Olympic Data Feed

Basketball
ODF Data Dictionary

Technology and Information Department
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Table of Contents

1 Introduction....5
1.1 This document....5
1.2 Objective....5
1.3 Main Audience....5
1.4 Glossary....5
1.5 Related Documents....5
2 Messages....6
2.1 Basketball Overview....6
2.2 Applicable Messages....6
2.3 Messages....8
2.3.1 Competition schedule / Competition schedule update....8
2.3.1.1 Description....8
2.3.1.2 Header Values....9
2.3.1.3 Trigger and Frequency....10
2.3.1.4 Message Structure....10
2.3.1.5 Message Values....12
2.3.1.6 Message Sort....16
2.3.2 List of participants by discipline / List of participants by discipline update....17
2.3.2.1 Description....17
2.3.2.2 Header Values....17
2.3.2.3 Trigger and Frequency....17
2.3.2.4 Message Structure....18
2.3.2.5 Message Values....19
2.3.2.6 Message Sort....23
2.3.3 List of teams / List of teams update....24
2.3.3.1 Description....24
2.3.3.2 Header Values....24
2.3.3.3 Trigger and Frequency....24
2.3.3.4 Message Structure....24
2.3.3.5 Message Values....25
2.3.3.6 Message Sort....28
2.3.4 Event Unit Start List and Results....29
2.3.4.1 Description....29
2.3.4.2 Header Values....29
2.3.4.3 Trigger and Frequency....29
2.3.4.4 Message Structure....30
2.3.4.5 Message Values....33
2.3.4.6 Message Sort....48
2.3.5 Current Information....49
2.3.5.1 Description....49
2.3.5.2 Header Values....49
2.3.5.3 Trigger and Frequency....49
2.3.5.4 Message Structure....49
2.3.5.5 Message Values....50
2.3.5.6 Message Sort....51
2.3.6 Play by Play....52

2.3.6.1 Description 52
2.3.6.2 Header Values 52
2.3.6.3 Trigger and Frequency 52
2.3.6.4 Message Structure 53
2.3.6.5 Message Values 54
2.3.6.6 Message Sort 58
2.3.7 Image 59
2.3.7.1 Description 59
2.3.7.2 Header Values 59
2.3.7.3 Trigger and Frequency 59
2.3.7.4 Message Structure 59
2.3.7.5 Message Values 60
2.3.7.6 Message Sort 61
2.3.8 Pool Standings 62
2.3.8.1 Description 62
2.3.8.2 Header Values 62
2.3.8.3 Trigger and Frequency 62
2.3.8.4 Message Structure 63
2.3.8.5 Message Values 64
2.3.8.6 Message Sort 67
2.3.9 Brackets 68
2.3.9.1 Description 68
2.3.9.2 Header Values 68
2.3.9.3 Trigger and Frequency 68
2.3.9.4 Message Structure 68
2.3.9.5 Message Values 70
2.3.9.6 Message Sort 72
2.3.10 Statistics 73
2.3.10.1 Description 73
2.3.10.2 Header Values 73
2.3.10.3 Trigger and Frequency 73
2.3.10.4 Message Structure 74
2.3.10.5 Message Values 76
2.3.10.6 Message Sort 89
2.3.11 Event Final Ranking 90
2.3.11.1 Description 90
2.3.11.2 Header Values 90
2.3.11.3 Trigger and Frequency 90
2.3.11.4 Message Structure 90
2.3.11.5 Message Values 91
2.3.11.6 Message Sort 93
3 Message Timeline 95
4 Document Control 96

1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Basketball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the 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 Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Basketball Overview

2.2 Applicable Messages

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

- 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 follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

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

DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 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	To Display	Unit	HideStartDate	Location	Order
in message					
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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	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	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 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 units should be sent immediately when officially known which should be as soon as possible 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.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	Session (0,N)					
		SessionCode				
		StartDate				
		EndDate				
		Leadin				
		Venue				

- VenueName
- ModificationIndicator
- SessionStatus
- SessionType
- SessionName (1,N)
  - Language
  - Value

Unit (0,N)

- Code
- PhaseType
- UnitNum
- ScheduleStatus
- StartDate
- HideStartDate
- EndDate
- HideEndDate
- ActualStartDate
- ActualEndDate
- Order
- Medal
- Venue
- Location
- MediaAccess
- SessionCode
- ModificationIndicator
- StartText (0,N)
  - Language
  - Value
- ItemName (1,N)
  - Language
  - Value
- ItemDescription (0,N)
  - Language
  - -
- VenueDescription (1,1)
  - VenueName
  - LocationName
- StartList (0,1)
  - Start (1,N)

		StartOrder		
		SortOrder		
		PreviousWLT		
		PreviousUnit		
		Competitor (1,1)		
			Code	
			Type	
			Organisation	
			Description (0,1)	
				TeamName
				IFId

2.3.1.5 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)	Venue ENG Description (not code) from Common Codes
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 (General)

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

			Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. 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.
Medal	O	SC @UnitMedalType	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED.
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED.
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)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

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 ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace.	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: 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	Should be sent when known

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

2.3.2 List of participants by discipline / List of participants by discipline update

2.3.2.1 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.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to 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.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			

ModificationIndicator
Discipline (1,1)
Code
IFId
RegisteredEvent (0,N)
Event
Bib
Class
Status
Substitute
EventEntry (0,N)
Type
Code
Pos
Value

2.3.2.5 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 (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-BKB-1.10" Codes="SOG-2020-1.20" >
```

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.

			When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that 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".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	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).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/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.

			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.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Competition /Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

Element: Competition /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...
Class	O	CC @DisciplineClass	Code to identify the class of the athlete. This attribute is mandatory for athletes in Wheelchair Basketball
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		POSITION	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position Code in the Team
ENTRY		CLUB_NAME	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club name
ENTRY		CLUB_ORG	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Country	Club Country Code
ENTRY		CLUB_LEAGUE	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(10)	League of the Club
ENTRY		NATURALISED	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the player is naturalised else do not send.
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	International games played
ENTRY		CAPTAIN	N/A	Element Expected: If the information is known (this information

				can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" in case the participant is a captain else do not send.

Sample (General)

```
<Discipline Code="BKB--------------------------------" IFId="203258" >
  <RegisteredEvent Event="BKBMTEAM5-------------------------" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="PG" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Cibona" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CRO" />
    <EventEntry Type="ENTRY" Code="CLUB_LEAGUE" Value="A1" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="22" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 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.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 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.

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					

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

2.3.3.5 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 /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)	Team's TV Name.
Gender	M	CC @SportGender	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: Competition /Team /Composition /Athlete (0,N) In the case of current teams the number of athletes is 2 or more.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

Element: Competition /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: Competition /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
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

Element: Competition /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: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		UNIFORM	Numeric 0	Pos Description: Send 1 for Light uniform and 2 for Dark uniform Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform Colour
ENTRY		DRAW	N/A	Pos Description: Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Draw position for the team within the group
ENTRY		GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Team's Preliminary Group
ENTRY		RNK_WLD	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	FIBA Ranking
ENTRY		OG_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric ##0	Number of Games at previous Olympic Games
ENTRY		OG_WIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Wins at previous Olympic Games
ENTRY		OG_LOST	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Losses at previous Olympic Games
ENTRY		HEIGHT_AVG	N/A	Element Expected: In _UPDATE message only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.00	Average heightr of the team in metres

Sample (General)

```
<Team Code=" BKBMTEAM5-----CAN01" 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="BKBM------------------------------" >
    <RegisteredEvent Event="BKBMTEAM5-------------------------" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="Red" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 Event Unit Start List and Results

2.3.4.1 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.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (match)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 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 match.

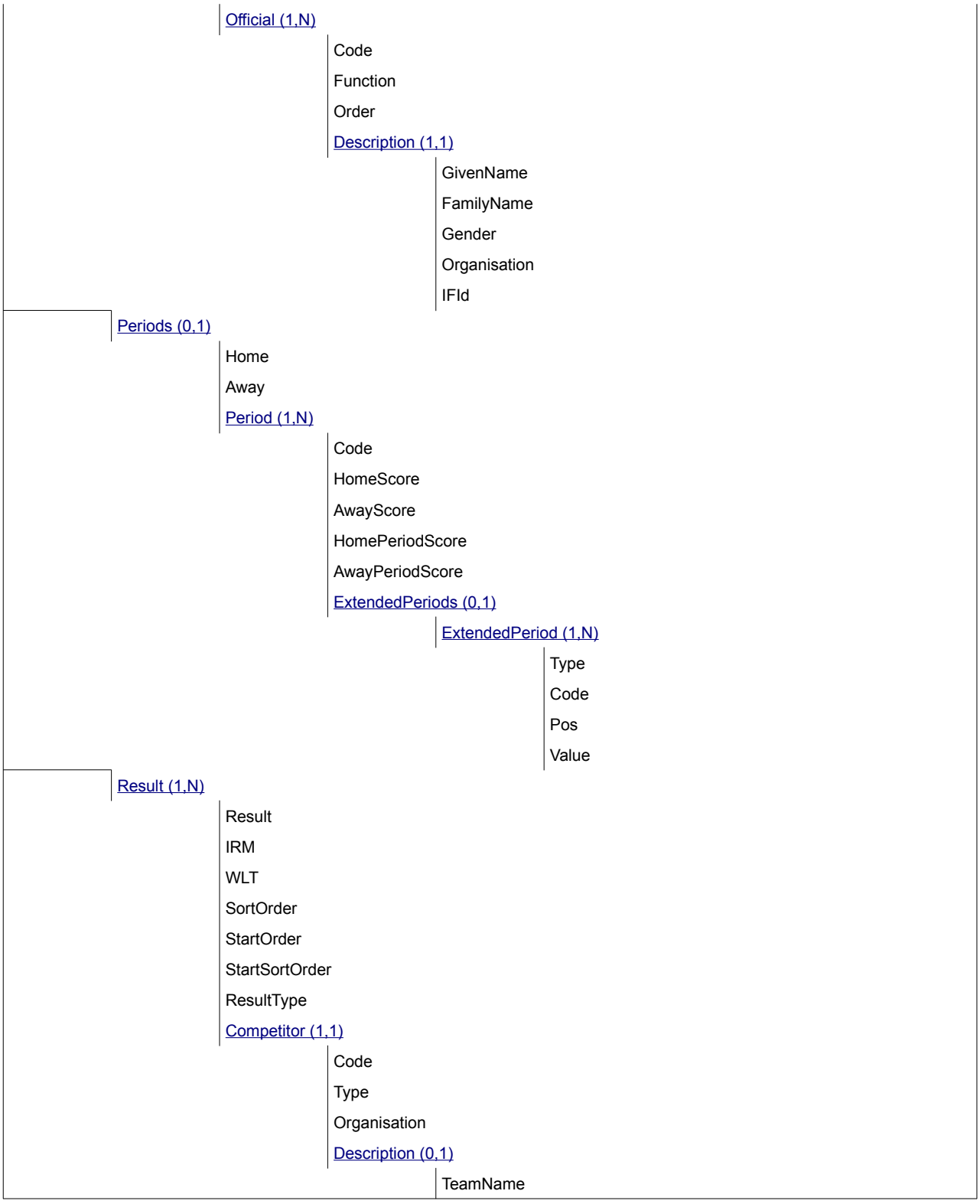
This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
* LIVE: At the beginning of each period.
* LIVE: After every change in any data (scores, substitute, DQ etc).

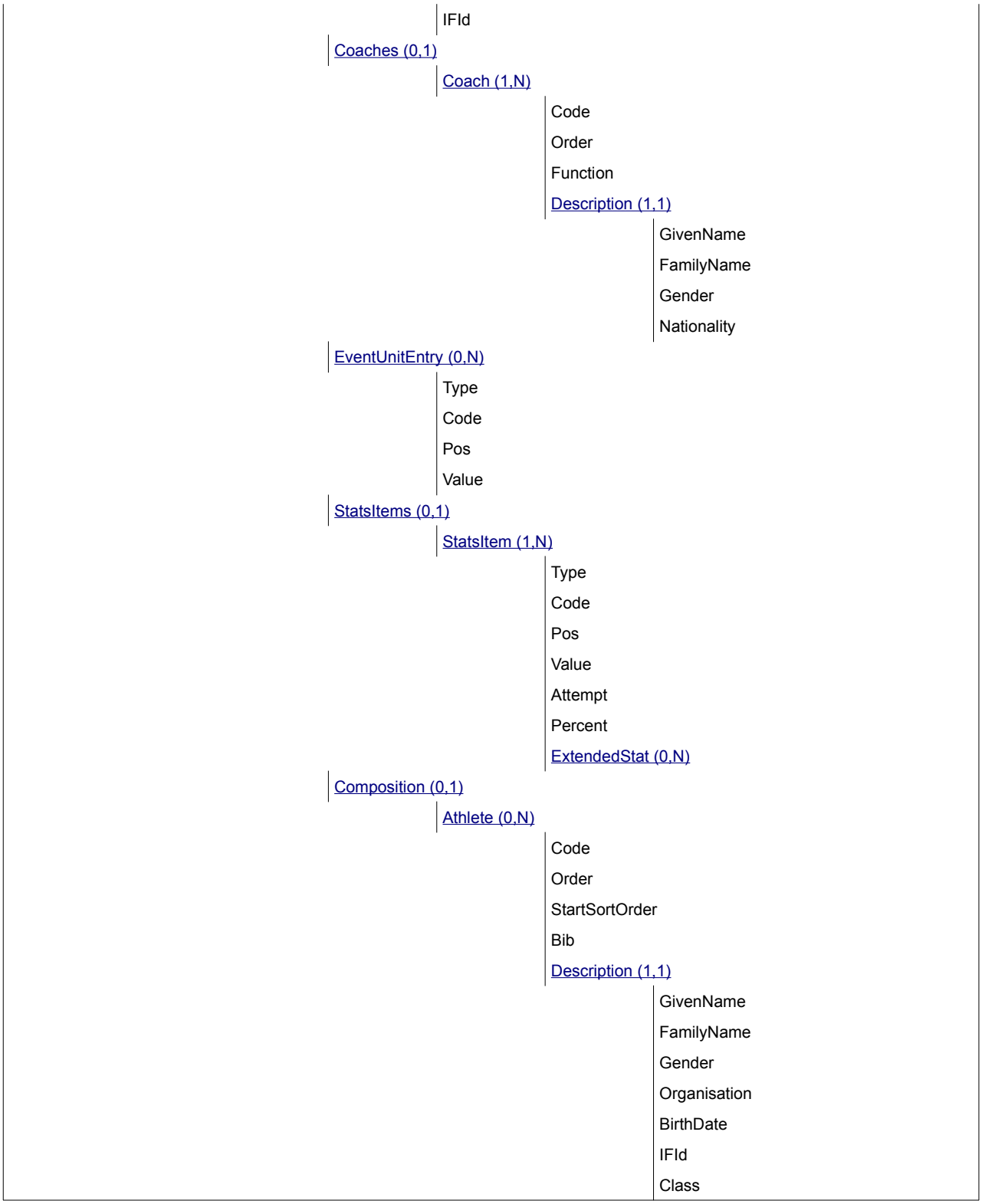
This message is also sent when the unit finishes and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks.
* INTERMEDIATE: After each period (if it is not the last period).
* UNOFFICIAL / OFFICIAL: After the unit.
Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			Duration					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
			Attendance					
	Officials (0,1)							


Official (1,N)
Code
Function
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
IFId
Periods (0,1)
Home
Away
Period (1,N)
Code
HomeScore
AwayScore
HomePeriodScore
AwayPeriodScore
ExtendedPeriods (0,1)
ExtendedPeriod (1,N)
Type
Code
Pos
Value
Result (1,N)
Result
IRM
WLT
SortOrder
StartOrder
StartSortOrder
ResultType
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName


IFId
Coaches (0,1)
Coach (1,N)
Code
Order
Function
Description (1,1)
GivenName
FamilyName
Gender
Nationality
EventUnitEntry (0,N)
Type
Code
Pos
Value
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Attempt
Percent
ExtendedStat (0,N)
Composition (0,1)
Athlete (0,N)
Code
Order
StartSortOrder
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class

- EventUnitEntry (0,N)
  - Type
  - Code
  - Pos
  - Value
- StatsItems (0,1)
  - StatsItem (1,N)
    - Type
    - Code
    - Pos
    - Value
    - Attempt
    - Percent
    - ExtendedStat (0,N)

2.3.4.5 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 /ExtendedInfos /UnitDateTime (0,1) Actual start date and time / end date and time. (do not include until unit starts)			
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: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		PERIOD	N/A	Element Expected: Beginning of each period. Remove when official.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send current period
STATS		LEAD_CHANGES	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Lead changes in the match

STATS		TIED_NUM	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of times the scores are tied in the match
DISPLAY		CURRENT	Numeric #0	Pos Description: Send a unique number for each competitor on the court. Element Expected: When available when the unit is LIVE and only for those players on the court.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.
DISPLAY		String	Numeric 0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /Stat or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: FG, P2, P3, FT, REB, ASSIST, TO, ST, BLC, PF, TREB, TTO, PF_COACH Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the ID of the athlete/team who was updated
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable (for REB and TREB) and only when the unit is LIVE. Send multiple if applicable			
	Attribute	**Value**	**Description**	
	Code	String	Send the @ExtendedStat Code or Attribute name of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatsItem. May be: - OR or DR for REB and TREB - Value/Attempt for FG, P2, P3, FT	
	Pos	N/A	N/A	
	Value	S(1)	Send "Y"	

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="STATS" Code="TIED_NUM" Value="5" />
  <ExtendedInfo Type="STATS" Code="LEAD_CHANGES" Value="8" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="1" Value="1102201" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="2" Value="1102199" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="3" Value="1102203" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="4" Value="1102213" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="5" Value="1102198" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="6" Value="1109414" />
....
  <ExtendedInfo Type="DISPLAY" Code="P2" Pos="1" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="P2" Pos="2" Value="BKBMTEAM5---GER01" />
</ExtendedInfos>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(6)	Match number

Element: Competition /ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes
Attendance	O	#####0	Total attendance (do not send if unknown)

Element: Competition /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 crew chief, the umpires and the commissioner
Order	M	Numeric	Send by Order as on official score sheet

Element: Competition /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	Official's organisation
IFId	O	S(16)	International Federation ID

Element: Competition /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: Competition /Periods /Period (1,N)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period
HomePeriodScore	O	Numeric ##0	Score of the home competitor for this period. Only send for full quarters (not half quarter) and each overtime
AwayPeriodScore	O	Numeric ##0	Score of the away competitor for this period Only send for full quarters (not half quarter) and each overtime

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)

ExtendedPeriod information.

Type	Code	Pos	Description
STARTER	HOME	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime Element Expected: When the information is available for each quarter and overtime
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) with no leading zeroes	ID of home team starter for each Period
STARTER	AWAY	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime Element Expected: When the information is available for each quarter and overtime
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) with no leading zeroes	ID of away team starter in each Period

Sample (General)

```
<Periods>
  <Period Code="Q1_H" HomeScore="10" AwayScore="4" />
  <Period Code="Q1" HomeScore="16" AwayScore="12" HomePeriodScore="16" AwayPeriodScore="12">
    <ExtendedPeriods>
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="1" Value="1102201" />
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="2" Value="1102199" />
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="3" Value="1102203" />
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="4" Value="1102213" />
      <ExtendedPeriod Type="STARTER" Code="HOME" Pos="5" Value="1102198" />
      <ExtendedPeriod Type="STARTER" Code="AWAY" Pos="1" Value="1109414" />
....
    </ExtendedPeriods>
  </Period>
  <Period Code="Q2_H" HomeScore="20" AwayScore="20" />
  <Period Code="Q2" HomeScore="28" AwayScore="28" HomePeriodScore="12" AwayPeriodScore="16">
  <ExtendedPeriods>
....
```

Element: Competition /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 of the Team for the particular event unit.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM
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 First named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: 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: Competition /Result /Competitor /Description (0,1) Competitors extended information.			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team.
IFId	O	S(16)	International Federation ID

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

Element: Competition /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: Competition /Result /Competitor /EventUnitEntry (0,N) For team event information				
Type		**Code**	**Pos**	**Description**
EUE		HOME_AWAY	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Home	Send Home or Away designator
EUE		UNIFORM	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
EUE		AGE_AVG	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Average of the team at the day of the match

			#0.0	
EUE		HEIGHT_AVG	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.00	Average height of the team in metres

Sample (General)

```
....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="BLUE" />
<EventUnitEntry Type="EUE" Code="AGE_AVG" Value="28.0" />
<EventUnitEntry Type="EUE" Code="HEIGHT_AVG" Value="1.92" />
....
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		PTS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points for the team
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	2CHANCE		
	Pos	N/A	N/A	
	Value	Numeric #0	Second Chance Points	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	BENCH		
	Pos	N/A	N/A	
	Value	Numeric #0	Bench Points	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	FAST_BRK		
	Pos	N/A	N/A	
	Value	Numeric #0	Fast Break Points	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			

	Attribute	Value	Description	
	Code	PAINT		
	Pos	N/A	N/A	
	Value	Numeric #0	Points in the Paint	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	TO		
	Pos	N/A	N/A	
	Value	Numeric #0	Points from Turnovers	
ST		LEAD_MAX	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Biggest Lead
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	SCORE		
	Pos	N/A	N/A	
	Value	String	Current score when biggest lead occurs	
ST		SCORE_RUN_MAX	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Biggest Scoring Run
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	SCORE		
	Pos	N/A	N/A	
	Value	String	Current score when biggest scoring run occurs	
ST		LEADING	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Total time leading
ST		FG P2 P3 FT PAINT	SC@Period	Code Description: Use FG for field goal Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw Use PAINT for Paint Pos Description: Send the period (for Qn and OT [all]) or TOT

				Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Succesful attempts
	Attempt	O	Numeric #0	Attempts
	Percent	O	Numeric ##0	Shooting Percentage
ST		REB	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total rebounds
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Defensive Rebounds	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive Rebounds	
ST		TREB	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Team Rebounds
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Defensive Rebounds	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	

	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Offensive Rebounds	
ST		ASSIST	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Assists
ST		TO	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Turnovers
ST		TTO	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team turnovers
ST		ST	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Steals
ST		BLC	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Blocked shots
ST		PF	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Fouls
ST		PF_TEAM	N/A	Element Expected: Always, if the information is available

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team Period fouls of the current period
ST		EFF	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team efficiency
ST		PF_COACH	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Coach Fouls
ST		FD	SC@Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Fouls Drawn
ST		PLUS_MINUS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / Minus for the team
ST		TOUT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of time outs totally taken
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	MAX		
	Pos	N/A	N/A	
	Value	Numeric #0	Maximum possible Time outs	

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Value="71">
    <ExtendedStat Code="TO" Value="7" />
    <ExtendedStat Code="PAINT" Value="20" />
    <ExtendedStat Code="2CHANCE" Value="15" />
  </StatsItem>
  <StatsItem Type="ST" Code="LEAD_MAX" Value="9" />
  <StatsItem Type="ST" Code="SCORE_RUN_MAX" Value="6-0" >
    <ExtendedStat Code="SCORE" Value="16-7" />
  </StatsItem>
  <StatsItem Type="ST" Code="TTO" Value="2" />
  <StatsItem Type="ST" Code="TREB" Value="3" >
    <ExtendedStat Code="OR" Value="1" />
    <ExtendedStat Code="DR" Value="2" />
  </StatsItem>
  <StatsItem Type="ST" Code="FG" Pos="TOT" Attempt="54" Value="25" Percent="46" />
  <StatsItem Type="ST" Code="P2" Pos="TOT" Attempt="40" Value="20" Percent="50" />
  <StatsItem Type="ST" Code="P3" Pos="TOT" Attempt="14" Value="5" Percent="36" />
...
  <StatsItem Type="ST" Code="FT" Pos="TOT" Attempt="18" Value="16" Percent="89" />
  <StatsItem Type="ST" Code="REB" Pos="TOT" Value="34" >
    <ExtendedStat Code="OR" Value="11" />
    <ExtendedStat Code="DR" Value="23" />
  </StatsItem>
  <StatsItem Type="ST" Code="ASSIST" Pos="TOT" Value="13" />
  <StatsItem Type="ST" Code="TO" Pos="TOT" Value="15" />
  <StatsItem Type="ST" Code="ST" Pos="TOT" Value="3" />
  <StatsItem Type="ST" Code="BLC" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="PF" Pos="TOT" Value="14" />
```

Element: Competition /Result /Competitor /Composition /Athlete (0,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 @Bib, Family Name and Given Name. Next, send suspended players at the period. 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.
Bib	M	S(2)	Shirt number

Element: Competition /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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /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
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended
EUE		CAPTAIN	N/A	Element Expected: Send the code just for the captain when known
	Attribute	**M/O**	**Value**	**Description**
	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)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is a Starter
EUE		POSITION	N/A	Element Expected: As soon as it known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the player in the team
EUE		AGE	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Age of the player on the day of the match

Sample (General)

```
<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" Value="G" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="EUE" Code="AGE" Value="22" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	FG P2 P3	N/A	Code Description: Use FG for field goal Use P2 for 2pt

		FT		Use P3 for 3pt Use FT for Free Throw Element Expected: Do not send if not applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Successful attempts
	Attempt	O	Numeric #0	Attempts
	Percent	O	Numeric ##0	Shooting Percentage
ST		REB	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total rebounds
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Defensive Rebounds	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive Rebounds	
ST		ASSIST	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Assists
ST		TO	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Turnovers
ST		ST	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Steals
ST		BLC	N/A	Element Expected:

				Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Blocked Shots
ST		PF	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Fouls
ST		FD	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Fouls Drawn
ST		EFF	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Player efficiency
ST		PTS	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points
ST		MINS	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss or S(3)	Minutes Played or DNP if the player did not play
ST		PLUS_MINUS	N/A	Element Expected: Do not send if not applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / minus

Sample (General)

```
....
<StatsItems>
   <StatsItem Type="ST" Code="FG" Attempt="5" Value="1" Percent="20" />
   <StatsItem Type="ST" Code="P2" Attempt="5" Value="1" Percent="20" />
   <StatsItem Type="ST" Code="FT" Attempt="8" Value="7" Percent="88" />
   <StatsItem Type="ST" Code="REB" Value="6" >
      <ExtendedStat Code="OR" Value="2" />
      <ExtendedStat Code="DR" Value="4" />
   </StatsItem>
   <StatsItem Type="ST" Code="ASSIST" Value="1" />
   <StatsItem Type="ST" Code="TO" Value="1" />
   <StatsItem Type="ST" Code="PF" Value="2" />
   <StatsItem Type="ST" Code="FD" Value="4" />
   <StatsItem Type="ST" Code="PTS" Value="9" />
   <StatsItem Type="ST" Code="MINS" Value="20:05" />
</StatsItems>
....
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 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.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (match)
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Clock (0,1)		

		Period	
		Time	
		Running	
	Result (0,N)		
		Result	
		SortOrder	
		StartSortOrder	
		ResultType	
		Competitor (1,N)	
			Code
			Type
			Organisation

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

Element: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric ##0	Result of the competitor for the unit.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	M	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

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

Sample (Clock)

```
<Competition>
  <Clock Period="Q2" Time="1:34" Running="Y" />
```

2.3.5.6 Message Sort

Sort by SortOrder.

2.3.6 Play by Play

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (match)
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. Only use full periods or OT for all overtimes if applicable. (Q1, Q2, Q3, Q4 and OT) If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

This message is sent:
* LIVE: After every action
* LIVE: At the start of every period/OT
* INTERMEDIATE: After each period (if it is not the last period)
* UNOFFICIAL/OFFICIAL: After the match (unit)

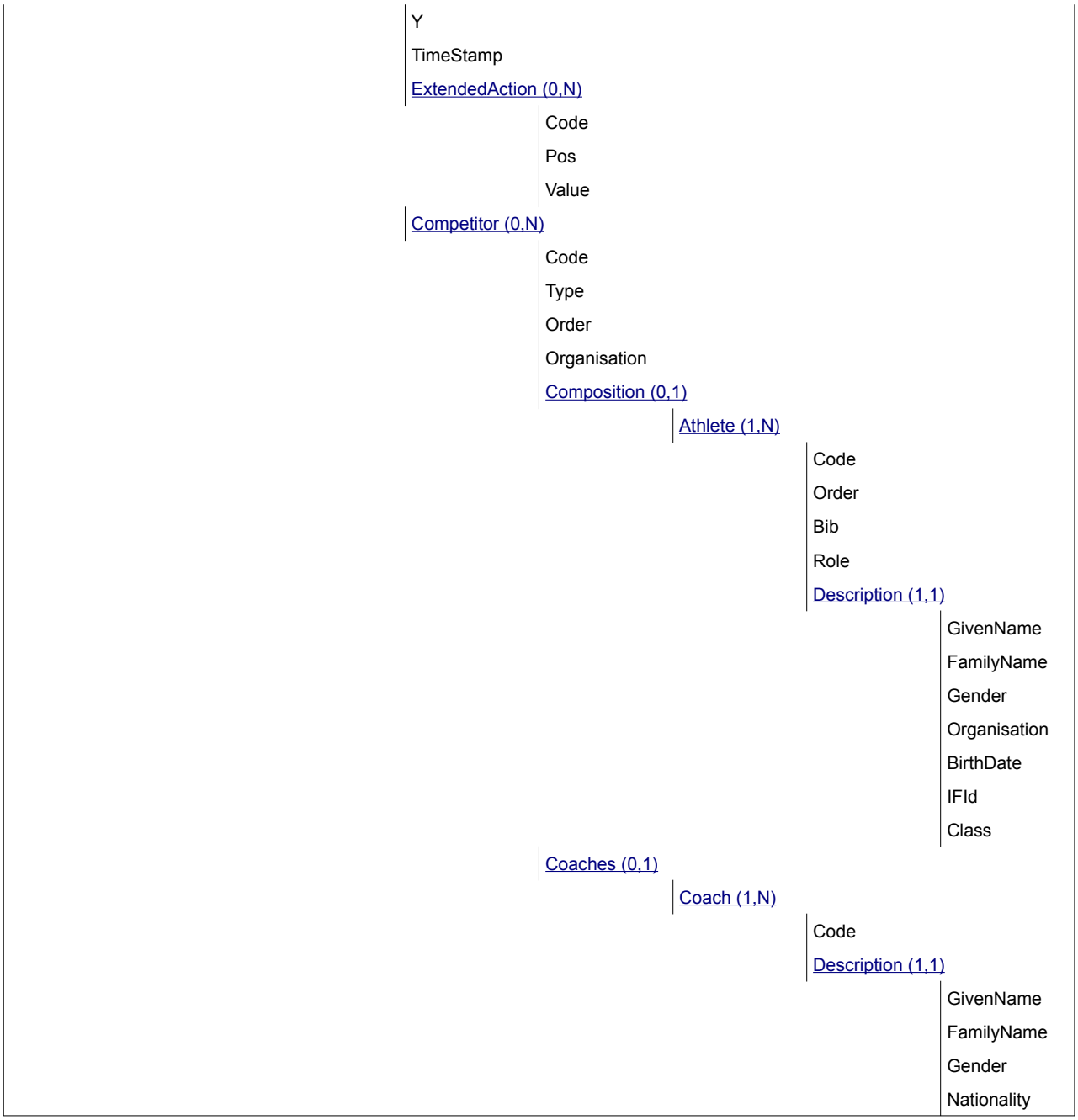
The message is sent by period according to the header values and with all periods at the end of the match

(OFFICIAL only)

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Actions (0,1)						
		Home					
		Away					
		Action (1,N)					
			Id				
			PId				
			Period				
			Order				
			Action				
			ActionAdd				
			ActionDesc				
			When				
			Result				
			ScoreH				
			ScoreA				
			LeadH				
			LeadA				
			X				



2.3.6.5 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 /ExtendedInfos /SportDescription (0,1) **Sport Descriptions in Text.**			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit
UnitNum	O	S(6)	Match number

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

Element: Competition /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: Competition /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 appears here.
Period	M	SC @Period	Period 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
ActionAdd	O	S(200)	Additional information related to the action
ActionDesc	O	S(200)	Action/Incident description (ENG)
When	O	mm:ss	Time in which the action occurred. Action's time in minutes and seconds Example (02:05)

Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric ##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric ##0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	Numeric #0 or -#0	Points lead for the Home Team. Send if there is a score change for either team.
LeadA	O	Numeric #0 or -#0	Points lead for the Away Team. Send if there is a score change for either team.
X	O	S(20)	X coordinate of the action location (in pixels relative to 0,0 in BACKGROUND image
Y	O	S(20)	Y coordinate of the action location (in pixels relative to 0,0 in BACKGROUND image
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Competition /Actions /Action /ExtendedAction (0,N) **Extended Action information.**				
Type		**Code**	**Pos**	**Description**
		FREETHROWS	N/A	Element Expected: When available in case of FT, FOUL or CFOUL
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @FreeThrow	For FOUL & CFOUL: Number of Free Throws awarded. For FT: Number of Free Throws total.
		SHOT_FLAG	N/A	Element Expected: When available in case of FT or P2/P3
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ShotFlag	For FT and P2/P3: Shot Flag
		SHOT_POS	N/A	Element Expected: When available in case P2/P3
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Sector	Shot Sector
		SHOT_TYPE	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @FreeThrowOf or SC @Res_Sub	Shot Type
		ADD2	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Additional information for related action (e.g. Assist after shot made or Turnover after Offensive foul)
		DESC2	N/A	Element Expected: When applicable

	Attribute	M/O	Value	Description
	Value	M	String	Additional description for related action

Element: Competition /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: Competition /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 when there are more than one athlete related to the action.
Bib	O	S(2)	Shirt number
Role	O	SC @ActionRole	Role of the competitor in the action, according to the available codes

Element: Competition /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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Actions /Action /Competitor /Coaches /Coach (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.

Element: Competition /Actions /Action /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

Sample (General)

```
<Action Id="123456" Period="Q1" Order="3" Action="P2O" When="2:14" Result="MISS" >
  <Competitor Code="BKBWTEAM5-----RSA01" 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>
```

2.3.6.6 Message Sort

Actions /Action @Order followed by @Pos

2.3.7 Image

2.3.7.1 Description

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

For the BACKGROUND the image is a half court background with the zero position in the bottom left.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	Competitor ID	Competitor ID of the team, for example BKBMTEAM5---CAN01 Only for the uniform message
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send BACKGROUND for the image of the court UNIFORM for uniform message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	CC @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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

Trigger when image available and after any change.
Usually only expected once at each competition for court.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		

	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type
			Code
			Pos
			Value
	Image (1,N)		
		Pos	
		Version	
		Revision	
		ImageType	
		ImageData (1,1)	
			-

2.3.7.5 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 /ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
UI		ZERO	N/A	Element Expected: Always for BACKGROUND
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send TL for top left or BL for bottom left as the zero position for the image.
UI		X	N/A	Element Expected: Always for BACKGROUND
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	X axis size in pixels
UI		Y	N/A	Element Expected: Always for BACKGROUND
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Y axis size in pixels

Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**

Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message. For uniforms 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, jpg or png(png for uniform)

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 jpeg or png file)

Sample (General)

```
<ExtendedInfos>
   <ExtendedInfo Type="UI" Code="ZERO" Value="TL" />
   <ExtendedInfo Type="UI" Code="X" Value="400" />
   <ExtendedInfo Type="UI" Code="Y" Value="500" />
</ExtendedInfos>
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
   <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.3.7.6 Message Sort

Sort by Competition /Image /Pos and SortOrder within image (if multiple).

2.3.8 Pool Standings

2.3.8.1 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).

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC for the pool/group or phase in case combined ranking
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.8.3 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.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		Progress (0,1)			
			LastUnit		
			UnitsTotal		
			UnitsComplete		
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		QualificationMark			
		SortOrder			
		Won			
		Lost			
		Played			
		For			
		Against			
		Diff			
		Ratio			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
		Competitor (1,1)			

		Code		
		Type		
		Organisation		
		Description (0,1)		
			TeamName	
		Opponent (0,N)		
			Code	
			Type	
			Pos	
			Organisation	
			Date	
			Time	
			Unit	
			HomeAway	
			Result	
			Description (0,1)	
				TeamName

2.3.8.5 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 /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: Competition /ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.

SubEventName	M	S(40)	Phase ENG Description (not code) from Common Codes. Only include if in single phase.
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /Result (1,N) **For any message, there should be at least one competitor being awarded a result for the pool.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
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	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
QualificationMark	O	SC @QualificationMark	Qualified indicator.
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.
For	O	Numeric ##0	Total number of points for. Do not send if the team has not played.
Against	O	Numeric ##0	Total number of points against. Do not send if the team has not played.
Diff	O	Numeric ##0 or -##0	Points difference, between points for and points against
Ratio	O	Numeric ##0	Send the winning percentage for the team

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		STREAK	Numeric 0	Pos Description: Send 1 (games won) or 2 (games lost) Element Expected: If available, for not disqualified teams
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games won or lost in row
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected I available, for not disqualified teams**			

	Attribute	Value	Description	
	Code	DETAIL		
	Pos	Numeric 0	Send 1..n for the last n games	
	Value	S(1)	Send W if the game was won, L is the game was lost	
ER		SUB_RANK	N/A	Element Expected: If available in the overall pool standings
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(5)	Pool and Rank in the pool, e.g. A1

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

Competitors extended information.

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
Type	M	S(1)	T for team
Pos	M	Numeric #0	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
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 85-82). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="167" Against="156" Diff="11" Ratio="50">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="STREAK" Pos="1" Value="1" >
      <Extension Code="DETAIL" Pos="1" Value="L" />
      <Extension Code="DETAIL" Pos="2" Value="W" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="BKBMTEAM5-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="BKBMTEAM5-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00" Unit="BKBMTEAM5----------GPA-000200--" HomeAway="H" Result="82:80">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="BKBMTEAM5-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00" Unit="BKBMTEAM5----------GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="BKBMTEAM5-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00" Unit="BKBMTEAM5----------GPA-000500--" HomeAway="A" Result="91:103">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.8.6 Message Sort

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

2.3.9 Brackets

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	CC @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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

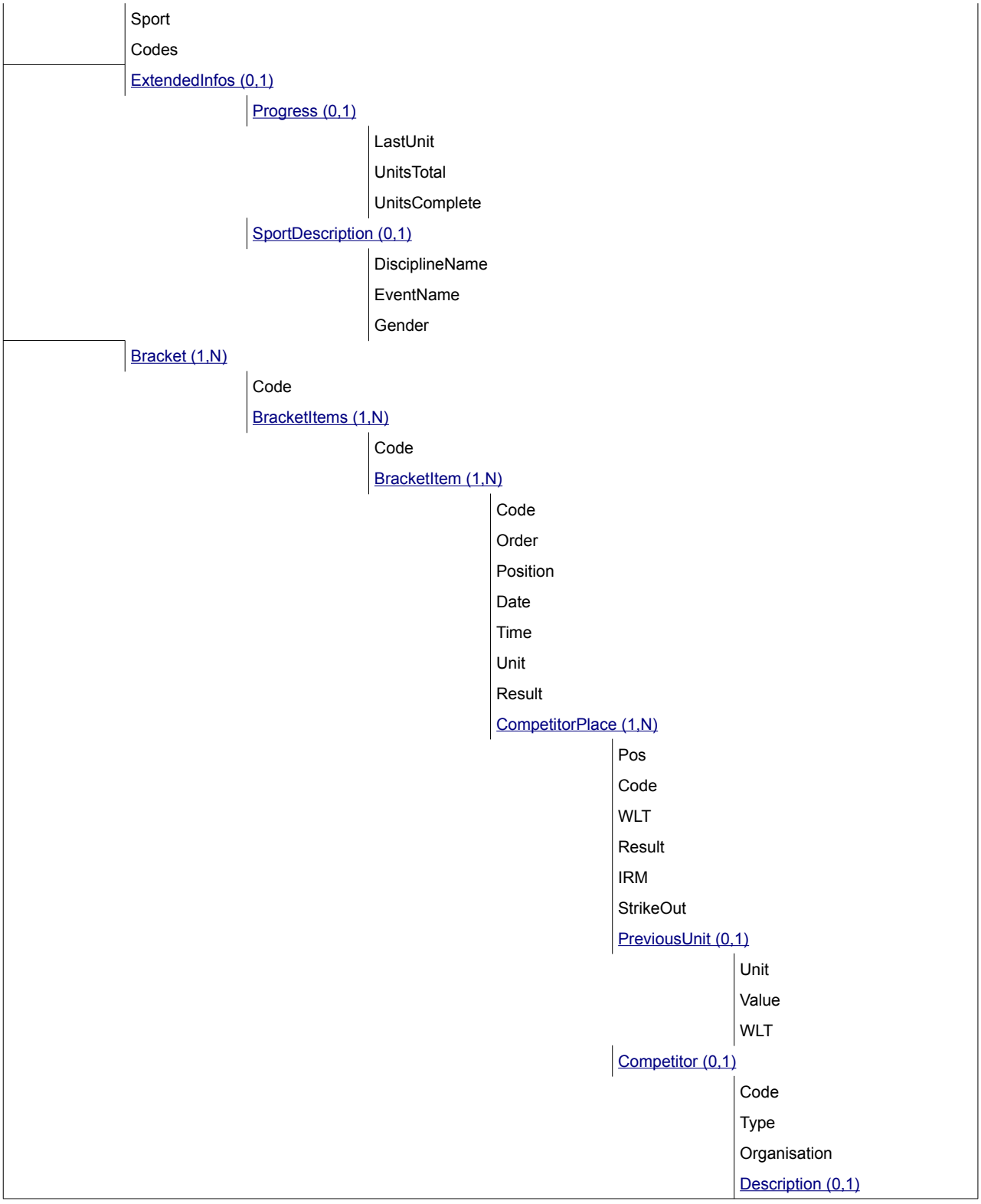
2.3.9.3 Trigger and Frequency

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						


Sport
Codes
ExtendedInfos (0,1)
Progress (0,1)
LastUnit
UnitsTotal
UnitsComplete
SportDescription (0,1)
DisciplineName
EventName
Gender
Bracket (1,N)
Code
BracketItems (1,N)
Code
BracketItem (1,N)
Code
Order
Position
Date
Time
Unit
Result
CompetitorPlace (1,N)
Pos
Code
WLT
Result
IRM
StrikeOut
PreviousUnit (0,1)
Unit
Value
WLT
Competitor (0,1)
Code
Type
Organisation
Description (0,1)

	TeamName

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

Element: Competition /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: Competition /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: Competition /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,

		##0	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	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved.
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: Competition /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 different competitors in the bracket (1, 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: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)

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

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the 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: Competition /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: Competition /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="BKBWTEAM5----------
SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="BKBWTEAM5-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="BKBWTEAM5-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.9.6 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.

2.3.10 Statistics

2.3.10.1 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.

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC at event level
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 TOU	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. - TOU: For Tournament statistics (like Tournaments Total statistics) - IND_RANKING: Ranking of individual tournament statistics, for the best athletes. - TEAM_RANKING: Ranking of team tournament statistics.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

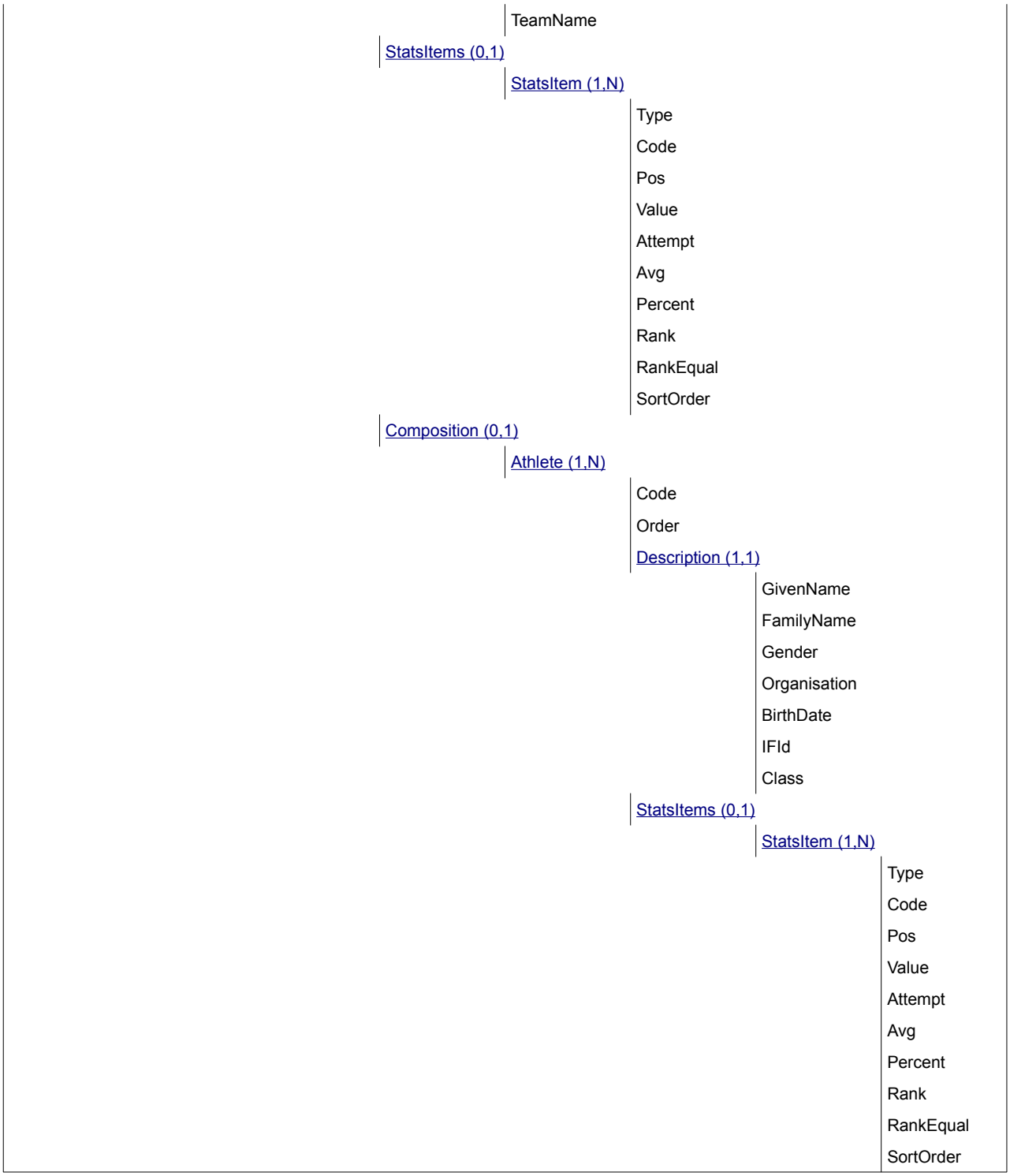
2.3.10.3 Trigger and Frequency

After each match when the result is official.

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
		Progress (0,1)					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
	Stats (1,1)						
		Code					
		StatsItems (0,1)					
			StatsItem (1,N)				
				Type			
				Code			
				Pos			
				Value			
				Attempt			
				Avg			
				Percent			
		Competitor (0,N)					
			Code				
			Type				
			Order				
			Organisation				
			Description (0,1)				


TeamName
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Attempt
Avg
Percent
Rank
RankEqual
SortOrder
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Attempt
Avg
Percent
Rank
RankEqual
SortOrder

2.3.10.5 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 /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
EI		VENUE	N/A	Element Expected: In TOU message when capacity available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @VenueCode	Send a venue code
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected In TOU message when available			
	Attribute	**Value**	**Description**	
	Code	CAPACITY		
	Pos	N/A	N/A	
	Value	Numeric ####0	Venue Public capacity	
MIN_ATPG		FGP	N/A	Element Expected: Always in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Minimum number of attempts per game for the total field goals percentage athlete's ranking
MIN_ATPG		P3P	N/A	Element Expected: Always in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Minimum number of attempts per game for the total 3 points field goals percentage athlete's ranking
MIN_ATPG		P2P	N/A	Element Expected: Always in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Minimum number of attempts per game for the total 2 points field goals percentage athlete's ranking
MIN_ATPG		FTP	N/A	Element Expected: Always in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Minimum number of attempts per game for the total free throws percentage athlete's ranking

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

Sample (Stats Code="TOU")

```
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="VENUE" Value="BBA">
    <Extension Code="CAPACITY" Value="12000" />
  </ExtendedInfo>
  <ExtendedInfo Type="EI" Code="VENUE" Value="NGA">
    <Extension Code="CAPACITY" Value="18500" />
  </ExtendedInfo>
</ExtendedInfos>
```

Sample (Stats Code="IND_RANKING")

```
<ExtendedInfos>
  <ExtendedInfo Type="MIN_ATPG" Code="FGP" Value="8" />
  <ExtendedInfo Type="MIN_ATPG" Code="P2P" Value="6" />
  <ExtendedInfo Type="MIN_ATPG" Code="P3P" Value="2" />
  <ExtendedInfo Type="MIN_ATPG" Code="FTP" Value="3" />
</ExtendedInfos>
```

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

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

Element: Competition /Stats /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		MP	N/A	Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the overall number of games (matches) played
ST		FG P2 P3 FT	N/A	Code Description: Use FG for (Field Goal) Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw Element Expected: Always for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Total successful shot attempts
	Attempt	O	Numeric ####0	Total shot attempts
	Percent	O	Numeric ##0	Shooting percentage
ST		FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Code Description: Use FG average Element Expected: Always for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Average successful shot attempts per game
	Attempt	O	Numeric ##0	Average shot attempts per game
ST		REB REB_OR REB_DR	N/A	Element Expected: If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total number of rebounds for this code
	Avg	O	Numeric #0.0	Average rebounds per game for this code
ST		ASSIST TO ST BLC PF FD PTS	N/A	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Foul Drawn Use PTS for Points Element Expected:

				If available, for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total
	Avg	O	Numeric ##0 Or Numeric ##0.0	Average per game Send ##0.0 for PTS.
ATTENDANCE		DATE	Date	Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #######0	Total attendance of all matches for the specified date
	Percent	O	Numeric ##0	Percentage of capacities of the venues occupied at the matches
ATTENDANCE		RSC	S(34)	Pos Description: Full RSC for each of - Discipline Level - Event Level - Overall Prelims Level - Overall Finals level Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #######0	Total attendance indicated by RSC (@Pos).
	Percent	O	Numeric ##0	Percentage of capacities of the venues occupied at the matches

Sample (TOU)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="GP" Value="18" />
    <StatsItem Type="ST" Code="FG" Attempt="2349" Value="1037" Percent="44" >
      <ExtendedStat Code="MADE_AVG" Value="58" />
      <ExtendedStat Code="ATT_AVG" Value="131" />
    </StatsItem>
    <StatsItem Type="ST" Code="P2" Attempt="1601" Value="797" Percent="50" >
      <ExtendedStat Code="MADE_AVG" Value="44" />
      <ExtendedStat Code="ATT_AVG" Value="89" />
    </StatsItem>
    <StatsItem Type="ST" Code="FT" Attempt="717" Value="481" Percent="67" >
      <ExtendedStat Code="MADE_AVG" Value="27" />
      <ExtendedStat Code="ATT_AVG" Value="40" />
    </StatsItem>
    <StatsItem Type="ST" Code="REB" Value="1401" Value="78" />
    <StatsItem Type="ST" Code="REB_OR" Value="417" Value="23" />
    <StatsItem Type="ST" Code="REB_DR" Value="984" Value="55" />
    <StatsItem Type="ST" Code="ASSIST" Value="595" Avg="33" />
```

Element: Competition /Stats /Competitor (0,N) Competitor of the statistics.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
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: Competition /Stats /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitors' rules.				
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: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games (matches) played
ST		FG P2 P3 FT PAINT	Numeric #0	Code Description: Use FG for Field Goals P2 for 2pt P3 for 3pt FT for Free Throw PAINT for Paint Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total successful attempts
	Attempt	O	Numeric ###0	Total attempts

	Percent	O	Numeric ##0	Shooting percentage
	Rank	O	Numeric #0	Ranking based on percentage
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		FG_AVG P2_AVG P3_AVG FT_AVG	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Average per game
	Attempt	O	Numeric ##0.0	Attempts average per game
	Rank	O	Numeric #0	Team ranking made average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		FG_ATT_AVG P2_ATT_AVG P3_ATT_AVG FT_ATT_AVG	N/A	Element Expected: If available, for the DocumentSubtype=TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Rank	O	Numeric #0	Team ranking attempts average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		REB REB_OR REB_DR	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total rebounds
	Avg	O	Numeric #0.0	Average rebounds
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific

				ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		TREB TREB_OR TREB_DR	N/A	Code Description: Team Reb total, offensive, defensive Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team Total Rebounds
	Avg	O	Numeric ##0.0	Team Total Rebounds Average
ST		ASSIST TO ST BLC PF FD	Numeric 0	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Foul Drawn Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total
	Avg	O	Numeric #0.0	Average
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		TTO	N/A	Element Expected: Always, if the information is available except in TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team turnovers
	Avg	O	Numeric ##0.0	Team turnovers Average
ST		EFF	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team efficiency

ST		PF_COACH	N/A	Element Expected: If applies, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Coach Fouls
	Avg	O	Numeric ##0.0	Coach Fouls Average
ST		PLUS_MINUS	N/A	Element Expected: If applies, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / minus for the team
ST		PTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics. Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype= TEAM_RANKING & CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Points
	Avg	O	Numeric ##0.0	Per game average for the team
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		2CHANCE PTS_PAINT	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype = CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Points
	Avg	O	Numeric ##0.0	Per game average for the team
ST		BENCH FAST_BRK TOPTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype= TEAM_RANKING & CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total Points from Bench, Fast Break, Turnovers Points
	Avg	O	Numeric ##0.0	Average
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="5" />
  <StatsItem Type="ST" Code="FG" Pos="0" Rank="1" SortOrder="1" Attempt="324" Value="123" Percent="38" />
  <StatsItem Type="ST" Code="P2" Pos="0" Rank="1" SortOrder="1" Attempt="195" Value="83" Percent="43" />
...
  <StatsItem Type="ST" Code="FG_AVG" Pos="0" Rank="1" SortOrder="1" Avg="24.6" />
...
  <StatsItem Type="ST" Code="REB" Pos="0" Rank="1" SortOrder="1" Value="212" Avg="42.4" />
  <StatsItem Type="ST" Code="REB_OR" Pos="0" Rank="1" SortOrder="1" Value="82" Avg="16.4" />
  <StatsItem Type="ST" Code="REB_DR" Pos="0" Rank="2" SortOrder="2" Value="130" Avg="26.0" />
  <StatsItem Type="ST" Code="ASSIST" Pos="0" Rank="2" SortOrder="2" Value="64" Avg="12.8" />
</StatsItems>
```

Element: Competition /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: Competition /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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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

Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.				
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	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games (matches) played
ST		FG P2 P3 FT	N/A	Code Description: FG for (Field Goal) P2 for 2pt P3 for 3pt FT for Free Throw Element Expected: If available, for the DocumentSubtype=CUM and in IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total successful attempts
	Attempt	O	Numeric ###0	Total attempts
	Percent	O	Numeric ##0	Shooting percentage
	Rank	O	Numeric ##0	Ranking based on percentage
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Code Description: Use FG_AVG for Field Goal average Use P2_AVG for 2pts average Use P3_AVG for 3pts average Use FT_AVG for Free Throw average Element Expected: If available, for the DocumentSubtype= IND_RANKING & CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Average per game
	Attempt	O	Numeric #0.0	Average attempts per game
	Rank	M	Numeric ##0	Athlete's ranking based on average made per game

	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		FG_ATT P2_ATT P3_ATT FT_ATT	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Rank	O	Numeric ##0	Athlete's ranking based on attempts
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		REB REB_OR REB_DR	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total, defensive and offensive Rebounds
	Avg	O	Numeric #0.0	Rebounds per Game average for the athlete
	Rank	O	Numeric #0	Athlete's ranking based on the Rebounds per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		ASSIST TO ST BLC FD	N/A	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use FD for Foul Drawn Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total
	Avg	O	Numeric #0.0	Average for the athlete
	Rank	O	Numeric ##0	Athlete's ranking based on the game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		PF	N/A	Element Expected:

				If available for the DocumentSubtype= CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total of personal fouls made by the athlete for all the games played
	Avg	O	Numeric #0.0	Fouls per Game average for the athlete
	Rank	O	Numeric ##0	Athlete's ranking based on Fouls per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		EFF	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Player efficiency
ST		PTS	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points
	Rank	O	Numeric ##0	Athlete's ranking based on Total Points
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		PTS_AVG	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Points per game average for the athlete
	Rank	O	Numeric ##0	Athlete's ranking based on the Points per game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		MINS	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss or	Time Played or DNP if did not play

			S(3)	
	Avg	O	##0.0	Minutes played per game average for the athlete
	Rank	O	Numeric ##0	Athlete's ranking based on MPG
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		PLUS_MINUS	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0 or -##0	Plus / Minus
	Avg	O	Numeric #0.0 or -#0.0	Plus / Minus Game average
	Rank	O	Numeric ##0	Athlete's ranking based on Plus / Minus per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank
ST		DBL_DBL	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total double doubles
	Avg	O	Numeric 0.0	Double double Game average
	Rank	O	Numeric ##0	Athlete's ranking based on double double game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric ##0	Sort Order for @Rank

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="4" />
  <StatsItem Type="ST" Code="FG" Rank="21" SortOrder="21" Attempt="21" Value="7" Percent="33" />
  <StatsItem Type="ST" Code="P2" Rank="21" SortOrder="21" Attempt="12" Value="3" Percent="25" />
  <StatsItem Type="ST" Code="P3" Rank="21" SortOrder="21" Attempt="9" Value="4" Percent="44" />
  <StatsItem Type="ST" Code="FT" Rank="21" SortOrder="21" Attempt="13" Value="9" Percent="69" />
  <StatsItem Type="ST" Code="REB_OR" Value="6" Avg="2.0" />
  <StatsItem Type="ST" Code="REB_DR" Value="6" Avg="2.0" />
  <StatsItem Type="ST" Code="REB" Value="12" Avg="4.0" />
  <StatsItem Type="ST" Code="ASSIST" Value="8" Avg="2.3" />
```

2.3.10.6 Message Sort

Sort according to the @Order attributes.

2.3.11 Event Final Ranking

2.3.11.1 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.

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full 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	CC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

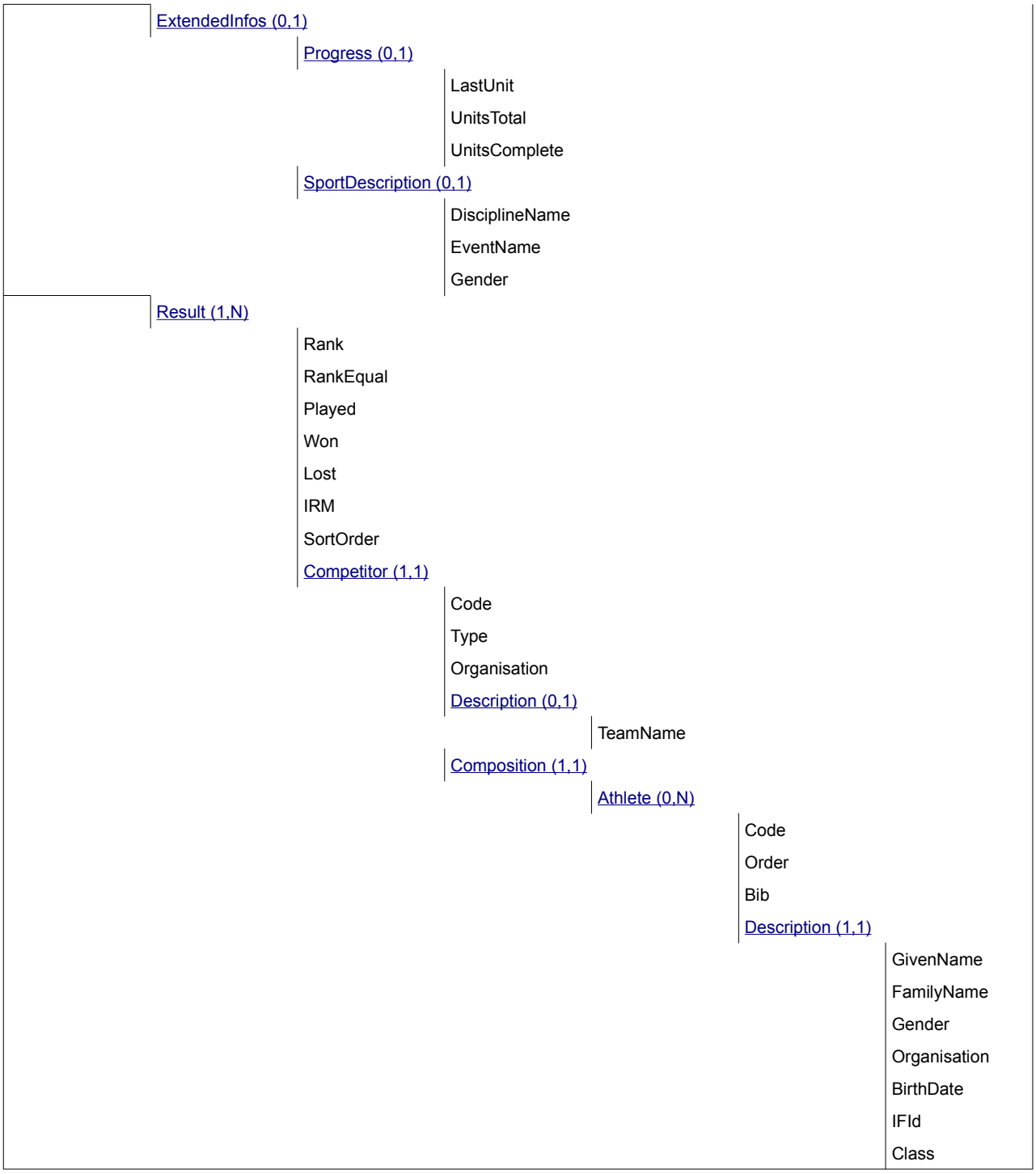
2.3.11.3 Trigger and Frequency

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.

2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					



2.3.11.5Message 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 /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: Competition /ExtendedInfos /SportDescription (0,1) Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit.

Element: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result /Competitor (1,1) Competitor related to one final event result.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Competitor's ID or another indicator (SC @CompetitorPlace) in

		zeroes or SC @CompetitorPlace	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: Competition /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team.

Element: Competition /Result /Competitor /Composition /Athlete (0,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: Competition /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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="BKBMTEAM5-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.11.6Message Sort

Sort by Result @SortOrder

3 Message Timeline

Legend:
D Discipline; **E** Event; **P** Phase; **S** Session; **U** Unit
x Sent on that level; **o** Includes info from that level

4 Document Control

Version history		
Version	**Date**	**Comments**
V1.0	31 Oct 2016	Update
V1.1	23 Nov 2016	Updated
V1.2	9 Jan 2017	Updated with feedback
V1.4	24 Mar 2017	Updated
V1.5	1 Aug 2017	Updated to add 3x3 basketball
V1.6	25 Aug 2017	Updated
V1.7	15 Nov 2017	Removed information applicable to 3x3 and YOG
V1.8	28 Feb 2018	Updated
V2.0	8 Aug 2018	Updated
V2.1	7 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	18 Apr 2019	Updated after reviews from Omega.
V2.5	14 Aug 2019	Updated
V2.6	11 Nov 2019	Updated
V2.7	10 Dec 2019	Updated
V2.8	27 Mar 2020	Updated

File Reference: SOG-2020-BKB-2.8 APP

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First Version
V1.1	SFR	Change triggering in DT_CURRENT to also include each action (play by play) also DT_RESULT: Remove PreviousResults DT_CURRENT: Removed Result element to reduce redundancy.
V1.2	SFA	DT_STATS: added extensions in ExtendedInfos for matches played etc. DT_PARTIC: Corrected copy/paste error in sample.
V1.4	APP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription DT_RESULT: Move Duration to the new attribute
V1.5	APP	Add 3x3 requirements Add dunk and 3 point requirements
V1.6	APP	DT_PLAY_BY_PLAY: Typographical corrections for UnitAction DT_RESULT: In Result /Competitor /Description add IFId DT_STATS: Update sort order within team as requested. DT_STATS: Remove TTO and EFF for TEAM_RANKING
V1.7	APP	Remove 3x3 Information
V1.8	APP	DT_PARTIC: Updated to add Passport names (CR15219) DT_SCHEDULE: Add PreviousWLT and PreviousUnit @ Competition /Unit /StartList /Start Minor typographical corrections without changing the meaning.

V2.0	APP	DT_RESULT: ExtendedInfos Add MADE/ATT for shots DT_STATS: Correct typo at ATTEND/RSC_TOTALS, should be S(34) DT_PLAY_BY_PLAY: Updated to send by Period DT_IMAGE: Message added Updated to support Wheelchair Basketball (add Class where applicable) CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_PARTIC_TEAM: Added previous OG games played and won.
V2.2	SFA	DT_PARTIC_TEAM: Changed ENTRY/SEED to ENTRY/DRAW DT_RESULT: Update referee to crew chief DT_RESULT: Add Pos for EUE/UNIFORM DT_POOL_STANDING: Update DocumentCode comment for clarity. Minor typographical corrections DT_IMAGE: Updated to support uniforms
V2.3	APP	DT_POOL_STANDING: Add Qualification Mark DT_POOL_STANDING: Add ER/SUB_RANK DT_PLAY_BY_PLAY: Add CFOUL at FREETHROWS @ Actions /Action /ExtendedAction CR16928: Move extensions to attribute to simplify. DT_RESULT and DT_STATS.
V2.4	APP	DT_PARTIC_TEAM: Add ENTRY/RANK_WLD, ENTRY/OG_LOST, ENTRY/HEIGHT_AVG DT_STATS: Simplyfy ST/xx_AVG and remove extensions DT_STATS: Clarify ST/xx_AVG including for and against for teams and athletes DT_PLAY_BY_PLAY: Clarify DocumentSubcode. DT_PLAY_BY_PLAY: Noted X/Y units used. DT_PLAY_BY_PLAY: Add DESC2 & ADD2 DT_IMAGE: Added a note re the zero position for BACKGROUND image. DT_BRACKETS: Add ResultStatus = START_LIST DT_STATS: PTS_PAINT and 2CHANCE are TeamStats for CUM only CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY Other editorial changes without changing the intent
V2.5	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N DT_STATS: Delete ATTEND/DATE @ Stats /StatsItems /StatsItem DT_STATS: Delete ATTEND/RSC_TOTALS @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/DATE @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/RSC @ Stats /StatsItems /StatsItem
V2.6	APP	DT_POOL_STANDING: Update the description of ER/SUB_RANK at Result /ExtendedResults /ExtendedResult CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.7	APP	CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight DT_PLAY_BY_PLAY: Clarify SHOT_TYPE @Actions/Action/ExtendedAction for special situations
V2.8	APP	DT_STATS: DocumentSubcode clarified Minor clarifications without changing the intent