3. Element Expected: Only if there is a player on this base
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
CURRENT		BALLS	N/A	Pos Description: N/A Element Expected: Always during the inning, Not sent at end of inning.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the ball count (0, 1, 2 or 3)
CURRENT		STRIKES	N/A	Pos Description: N/A Element Expected: Always during the inning, Not sent at end of inning.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the strike count (0, 1 or 2)
CURRENT		OUTS	N/A	Pos Description: N/A Element Expected: Always during the inning, Not sent at end of inning.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the number of outs (0, 1 or 2)

#### **2.2.6.5 Message Sort**

N/A.

## 2.2.7 Pool Standings

### 2.2.7.1 Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (match).

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)	RSC for the pool/group
DocumentType	DT_POOL_STANDING	Pool Standings 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 the start of competition) INTERMEDIATE (before and during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

The general rule is that this message is sent:

- Before the start of the competition to build in the initial tables. The message has status START\_LIST.
- 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 also after any change.

### 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.
UnitsTotal	O	Numeric ##0	Total number of units (games) to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units (games) which are official in the pool included in this message.

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: Result (1,N) For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank in the group. Optional as not available before the competition.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric #.000	Send the win/loss percentage a team has achieved during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group Do not send if the team has not played.

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
For	O	Numeric #0	Total number of runs scored. Do not send if the team has not played.
Against	O	Numeric #0	Total number of runs against. Do not send if the team has not played.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	GAMES_BEHIND	N/A	Pos Description: N/A Element Expected: If available
Attribute	M/O	Value	Description
Value	M	Numeric #0.0 or “-“ of no games behind	Number of games behind the leading team

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.

<b>Element: Result /Competitor /Opponent (0,N)</b> <b>Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)</b>				
Type		Code	Pos	Description
T for team		S(20) with no leading zeroes	Numeric	Code Description: Competitor ID or TBD if unknown  Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor.  Element Expected: Always
Attribute	M/O	Value	Description	
Organisation	M	CC @Organisation	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 of the Unit for the Pool Item	
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.	

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

### Sample

```
<Result Rank="3" ResultType="POINTS" Result=".500" SortOrder="3" Played="2" Won="1" Lost="1" For="16"
Against="15" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="GAMES_BEHIND" Value="1.0" />
  </ExtendedResults>
  <Competitor Code="BSBMBBLTEAM9EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="BSBMBBLTEAM9BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Unit="BSBMBBLTEAM9-----GPA-000200--" HomeAway="H" Result="7-8">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="BSBMBBLTEAM9BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" Unit="BSBMBBLTEAM9-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="BSBMBBLTEAM9NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Unit="BSBMBBLTEAM9-----GPA-000500--" HomeAway="A" Result="9-7">
      <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 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 the start of the competition) 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.

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.

### 2.2.8.3 Trigger and Frequency

- Before the competition with the empty bracket. (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 (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. The quarterfinals, semifinals or finals phases etc.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Numeric	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 in the same format as in ORIS. If the match is cancelled, "Cancelled" should be sent.

**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(10)	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	Full RSC at unit level or RSC of Pool	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 this is the RSC of the pool.
Value	O	SC @Pool or S(6) is match number	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the SC @Pool code or the match number as appropriate.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown 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 (General)

```
<Bracket Code="FNL-">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00"
Unit="BSBWSBLTEAM9-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="BSBWSBLTEAM9NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="BSBWSBLTEAM9NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL-">
```

## 2.2.8.5 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.

## 2.2.9 Image

### 2.2.9.1 Description

The 'Image message' is a message containing an image or images file(s) in .png format (for uniforms) encapsulated in a XML message.

In this sport it is used to send the images of the team uniforms.

### 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	Discipline RSC	Full RSC at discipline level
DocumentSubcode	Competitor ID	Competitor ID of the team, for example BSBWSBLTEAM9CAN01
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send UNIFORM
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<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>

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

### 2.2.9.3 Trigger and Frequency

Trigger when available and after any change.

### 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: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as the differentiator for multiple images in the message. It is used for each uniform included. NOTE: The values used here MUST match the Pos values used in DT_PARTIC_TEAMS Team /Discipline /RegisteredEvent /EventEntry @ENTRY/UNIFORM so the colour description and image are aligned.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, use png
Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a png file)

### Sample

```
<Image Pos="1" Version="1" Revision="0" ImageType="png" >  
  <ImageData>/9j/4AAQSkZJRgABAEQAAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>  
</Image>  
<Image Pos="2" Version="1" Revision="0" ImageType="png" >  
  <ImageData>/9j/4AAAddddRgABAEQAAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>  
</Image>  
...
```

### 2.2.9.5 Message Sort

Sort by Competition /Image /Pos.

## 2.2.10 Statistics

### 2.2.10.1 Description

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

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

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Depending on the statistics is could be at any level though is always full RSC.
DocumentSubcode	S(4)	The DocumentSubcode is the NOC concatenated with the Team Number if needed, e.g. BRA1. Concatenation will happen only when a NOC has more than one team.  The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. - IND_RANKING: Ranking of individual tournament statistics, for the best athletes. - TEAM_RANKING: Ranking of team tournament 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.

Attribute	Value	Comment
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

After each unit for TEAM\_RANKING & IND\_RANKING.

After each unit involving the teams for CUM

Any other changes

### 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 /ExtendedInfo (0,N)				
Type		Code	Pos	Description
MIN		PITCH	N/A	Element Expected: Always in IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(5)	Minimum innings pitched for each game played by team to be considered in the leading statistics
MIN		FIELD	CC @Position or TOT	Pos Description: Player position for the minimum. Element Expected: Always in IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Minimum games played by team to be considered in the leading statistics
MIN		BAT	N/A	Element Expected: Always in IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(50)	Minimum Plate Appearances per Game played by Team to be considered in the leading statistics

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

```
<ExtendedInfos>
  <ExtendedInfo Type="MIN" Code="PITCH" Value="8" />
  <ExtendedInfo Type="MIN" Code="FIELD" Pos="LF" Value="2/3" />
  <ExtendedInfo Type="MIN" Code="FIELD" Pos="CF" Value="2/3" />
  ...
  <ExtendedInfo Type="MIN" Code="BAT" Value="2" />
</ExtendedInfos>
```

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

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

Element: Stats /Competitor (0,N) Team 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.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 – Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	IRM
ST	MP	N/A	Element Expected: Always for the DocumentSubtype=CUM and TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Games played by the team

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
BAT	BA AB R H 2B 3B HR RBI SLG OB SO BB IBB SH SF HBP SB CS IO LOB GDP	N/A	Code Description: BA = Batting Average AB = At Bat R = Runs H = Hits 2B = Doubles 3B = Triples HR = Home Runs RBI = Runs Batted In SLG = Slugging % OB = On Base % SO = Strike Outs BB = Bases on Balls IBB = Intentional Bases on Balls SH = Sacrifice Hits SF = Sacrifice Flies HBP = Hit by Pitch SB = Stolen Bases CS = Caught Stealing IO = Reached Base on Interference/Obstruction LOB = Left on Base GDP = Grounded into Double Play Element Expected: When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or #.000 or ##0.0	Send the value of the statistic.
	Rank	O	Numeric #0	Rank of the team in batting. Only applicable in TEAM_RANKING message and only for Code = BA
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in TEAM_RANKING message and only for Code = BA

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
FIELD	IP PO A E FLD DP PB SB CS	N/A	Code Description: IP = Innings Played PO = Put Outs A = Assists E = Errors FLD = Fielding Percentage DP = Double Play PB = Passed Balls SB = Stolen Bases CS = Caught Stealing  Element Expected: When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or #.000 or ##0.0	Send the value of the statistic.
	Rank	O	Numeric #0	Rank of the team in fielding. Only applicable in TEAM_RANKING message and only for Code = FLD
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in TEAM_RANKING message and only for Code = FLD
CATCH	PB SB CS	N/A	Code Description: PB = Passed Balls SB = Stolen Bases CS = Caught Stealing Element Expected: When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the value of the statistic.
CATCH	SBA CI	N/A	Code Description: SBA = Stolen bases against percentage CI = Catcher's Interference Element Expected: When available, non-zero, for DocumentSubtype=TEAM_RANKING and CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or ##0.0	Send the value of the statistic.

Element: Stats /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
PITCH	W L S ERA GS CG SOUT IP H R ER HR BB IBB SO 2B 3B BA HBP SH SF WP BK ILP PK SB CS	N/A	Code Description: W = Won L = Lost S = Saved ERA = Earned Run Average GS = Games Started CG = Complete Games SOUT = Shut Out IP = Inning Pitched H = Hits R = Runs ER = Earned Runs HR = Home Runs BB = Bases on Balls IBB = Intentional Bases on Balls SO = Strike Outs 2B = Doubles 3B = Triples BA = Batting Average HBP = Hit by Pitch SH = Sacrifice Hits SF = Sacrifice Flies WP = Wild Pitches BK = Balks (Baseball) ILP = Illegal Pitch (Softball) PK = Pick-off SB = Stolen Bases CS = Caught Stealing  Element Expected: When available, non-zero, for DocumentSubtype=CUM and TEAM_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or ###.00 or ##0.0 or #.###	Send the value of the statistic.
	Rank	O	Numeric #0	Rank of the team in pitching. Only applicable in TEAM_RANKING message and only for Code = ERA
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in TEAM_RANKING message and only for Code = ERA

### Sample

```
<StatsItems>
  <StatsItem Type="BAT" Code="AB" Value="85" />
  <StatsItem Type="BAT" Code="R" Value="27" />
  <StatsItem Type="BAT" Code="H" Value="32" />
  <StatsItem Type="BAT" Code="2B" Value="5" />
  ...
```

Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order: Within the team the players are sorted: For each player: Uniform number or disqualification identification.

Element: Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Send in case of the athlete has IRM
ST	MP	CC @Position or TOT	Element Expected: Always for the DocumentSubtype=CUM and IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Games played by the athlete by position and total

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
BAT	BA R HR RBI SLG SB	N/A	Code Description: BA = Batting Average R = Runs HR = Home Runs RBI = Runs Batted In SLG = Slugging % SB = Stolen Bases Element Expected: When available, non-zero, for DocumentSubtype=CUM and IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or #.000	Send the value of the statistic.
	Rank	O	Numeric #0	Rank of the player in this statistic (considering all criteria). Only applicable in IND_RANKING message.
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in IND_RANKING message except BA where it is also applicable in CUM

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
BAT	AB H 2B 3B OB SO BB IBB SH SF HBP CS IO GDP PA TB GS ATT	N/A	Code Description: AB = At Bat H = Hits 2B = Doubles 3B = Triples OB = On Base % SO = Strike Outs BB = Bases on Balls IBB = Intentional Bases on Balls SH = Sacrifice Hits SF = Sacrifice Flies HBP = Hit by Pitch CS = Caught Stealing IO = Reached Base on Interference/Obstruction GDP = Grounded into Double Play PA = Plate Appearances TB = Total bases on hits GS = Games Started ATT = Stolen Base attempts Element Expected: When available, non-zero, for DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or #.000	Send the value of the statistic.
BAT	MIN_CRIT	N/A	Element Expected: When applicable, for DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the athlete meets batting criteria
FIELD	FLD	CC @Position or TOT	Pos Description: Send the position for all positions played and TOT for total of all positions. Element Expected: When available, non-zero, for DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #.000	Send the value of fielding percentage.
	Rank	O	Numeric #0	Rank of the player in fielding in this @Pos Only applicable in IND_RANKING message
	SortOrder	O	Numeric #0	Sort order of the statistic.

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
FIELD	IP PO A E DP PB CI SB CS	CC @Position or TOT	Code Description: IP = Innings Played PO = Put Outs A = Assists E = Errors DP = Double Play PB = Passed Balls CI = Catcher Interference SB = Stolen Bases CS = Caught Stealing  Element Expected: When available, non-zero, for DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or #.000 or ##0.0	Send the value of the statistic.
FIELD	MIN_CRIT	CC @Position or TOT	Pos Description: Send the position for all positions played and TOT for total of all positions. Element Expected: When applicable, for DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the athlete meets fielding criteria
PITCH	WL ERA SO	N/A	Code Description: WL = Win/Loss % ERA = Earned Run Average SO = Strike Outs Element Expected: When available, non-zero, for DocumentSubtype = CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or ###.00 or ##0.0 or #.###	Send the value of the statistic.
	Rank	O	Numeric #0	Rank of the pitcher in this statistic (considering all criteria). Only applicable in IND_RANKING
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in IND_RANKING except ERA where it is also applicable in CUM

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
PITCH	W L S GS CG SOUT IP H R ER HR BB IBB HBP 2B 3B BA SH SF WP BK ILP BF KL PK SB CS	N/A	Code Description: W = Won L = Lost S = Saved GS = Games Started CG = Complete Games SOUT = Shut Out IP = Inning Pitched H = Hits R = Runs ER = Earned Runs HR = Home Runs BB = Bases on Balls IBB = Intentional Bases on Balls HBP = Hit by Pitch 2B = Doubles 3B = Triples BA = Batting Average SH = Sacrifice Hits SF = Sacrifice Flies WP = Wild Pitches BK = Balks (Baseball) ILP = Illegal Pitch (Softball) BF = Batters Faced KL = Strikeouts look PK = Pick-off SB = Stolen Bases CS = Caught Stealing Element Expected: When available, non-zero, for DocumentSubtype = CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or ###.00 or ##0.0 or #.###	Send the value of the statistic.
PITCH	MIN_CRIT	N/A	Element Expected: When applicable, for DocumentSubtype = CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the athlete meets pitching criteria
PITCH	HAND	N/A	Element Expected: Always for pitchers for DocumentSubtype = CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Value	M	SC @Hand	Pitching hand	

#### Sample (CUM)

```
<StatsItems>
  <StatsItem Type="BAT" Code="R" Value="4" />
  <StatsItem Type="BAT" Code="SLG" Value=".731" />
  <StatsItem Type="BAT" Code="SH" Value="6" />
  <StatsItem Type="BAT" Code="3B" Value="2" />
```

#### Sample (IND\_RANKING)

```
<StatsItems>
  <StatsItem Type="BAT" Code="R" Value="4" Rank="6" SortOrder="6" />
  <StatsItem Type="BAT" Code="SLG" Value=".731" Rank="4" SortOrder="4" />
  <StatsItem Type="BAT" Code="SH" Value="6" />
  <StatsItem Type="BAT" Code="3B" Value="2" />
```

## 2.2.10.5 Message Sort

Sort according to the @Order attributes.

## 2.2.11 Event Final Ranking

### 2.2.11.1 Description

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

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

### 2.2.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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.

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.

### 2.2.11.3 Trigger and Frequency

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

- After each final position is known.

### 2.2.11.4 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 equaled 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 /Competitor (1,1)**

**Competitor related to one final event result.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	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
Bib	O	S(2)	Shirt number.

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

#### Sample

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="BSBMBBLTEAM9CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

### 2.2.11.5 Message Sort

Sort by Result @SortOrder

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	14 June 2018	First version
V1.1	23 July 2018	Updated
V2.0	8 August 2018	Updated
V2.1	7 September 2018	Updated
V2.2	25 October 2018	Updated
V2.3	24 January 2019	Updated
V2.4	30 May 2019	Updated with ORIS V1.3
V2.5	14 August 2019	Updated
V2.6	11 November 2019	Updated
V2.7	14 February 2020	Updated
V2.8	13 March 2020	Updated

**File Reference:** ODF SOG-2020-BSB-2.8 APP

Change Log		
Version	Status	Changes in version
v1.0	SFR	First Version
V1.1	SRF	DT_RESULT: Added DP and TP in team and player stats (left out in error). DT_RESULT: Description of Result / Competitor / Composition / Athlete/ EventUnitEntry(0,N). corrected (typo) to be clear it is for all positions. DT_RESULT: At Result /Competitor /Composition /Athlete /StatsItems /StatsItem added @Pos to allow for a statistic for each position played. DT_STATS: GS (games started) added to pitching statistics DT_STATS: Added team stats in CUM message Other minor typos corrected.
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings to replace the previous extensions.
V2.1	SFA	DT_PARTIC: Correct discipline BIB to be for the coach. DT_RESULT: Add AB, BF and NP in pitching statistics (team and player) DT_STATS: Add 2B, 3B and BA in pitching stats (team and player), add KL for player.

Change Log		
Version	Status	Changes in version
V2.2	SFA	DT_RESULT: Add Pos for EUE/UNIFORM DT_RESULT: Add interfering player for ROI DT_RESULT: Changed stats for athlete HB and IBB DT_STATS: Added SortOrder as applicable in some athlete stats for the CUM message. DT_STATS: Athlete stats for ST/MP added by position option DT_STATS: Added team stats for SBA and CI DT_PLAY_BY_PLAY: Added explanation in Action for end of inning. DT_BRACKETS: Message added DT_POOL_STANDING: Ratio has been added in Results DT_IMAGE: Message added. Typographical correction without changing the intent.
V2.3	APP	DT_RESULT: Make EUE/HOME_AWAY to required always @Result /Competitor /EventUnitEntry DT_RESULT: Added statistic for illegal pitch (softball) and clarified balk is baseball only DT_RESULT: Update Periods /Period to allow x for the last inning if not batting DT_RESULT: Add ER/SUBSTITUTE @ Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_STATS: Added statistic for illegal pitch (softball) and clarified balk is baseball only DT_STATS: Added FIELD/MIN_CRIT for athletes DT_POOL_STANDING: Ratio has been removed in Results (added in error) DT_BRACKETS: Updated to clarify PreviousUnit Other typographical errors fixed.
V2.4	APP	DT_STATS: Add PK/SB/CS for pitching and CI fielding DT_RESULT: In Periods /Period the periods changed to optional. CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY CR16640: Add ODF Version @Competition Editorial improvements without changing the intent
V2.5	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N DT_RESULT: Clarify athlete stats for batting/fielding DT_CURRENT: Update triggering DT_POOL_STANDING: Update ER/GAMES_BEHIND Value @ Result /ExtendedResults /ExtendedResult DT_STATS: Add BAT/GS @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Add BAT/ATT @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Change the code ROI to IO for consistency in the interface DT_SCHEDULE/DT_RESULT: Change start order to be 1 for visitor & 2 for home team (ORIS 1.4) Editorial improvements for clarity without changing the intent.
V2.6	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE

Change Log		
Version	Status	Changes in version
V2.7	APP	DT_RESULT: Update EUE/POSITION @Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add extensions at ST/PITCH_RESULT @ Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_PLAY_BY_PLAY: Update the description at Order @Actions /Action /Competitor /Composition /Athlete DT_STATS: Add FIELD/SB and FIELD/CS @Stats /Competitor /StatsItems /StatsItem DT_STATS: Add FIELD/SB and FIELD/CS @Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update MIN/FIELD @ ExtendedInfos /ExtendedInfo (186310) DT_STATS: Update FIELD_MIN_CRIT @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (186310) CR18565 DT_PARTIC: Update the description of Participant/Weight DT_STATS: Update Value at StatsItem / PITCH [186091]
V2.8	APP	DT_STATS: DocumentSubcode clarified