Olympic Data Feed

Football
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Applicable Messages

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

- 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\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_LOCAL_ON	Discipline/venue start transmission	

DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

The Competition schedule is a bulk message provided for one particular 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 (and have status UNSCHEDULED or SCHEDULED).

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

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).

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'.

Where HideStartDate='Y' is used then all start times for the units may be the same, usually the same as the first unit in the session or location (which generally will not use HideStartDate='Y') but this is not mandatory and approximate start times may be used. The specific way this is managed in each sport is detailed in the specific sport data dictionary.

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)
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'

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 units should be sent immediately when officially known which should be as soon as possible after the preceding unit changes to official.

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

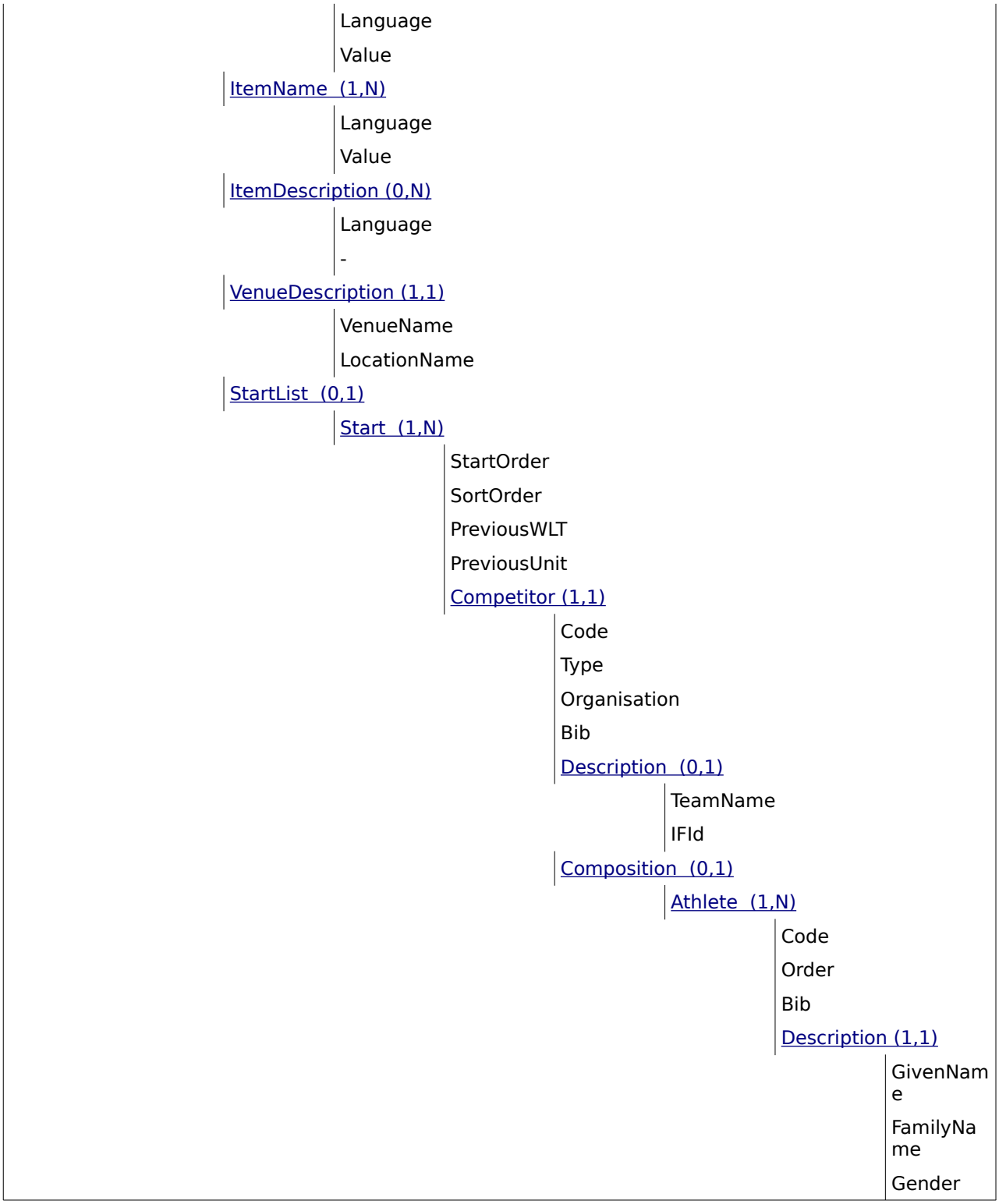
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.2.1.4 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
Competition (0,1)								

- Gen
- Sport
- Codes
- Session (0,N)
  - SessionCode
  - StartDate
  - EndDate
  - Leadin
  - Venue
  - VenueName
  - ModificationIndicator
  - SessionStatus
  - SessionType
  - SessionName (1,N)
    - Language
    - Value
- Unit (0,N)
  - Code
  - PhaseType
  - UnitNum
  - ScheduleStatus
  - StartDate
  - HideStartDate
  - EndDate
  - HideEndDate
  - ActualStartDate
  - ActualEndDate
  - Order
  - Medal
  - Venue
  - Location
  - MediaAccess
  - SessionCode
  - ModificationIndicator
  - StartText (0,N)


Language
Value
ItemName (1,N)
Language
Value
ItemDescription (0,N)
Language
-
VenueDescription (1,1)
VenueName
LocationName
StartList (0,1)
Start (1,N)
StartOrder
SortOrder
PreviousWLT
PreviousUnit
Competitor (1,1)
Code
Type
Organisation
Bib
Description (0,1)
TeamName
IFId
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender

	Organisation BirthDate IFId Class

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)	Venue Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.

SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.

Element Competition /Session /SessionName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Language of the Session Description
Value	M	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 / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.

			Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each

			session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	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 (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interuption) from the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element Competition /Unit /StartText (0,N) **This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.**			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text to be displayed in the case that StartDate is

		or a code set to be defined discipline by discipline	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, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)**			
Attribute	**M/O**	**Value**	**Description**
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as

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

Element Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace.	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) BYE is used when there is a scheduled match of BYE.
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.
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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 can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of status.

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	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
Class
Status
Substitute
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-FBL-1.10" Codes="SOG-2020-1.20" >
```

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

			is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality.

			Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
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. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

Element 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(4)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10... Send only in the Case of Current="true".
Class	O	CC @DisciplineClass	Code to identify the class of the athlete. This attribute is mandatory for athletes in Football 5-a-Side (Paralympics)
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send. When the athlete has been suspended, replaced or disqualified.
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player

Element Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		POSITION	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the player in the team
ENTRY		SHIRT_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt Name
ENTRY		CLUB_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club name including the country, for example "Arsenal (ENG)" This is a single string as the countries are not the same as the IOC list.
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (it can be sent in both messages). Not

				needed in Football 5-a-Side (Paralympics)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	International matches played. Send "0" for no matches.
ENTRY		INTERNAT_GOALS	N/A	Element Expected: As soon as it is known (it can be sent in both messages) Not needed in Football 5-a-Side (Paralympics)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	International matches goals scored. Send "0" for no goals.

Sample (General)

```
<Discipline Code="FBL------------------------------" IFId="203258" >
  <RegisteredEvent Event="FBLMTEAM11-------------------------" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="FATUSI" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Servette FC (SUI)" />
  </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 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	
		TeamOfficials (0,1)			
			Official (1,N)		
				Code	
				Function	
				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	M	S(73)	Team name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the

			team to the previous bulk-loaded list of teams

Element 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 /TeamOfficials /Official (1,N) **Send if there are specific officials for the team. Does not apply to historical teams.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

Element Team /Discipline (0,1) **Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the Discipline

Element Team /Discipline /RegisteredEvent (0,1) **Each current team is assigned to one event. Historical teams will not be registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event

Element Team /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific team's event entries.**			
Type	**Code**	**Pos**	**Description**
ENTRY	UNIFORM	Numeric 0	Pos Description: 1st/2nd team shirt colour. Send 1, 2 to indicate the number of shirt/uniform Element Expected: As soon as it is known (it can be sent in both messages)

	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt Colour
ENTRY		SHORTS	Numeric 0	Pos Description: 1st/2nd team shorts colour. Send 1, 2 to indicate the number of shorts Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Short's colour
ENTRY		SOCKS	Numeric 0	Pos Description: 1st/2nd team socks colour. Send 1, 2 to indicate the number of socks Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Colour of socks
ENTRY		SEED	N/A	Element Expected: As soon as this information is known (it can be sent in the update message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Seed Number
ENTRY		GROUP	N/A	Element Expected: As soon as available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Preliminary Group of the team

Sample (General)

```
<Team Code=" FBLMTEAM11----CAN01" Organisation="CAN" Number="1" Name="Canada"
Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
....
  </Composition>
  <TeamOfficials>
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="AST_COA" />
  </TeamOfficials>
  <Discipline Code="FBLM------------------------------" >
    <RegisteredEvent Event="FBLMTEAM11-------------------------" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
....
```

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	Not used
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST INTERMEDIATE (After each period) LIVE (used during the competition when nothing else applies). OFFICIAL UNOFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
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.

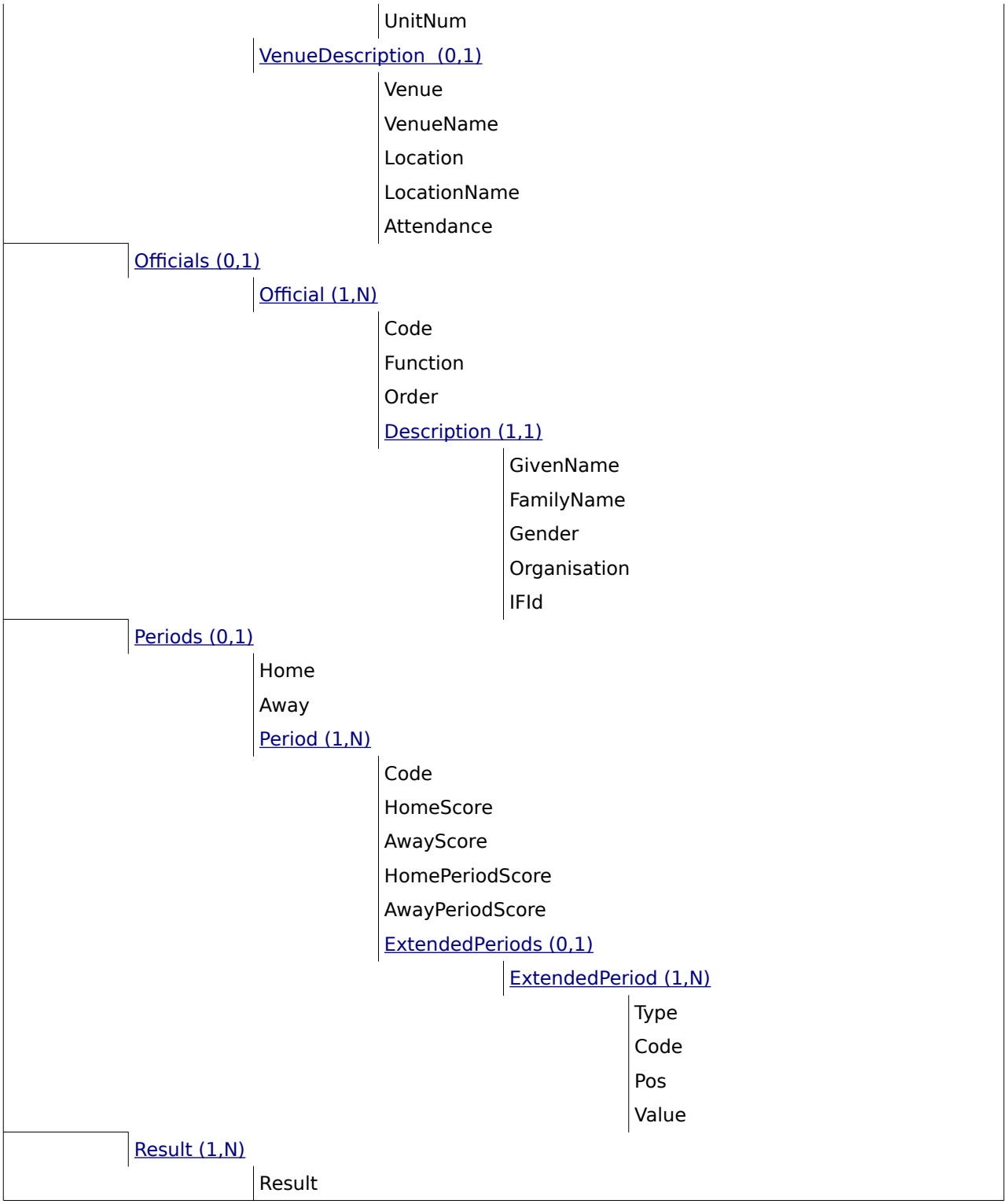
2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:
* START_LIST: As soon as the team/teams are known, before the match begins.
* START_LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.
This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
* LIVE: At the beginning of each period.
* LIVE: After every change in any data (scores, substitute, DQ etc).
This message is also sent when the unit finishes, and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks.
* INTERMEDIATE: After each period (if it is not the last period).
* UNOFFICIAL / OFFICIAL: After the unit.
Trigger also after any change.

2.2.4.4 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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				


UnitNum
VenueDescription (0,1)
Venue
VenueName
Location
LocationName
Attendance
Officials (0,1)
Official (1,N)
Code
Function
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
IFId
Periods (0,1)
Home
Away
Period (1,N)
Code
HomeScore
AwayScore
HomePeriodScore
AwayPeriodScore
ExtendedPeriods (0,1)
ExtendedPeriod (1,N)
Type
Code
Pos
Value
Result (1,N)
Result

- IRM
- WLT
- SortOrder
- StartOrder
- StartSortOrder
- ResultType
- Competitor (1,1)
  - Code
  - Type
  - Organisation
  - Description (0,1)
    - TeamName
  - Coaches (0,1)
    - Coach (1,N)
      - Code
      - Order
      - Function
      - Description (1,1)
        - GivenName
        - FamilyName
        - Gender
        - Nationality
  - EventUnitEntry (0,N)
    - Type
    - Code
    - Pos
    - Value
  - StatsItems (0,1)
    - StatsItem (1,N)
      - Type
      - Code
      - Pos
      - Value
      - Attempt
  - Composition (0,1)

- Athlete (0,N)
  - Code
  - Order
  - StartSortOrder
  - Bib
  - Description (1,1)
    - GivenName
    - FamilyName
    - Gender
    - Organisation
    - BirthDate
    - IFId
    - Class
  - EventUnitEntry (0,N)
    - Type
    - Code
    - Pos
    - Value
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
  - StatsItems (0,1)
    - StatsItem (1,N)
      - Type
      - Code
      - Pos
      - Value
      - Attempt

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)			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		RES_CODE	N/A	Element Expected: If the match finished in extra time or penalty shoot out.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Send AET if the match was decided in extra time. Send PSO if the match was decided by a penalty shoot out.
UI		PERIOD	N/A	Element Expected: Beginning of each period. Remove when official. (Send when LIVE, INTERMEDIATE)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Beginning of each period. Remove when official. (Send when LIVE, INTERMEDIATE)
DISPLAY		String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: GF, GA, GF_OG, SHOT, PTY, FOC, FOS, FRK, ASSIST, OFF(not applicable in Paralympics), CRN, YC, RC, YRC, DPTY(only applicable in Paralympics) Pos Description:

				Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the ID of the athlete/team who was updated
	Sub Element ExtendedInfos /ExtendedInfo /Extension **Expected When applicable 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 /Composition /Athlete /StatsItems /StatsItem May be: ON_GOAL or GOAL Only applies to SHOT and PTY.	
	Pos	N/A		
	Value	S(1)	Send "Y"	

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 Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location Description (not code) from Common Codes
Attendance	O	#####0	Total attendance (do not send if unknown)

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

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
IFId	O	S(16)	International Federation ID

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

Element Periods /Period (1,N) Period in which the event unit message arrives.			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Period code
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period
AwayScore	M	Numerric #0	Overall score of the away competitor at the end of the period
HomePeriodScore	O	Numeric #0	Score of the home competitor for this period.
AwayPeriodScore	O	Numeric #0	Score of the away competitor for this period

Element Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) ExtendedPeriod information.

Type		Code	Pos	Description
TIME		ADDITIONAL	N/A	Element Expected: When applicable as soon as the information is known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm	Additional time for that period. Send 0 if there is no additional time for that period. Remove leading zeros

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 (until finish the extra times if are available) of the Team for the particular event unit. Not including the goals for penalty Shoot-out.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM of the Team for the particular event unit Send in the case @ResultType both Points and IRM
WLT	O	SC @WLT	The code whether a competitor won, tied or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the first (home) named (1) and the away team (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either goals or IRM with points for the corresponding event unit

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 SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) BYE is used when there is a scheduled match of

			BYE.
Type	M	S(1)	T for team
Organisation	O	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 /Coaches /Coach (1,N) **Competitor's Coach**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Send order for coaches (& team management), sequential number if more than one (order as they are presented on match form)
Function	M	CC @ResultsFunction	Team officials function.

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

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

				Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Shirt colour of the team
EUE		SHORTS	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Shorts colour of the team
EUE		SOCKS	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Socks colour of the team
EUE		FORMATION	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Formation	Team formation (for example 4-4-2 or 4-3-3)

Sample (General)

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Navy Blue/White" />
<EventUnitEntry Type="EUE" Code="SHORTS" Value="White" />
<EventUnitEntry Type="EUE" Code="SOCKS" Value="Navy Blue" />
<EventUnitEntry Type="EUE" Code="FORMATION" Value="4-3-3" />
```

Element Result /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	MINS	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	mmm	Actual playing time (related to ball possesion) for the team by period

				number in the event unit (in minutes). Remove leading zeros
ST		GF_OG	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for the team by period number, due to own goals scored by the opposite team, in the event unit.
ST		GF	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for the team by period number in the event unit (not including the own goals of the opposite team).
ST		GA	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against for the team by period number in the event unit
ST		ASSIST	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Assists
ST		SHOT	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total shots on goal.
	Attempt	O	Numeric #0	Total Shots for the team by period number in the event unit.
ST		PTY	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals from penalties in this period
	Attempt	O	Numeric #0	Penalty kicks for the team by period number in the event unit.
ST		2PTY	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available in Paralympics (5-a-side)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals from second/double penalties in this period
	Attempt	O	Numeric #0	Second/Double Penalty kicks for the team by period number in the event unit.
ST		CRN	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is

				available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total corner kicks for the team by period number in the event unit.
ST		OFF	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total offsides for the team by period number in the event unit.
ST		FOC	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls committed for the team by period number in the event unit.
ST		FOS	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls suffered for the team by period number in the event unit.
ST		YC	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Total Cautions (yellow cards) for

			#0	the team by period number in the event unit.
ST		YRC	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) for the team by period number in the event unit.
ST		RC	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) for the team by period number in the event unit.
ST		EXP	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for the team in the event unit.
ST		FRK	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total free kicks for the team by period number in the event unit.
ST		OG	SC@Period	Pos Description: Send the period number (TOT for totals-all periods)

				Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total own goals for the team by period number in the event unit.
ST		POSSESS	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total ball possession for the team by period number in the event unit. Send in %.
ST		TOUT	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available in Futsal or Paralympics (5-a-side)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of time outs taken

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="MINS" Pos="TOT" Value="38" />
  <StatsItem Type="ST" Code="GF" Pos="TOT" Value="4" />
  <StatsItem Type="ST" Code="GA" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="SHOT" Pos="TOT" Attempt="8" Value="6" />
  <StatsItem Type="ST" Code="CRN" Pos="TOT" Value="6" />
  <StatsItem Type="ST" Code="OFF" Pos="TOT" Value="3" />
  <StatsItem Type="ST" Code="FOC" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="FOS" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="FRK" Pos="TOT" Value="12" />
  <StatsItem Type="ST" Code="POSSESS" Pos="TOT" Value="53" />
  <StatsItem Type="ST" Code="RC" Value="TOT" />
  <StatsItem Type="ST" Code="MINS" Pos="H1" Value="17" />
  <StatsItem Type="ST" Code="GF" Pos="H1" Value="2" />
  <StatsItem Type="ST" Code="GA" Pos="H1" Value="2" />
  <StatsItem Type="ST" Code="SHOT" Pos="H1" Attempt="3" Value="3" />
  <StatsItem Type="ST" Code="CRN" Pos="H1" Value="2" />
  <StatsItem Type="ST" Code="OFF" Pos="H1" Value="1" />
  <StatsItem Type="ST" Code="FOC" Pos="H1" Value="3" />
  <StatsItem Type="ST" Code="FOS" Pos="H1" Value="4" />
  <StatsItem Type="ST" Code="FRK" Pos="H1" Value="7" />
  <StatsItem Type="ST" Code="POSSESS" Pos="H1" Value="52" />
  <StatsItem Type="ST" Code="MINS" Pos="H2" Value="21" />
  <StatsItem Type="ST" Code="GF" Pos="H2" Value="2" />
  <StatsItem Type="ST" Code="SHOT" Pos="H2" Attempt="5" Value="3" />
```

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	Send order according to goalkeeper position first (Start @Code=POSITION and @Value=GK), and Shirt number (Athlete@Bib). For starting substitute player, send order according to the player status (CC @Code=PARTIC_STATUS, that will be: space or X-Eligible, N-Not eligible to play, I-Injured, A-Absent), and Shirt number (Athlete@Bib). Order attribute used to sort team members in a team.
StartSortOrder	M	Numeric #0	Order the players as they should appear in the Start List. Order attribute used to sort team members in a team on the start list.
Bib	M	S(4)	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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type		**Code**	**Pos**	**Description**
EUE		STATUS	N/A	Element Expected: Send just for those suspended players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Athlete's status in the team if applicable.
EUE		CAPTAIN	N/A	Element Expected: Send the code just for the captain when known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" only if the player is captain
EUE		STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is a Starter else do not send
EUE		POSITION	Numeric 0	Pos Description: Send 1 for normal play position (DF, FW etc) Send 2 for tactical position Element Expected:

				As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position (1) SC @TacPos (2)	Position of the player in the team as appropriate. See tactical positions diagram for understanding. http://odf.olympictech.org/2020-Tokyo/OG/PDF/FBL_Tactical_Posn.png

Sample (General)

```
....
<Athlete Code="1130568" Bib="3" Order="3">
  <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="ESP" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="1" Value="DF" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="2" Value="D05" />
....
```

Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**				
Type		**Code**	**Pos**	**Description**
ER		SANCTION	N/A	Element Expected: As soon as the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Send YC for Yellow Card or EXP for Suspended

Element Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		MINS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmm	Minutes played by the athlete in the game. Remove leading zeros
		SUB_TIME	N/A	Element Expected:

ST				Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String +/-m' [x] where x is optional, usually in form +m for injury time.	Time a player is substituted into or out of the game. +/- Indicates in or out. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar
ST		GF	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for athlete
ST		GA	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against for the athlete where the player has played as goalkeeper
ST		ASSIST	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Assists
ST		SHOT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total shots on goal
	Attempt	O	Numeric #0	Total shots for the athlete
ST		PTY	N/A	Element Expected: Always, if the information is available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total penalty goals.
	Attempt	O	Numeric #0	Penalty kicks for the athlete
ST		2PTY	N/A	Element Expected: Always, if available in the Paralympic Games only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total double penalty goals.
	Attempt	O	Numeric #0	Double Penalty kicks for the athlete.
ST		FOC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numerric #0	Total fouls committed for athlete
ST		FOS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls suffered for athlete
ST		CRN	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total corner kicks for the athlete
ST		OFF	N/A	Element Expected: Always, if the information is available Not applicable in the Paralympics (5-a-side)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total offside for the athlete in the event unit.
		YC	N/A	Element Expected:

ST				Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Cautions (yellow cards) for athlete
ST		YC_MINS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String m' [x] where x is optional, usually in form +m for injury time.	Minutes when the athlete has the first yellow card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar
ST		YRC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) for athlete
ST		YRC_MINS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String m' [x] where x is optional, usually in form +m for injury time.	Minutes when the athlete has the 2nd yellow card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar
ST		RC	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) for athlete
ST		RC_MINS	N/A	Element Expected: Always, if the information is available

	Attribute	**M/O**	**Value**	**Description**
	Value	M	String m' [x] where x is optional, usually in form +m for injury time.	Minutes when the athlete has a red card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="MINS" Value="90" />
  <StatsItem Type="ST" Code="GF" Value="1" />
  <StatsItem Type="ST" Code="SHOT" Attempt="2" Value="1" />
  <StatsItem Type="ST" Code="FOS" Value="3" />
```

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 and in team with a running clock, also the clock.

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	Not used
DocumentType	DT_CURRENT	Current message
DocumentSubtype	Not used	Not used
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

* At the start and end of every period (to start/stop clock)
* Immediately after every change in the score, including penalty shots.
* Every time the clock starts and stops
* During play i.e. after start and not during breaks in play, every 5 minutes after the last DT_CURRENT message when there is no other activity triggering this message.

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
- Clock (0,1)
  - Period
  - Time
  - Running
- 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	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Sample (General)

```
<Competition>
  <Clock Period="H2" Time="1:34" Running="Y" />
```

Element Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric #0	Score for the team. Not including the goals for penalty Shoot-out.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the first (home) named (1) and the away team (2)
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either goals 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	S(1)	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	
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. (H1, H2, OT1, OT2 and PSO) If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S8)	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

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

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

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

- ActionAdd
- When
- Result
- ScoreH
- ScoreA
- LeadH
- LeadA
- SO_H
- SO_A
- Loc
- TimeStamp
- ExtendedAction (0,N)
  - Code
  - Pos
  - Value
- Competitor (0,N)
  - Code
  - Type
  - Order
  - Organisation
  - Composition (0,1)
    - Athlete (1,N)
      - Code
      - Order
      - Bib
      - Role
      - Description (1,1)
        - GivenName
        - FamilyName
        - Gender
        - Organisation
        - BirthDate
        - IFId
        - Class

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

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

Element Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**

Id	M	S(36)	Unique identifier for the action within the message
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	SC @Period	Period of the action within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	SC @Action	Actions in the game. Send one action code. The first action of each period should always be "STARTP". For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN). For Foul action either one or two competitor elements will be sent: 1st Player Foul commited (ActionRole=FOC) 2nd Player Foul suffered (ActionRole=FOS) (optional).
ActionAdd	O	SC @VarType	Type of video review
When	O	String m' [x] where x is optional, usually in form +m for injury time.	Action's time in minutes Example: 14' [x] is injury time in the format +3 etc. so appears as 45' +3 If at half time the HT If after match FT ET: in the break between ExtraTime 1 and ExtraTime 2 If before and during shoot-out then PSO only [x] (playing time stopped)
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric ##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric ##0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	Numeric #0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	Numeric #0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative).
SO_H	O	Numeric #0	Home Score in penalty shootout
SO_A	O	Numeric #0	Away Score in penalty shootout
Loc	O	SC @VarStage	Send in the case of a video review for progress of the review
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element Actions /Action /ExtendedAction (0,N) Extended Action information.				
Type		**Code**	**Pos**	**Description**
		VARDETAILS	N/A	Element Expected: In the case of a video review
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @VarDetails	VAR details.

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

Element Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(4)	Shirt Number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

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

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

Sample (General)

```
<Action Id="123456" Period="H1" Order="3" Action="SHOT" When="14" Result="GOAL" ScoreH="0"
ScoreA="1 LeadH="-1" LeadA="1" >
  <Competitor Code="FBLWTEAM11-----RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA"
BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.2.6.6 Message Sort

Actions /Action @Order followed by @Pos

2.2.7 Image

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	Competitor ID	Competitor ID of the team, for example FBLMTEAM11--CAN01
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send UNIFORM
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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

Trigger when available and 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

Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Image (1,N)		
		Pos	
		Version	
		Revision	
		ImageType	
		ImageData (1,1)	
			-

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

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

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

-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a png file)

Sample (General)

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

2.2.7.6 Message Sort

Sort by Competition /Image /Pos.

2.2.8 Pool Standings

2.2.8.1 Description

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

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

2.2.8.2 Header Values

The following table describes the message header attributes.

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

2.2.8.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

2.2.8.4 Message Structure

The following table defines the structure of the message.

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

- Played
- For
- Against
- Diff
- ExtendedResults (0,1)
  - ExtendedResult (1,N)
    - Type
    - Code
    - Pos
    - Value
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Description (0,1)
      - TeamName
    - Opponent (0,N)
      - Code
      - Type
      - Pos
      - Organisation
      - Date
      - Time
      - Unit
      - HomeAway
      - Result
      - Description (0,1)
        - TeamName

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

Element ExtendedInfos /SportDescription (0,1) **Sport Descriptions in Text.**			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Phase, not code
Gender	M	CC @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	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Only send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualification indicator
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but

			it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Tied	O	Numeric #0	Number of games tied by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group Do not send if the team has not played.
For	O	Numeric #0	Total number of goals for. Do not send if the team has not played.
Against	O	Numeric #0	Total number of goals against. Do not send if the team has not played.
Diff	O	Numeric #0 or -Numeric -#0	Goals difference, between goals for and goals against

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		FPP	N/A	Element Expected: If available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric -#0 or #0	Fair play points, integer value. Can be negative

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	Type Description: T for Team Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. 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	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
	Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
	Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
	HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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 (General)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0"
Lost="1" For="3" Against="2" Diff="1" >
  <Competitor Code="FBLMTEAM11----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="FBLMTEAM11----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-
07-27" Time="14:00" Unit="FBLMTEAM11-----------GPA-000200--" HomeAway="H" Result="2:0">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="FBLMTEAM11----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-
08-01" Time="09:00" Unit="FBLMTEAM11-----------GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="FBLMTEAM11----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-
07-29" Time="09:00" Unit="FBLMTEAM11-----------GPA-000500--" HomeAway="A" Result="1:2">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.2.8.6 Message Sort

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

2.2.9 Brackets

2.2.9.1 Description

The Brackets message contains the brackets information for an event or component of an event (phase or unit). It is used where there is a necessity to know the progress of a competition. In the early stages of the competition, it indicates how the competition progress will proceed from the winners/losers.

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 (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST: (before the start of the competition) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
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

This message should be sent at the very beginning of a competition, as soon as brackets are available.

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

Send when a match/event unit is completed Unofficial and again when Official if there was any change.

The @ResultStatus attribute will vary depending on the competition status.

* Send with ResultStatus = 'START_LIST' before the start of the competition
* Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

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				
	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

2.2.9.5 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 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. One for each individual bracket as defined in ORIS. 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	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Numeric ##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 (separator & order, example "4:0 (0:0)"). May include an IRM. Must include 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. If the match was decided by penalty shoot out then send in the format x(y) where y is the score the team in the PSO.
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.
WLT	O	S(1)	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is

			known. Do not send if competitor comes from a pool.

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1) **CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitors' organisation if known.

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team.

Sample (General)

```
<Bracket Code="FNL-">
  <BracketItems Code="SFNL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Result="2:1"
Unit="FBLWTEAM11----------SFNL000100--" >
      <CompetitorPlace Pos="1" WLT="W" Result="2">
        <Competitor Code="FBLWTEAM11----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="1">
        <Competitor Code="FBLWTEAM11----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.2.9.6 Message Sort

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

2.2.10 Statistics

2.2.10.1 Description

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

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

2.2.10.2 Header Values

The following table describes the message header attributes.

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

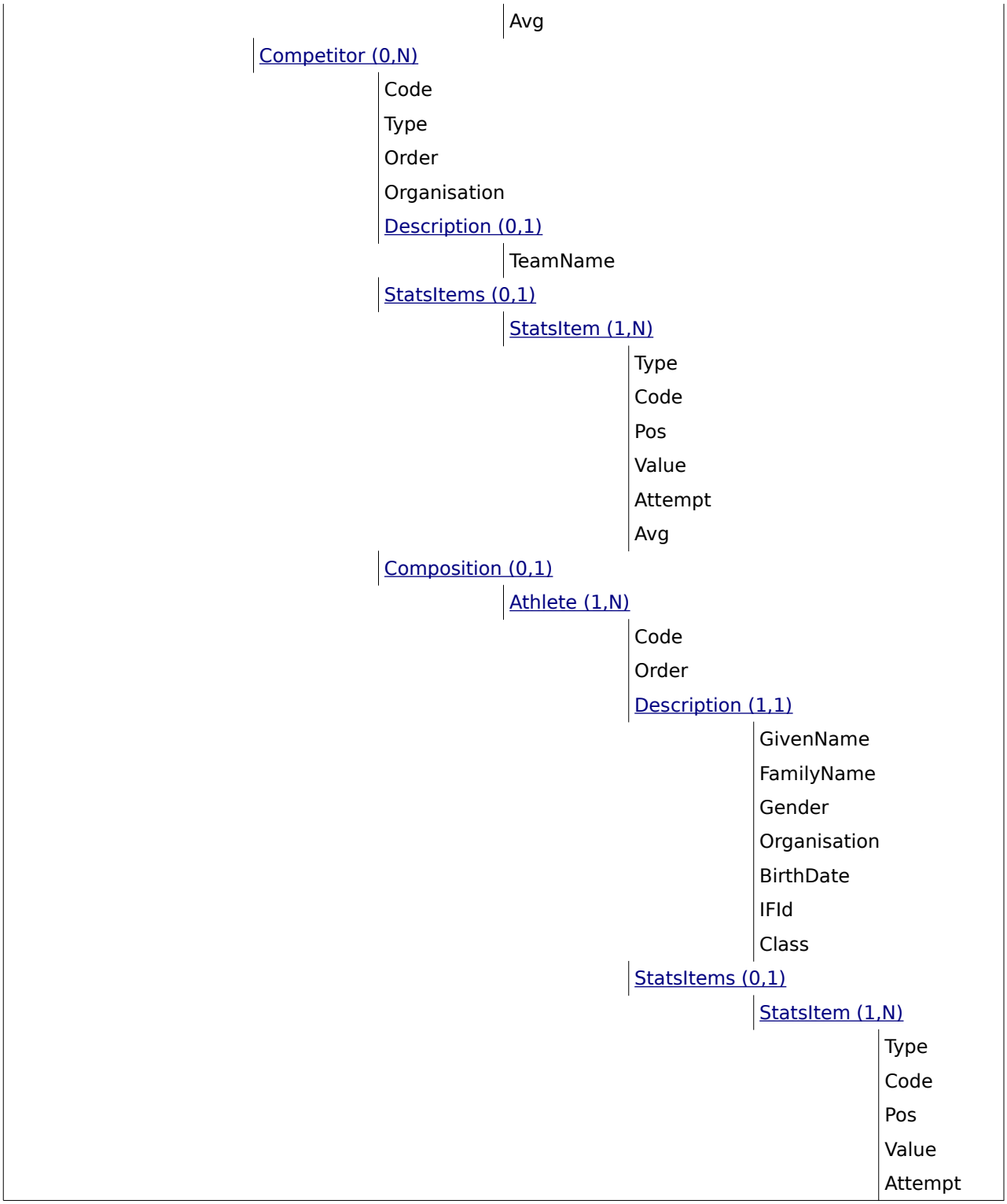
2.2.10.3 Trigger and Frequency

After each match only.

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


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

	Avg Rank RankEqual SortOrder

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 RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team. Send after at least one unit is complete in the CUM, IND_RANKING and TEAM_RANKING messages.
UnitsTotal	O	Numeric ##0	Send the total number of units (games) to be played). For CUM which only includes one team then it is the total units for that team. Send in the CUM, IND_RANKING and TEAM_RANKING messages.
UnitsComplete	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM, IND_RANKING and TEAM_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	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element Stats (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element Stats /StatsItems /StatsItem (1,N) Statistics for the event unit / phase or event - depending on the headers' DocumentCode.				
Type		**Code**	**Pos**	**Description**
ATTENDANCE		DATE	Date	Pos Description: Date Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #####0	Total attendance of all matches for the specified date
ATTENDANCE		RSC	S(34)	Pos Description: Full RSC at discipline level Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #######0	Total attendance indicated by RSC (@Pos).
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total match played for all teams.
ST		GF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Total Goals for all teams.
	Avg	O	Numeric #0.0	Average Goals for all teams.
ST		GA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against for all teams.
	Avg	O	Numeric #0.0	Average Goals against for all teams.
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total penalty goals.
	Attempt	O	Numeric ##0	Total penalty kicks for all teams.
ST		PTY_AVG	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Average penalty goals for all teams
	Attempt	O	Numeric ##0.0	Average penalty kicks for all teams
ST		2PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU in the Paralympic Games (5-a-side)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total double penalty goals for all teams
	Attempt	O	Numeric ##0	Total double penalty kicks for all teams

ST		2PTY_AVG	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU in the Paralympic Games (5-a-side)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Average penalty goals for all teams
	Attempt	O	Numeric ##0.0	Average penalty kicks for all teams
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total number of Shots on Goal for all teams.
	Attempt	O	Numeric ##0	Total Shots for all teams for all teams.
ST		SHOT_AVG	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Average number of shots on goal for all teams.
	Attempt	O	Numeric ##0.0	Average number of shots for all teams.
ST		CRN	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total corner kicks for the team.
	Avg	O	Numeric ##0.0	Average corner kicks for all teams.
ST		OFF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU Not applicable in Paralympic Games

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total offsides for all the teams.
	Avg	O	Numeric ##0.0	Average offsides for all the teams.
ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Fouls committed for all the teams.
	Avg	O	Numeric ##0.0	Average fouls committed for all the teams.
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Cautions (yellow cards) for all the teams.
	Avg	O	Numeric #0.0	Average Cautions (yellow cards) for all the teams.
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) for all the teams.
	Avg	O	Numeric #0.0	Average Expulsions (2nd yellow card = red card) for all the teams.
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) for all the teams
	Avg	O	Numeric	Average Expulsions (red cards) for

			#0.0	all the teams.
ST		EXP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.
	Attempt	O	Numeric #0.0	Average Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.

Sample (General)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="16" />
    <StatsItem Type="ST" Code="GF" Value="37" Avg="2.3" />
    <StatsItem Type="ST" Code="GA" Value="37" Avg="2.3" />
    <StatsItem Type="ST" Code="SHOT" Attempt="418" Value="150" />
    <StatsItem Type="ST" Code="SHOT_AVG" Attempt="26.1" Value="9.4" />
    <StatsItem Type="ST" Code="PTY" Attempt="3" Value="3" />
    <StatsItem Type="ST" Code="PTY_AVG" Attempt="0.2" Value="0.2" />
    <StatsItem Type="ST" Code="CRN" Value="159" Avg="9.9" />
    <StatsItem Type="ST" Code="OFF" Value="50 Avg="3.1" />
```

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	Sort order: For each team: 1 - Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	CC @Organisation	Competitor's organisation if known

Element Stats /Competitor /Description (0,1)

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

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

Team competitor's stats item, according to competitors' rules.				
Type		**Code**	**Pos**	**Description**
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total matches played.
ST		GF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for in all the games where the team has played.
ST		GA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against in all the games where the team has played.
ST		PTY	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total penalty goals / penalty goals against.
	Attempt	O	Numeric ##0	Total Penalty Kicks, Penalty Kicks against in all the games where the team has played.
ST		2PTY	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is

				available for the DocumentSubtype=CUM in the Paralympic Games only (5-a-side)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total double penalty goals / double penalty goals against.
	Attempt	O	Numeric ##0	Total Double Penalty Kicks, Double Penalty Kicks against in all the games where the team has played.
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total number of shots on goal.
	Attempt	O	Numeric ##0	Total Shots in all the games where the team has played.
ST		CRN	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total corner kicks for the team.
ST		ASSIST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total assists for the team
ST		OFF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM. Not required in the Paralympic (5-a-side)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total offsides for the team.

ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total fouls committed in all the games where the team has played.
	Avg	O	Numeric ##0.0	Average fouls committed in all the games where the team has played.
ST		FOS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Total fouls suffered in all the games where the team has played.
	Avg	O	Numeric ##0.0	Average fouls suffered in all the games where the team has played.
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Cautions (yellow cards) in all the games where the team has played.
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) in all the games where the team has played.
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) in all the games where the team has

				played.
ST		EXP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red card and red cards, in all the games where the team has played.
ST		FRK	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total free kicks for the team.
ST		OG	Numeric	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total own goals for the team.

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="2" />
  <StatsItem Type="ST" Code="GF" Value="1" />
  <StatsItem Type="ST" Code="GA" Value="2" />
  <StatsItem Type="ST" Code="SHOT" Attempt="11" Value="5" />
  <StatsItem Type="ST" Code="CRN" Value="4" />
  <StatsItem Type="ST" Code="OFF" Value="7" />
  <StatsItem Type="ST" Code="FOC" Value="21" Avg="10.5" />
  <StatsItem Type="ST" Code="FOS" Value="20" Avg="10.0" />
  <StatsItem Type="ST" Code="YC" Value="3" />
  <StatsItem Type="ST" Code="FRK" Value="23" />
```

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 for CUM: For each player: 1) Shirt number or disqualification. Sort order for IND_RANKING: 14) Rank or disqualification, 2) Name. Sort Disqualified players to the bottom of the list.

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

Element Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N) **Team member's stats item according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmm	Total minutes played in all the games where the player has played. Remove leading zeros.
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total matches played by the athlete.
ST		GF	N/A	Element Expected: Always, if the information is

				available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals for in all the games where the player has played.
	Avg	O	Numeric #0.0	Average for the goals (per match) for the athlete
	Rank	O	Text	Rank of the competitor for this specific Item.
	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		GA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Goals against in all the games where the player has played as goalkeeper
ST		OG	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total own goals in all the games where the player has played.
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Shots in all the games where the player has played.
	Avg	O	Numeric #0.0	Average number of shots per match.
	Rank	O	Text	Athlete rank, based on shots per match. Send empty if the competitor was disqualified.

	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		SHOT_ON_GOAL	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total shots on goal.
	Avg	O	Numeric #0.0	Average number of shots on goal per match.
	Rank	O	Text	Rank, based on shots on goals per match. Send empty if the competitor was disqualified.
	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		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total penalty goals.
	Attempt	O	Numeric #0	Total shots (penalty kicks) in all the games where the player has played.
ST		2PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM in the Paralympic Games (5-a-side)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total double penalty goals.
	Attempt	O	Numeric #0	Total shots (double penalty kicks) in all the games where the player has played.
ST		ASSIST	N/A	Element Expected: Always, if the information is

				available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total assists for the player.
ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls committed in all the games where the player has played.
	Avg	O	Numeric #0.0	Average fouls committed
	Rank	O	Text	Rank, based on fouls committed.
	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		FOS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total fouls suffered in all the games where the player has played.
	Avg	O	Numeric #0.0	Average fouls suffered
	Rank	O	Text	Rank, based on fouls suffered
	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		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0	Total Cautions (yellow cards) in all the games where the player has played.
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) in all the games where the player has played.
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Expulsions (red cards) in all the games where the player has played

Sample (CUM)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="2" />
  <StatsItem Type="ST" Code="GF" Value="1" />
  <StatsItem Type="ST" Code="SHOT_ON_GOAL" Value="7" />
  <StatsItem Type="ST" Code="FOC" Value="3" />
  <StatsItem Type="ST" Code="MINS" Value="180" />
</StatsItems>
```

2.2.10.6 Message Sort

Sort according to the @Order attributes.

2.2.11 Event Final Ranking

2.2.11.1 Description

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

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

2.2.11.2 Header Values

The following table describes the message header attributes.

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

2.2.11.3 Trigger and Frequency

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

* After each final position is known.

2.2.11.4 Message 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				
		Tied				
		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
		Class

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

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

Element Result (1,N) For any event final ranking message, there should be at least one competitor being

awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equaled else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
Tied	O	Numeric	Number of matches tied by the competitor in the event
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.

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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="FBLMTEAM11----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

2.2.11.6 Message Sort

Sort by Result @SortOrder

2.2.12 Weather conditions

2.2.12.1 Description

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

2.2.12.2 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 (which could be at venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
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.

2.2.12.3 Trigger and Frequency

The message is sent
- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.2.12.4 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	
			Temperature (0,N)		
				Code	
				Unit	
				Value	

2.2.12.5 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.

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	Air
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric -##0.0 or ##0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

2.2.12.6 Message Sort

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

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	25 August 2017	First Version
V1.1	3 January 2018	Updated
V2.0	4 January 2019	Updated
V2.1	25 February 2019	Updated
V2.2	18 April 2019	Updated
V2.3	14 August 2019	Updated
V2.4	11 November 2019	Updated
V2.5	14 Feb 2020	Updated
V2.6	3 Apr 2020	Updated
V2.7	12 Jun 2020	Updated with CR019882

File Reference: SOG-2020-FBL-2.7 APP

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First Version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	DT_PLAY_BY_PLAY: Updated to send by Period DT_RESULT: Add EUE/FORMATION tactical formation (Team level) DT_RESULT: Add EUE/POSITION tactical position (Athlete level) DT_RESULT: Add Pos for EUE/UNIFORM DT_STATS: Add ST/ASSIST at team and athlete level 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. Information to support Paralympic Games (5-a-side) added. CR16914: Change DT_WEATHER message to venue level. CR16928: Move stats extensions to Attributes in DT_RESULT and DT_STATS. DT_IMAGE: Message added

V2.1	SFA	Typographical corrections without changing the intent
V2.2	APP	DT_BRACKETS: Add ResultStatus START_LIST CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY
V2.3	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N DT_RESULT: Link to available Formations @ Result /Competitor /EventUnitEntry DT_STATS: Delete ST/COMP_DATE @ Stats /StatsItems /StatsItem DT_STATS: Delete ST/RSC_TOTALS @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/DATE @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/RSC @ Stats /StatsItems /StatsItem
V2.4	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE DT_PARTIC_TEAMS: Correct typo on number of uniforms from 3 to 2. DT_STATS: Update ST/OG @Stats /Competitor /StatsItems /StatsItem to follow current implementation
V2.5	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight CR18559: DT_CURRENT: Add Result element and remove Period element. DT_RESULT: Add UI/RES_CODE at ExtendedInfos /ExtendedInfo (185469) DT_BRACKERTS: Update Result @ Bracket /BracketItems /BracketItem /CompetitorPlace
V2.6	APP	DT_STATS: DocumentSubcode clarified.
V2.7	APP	DT_PLAY_BY_PLAY: Add Actions/Action/ActionAdd [CR019882] DT_PLAY_BY_PLAY: Add Actions/Action/Loc [CR019882] DT_PLAY_BY_PLAY: Actions /Action /ExtendedAction [CR019882]