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SOG-2020-VBV-2.8 APP

Olympic Data Feed



Beach Volleyball ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Beach Volleyball Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Beach Volleyball 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



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2 Messages

2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
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_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_WEATHER	Weather conditions	X
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	



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DT_KA	Keep Alive	
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2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

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

HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)
HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)
HNOC NOC Head to Head units (e.g. ARC, ALP)
HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

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

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

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this). For example:



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

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

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

- When displaying the schedule users must use the following sort order to display as intended:
 1. By day (or filter by day)
 2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
 3. By Time (regardless if HideStartDate='Y')
 4. By Order
- The Order is sent for all units where HideStartDate='Y' or if special ordering is required else not sent. Start with 1 each new session each day
- End users should display StartText if HideStartDate='Y'

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

Competition schedule update:

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

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

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

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

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

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



2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	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.

2.2.1.3 Trigger and Frequency

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

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

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

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

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



2.2.1.4 Message 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
<u>Competition (0,1)</u>								
	Gen							
	Sport							
	Codes							
	<u>Session (0,N)</u>							
		SessionCode						
		StartDate						
		EndDate						
		Leadin						
		Venue						
		VenueName						
		ModificationIndicator						
		SessionStatus						
		SessionType						
		<u>SessionName (1,N)</u>						
			Language					
			Value					
	<u>Unit (0,N)</u>							
		Code						
		PhaseType						
		UnitNum						
		ScheduleStatus						
		StartDate						
		HideStartDate						
		EndDate						
		HideEndDate						
		ActualStartDate						
		ActualEndDate						
		Order						
		Medal						
		Venue						
		Location						



MediaAccess
SessionCode
ModificationIndicator
<u>StartText (0,N)</u>
Language
Value
<u>ItemName (1,N)</u>
Language
Value
<u>ItemDescription (0,N)</u>
Language
-
<u>VenueDescription (1,1)</u>
VenueName
LocationName
<u>StartList (0,1)</u>
<u>Start (1,N)</u>
StartOrder
SortOrder
PreviousWLT
PreviousUnit
<u>Competitor (1,1)</u>
Code
Type
Organisation
Bib
<u>Description (0,1)</u>
TeamName
IFId
<u>Composition (0,1)</u>
<u>Athlete (1,N)</u>
Code
Order
Bib
<u>Description (1,1)</u>



	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.2.1.5 Message Values

Element Competition (0,1)			
Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Name of venue
ModificationIndicat	O	S(1)	Attribute is mandatory in the



or			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	Full RSC for the unit	
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match Number
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 incorrert (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



			<p>used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started.</p> <p>Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished.</p> <p>Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is considered in two situations:</p> <p>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.</p>



			<p>2. If some units start at the same time and a particular order of the units is expected.</p> <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>
Medal	O	SC @UnitMedalType	<p>Medal indicator. Do not send if not a medal event unit</p>
Venue	O	CC @VenueCode	<p>Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (CC).</p>
Location	O	CC @Location	<p>Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (CC).</p>
MediaAccess	O	S(6)	<p>Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".</p>
SessionCode	O	S(10)	<p>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.</p>
ModificationIndicator	O	N, U	<p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p> <p>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.</p> <p>If ModificationIndicator="U", then update the event unit.</p>

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)	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 name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

Element Competition /Unit /StartList /Start (1,N)			
StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)			
Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled



			if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.
PreviousUnit	O	S(34)	The full RSC of the unit where this competitor came from. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.

Element Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Should be sent when known
Bib	O	Same as in the Start List message for each discipline	Team bib number (if Competitor @Type="T")

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

Element Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)			
Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc),			
In case of the Competitor @Code='TBD' the Competitor element should not be sent.			
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 in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".



Bib	O	Same as in the Start List message for each discipline	Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T").
-----	---	---	--

Element Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

2.2.1.6 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.

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

2.2.2.1 Description

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	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.

2.2.2.3 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.

2.2.2.4 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 EventEntry (0,N)	Type Code Pos Value
---	---	--	--

2.2.2.5 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-VBV-1.10" Codes="SOG-2020-1.20" >

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



GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
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/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function



			In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
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 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
IFld	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

Element Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known.



			Example: 1, 2
--	--	--	---------------

Element Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	Code	Pos	Description
ENTRY	CAPTAIN	N/A	Pos Description: Do not send anything Element Expected: As soon as it is known (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	S(1)
	Description		Send "Y" if the competitor is the Captain.
ENTRY	HAND	N/A	Pos Description: Do not send anything Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	SC @Hand
	Description		Handedness of the Player
ENTRY	POSITION	N/A	Pos Description: Do not send anything Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	CC @Position
	Description		Send the athlete role
ENTRY	SHIRT_NAME	N/A	Pos Description: Do not send anything Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
			Description



Value	M	S(25)	Shirt Name of the player
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Sample ()

```
<Discipline Code="VBV" IFId="203258" >  
  <RegisteredEvent Event="VBVMTEAM2-----" >  
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="Dido" />  
    <EventEntry Type="ENTRY" Code="CAPTAIN" Value="Y" />  
    <EventEntry Type="ENTRY" Code="POSITION" Value="RB" />  
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />  
  </RegisteredEvent>  
</Discipline>
```

2.2.2.6 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	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.

2.2.3.3 Trigger and Frequency

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data



for any team after the transfer of control to OVR.

2.2.3.4 Message 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	
		Discipline (0,1)			
			Code		
			RegisteredEvent (0,1)		
				Event	
				EventEntry (0,N)	
					Type
					Code
					Pos
					Value

2.2.3.5 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 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	O	S(73)	Team's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element Team /Composition /Athlete (0,N)

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's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element Team /Discipline (0,1)

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

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

Element Team /Discipline /RegisteredEvent (0,1)

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

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

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

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	GROUP	N/A	Pos Description: Do not send anything Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	S(1)
	Description	Preliminary Group of the team	
ENTRY	SEED	N/A	Pos Description: Do not send anything Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	Numeric #0
	Description	Seed number.	
	UNIFORM	Numeric	Pos Description:



ENTRY		0	1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	M/O	Value	Description
Value	M	S(25)	Shirt Colour

Sample ()

```
<Team Code="VBVMTEAM2---BLR01" Organisation="BLR" Number="1" Name="Smith/Jones"
Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="VBV-----" >
    <RegisteredEvent Event="VBVMTEAM2-----" >
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.2.3.6 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentSubcode	Not used in VBV	Not used in VBV
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in VBV	Not used in VBV
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE INTERMEDIATE (after each period or unplanned break in play) 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.
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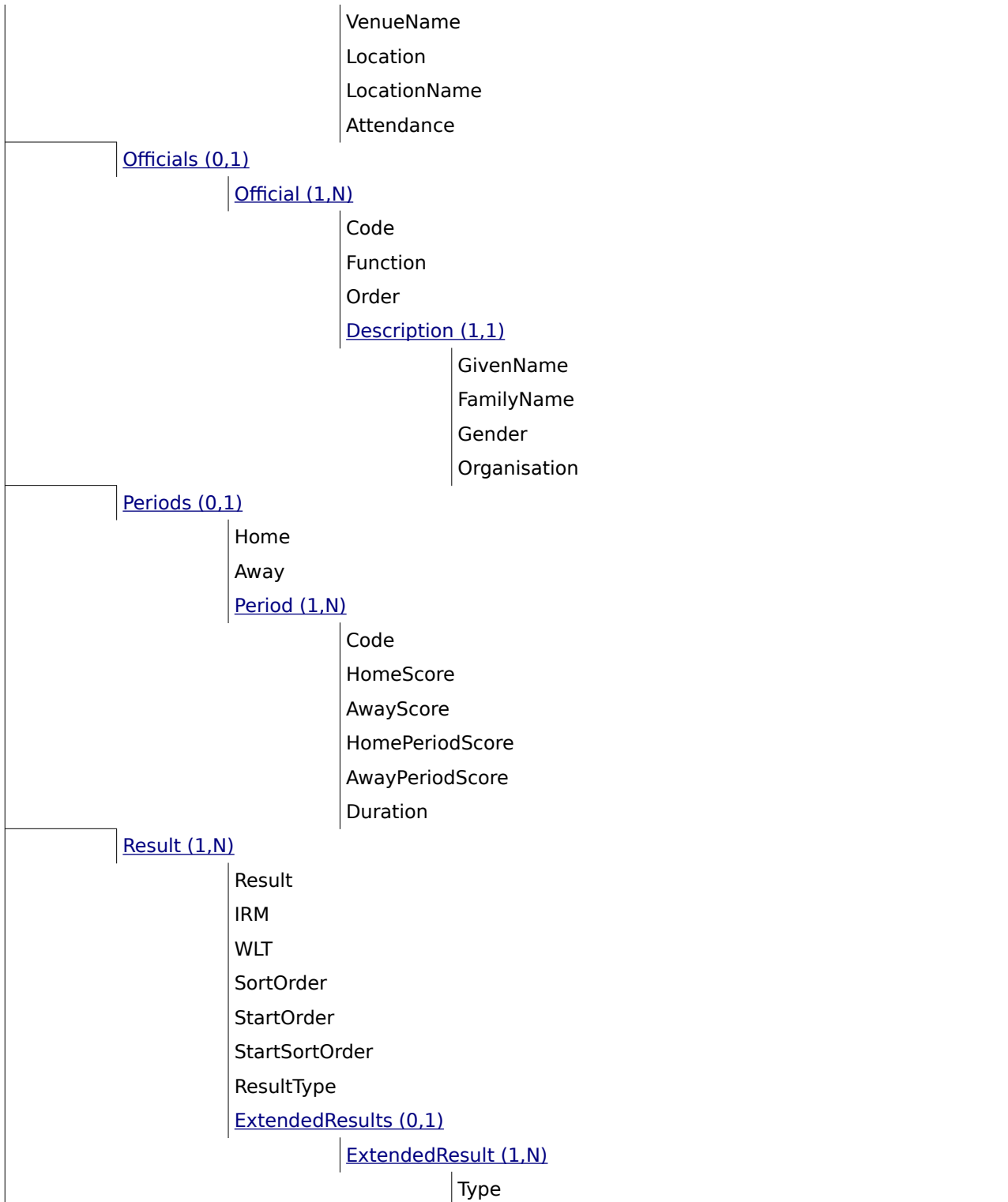
2.2.4.3 Trigger and Frequency

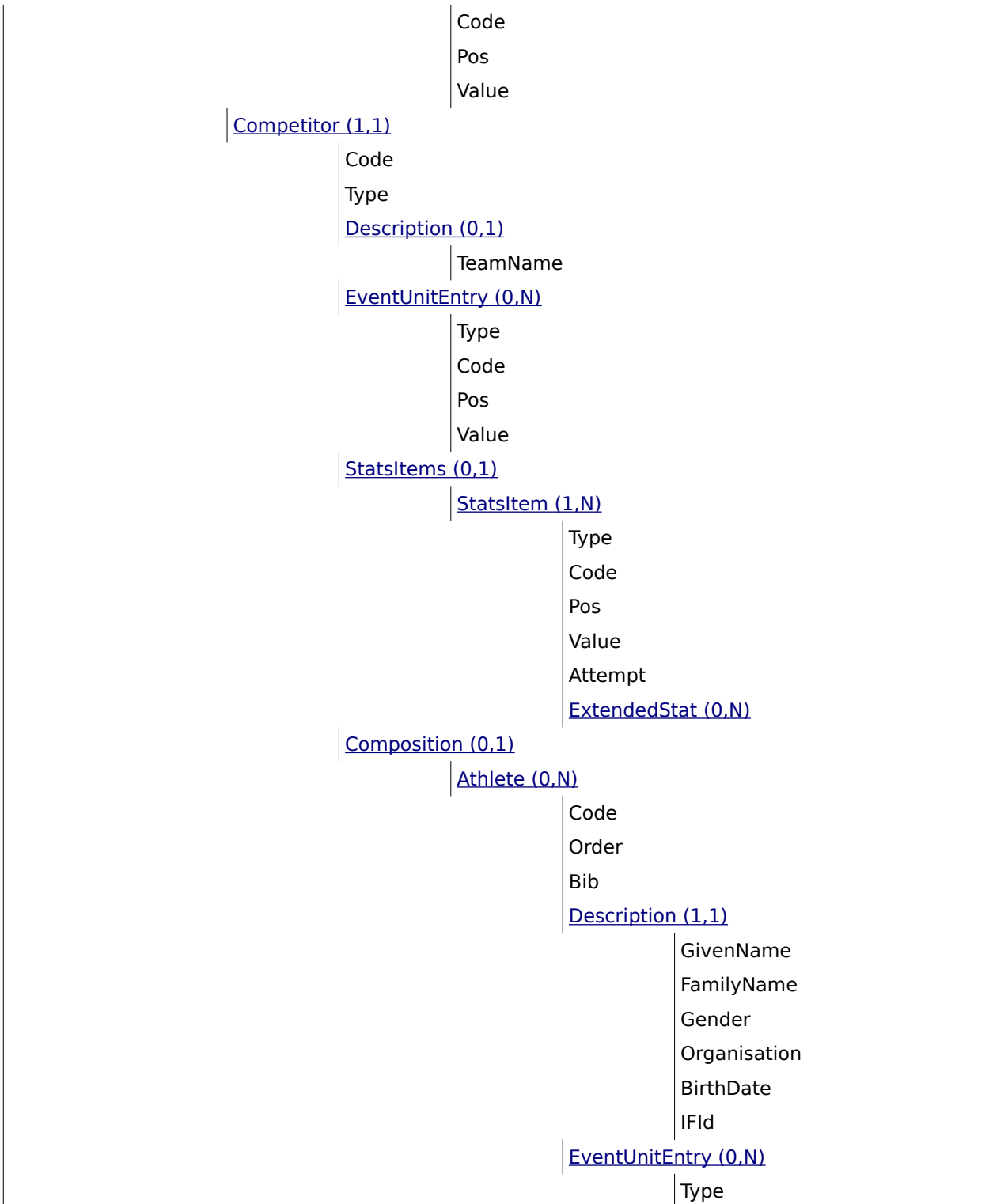
- * START LIST: As soon as the team/teams are known and any change to these (ExtendedInfos, Event Unit competitors, IRMs prior to the start of the unit,...).
 - * LIVE: At the beginning of each set.
 - * LIVE: After every rally (score change) and after any data correction (scores, match info, stats,...).
 - * INTERMEDIATE: After each period (set).
 - * UNOFFICIAL / OFFICIAL: After the match (unit).
- Send on any other change.

2.2.4.4 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					
			EndDate					
			Duration					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		VenueDescription (0,1)						
			Venue					







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

2.2.4.5 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 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
EndDate	O	DateTime	Actual end date-time. It should only be sent at the end of each unit.
Duration	O	h:mm	Match duration. Do not send hours if zero.

Element ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	DURATION_PLAYING	N/A	Pos Description: Do not send anything Element Expected: Send at the end of the Game



	Attribute	M/O	Value	Description
	Value	M	h:mm	Total playing time. Do not send hours if zero.
UI		PERIOD	N/A	Pos Description: Do not send anything Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	M	SC @Period	Current period
UI		SERVE	N/A	Pos Description: Do not send anything Element Expected: When available when LIVE
	Attribute	M/O	Value	Description
	Value	M	S(1)	Serve Indicator Send H for Home Team Send A Away Team
UI		MATCH_POINT	N/A	Pos Description: Do not send anything Element Expected: When available when LIVE
	Attribute	M/O	Value	Description
	Value	M	S(1)	Match point indicator Send H for Home Team Send A for Away Team
UI		SET_POINT	N/A	Pos Description: Do not send anything Element Expected: When available when LIVE
	Attribute	M/O	Value	Description
	Value	M	S(1)	Match point indicator Send H for Home Team Send A for Away Team
DISPLAY		String	Numeric #0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatItem or Result /Competitor /Composition



			/Athlete /StatsItems /StatItem. May be: SRV, ATC, BLC, DIG, PTY. Pos Description: Unique sequential number for all the statistics to highlight Element Expected: When available and only when 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 in the @Code attribute
Sub Element ExtendedInfos /ExtendedInfo /Extension Expected When available and only when the unit is LIVE. Send multiple if applicable.			
Attribute	Value	Description	
Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /StatsItems /StatItem or Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: ATT, ACE, FLT, SPEED, ATT, SCS.	
Pos	N/A	Do not send anything	
Value	S(1)	Send 'Y'	

Sample (ExtendedInfos)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="SRV" Pos="1" Value="2518090">
    <Extension Code="ATT" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="SRV" Pos="2" Value="VBVMTEAM2---GER01">
    <Extension Code="ATT" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="3" Value="3748065"/>
  <ExtendedInfo Type="DISPLAY" Code="BLC" Pos="4" Value="VBVMTEAM2---GER01"/>
  <ExtendedInfo Type="DISPLAY" Code="ATC" Pos="5" Value="3748065">
    <Extension Code="SCS" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="ATC" Pos="6" Value="VBVMTEAM2---GER01">
    <Extension Code="SCS" Value="Y" />
  </ExtendedInfo>
  ....

```



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

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

Element Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Order of officials

Element Officials /Official /Description (1,1)			
Officials 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
Organisation	M	CC @Organisation	Officials' organisation



Element Periods (0,1)			
Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known
Away	M	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known

Element Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Set number. Also always send TOT.
HomeScore	M	Numeric ##0	Overall score (total points) of the first named competitor to this point in the match.
AwayScore	M	Numeric ##0	Overall score (total points) of the second named competitor to this point in the match.
HomePeriodScore	M	Numeric #0	Points score of the first named competitor just for each period.
AwayPeriodScore	M	Numeric #0	Points score of the second named competitor just for each period.
Duration	O	mm	Playing time of each set. (not for TOT)

Element Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team (Sets won) for the particular event unit or "0" if exist a @IRM. At the start of the game the result should be 0.
IRM	O	SC @IRM	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 home team and away team. 1 - for home team; 2 - for away team
StartOrder	M	Numeric	Send 1 for first team, send 2 for the other team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit



Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		MATCH_POINT_COUNT	N/A	Pos Description: Do not send anything Element Expected: When the information is applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #	Match Point Count
ER		SET_POINT_COUNT	SC@Period	Pos Description: Sent the period Element Expected: When the information is applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #	Set Point Count
ER		CHALLENGES_REMAIN	SC@Period	Pos Description: Send the period code Element Expected: Always where the data is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #	Send the number of remaining challenges for the competitor in the current set.

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

Element Result /Competitor /Description (0,1)				
Competitors extended information.				



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

Element Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type	Code	Pos	Description	
EUE	HOME_AWAY	N/A	Pos Description: Do not send anything Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	SC @Home	Home or Away designator Send Home or Away
EUE	UNIFORM	N/A	Pos Description: Do not send anything Element Expected: As soon as available	
	Attribute	M/O	Value	Description
	Value	M	String	Team shirt colour

Sample (General)

```
<Competitor Code="VBVMTEAM2---BLR01" Type="T" Organisation="GER">
<Description TeamName="Smith/Jones"/>
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Code="UNIFORM" Value="Red" />
```

Element Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SRV	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available	
	Attribute	M/O	Value	Description
	Attempt	M	Numeric ##0	Total service attempts made by the team in the period
Sub Element Result /Competitor /StatsItems /StatsItem /ExtendedStat				



Expected Always, if the information is available				
Attribute		Value	Description	
Code		ACE		
Pos		N/A	Do not send anything	
Value		Numeric #0	Total aces made by the team in the period	
Sub Element Result /Competitor /StatsItem /StatsItem /ExtendedStat Expected Always, if the information is available.				
Attribute		Value	Description	
Code		FLT		
Pos		N/A	Do no send anything	
Value		Numeric #0	Total service faults by the team in the period	
ST		ATC	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
Attribute		M/O	Value	Description
Value		M	Numeric #0	Total attack successes by the team in the period
Attempt		O	Numeric #0	Total attack attempts by the team in the period
ST		BLC DIG	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
Attribute		M/O	Value	Description
Value		M	Numeric #0	Total block/dig success for the team in event unit.
ST		OPP_ERR PTY	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
Attribute		M/O	Value	Description
Value		M	Numeric #0	Total opponent errors/penalties for the team in event unit.
ST		TOT_TEAM	SC@Period	Pos Description: Send for each period and TOT



				Element Expected: Always, if available
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	Total points	
ST	TOUT	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Time out for the team in the event unit.	

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="TOUT" Pos="S1" Value="0" />
  <StatsItem Type="ST" Code="TOUT" Pos="S2" Value="1" />
  <StatsItem Type="ST" Code="TOUT" Pos="S3" Value="1" />
  <StatsItem Type="ST" Code="TOUT" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="ATC" Pos="S1" Attempt="17" Value="9" />
  <StatsItem Type="ST" Code="ATC" Pos="S2" Attempt="15" Value="8" />
```

Element Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric ##0	Order attribute used to sort team members in a team.
Bib	M	S(2)	Shirt number

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



			if the data is available
IFId	O	S(16)	International Federation ID

Element Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	CAPTAIN	N/A	Pos Description: Do not send anything Element Expected: Only for the captain when available	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Captain. Send 'Y' if the player is captain
EUE	HAND	N/A	Pos Description: Do not send anything Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @Hand	Handedness of the Player
EUE	POSITION	N/A	Pos Description: Do not send anything Element Expected: If available	
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Send the athlete role

Sample (General)

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

Element Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	SRV	SC@Period	Pos Description: Send for each period and TOT



			Element Expected: Always, if available
Attribute	M/O	Value	Description
Attempt	M	Numeric ##0	Total service attempts made by the athlete
Sub Element Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.			
Attribute	Value	Description	
Code	ACE		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total aces made by the athlete	
Sub Element Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.			
Attribute	Value	Description	
Code	FLT		
Pos	N/A	Do not send anything	
Value	Numeric #0	Total service faults by the athlete	
Sub Element Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.			
Attribute	Value	Description	
Code	SPEED		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Fastest serve in km/h for the athlete	
ST	ATC	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
Attribute	M/O	Value	Description
Value	M	Numeric #0	Total attack successes by the athlete
Attempt	O	Numeric #0	Total attack attempts by the athlete
	BLC	SC@Period	Pos Description:



ST	DIG PTY		Send for each period and TOT Element Expected: Always, if available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total block/dig/penalty by the athlete

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Pos="TOT" Code="ATC" Attempt="17" Value="9" />
  <StatsItem Type="ST" Pos="TOT" Code="BLC" Attempt="7" Value="3" />
</StatsItems>
```

2.2.4.6 Message Sort

Sort by Result @SortOrder

2.2.5 Current Information

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	Not used in VBV	Not used in VBV
DocumentType	DT_CURRENT	Current message
DocumentSubtype	Not used in VBV	Not used in VBV
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.

2.2.5.3 Trigger and Frequency

* After every serve (for the serve speed).

* At the end of every rally (primarily for the score).

2.2.5.4 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		
	ExtendedInfos (0,1)	ExtendedInfo (1,N)	Type Code Pos Value
	Periods (0,1)	Home Away Period (1,N)	Code HomeScore AwayScore HomePeriodScore AwayPeriodScore Duration
	Result (0,N)	Result SortOrder StartSortOrder ResultType Competitor (1,N)	Code Type Organisation

2.2.5.5 Message Values

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



Codes	O	S(20)	Version of the Codes applicable to the message
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Element ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	MATCH_POINT	N/A	Pos Description: Do not send anything Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Match point indicator: Send H for home team Send A for away team
UI	PERIOD	N/A	Pos Description: Do not send anything Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @Period	Current period/set
UI	SERVE	N/A	Pos Description: Do not send anything Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI	SET_POINT	N/A	Pos Description: Do not send anything Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Set point indicator: Send H for home team Send A for away team
UI	SPEED	N/A	Pos Description: Do not send anything Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric	Online serve speed



			##0.0	
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Element Periods (0,1)			
Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID. Must be sent if known.
Away	M	S(20) with no leading zeroes	Away Competitor ID. Must be sent if known.

Element Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	SC @Period	Set number
HomeScore	M	Numeric ##0	Overall score (total points) of the first named competitor to this point in the match.
AwayScore	M	Numeric ##0	Overall score (total points) of the second named competitor to this point in the match.
HomePeriodScore	O	Numeric #0	Points score of the first named competitor just for each period.
AwayPeriodScore	O	Numeric #0	Points score of the second named competitor just for each period.
Duration	O	mm	Playing time of each set. (not for TOT)

Sample (Current)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S2" />
  <ExtendedInfo Type="UI" Code="SPEED" Value="51" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
</ExtendedInfos>
<Periods Home="VBVWTEAM2---SUI02" Away="VBVWTEAM2---AUS02">
  <Period Code="S1" HomeScore="19" AwayScore="21" HomePeriodScore="19"
  AwayPeriodScore="21" Duration="22" />
  <Period Code="S2" HomeScore="20" AwayScore="22" HomePeriodScore="1"
  AwayPeriodScore="1" Duration="1" />
</Periods>
```

Element Result (0,N)			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team (Sets won) At the start of the game the result should be 0.
SortOrder	M	Numeric	This attribute is a sequential number with the



			order of the home team and away team. 1 - for home team; 2 - for away team
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Result type, either points or IRM with points for the corresponding event unit.

Element 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	T	T for team
Organisation	M	CC @Organisation	Competitor's organisation

2.2.5.6 Message Sort

Sort by Period @Code.

2.2.6 Play by Play

2.2.6.1 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.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	SC@Period or not sent	Period code if sent for one period (set) only. (S1 - S3) 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	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
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.



2.2.6.3 Trigger and Frequency

- * After each rally and after each action correction
- * After each set
- * After the match (unit).

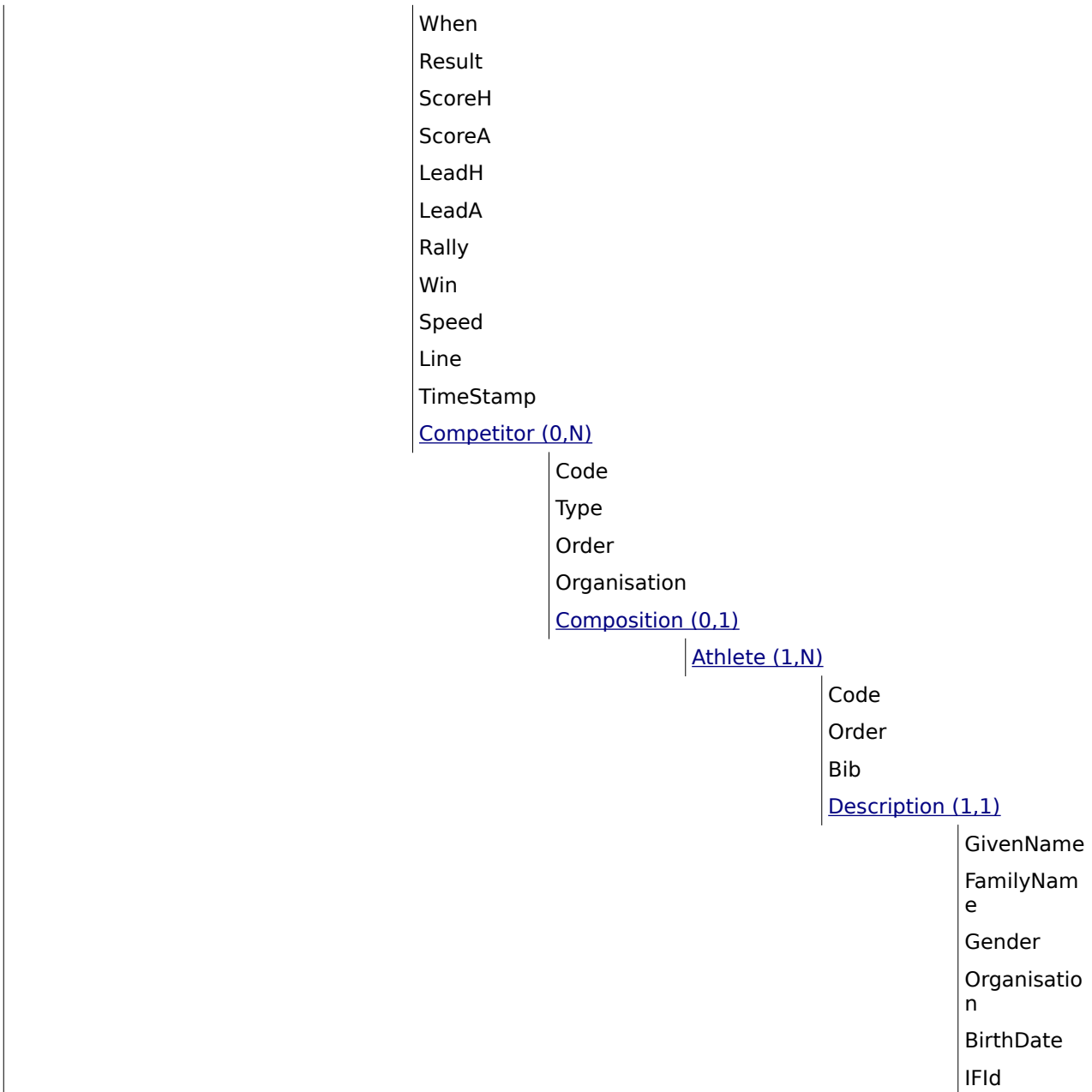
The message is sent by period according to the header values and with all periods at the end of the match (OFFICIAL only).

Additionally if any set is re-started then an empty message must be sent to remove all actions, this must be sent for each applicable period.

2.2.6.4 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
<u>Competition (0,1)</u>							
	Gen						
	Sport						
	Codes						
	<u>ExtendedInfos (0,1)</u>						
		<u>SportDescription (0,1)</u>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
			UnitNum				
		<u>VenueDescription (0,1)</u>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<u>Actions (0,1)</u>						
		Home					
		Away					
		<u>Action (1,N)</u>					
			Id				
			Period				
			Order				
			Action				
			ActionAdd				



2.2.6.5 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 ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit
UnitNum	O	S(15)	Match number

Element ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element Actions (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

Element Actions /Action (1,N)

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC @Period	Period 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	Action for the player/team
ActionAdd	O	SC @Challenge	Type of challenge



		or S(1)	Send S (for Spectacular Action) if applicable
When	O	h:mm	Time the action occurred. Cumulative from the start of the match
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric #0	Total Home Score of the set after the action Send if there is a score change for either team
ScoreA	O	Numeric #0	Total Away Score of the set after the action Send if there is a score change for either team
LeadH	O	Numeric +/-#0	Points lead for the Home Team in the set. Send if there is a score change for either team
LeadA	O	Numeric +/-#0	Points lead for the Away Team in the set. Send if there is a score change for either team
Rally	O	Numeric ##0	Rally number in which the action occurs.
Win	O	S(1)	Indicator of the current Rally Point by Home Team for score action. Send H if the Home Team wins the current Rally Send A if the Away Team wins the current Rally
Speed	O	Numeric ##0	Serve Speed
Line	O	Numeric 0	Generally for associating line in the same rally
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element Actions /Action /Competitor (0,N)

Competitor participating in the Action. Used when the Action is related to a competitor.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor.
Organisation	M	CC @Organisation	Competitors' organisation

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

Attribute	M/O	Value	Description
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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)	Bib number

Element Actions /Action /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information

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

Sample (Actions)



```
<Action Id="123456" Period="S1" Order="32" Action="SRV" Result="CON" Rally="8" Line="1">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133405" Order="1" Bib="1">
        <Description GivenName="Nikita" FamilyName="Liamin" Gender="M" Organisation="RUS"
BirthDate="1985-10-14" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="111111" Period="S1" Order="33" Action="ATC" Result="SCS" LeadH="2" LeadA="-2"
ScoreH="5" ScoreA="3" Rally="8" Win="H" Line="2">
  <Competitor Code="VBVMTEAM2---BRA02" Type="T" Order="1" Organisation="BRA">
    <Composition>
      <Athlete Code="1157802" Order="1" Bib="2">
        <Description GivenName="Evandro" FamilyName="Goncalves Oliveira Junior" Gender="M"
Organisation="BRA" BirthDate="1990-07-17" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="222222" Period="S1" Order="34" Action="DIG" Result="FLT" Rally="8" Line="2">
  <Competitor Code="VBVMTEAM2---RUS02" Type="T" Order="2" Organisation="RUS">
    <Composition>
      <Athlete Code="1133406" Order="1" Bib="2">
        <Description GivenName="Dmitri" FamilyName="Barsuk" Gender="M" Organisation="RUS"
BirthDate="1980-01-20" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.2.6.6 Message Sort

Actions /Action @Order.



2.2.7 Pool Standings

2.2.7.1 Description

The pool standings message contains the standings of a group in a competition. The message is triggered at the start of OVR operations and then after each event unit (match).

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (at phase level)	Full Phase level RSC
DocumentSubcode	Not used in VBV	Not used in VBV
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	Not used in VBV	Not used in VBV
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before 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.

2.2.7.3 Trigger and Frequency

The 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. The message has status INTERMEDIATE.
- * When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL

Trigger also after any change.

2.2.7.4 Message 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			



2.2.7.5 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
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Element ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently unit made official for the pool included in this message.
UnitsTotal	O	Numeric ##0	Total number of units to be played in the pool included in the message.
UnitsComplete	O	Numeric ##0	Total number of units which are official in the pool included in this message.

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

Element Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank 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	Result type, either points or IRM with points obtained by the competitor in all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	IRM for the particular group (or phase) Only send in the case @ResultType is IRM
QualificationMark	O	S(1)	Qualified indicator Send "q" for teams qualified as best 3rd if applicable Send "L" for Lucky Loser teams if applicable
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but



			it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group.
Lost	O	Numeric #0	Number of games lost by the team in the group.
Played	O	Numeric #0	Number of games played by the team in the group.
For	O	Numeric #0	Total number of sets won
Against	O	Numeric #0	Total number of sets lost
Ratio	O	Numeric 0.000	Sets Ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".

Element Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	SUB_RES	N/A	Pos Description: Do not send anything Element Expected: When available
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected When available			
Attribute	Value	Description	
Code	LOST		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Points against	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected When available			
Attribute	Value	Description	
Code	RATIO		
Pos	N/A	Do not send anything	
Value	Numeric 0.000	Points ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected When available			
Attribute	Value	Description	
Code	WON		



Pos	N/A	N/A
Value	Numeric ##0	Points for

Element Result /Competitor (1,1)

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

Element Result /Competitor /Description (0,1)

Competitors extended information.

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

Element Result /Competitor /Opponent (0,N)

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

Type	Code	Pos	Description
T for team	S(20) with no leading zeroes	Numeric	Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. Element Expected: Always
Attribute	M/O	Value	Description
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	M	Date or S(3)	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. Can send TBD if appropriate
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available. Can send TBD if appropriate



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

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

Competitors extended information.

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

Sample (Pools)



```
<Result Rank="1" ResultType="POINTS" Result="5" SortOrder="1" Played="2" Won="1" Lost="1"
For="3" Against="4" Ratio="0.123">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SUB_RES">
      <Extension Code="WON" Value="117" />
      <Extension Code="LOST" Value="107" />
      <Extension Code="RATIO" Value="1.093" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code=" VBVMTEAM2-----NOR01" Organisation="NOR" Type="T">
    <Description TeamName="SMITH/JONES"/>
    <Opponent Code="VBVMTEAM2-----BRA01" Type="T" Pos="2" Organisation="BRA" Date="2016-
08-03" Time="14:00" HomeAway="H" Unit=" VVOMTEAM6-----GPA-001000--" Result="0-2" >
      <Description TeamName="KAPAROV/BARRATT"/>
    </Opponent>
    <Opponent Code="VBVMTEAM2-----CAN01" Type="T" Pos="3" Organisation="CAN" Date="2016-
08-04" Time="09:00" HomeAway="H" Unit=" VVOMTEAM6-----GPA-001200--" Result="2-0" >
      <Description TeamName="WHITE/RYAN"/>
    </Opponent>
    <Opponent Code="VBVMTEAM2-----GBR01" Type="T" Pos="4" Organisation="GBR" Date="2016-
08-01" Time="09:00" HomeAway="A" Unit=" VVOMTEAM6-----GPA-001500--" Result="2-0" >
      <Description TeamName="GREEN/RYAN"/>
    </Opponent>
  </Competitor>
</Result>
```

2.2.7.6 Message Sort

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

2.2.8 Brackets

2.2.8.1 Description

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the competition starts) 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.

2.2.8.3 Trigger and Frequency

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



2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	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

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

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

Element Bracket (1,N)			
Attribute	M/O	Value	Description



Code	M	SC @Bracket	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)
------	---	-----------------------------	--

Element Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element Bracket /BracketItems /BracketItem (1,N)

Attribute	M/O	Value	Description
Code	O	Numeric #0	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (including IRM if necessary). Must be included if the data is available and the match is complete.

Element Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)

- If the competitors are known, this element is used to place the competitors in the bracket.

- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result(score) of the competitor in the event



			unit
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

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

Attribute	M/O	Value	Description
Unit	O	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. (may be redefined by sport)
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

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

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

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

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

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

Sample (General)



```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00"
Unit="VBVWTEAM2-----SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="VBVWTEAM2-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Smith/Jones"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="VBVWTEAM2-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="Black/White"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

2.2.8.6 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.

2.2.9 Statistics

2.2.9.1 Description

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

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

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Depending on the statistics is could be at any level though is always full RSC.
DocumentSubcode	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. TEAM_RANKING: Ranking of team tournament statistics. IND_RANKING: Ranking of individual tournament statistics
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
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.

2.2.9.3 Trigger and Frequency

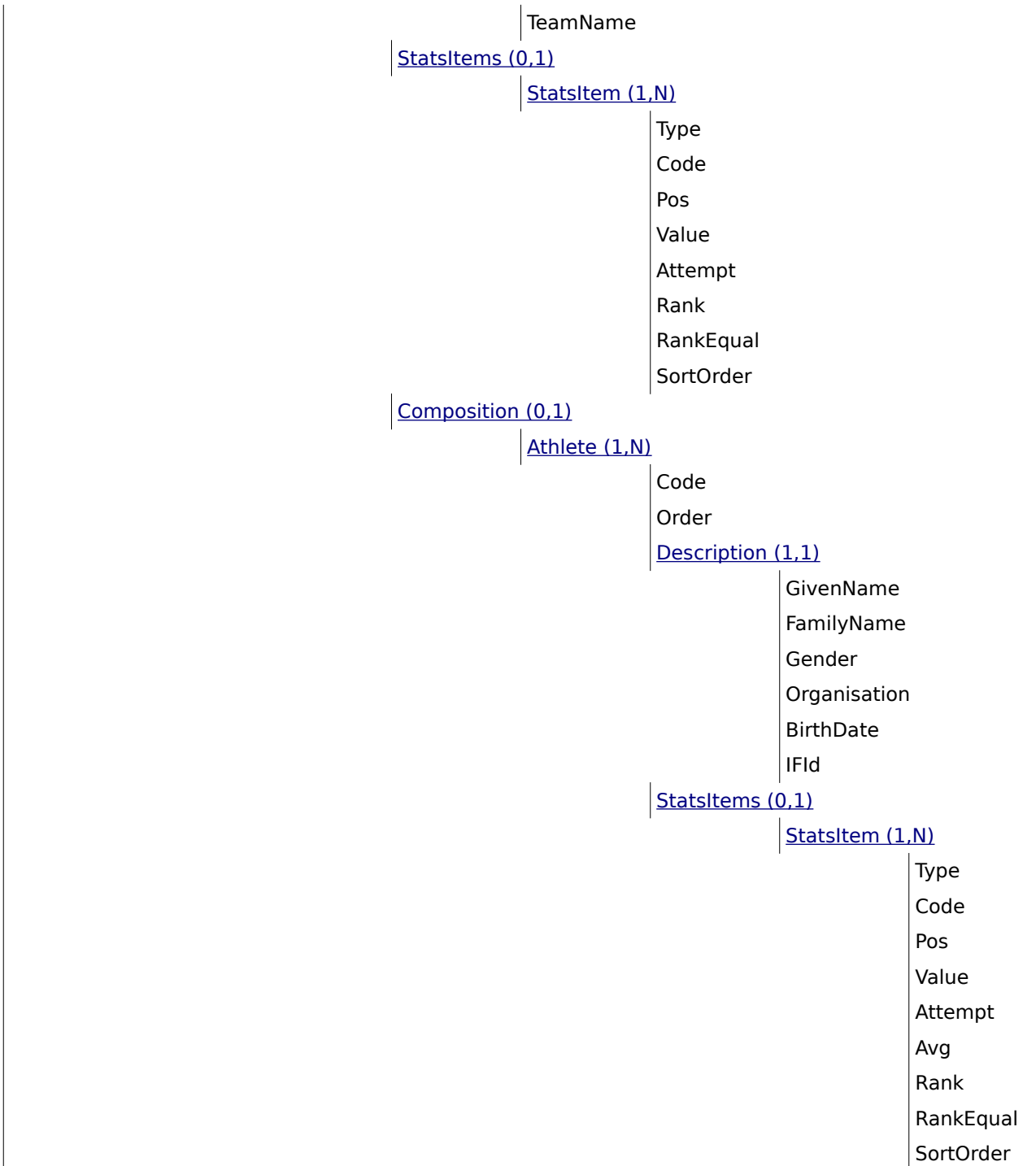
* After each match.

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

2.2.9.4 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				
	Stats (1,1)						
		Code					
		Competitor (0,N)					
			Code				
			Type				
			Order				
			Organisation				
			Description (0,1)				



2.2.9.5 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 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 in the CUM and IND_RANKING messages.
UnitsTotal	O	Numeric ##0	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. Send in the CUM and IND_RANKING messages.
UnitsComplete	O	Numeric ##0	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. Send in the CUM and IND_RANKING messages.

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

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

Element Stats /Competitor (0,N)			
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	Order of the competitor
Organisation	O	CC @Organisation	Competitor's organisation if known

Element Stats /Competitor /Description (0,1)

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

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

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description	
ST	SRV	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total service aces for the team
	Attempt	O	Numeric ##0	Total service attempts to serve in the team
	Rank	O	String	Team's Rank in the service's category (by Aces). If doesn't exist rank send "NR" If the team disqualified send "DSQ"
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
ST	ATC	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total attack successes for the team



	Attempt	O	Numeric ##0	Total attempts to attack for the team
	Rank	O	String	Team's Rank in the attack's category. If doesn't exist rank send "NR". If the team is disqualified send "DSQ".
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
ST		BLC	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total block/ successes for the team
	Rank	O	String	Team's Rank in the block's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ"
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		MP	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for DocumentSubtype=CUM, TEAM_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	
ST		DIG	N/A	Pos Description: Do not send anything Element Expected:



Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total dig successes for the team
Attempt	O	Numeric ##0	Total attempts to dig for the team
Rank	O	String	Team's Rank in the dig's category. If rank doesn't exist send "NR" If the team is disqualified send "DSQ"
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
SortOrder	O	Numeric	Sort Order for @Rank

Sample (CUM)

```
<Stats Code="CUM">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="5" />
      <StatsItem Type="ST" Code="ATC" Attempt="246" Value="146" Percent="59" />
      <StatsItem Type="ST" Code="BLC" Value="9" />
      <StatsItem Type="ST" Code="DIG" Attempt="172" Value="68" Percent="40" />
      <StatsItem Type="ST" Code="SRV" Attempt="223" Value="15" />
    </StatsItems>
    <Composition>
      <Athlete Code="1127813" Order="1">
        <Description GivenName="Taliqa" FamilyName="Clancy" Gender="W" Organisation="AUS"
        BirthDate="1992-06-25" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="5" />
          <StatsItem Type="ST" Code="ATC" Attempt="134" Value="84" Percent="63" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
  ....
```

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



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

Element Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SRV	N/A	Pos Description: Do not send anything Element Expected: CUM, IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total attempts to aces won in the athlete
	Attempt	O	Numeric ##0	Total attempts to serve in the athlete
	Rank	O	String	Competitor's Rank in the service's category. May be "DSQ". If rank doesn't exist send "NR"
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST	SRV_SPEED	N/A	Pos Description: Do not send anything Element Expected: CUM, IND_RANKING	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Fastest serve in Km/h for the athlete.
	Rank	O	String	Rank of fastest serve
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.



	SortOrder	O	Numeric	Sort Order for @Rank
ST		ATC	N/A	Pos Description: Do not send anything Element Expected: CUM, IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total attack successes for the athlete
	Attempt	O	Numeric ##0	Total attempts to attack for the athlete
	Rank	O	String	Competitor's Rank in the attack's category. May be "DSQ". If rank doesn't exist send "NR"
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		BLC	N/A	Pos Description: Do not send anything Element Expected: CUM, IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total block successes for the athlete
	Rank	O	String	Competitor's Rank in the block's category. May be "DSQ". If rank doesn't exist send "NR"
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		MP	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total matches played



ST		SETS_PLAYED	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	The number of sets (periods) for the athlete
ST		TOTAL	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Total points(Attacks+Blocks+Serves)
	Avg	O	Numeric ##0.00	Average points by set (points divide number of sets).
	Rank	O	String	Rank of scores May be "DSQ".
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent.
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
ST		DIG	N/A	Pos Description: Do not send anything Element Expected: Always, if the information is available for DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total dig successes for the athlete
	Rank	O	String	Competitor's Rank in the Dig's category. May be "DSQ". If rank doesn't exist send "NR"
	RankEqual	O	S(1)	Send Y where Rank at this specific



			Item is equalled else not sent.
SortOrder	0	Numeric	Sort Order for @Rank

Sample (IND_RANKING)

```
<Stats Code="IND_RANKING">
  <Competitor Code="VBVWTEAM2---AUS01" Type="T" Order="1" Organisation="AUS">
    <Description TeamName="Bawden/Clancy" />
    <Composition>
      <Athlete Code="1127813" Order="1">
        <Description GivenName="Taliqua" FamilyName="Clancy" Gender="W" Organisation="AUS"
        BirthDate="1992-06-25" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="1" SortOrder="1" />
          <StatsItem Type="ST" Code="BLC" Rank="27" SortOrder="27" RankEqual="Y" />
          <StatsItem Type="ST" Code="DIG" Rank="9" SortOrder="9" />
          <StatsItem Type="ST" Code="SRV" Rank="5" SortOrder="5" />
          <StatsItem Type="ST" Code="SRV_SPEED" Rank="3" SortOrder="3" />
          <StatsItem Type="ST" Code="TOTAL" Rank="6" SortOrder="6" />
        </StatsItems>
      </Athlete>
      <Athlete Code="1127812" Order="2">
        <Description GivenName="Louise" FamilyName="Bawden" Gender="W" Organisation="AUS"
        BirthDate="1981-08-07" />
        <StatsItems>
          <StatsItem Type="ST" Code="ATC" Rank="17" SortOrder="17" />
          <StatsItem Type="ST" Code="BLC" Rank="17" SortOrder="17" RankEqual="Y" />
          <StatsItem Type="ST" Code="DIG" Rank="25" SortOrder="25" />
          <StatsItem Type="ST" Code="SRV" Rank="31" SortOrder="31" />
          <StatsItem Type="ST" Code="SRV_SPEED" Rank="39" SortOrder="39" />
          <StatsItem Type="ST" Code="TOTAL" Rank="18" SortOrder="18" />
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

2.2.9.6 Message Sort

Sort according to the @Order attributes.



2.2.10 Event Final Ranking

2.2.10.1 Description

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

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

2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. 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.

2.2.10.3 Trigger and Frequency

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

* After each final position is known



2.2.10.4 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
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		Progress (0,1)				
			LastUnit			
			UnitsTotal			
			UnitsComplete			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
	Result (1,N)					
		Rank				
		RankEqual				
		Played				
		Won				
		Lost				
		IRM				
		SortOrder				
		Competitor (1,1)				
			Code			
			Type			
			Organisation			
			Description (0,1)			
				TeamName		
			Composition (1,1)			
				Athlete (0,N)		
					Code	
					Order	
					Bib	



		Description (1,1)
		GivenName FamilyName Gender Organisation BirthDate IFId

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

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

Element Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description



Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace or NOC ID	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. If NOC or NPC, the value will be NOC ID.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Organisation of the competitor

Element Result /Competitor /Description (0,1)

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

Element 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 Result /Competitor /Composition /Athlete /Description (1,1)



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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >  
<Competitor Code="VBVMTEAM2-----CRO01" Type="T" Organisation="CRO">  
<Description TeamName="Smith/Jones"/>  
<Composition>  
<Athlete Code="1085534" Order="1" Bib="2" >
```

2.2.10.6 Message Sort

Sort by Result @SortOrder



2.2.11 Weather conditions

2.2.11.1 Description

The Weather Conditions is a message containing the current weather conditions in the venue.

2.2.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in venue
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.

2.2.11.3 Trigger and Frequency

The message is sent

- * once per session (approximately 30 minutes before start of session)
- * when conditions change significantly during the session

2.2.11.4 Message Structure

The following table defines the structure of the message.

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



	Sport Codes				
	Weather (1,1)				
		Date			
		Conditions (1,N)			
			Code		
			Humidity		
			Wind_Direction		
			Condition (0,3)		
				Code	
				Value	
			Pressure (0,N)		
				Unit	
				Value	
			Temperature (0,N)		
				Code	
				Unit	
				Value	
			Wind (0,N)		
				Code	
				Unit	
				Value	

2.2.11.5 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 Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions



Element Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	GEN	GEN for general, because this information will only be measured once.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element Weather /Conditions /Condition (0,3)			
Send three times in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	SKY	Weather condition type
Value	M	CC @WeatherConditions	Codes that describe the Weather Condition, they depend on the @Code

Element Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	SC @PressureUnit	Metric system unit for pressure
Value	M	Numeric ###0	Air pressure

Element Weather /Conditions /Temperature (0,N)			
Send with different @Code in the case of winter conditions as needed.			
Attribute	M/O	Value	Description
Code	M	AIR, SAND	Air, Sand
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #0.#	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

Element Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed in @Unit degrees.

2.2.11.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@Code is the attribute used to sort the conditions.



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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	2 Mar 2017	First Version
v1.1	24 Mar 2017	Updated
v1.2	17 May 2017	Updated
v1.3	1 Aug 2017	Approved
v1.4	25 Aug 2017	Approved
v1.5	20 Feb 2018	Approved
v2.0	16 Aug 2018	Updated
v2.1	7 Sep 2018	Updated
v2.3	24 Jan 2019	Updated
v 2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	18 Apr 2019	Updated
V2.5	14 Aug 2019	Updated
V2.6	11 Nov 2019	Updated
V2.7	14 Feb 2020	Update with CRs
V2.8	22 May 2020	Updated with CR19900

File Reference: SOG-2020-VBV-2.8 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First Version
v1.1	SFP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription DT_RESULT: Add HAND as an entry
v1.2	SFA	DT_SCHEDULE: Typographical correction DT_CURRENT: Removed Competition/Result element to be consistent with other team sports, it was unnecessary duplication.
v1.3	APP	DT_RESULT: Add position as Athlete/EUE, required for YOG.
v1.4	APP	DT_POOL_STANDING: Typographical error in sample corrected DT_RESULT: Corrected typo in statistics path and entry POSITION DT_CURRENT: Added Duration for uniformity DT_CURRENT: Added Result element back in DT_PLAY_BY_PLAY: Corrected typographical errors in samples
v1.5	APP	DT_PARTIC: Updated to add Passport names (CR15219)



		Removed reference to 2018 Commonwealth Games
v2.0	SFA	DT_PLAY_BY_PLAY: Updated to send by Period DT_PLAY_BY_PLAY: At Actions/Action add ActionAdd for spectacular action and challenge information DT_RESULT: Updated to only provide athlete statistics for the total, not by period. Removed references to YOG 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_TEAMS: Remove ENTRY/SHORTS DT_POOL_STANDINGS: Add possibility to send TBD to date/time DT_PLAY_BY_PLAY: When replaces Rally. DT_RESULT: Add number of challenges remaining.
v2.3	APP	CR16914: Change DT_WEATHER message to venue level. CR16928: Change some extensions to attributes in DT_RESULT and DT_STATS DT_RESULT: Remove EUE/SHORTS, the information is not available.
v 2.2	APP	DT_RESULT: Added statistics by period for athletes DT_CURRENT: Remove Result element for consistency
V2.3	APP	CR16914: Change DT_WEATHER message to venue level. CR16928: Change some extensions to attributes in DT_RESULT and DT_STATS DT_RESULT: Remove EUE/SHORTS, the information is not available.
V2.4	APP	CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY
V2.5	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
V2.6	APP	CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.7	APP	CR18559: DT_CURRENT: Add Result element. CR18565 DT_PARTIC: Update the description of Participant/Weight Remove ExtendedInfos /VenueDescription from DT_STATS, DT_RANKING DT_RESULT: Update description of Duration at ExtendedInfos /UnitDateTime DT_RESULT: Update description of UI/DURATION_PLAYING/Value at ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Add Rally and TimeStamp at Actions/Action DT_PLAY_BY_PLAY: Update triggering DT_STATS: Remove Percent at ST/ATC @Stats /Competitor /StatsItems /StatsItem (ORIS) DT_STATS: Remove Percent at ST/ATC @Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (ORIS) DT_STATS: Remove Percent at ST/DIG @Stats /Competitor /StatsItems /StatsItem (Typo)
V2.8	APP	DT_PLAY_BY_PLAY: Update Actions/Action/When value and description to align with ORIS [CR19900]