



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-VVO-2.9 APP

# Olympic Data Feed



## **Volleyball** **ODF Data Dictionary**

Technology and Information Department  
© International Olympic Committee

SOG-2020-VVO-2.9 APP  
23 Apr 2021



## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



## Table of Contents

1 Introduction.....	5
1.1 This document.....	5
1.2 Objective.....	5
1.3 Main Audience.....	5
1.4 Glossary.....	5
1.5 Related Documents.....	5
2 Messages.....	6
2.1 Volleyball Overview.....	6
2.2 Applicable Messages.....	6
2.3 Messages.....	8
2.3.1 Competition schedule / Competition schedule update.....	8
2.3.1.1 Description.....	8
2.3.1.2 Header Values.....	9
2.3.1.3 Trigger and Frequency.....	10
2.3.1.4 Message Structure.....	10
2.3.1.5 Message Values.....	12
2.3.1.6 Message Sort.....	16
2.3.2 List of participants by discipline / List of participants by discipline update.....	17
2.3.2.1 Description.....	17
2.3.2.2 Header Values.....	17
2.3.2.3 Trigger and Frequency.....	17
2.3.2.4 Message Structure.....	18
2.3.2.5 Message Values.....	19
2.3.2.6 Message Sort.....	23
2.3.3 List of teams / List of teams update.....	24
2.3.3.1 Description.....	24
2.3.3.2 Header Values.....	24
2.3.3.3 Trigger and Frequency.....	24
2.3.3.4 Message Structure.....	24
2.3.3.5 Message Values.....	25
2.3.3.6 Message Sort.....	28
2.3.4 Event Unit Start List and Results.....	29
2.3.4.1 Description.....	29
2.3.4.2 Header Values.....	29
2.3.4.3 Trigger and Frequency.....	29
2.3.4.4 Message Structure.....	30
2.3.4.5 Message Values.....	33
2.3.4.6 Message Sort.....	45
2.3.5 Current Information.....	46
2.3.5.1 Description.....	46
2.3.5.2 Header Values.....	46
2.3.5.3 Trigger and Frequency.....	46
2.3.5.4 Message Structure.....	46
2.3.5.5 Message Values.....	47
2.3.5.6 Message Sort.....	49
2.3.6 Play by Play.....	50



2.3.6.1 Description.....	<a href="#">50</a>
2.3.6.2 Header Values.....	<a href="#">50</a>
2.3.6.3 Trigger and Frequency.....	<a href="#">50</a>
2.3.6.4 Message Structure.....	<a href="#">51</a>
2.3.6.5 Message Values.....	<a href="#">52</a>
2.3.6.6 Message Sort.....	<a href="#">55</a>
2.3.7 Image.....	<a href="#">56</a>
2.3.7.1 Description.....	<a href="#">56</a>
2.3.7.2 Header Values.....	<a href="#">56</a>
2.3.7.3 Trigger and Frequency.....	<a href="#">56</a>
2.3.7.4 Message Structure.....	<a href="#">56</a>
2.3.7.5 Message Values.....	<a href="#">57</a>
2.3.7.6 Message Sort.....	<a href="#">58</a>
2.3.8 Pool Standings.....	<a href="#">59</a>
2.3.8.1 Description.....	<a href="#">59</a>
2.3.8.2 Header Values.....	<a href="#">59</a>
2.3.8.3 Trigger and Frequency.....	<a href="#">59</a>
2.3.8.4 Message Structure.....	<a href="#">60</a>
2.3.8.5 Message Values.....	<a href="#">61</a>
2.3.8.6 Message Sort.....	<a href="#">64</a>
2.3.9 Brackets.....	<a href="#">65</a>
2.3.9.1 Description.....	<a href="#">65</a>
2.3.9.2 Header Values.....	<a href="#">65</a>
2.3.9.3 Trigger and Frequency.....	<a href="#">65</a>
2.3.9.4 Message Structure.....	<a href="#">65</a>
2.3.9.5 Message Values.....	<a href="#">67</a>
2.3.9.6 Message Sort.....	<a href="#">69</a>
2.3.10 Statistics.....	<a href="#">70</a>
2.3.10.1 Description.....	<a href="#">70</a>
2.3.10.2 Header Values.....	<a href="#">70</a>
2.3.10.3 Trigger and Frequency.....	<a href="#">70</a>
2.3.10.4 Message Structure.....	<a href="#">71</a>
2.3.10.5 Message Values.....	<a href="#">72</a>
2.3.10.6 Message Sort.....	<a href="#">79</a>
2.3.11 Event Final Ranking.....	<a href="#">80</a>
2.3.11.1 Description.....	<a href="#">80</a>
2.3.11.2 Header Values.....	<a href="#">80</a>
2.3.11.3 Trigger and Frequency.....	<a href="#">80</a>
2.3.11.4 Message Structure.....	<a href="#">80</a>
2.3.11.5 Message Values.....	<a href="#">82</a>
2.3.11.6 Message Sort.....	<a href="#">84</a>
3 Message Timeline.....	<a href="#">86</a>
4 Document Control.....	<a href="#">87</a>

# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

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



## 2 Messages

### 2.1 Volleyball Overview

### 2.2 Applicable Messages

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

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

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



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-VVO-2.9 APP

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



## 2.3 Messages

### 2.3.1 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time in message	To Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1





12:00	Match 2 Court 2	Unit 2	Y	Court 2 2
12:00	Match 3 Court 2	Unit 3	Y	Court 2 3
16:30	Not before 16:30	Unit 4	Y	Court 2 4

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

Advice for end users - how to sort event units and use DT\_SCHEDULE:

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

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

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

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

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

Competition schedule update:

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

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

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

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.

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

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

### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 Trigger and Frequency

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

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

Generally start list details for H2H units should be sent immediately when officially known which should be as soon as possible after the preceding unit changes to official.

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

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

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">Session (0.N)</a>					
		SessionCode				
		StartDate				
		EndDate				
		Leadin				
		Venue				



	VenueName	
	ModificationIndicator	
	SessionStatus	
	SessionType	
	<a href="#">SessionName (1,N)</a>	
		Language
		Value
<a href="#">Unit (0,N)</a>		
	Code	
	PhaseType	
	UnitNum	
	ScheduleStatus	
	StartDate	
	HideStartDate	
	EndDate	
	HideEndDate	
	ActualStartDate	
	ActualEndDate	
	Order	
	Medal	
	Venue	
	Location	
	MediaAccess	
	SessionCode	
	ModificationIndicator	
	<a href="#">StartText (0,N)</a>	
		Language
		Value
	<a href="#">ItemName (1,N)</a>	
		Language
		Value
	<a href="#">ItemDescription (0,N)</a>	
		Language
		-
	<a href="#">VenueDescription (1,1)</a>	
		VenueName
		LocationName
	<a href="#">StartList (0,1)</a>	
		<a href="#">Start (1,N)</a>



StartOrder	
SortOrder	
PreviousWLT	
PreviousUnit	
<a href="#">Competitor (1,1)</a>	
Code	
Type	
Organisation	
<a href="#">Description (0,1)</a>	
TeamName	
IFld	

### 2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	<a href="#">CC @VenueCode</a>	Venue where the session takes place
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message.  N = New or U = Update.
SessionStatus	O	<a href="#">CC @ScheduleStatus</a>	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	<a href="#">CC @SessionType</a>	Session type of the Session.



Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	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	<a href="#">CC @Unit</a>	Full RSC for the unit
PhaseType	M	<a href="#">CC @PhaseType</a>	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	<a href="#">CC @ScheduleStatus</a>	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	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	<a href="#">SC @UnitMedalType</a>	Indicator of medal awarded for this unit.
Venue	O	<a href="#">CC @VenueCode</a>	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	<a href="#">CC @Location</a>	Location where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Location is not known yet (CC) or a generic code for the discipline.
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 interruption) 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	<a href="#">CC @Language</a>	Code Language of the @Value
Value	M	S(20) or a code set to be defined discipline by discipline	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

**Element: Competition /Unit /ItemName (1,N)**

Attribute	M/O	Value	Description
Language	M	<a href="#">CC @Language</a>	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	<a href="#">CC @Language</a>	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

**Element: Competition /Unit /VenueDescription (1,1)**

Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

**Element: Competition /Unit /StartList /Start (1,N)**

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)

Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.





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

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace.	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Should be sent when known

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

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

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



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

### 2.3.2.1 Description

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

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

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

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.2.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

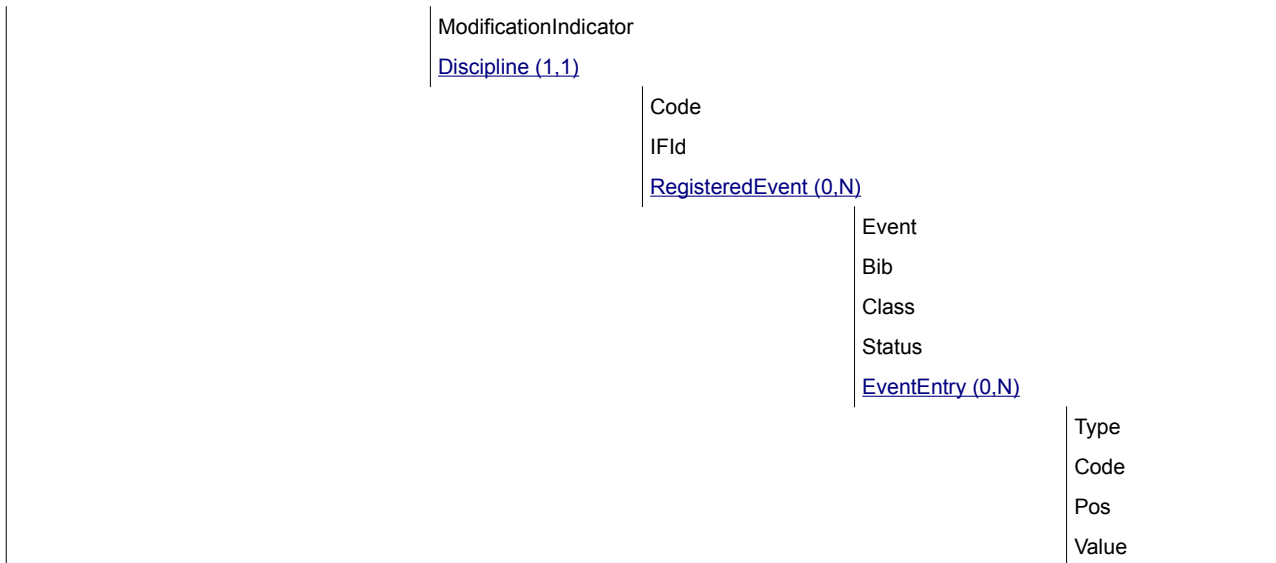


The DT\_PARTIC\_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	Gen				
	Sport				
	Codes				
	<a href="#">Participant (1,N)</a>				
		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			



### 2.3.2.5 Message Values

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

#### Sample (General)

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

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



			with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.  The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	<a href="#">CC @ParticStatus</a>	Participant's accreditation status this attribute 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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

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

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

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

**Element: Competition /Participant /Discipline /RegisteredEvent (0,N)**

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

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10



Class	O	CC @DisciplineClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Sitting Volleyball else not used.
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	BLOCK	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Highest Reach Block in cm
ENTRY	SPIKE	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Highest Reach Spike in cm
ENTRY	CAPTAIN	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the competitor it is captain else not sent
ENTRY	CLUB_NAME	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(25)	Club name
ENTRY	CLUB_ORG	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @Country	Club Country Code
ENTRY	HAND	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Hand	Handedness of the Player
ENTRY	INTERNAT_PLAYED	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Total National Selections - all competitions
ENTRY	OG_PLAYED	N/A	Element Expected:	





				As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	National Selections - Olympic Games
ENTRY		OTH_INTERNAT_PLAY ED	N/A	Element Expected: As soon as this As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	National Selections - Other international competitions
ENTRY		POSITION	N/A	Element Expected: As soon as this As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	<a href="#">CC @Position</a>	Send the position Code
ENTRY		SHIRT_NAME	N/A	Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt Name
ENTRY		WC_PLAYED	N/A	Element Expected: As soon as this As soon as this information is known (it can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	National Selections World Championships

### Sample (General)

```
<Discipline Code="VVO" IFId="203258" >
  <RegisteredEvent Event="VVOMTEAM6-----" >
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="BLANGE" />
    <EventEntry Type="ENTRY" Code="POSITION" Value="L" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Treviso" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="ITA" />
    <EventEntry Type="ENTRY" Code="WC_PLAYED" Value="7" />
    <EventEntry Type="ENTRY" Code="OG_PLAYED" Value="23" />
    <EventEntry Type="ENTRY" Code="OTH_INTERNAT_PLAYED" Value="455" />
    <EventEntry Type="ENTRY" Code="INTERNAT_PLAYED" Value="485" />
    <EventEntry Type="ENTRY" Code="HAND" Value="R" />
  </RegisteredEvent>
</Discipline>
```

### 2.3.2.6 Message Sort

The message is sorted by Participant @Code

## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

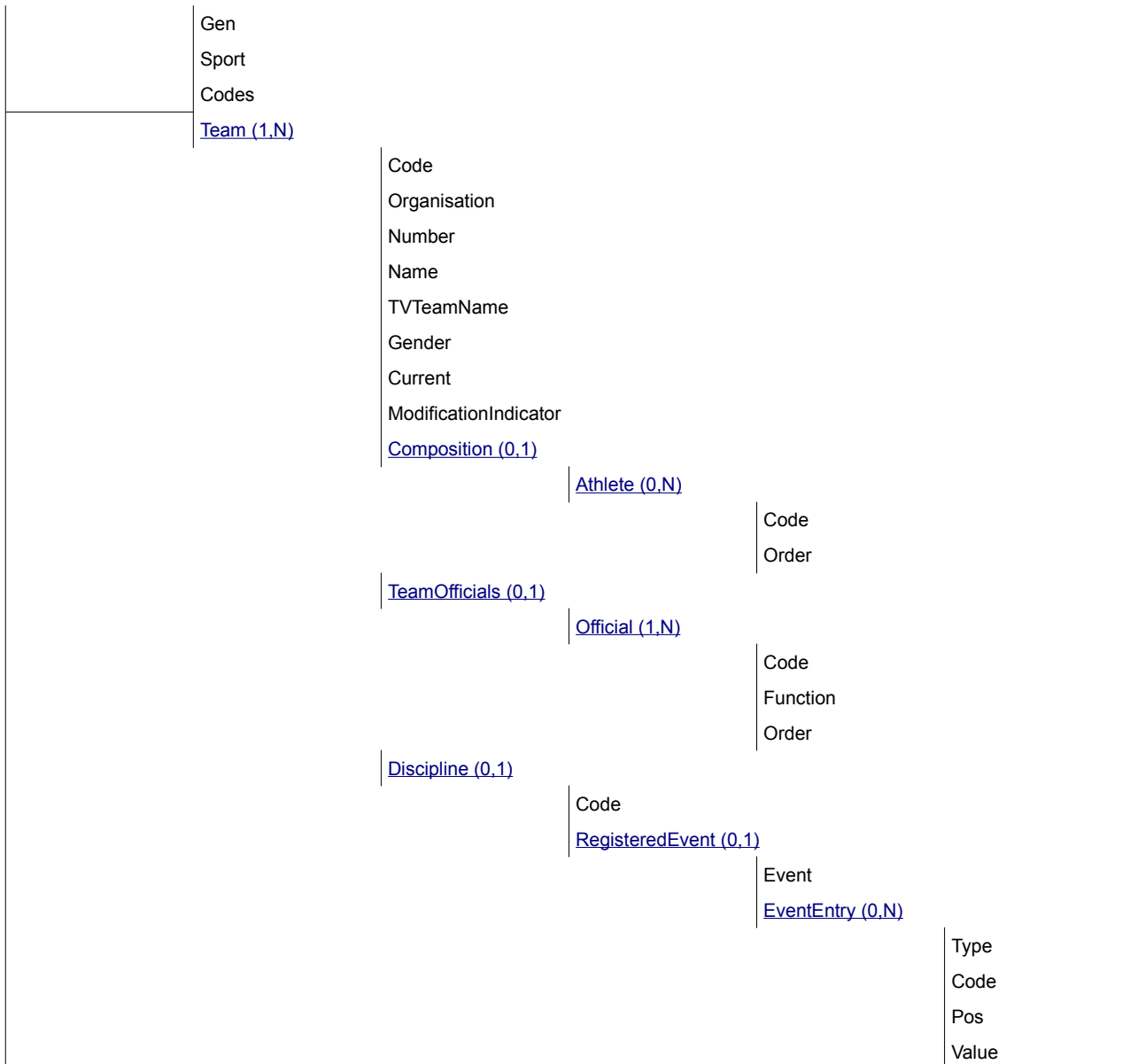
The DT\_PARTIC\_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0.1)</a>					



### 2.3.3.5 Message Values

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



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

Element: Competition /Team /Composition /Athlete (0,N)			
In the case of current teams the number of athletes is 2 or more.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

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

Element: Competition /Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			



Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline

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

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

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event

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

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(1)	Preliminary Group of the team
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Seed number
ENTRY	UNIFORM	Numeric 0	Pos Description: 1st / 2nd /3rd team shirt colour Send 1, 2, 3 to indicate the number of shirt  Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(25)	Shirt Colour
ENTRY	UNIFORM_LIB	Numeric 0	Pos Description: 1st / 2nd /3rd libero shirt colour Send 1, 2, 3 to indicate the number of shirt  Element Expected: As soon as it is known (this information can be sent in both messages).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(25)	Libero Shirt Colour

**Sample (General)**



```
<Team Code="VVOMTEAM6---BLR01" Organisation="BLR" Number="1" Name="Belarus" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
    ...
  </Composition>
  <TeamOfficials>
    <Official Code="7380748" Function="TM_MGR" Order="1" />
    <Official Code="7380750" Function="COACH" Order="2" />
    <Official Code="7380751" Function="AST_COA" Order="3" />
    ...
  </TeamOfficials>
  <Discipline Code="VVO-----" >
    <RegisteredEvent Event="VVOMTEAM6-----" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
      ...
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="SEED" Value="4" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

### 2.3.3.6 Message Sort

The message is sorted by Team @Code.

## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 Description

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the event unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE INTERMEDIATE (after each period or unplanned break in play) OFFICIAL UNOFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

- \* 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.
- \* LIVE: At the beginning of each set until the set ends.
- \* LIVE: After every rally (score change) and after any data correction (scores, match info, stats,...).
- \* INTERMEDIATE: After each period (set).
- \* UNOFFICIAL / OFFICIAL: After the match (unit).
- \* Send on any other change.

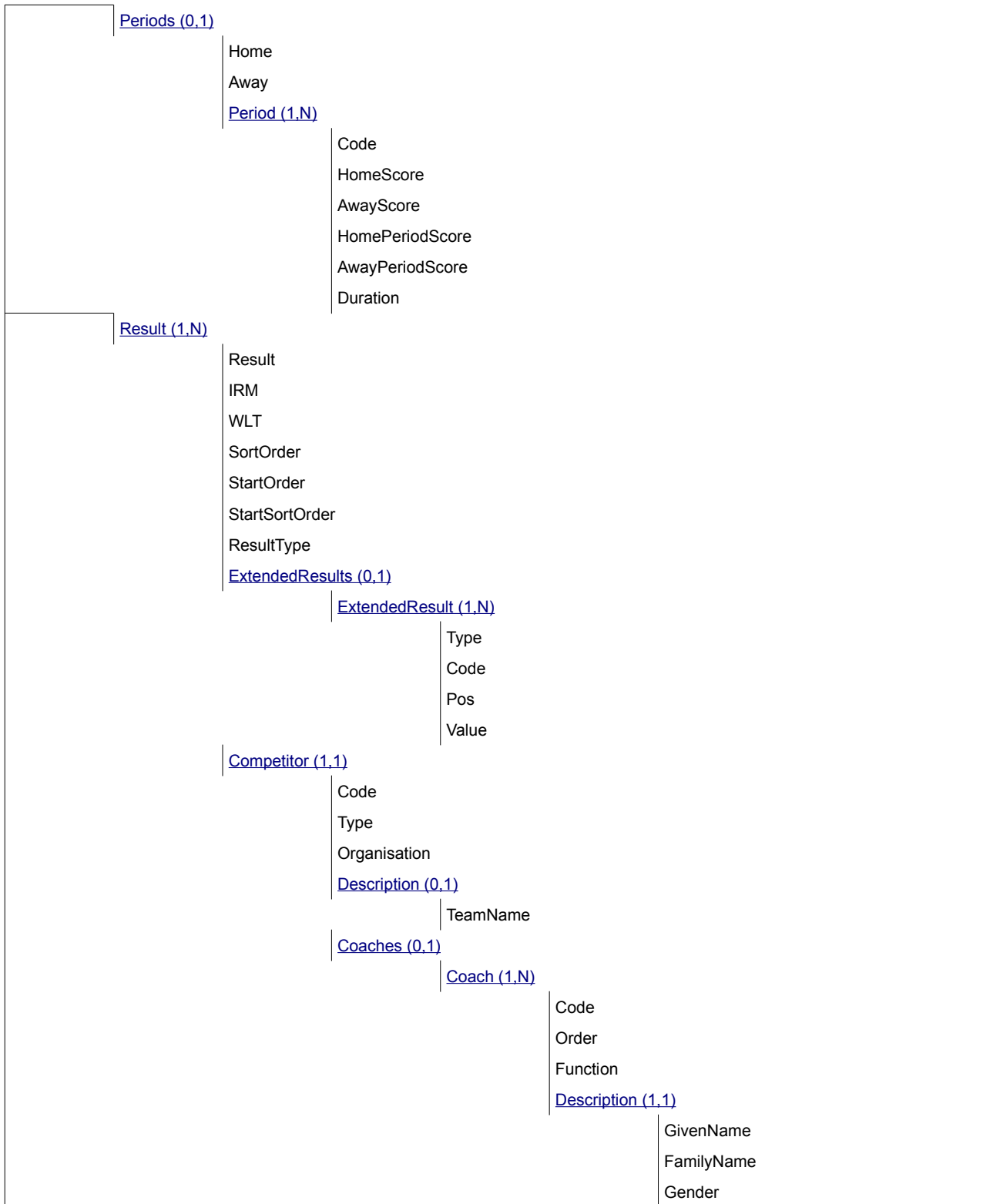


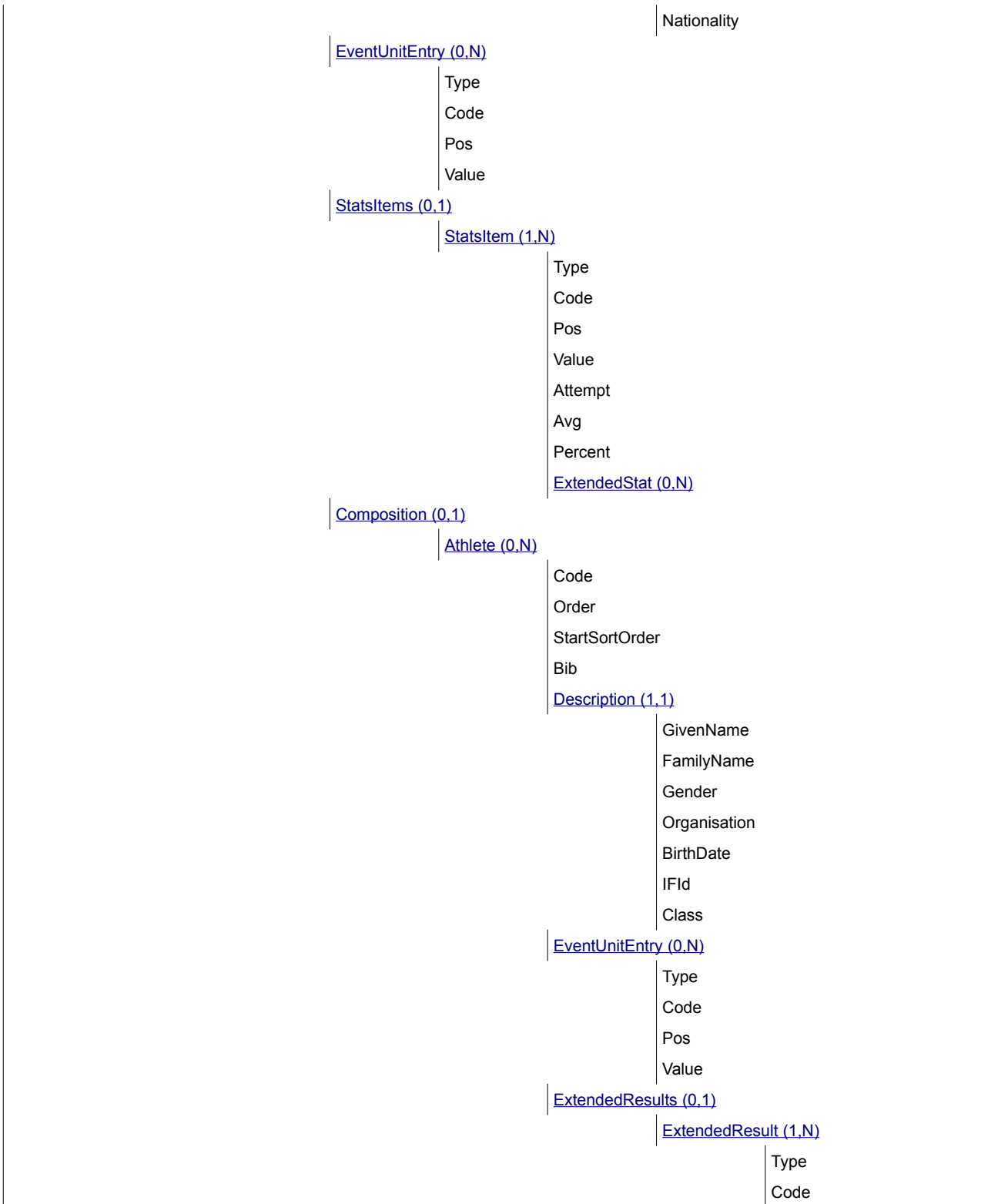


### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0.1)</a>							
		<a href="#">UnitDateTime (0.1)</a>						
			StartDate					
			EndDate					
			Duration					
		<a href="#">ExtendedInfo (0.N)</a>						
			Type					
			Code					
			Pos					
			Value					
		<a href="#">SportDescription (0.1)</a>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		<a href="#">VenueDescription (0.1)</a>						
			Venue					
			VenueName					
			Location					
			LocationName					
			Attendance					
	<a href="#">Officials (0.1)</a>							
		<a href="#">Official (1.N)</a>						
			Code					
			Function					
			Order					
			<a href="#">Description (1.1)</a>					
				GivenName				
				FamilyName				
				Gender				
				Organisation				







			Pos
			Value
		<a href="#">StatsItems (0,1)</a>	
			<a href="#">StatsItem (1,N)</a>
			Type
			Code
			Pos
			Value
			Attempt
			Avg
			Percent
			Rank
			RankEqual
			SortOrder
			<a href="#">ExtendedStat (0,N)</a>

### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
EndDate	O	DateTime	Actual end date-time. It should only be sent at the end of each unit.
Duration	O	h:mm	Match duration

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	String	Numeric ##0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem Included values are all serves, score actions and actions related to score and opponent errors only.



				Pos Description: Unique sequential number for all the statistics to highlight Element Expected: When available and only when the unit is LIVE. Send multiple if applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID of the athlete/team who was updated in the @Code attribute
UI		DURATION_PLAYING	N/A	Element Expected: Send at the end of the Game
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm	Total playing time
UI		LAST_PERIOD	N/A	Element Expected: Send at the end of the Set
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Period</a>	Last period completed
UI		MATCH_POINT	N/A	Element Expected: When available when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Match point indicator Send H for Home Team Send A Away Team
UI		PERIOD	N/A	Element Expected: Always when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Period</a>	Current set
UI		SERVE	N/A	Element Expected: When available when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Serve Indicator Send H for Home Team Send A Away Team
UI		SET_POINT	N/A	Element Expected: When available when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Set point indicator Send H for Home Team Send A Away Team

**Sample (General)**



```
<ExtendedInfos>
<UnitDateTime StartDate="2016-07-28T12:00:00+01:00" />
<ExtendedInfo Type="UI" Code="PERIOD" Value="S1" />
<ExtendedInfo Type="UI" Code="SERVE" Value="H" />
<ExtendedInfo Type="UI" Code="MATCH_POINT" Value="A" />
<ExtendedInfo Type="UI" Code="SET_POINT" Value="H" />
....
<ExtendedInfo Type="DISPLAY" Code="BLC" Pos="1" Value="2518090" >
  <Extension Code="SCS" Value="Y">
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="BLC" Pos="2" Value="VVOMTEAM6---GER01" >
  <Extension Code="SCS" Value="Y">
</ExtendedInfo>
```

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes
Attendance	O	Numeric #####0	Total attendance

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Send Order as appropriate for the officials.

Element: Competition /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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Official's organisation

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

Element: Competition /Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Period</a>	Set number Also always send TOT.
HomeScore	M	Numeric ##0	Total points of the first named competitor at the end of the period or the current point in the period. At the start of the game this should be 0.
AwayScore	M	Numeric ##0	Total points of the second named competitor at the end of the period or the current point in the period. At the start of the game this should be 0.
HomePeriodScore	M	Numeric #0	Send score (points) of the home team for this period (set) Always required except when @Code = 'TOT'
AwayPeriodScore	M	Numeric #0	Send score (points) of the away team for this period (set) Always required except when @Code = 'TOT'
Duration	O	mm	Playing time of each set. (not for TOT)

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team (Sets won) for the particular event unit. At the start of the game the result should be 0.
IRM	O	<a href="#">SC @IRM</a>	IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM
WLT	O	<a href="#">SC @WLT</a>	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and away team. 1 - for home team; 2 - for away team
StartOrder	M	Numeric	Send 1 for first team, send 2 for the other team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	<a href="#">SC @ResultType</a>	Result type for the corresponding event unit

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description





ER		MATCH_POINT_COUNT	N/A	Element Expected: When the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #	Match point count
ER		SET_POINT_COUNT	SC@Period	Pos Description: Send the period  Element Expected: When the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #	Set point count
ER		CHALLENGES_REMAIN	N/A	Element Expected: Always where the data is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #	Send the number of remaining challenges for the competitor in the current set.

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

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

Competitors extended information.

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

**Element: Competition /Result /Competitor /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	Order of the coaches, 1 for Head Coach and 2 for Assistant Coach. A second Assistant Coach may be sent with Order 3.
Function	M	<a href="#">CC @ResultsFunction</a>	Appropriate function for the official.

**Element: Competition /Result /Competitor /Coaches /Coach /Description (1,1)**



Coach extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the official
Nationality	M	<a href="#">CC @Country</a>	Coach's nationality

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: As soon as available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @Home</a>
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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
EUE	UNIFORM_LIB	N/A	Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String

### Sample (General)

```
<Competitor Code="VVOMTEAM6---GER01" Type="T" Organisation="GER">
<Description TeamName="Germany"/>
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Red" />
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Do not include for a match with a DSQ team or when ResultStatus is START_LIST			
Type	Code	Pos	Description
ST	OPP_ERR	SC@Period	Pos Description: Send for each period and TOT Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
			Description
			Number of opponent errors for the team in this match starting from 0 once the match is



			or "-"	LIVE.
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Number of team faults for the team in this match starting from 0 once the match is LIVE	
ST		SPK BLC SRV DIG SET RCP	SC@Period	Pos Description: Send the period and TOT for full match Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or "-"	Number of successful attempts (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there is no attempts.
	Attempt	O	Numeric ##0 or "-"	Number of Attempts and send "-" if there are no attempts
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only and only for TOT
	Percent	O	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers and receptions only
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Number of faults and send "-" if there is are no attempts	
<b>Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OTH		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no shots	
ST		SCR	SC@Period	Pos Description: Send for each period and TOT  Element Expected:



Attribute	M/O	Value	Description
Value	M	Numeric ### or "-"	Sum of total number of Won (Spike + Blocks + Serve + Opponents Errors) and send "-" if there are no attempts
Attempt	O	Numeric ### or "-"	Sum of total number of Attempts (Spike + Blocks + Serve), and send "-" if there are no attempts Only when SC @Period is "TOT"
ST	TOUT	N/A	Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of Time Outs

### Sample (General)

```

<StatsItem>
  <StatsItem Type="ST" Code="OPP_ERR" Pos="TOT">
    <ExtendedStat Code="FLT" Value="3" />
  </StatsItem>
  <StatsItem Type="ST" Code="SPK" Pos="TOT" Attempt="116" Value="47" Percent="19.83" >
    <ExtendedStat Code="FLT" Value="24" />
    <ExtendedStat Code="OTH" Value="45" />
  </StatsItem>
  <StatsItem Type="ST" Code="BLC" Pos="TOT" Attempt="44" Value="12" Percent="3.00">
    <ExtendedStat Code="...
...
  </StatsItem>
  <StatsItem Type="ST" Code="SRV" Pos="TOT">...</StatsItem>
  <StatsItem Type="ST" Code="DIG" Pos="TOT">...</StatsItem>
  <StatsItem Type="ST" Code="SET" Pos="TOT">...</StatsItem>
  <StatsItem Type="ST" Code="RCP" Pos="TOT">...</StatsItem>
  <StatsItem Type="ST" Code="SCR" Pos="TOT" Attempt="252" Value="87" />
  <StatsItem Type="ST" Code="TOUT" Value="8" />
  <StatsItem Type="ST" Code="OPP_ERR" Pos="S1">
    <ExtendedStat Code="FLT" Value="-" />
  </StatsItem>
  <StatsItem Type="ST" Code="SPK" Pos="S1" Attempt="22" Value="8" Percent="18.18" >
    <ExtendedStat Code="FLT" Value="4" />
    <ExtendedStat Code="OTH" Value="10" />
  </StatsItem>
  <StatsItem Type="ST" Code="BLC" Pos="S1" ...>

```

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



Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	CAPTAIN	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send Y if the competitor is captain else do not send.
EUE	POSITION	N/A	Element Expected: Always, if the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">CC @Position</a>
			Send the player's position
EUE	STARTER	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send Y if the competitor is starter else do not send.
EUE	STATUS	N/A	Element Expected: Always, if the information is applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @AthleteStatus</a>
			Send appropriate code

### Sample (General)

```
<EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
<EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
<EventUnitEntry Type="EUE" Code="POSITION" Value="L" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member or individual athlete's extended result.			



Type	Code	Pos	Description
ER	CURRENT	N/A	Element Expected: When the information is available and the status is LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send Y if the player is in the Court in this moment else do not send. Not applicable for Libero Players.
ER	LIBERO	SC@Period	Pos Description: Period, not inc. TOT  Element Expected: Always when the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send Y if the participant is the libero
ER	POSITION	SC@Period	Pos Description: Period, not inc. TOT  Element Expected: Always when the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Numeric starting position (1-6) on court or S if starting and the position is not known.
ER	SET_PLAYED	SC@Period	Pos Description: Period, not inc. TOT  Element Expected: When the information is available. Only send for sets played.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send Y if the athlete has played in the set indicated in @Pos
ER	SUBSTITUTE	SC@Period	Pos Description: Period, not inc. TOT Element Expected: Always when the information is available for non-starting players
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Shirt Number of out-going player
ER	STATUS	N/A	Element Expected: Always, if the information is applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send D if the athlete has been Disqualified

### Sample (General)



```
<ExtendedResults>
<ExtendedResult Type="ER" Code="SUBSTITUTE" Pos="3" Value="11" />
<ExtendedResult Type="ER" Code="POSITION" Pos="1" Value="3" />
<ExtendedResult Type="ER" Code="POSITION" Pos="4" Value="5" />
<ExtendedResult Type="ER" Code="SET_PLAYED" Pos="1" Value="Y" />
<ExtendedResult Type="ER" Code="SET_PLAYED" Pos="3" Value="Y" />
<ExtendedResult Type="ER" Code="SET_PLAYED" Pos="4" Value="Y" />
</ExtendedResults>
```

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

Do not include for a match with a DSQ team or when ResultStatus is START\_LIST

Type	Code	Pos	Description	
ST	SCR	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always, if available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or "-"	Sum of total number of Won (Spike + Blocks + Serve) Send 0 if Attempt has a numeric value
	Attempt	O	Numeric ##0 or "-"	Sum of total number of Attempts (Spike + Blocks + Serve)
	Percent	O	Numeric ##0.00	Percent of total team scoring
	Rank	O	String	Scoring rank within the team. Only included for TOT and if the Rank = 1
	RankEqual	O	S(1)	Send Y if the scoring rank is equaled.
	SortOrder	O	Numeric #0	Scoring order within the team
ST	SPK BLC SRV DIG SET RCP	SC@Period	Pos Description: Send for each period and TOT  Element Expected: Always, if available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0 or "-"	Number of successful attempts (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there are no attempts.
	Attempt	O	Numeric ###0 or "-"	Number of Attempts and send "-" if there are no attempts
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only
	Percent	O	Numeric	EFFICIENCY PERCENTAGE for spikers and



			##0.00	receptions only.
Rank	O		String	Rank, only if the player meets limit of Team's total spike or attempts limits
RankEqual	O		S(1)	Y in the case of equalled rank else do not send (if there is a Rank value)
SortOrder	O		Numeric #0	Statistic order within the team
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	FLT			
Pos	N/A	N/A		
Value	Numeric ##0 or "-"	Number of faults and send "-" if there are no attempts.		
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	OTH			
Pos	N/A	N/A		
Value	Numeric ##0 or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no attempts.		
ST	SPEED	N/A	Element Expected: Only for the player with the fastest serve speed	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0.#	Serve speed in kmh (only for fastest)	
Rank	M	Numeric 0	Serving rank of the player in the team	

### Sample (Global)

```
<StatsItems>
  <StatsItem Type="ST" Code="SPK" Pos="TOT" Attempt="1" Value="-" >
    <ExtendedStat Code="FLT" Value="-" />
    <ExtendedStat Code="OTH" Value="1" />
  </StatsItem>
  <StatsItem Type="ST" Code="BLC" Pos="TOT" Attempt="1" Value="1" Rank="4" RankEqual="Y" >
    ...
  </StatsItem>
  <StatsItem Type="ST" Code="SRV" Pos="TOT" Attempt="17" Value="-" Avg="0.00" Rank="2" RankEqual="Y" >
    <ExtendedStat Code="FLT" Value="1" />
    <ExtendedStat Code="OTH" Value="16" />
  </StatsItem>
  <StatsItem Type="ST" Code="SPEED" Rank="1" Value="118" />
</StatsItems>
```





INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-VVO-2.9 APP

### **2.3.4.6 Message Sort**

Sort by Result @SortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

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

### 2.3.5.3 Trigger and Frequency

- \* After every serve (for the serve speed).
- \* At the end of every rally (primarily for the score).

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0.1)</a>	Gen		
	Sport		
	Codes		
	<a href="#">ExtendedInfos (0.1)</a>	<a href="#">ExtendedInfo (1.N)</a>	
			Type



			Code Pos Value
	<a href="#">Periods (0,1)</a>	Home Away <a href="#">Period (1,N)</a>	Code HomeScore AwayScore HomePeriodScore AwayPeriodScore Duration
	<a href="#">Result (0,N)</a>	Result SortOrder StartSortOrder ResultType <a href="#">Competitor (1,N)</a>	Code Type Organisation

### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	MATCH_POINT	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Match point indicator: Send H for home team Send A for away team
UI	PERIOD	N/A	Element Expected:



				Always
	Attribute	M/O	Value	Description
	Value	M	SC@Period	Current period/set
UI		SERVE	N/A	Element Expected: When known.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI		SET_POINT	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Set point indicator: Send H for home team Send A for away team
UI		SPEED	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.#	Online serve speed

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

Element: Competition /Periods /Period (1,N)				
Period in which the event unit message arrives.				
Attribute	M/O	Value		Description
Code	M	<a href="#">SC @Period</a>		Set code
HomeScore	M	Numeric ##0		Overall score (total points) of the first named competitor to this point in the match. At the start of the game this should be 0.
AwayScore	M	Numeric ##0		Overall score (total points) of the second named competitor to this point in the match. At the start of the game this should be 0.
HomePeriodScore	O	Numeric #0		Points score of the first named competitor just for each period. Not required when @Code = 'TOT'
AwayPeriodScore	O	Numeric #0		Points score of the second named competitor just for each period. Not required when @Code = 'TOT'
Duration	M	mm		Playing time of the set (or TOT) in minutes

### Sample (General)



```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="PERIOD" Value="S1" />
  <ExtendedInfo Type="UI" Code="SPEED" Value="51.0" />
  <ExtendedInfo Type="UI" Code="SERVE" Value="H" />
</ExtendedInfos>
<Periods Home="VVOWTEAM6---SUI01" Away="VVOWTEAM6---AUS01">
  <Period Code="S1" HomeScore="0" AwayScore="0" HomePeriodScore="16" AwayPeriodScore="8" />
</Periods>
```

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team (Sets won) . At the start of the game the result should be 0.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the home team and away team. 1 - for home team; 2 - for away team
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	<a href="#">SC @ResultType</a>	Result type for the corresponding event unit

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

### 2.3.5.6 Message Sort

Sort by Period @Code.



## 2.3.6 Play by Play

### 2.3.6.1 Description

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

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the Unit (match)
DocumentSubcode	SC@Period or not sent	Period code if sent for one period (set) only. (S1 - S5)  If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

\* After each rally and after each action correction

\* After each set

\* After the match (unit).

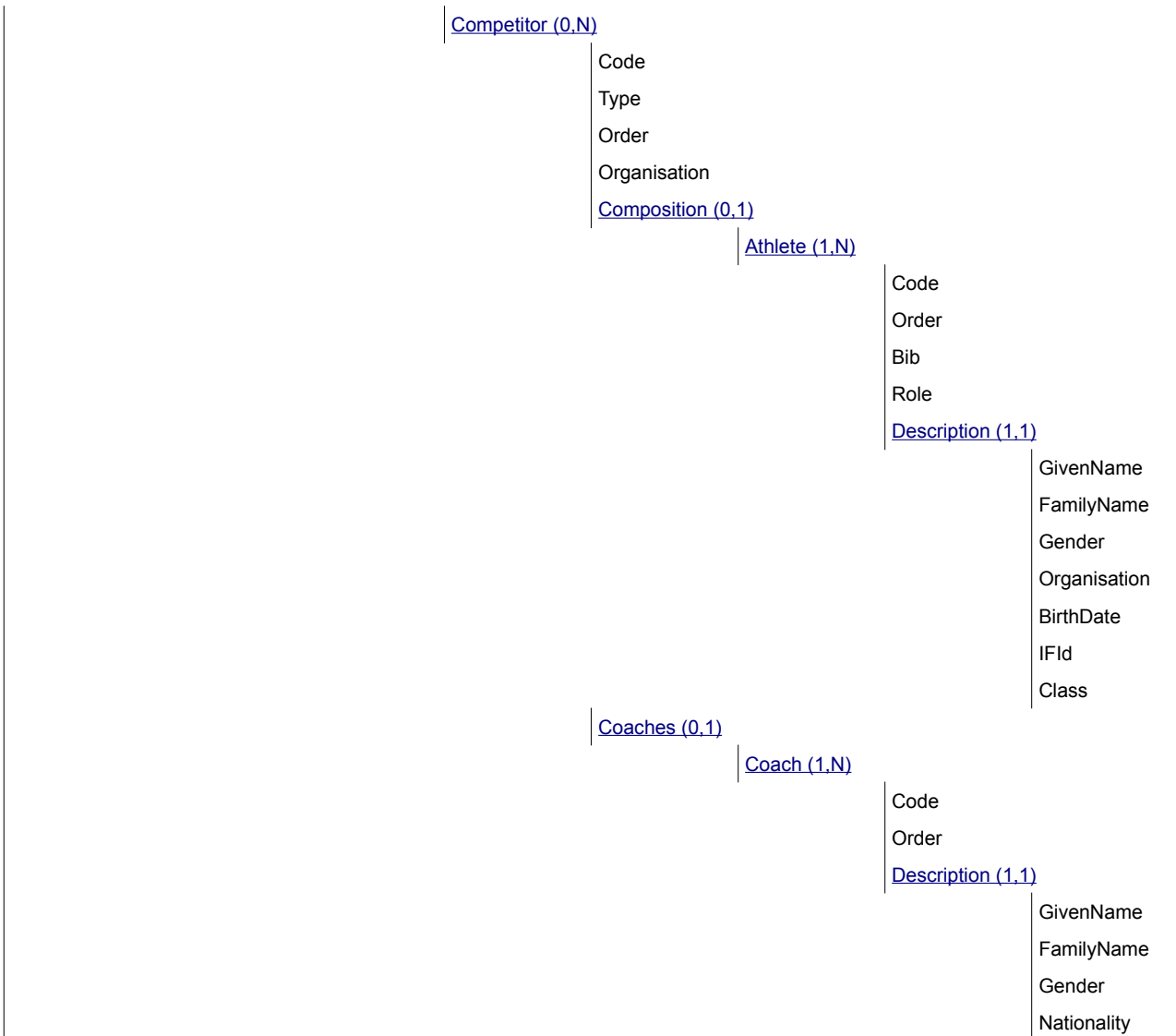
The message is sent by period according to the header values and with all periods at the end of the match (OFFICIAL only)



### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
			UnitNum				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Actions (0,1)</a>						
		Home					
		Away					
		<a href="#">Action (1,N)</a>					
			Id				
			Period				
			Order				
			Action				
			ActionAdd				
			When				
			Result				
			ScoreH				
			ScoreA				
			LeadH				
			LeadA				
			Rally				
			Win				
			Speed				
			Line				
			TimeStamp				



### 2.3.6.5 Message Values

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

**Element: Competition /ExtendedInfos /SportDescription (0,1)**  
**Sport Descriptions in Text.**





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

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

**Element: Competition /Actions (0,1)**

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

**Element: Competition /Actions /Action (1,N)**

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	<a href="#">SC @Period</a>	Period within the match
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n. It is used to sort Action
Action	O	<a href="#">SC @Action</a>	Action for the player/team
ActionAdd	O	<a href="#">SC @Challenge</a>	Type of challenge
When	O	mm:ss	Time of the action
Result	O	<a href="#">SC @ResAction</a>	Result of the Action for the player/team
ScoreH	O	Numeric #0	Total Home Score of the set after the action Send if there is a score change for either team
ScoreA	O	Numeric #0	Total Away Score of the set after the action Send if there is a score change for either team
LeadH	O	Numeric +/- #0 or #0	Points lead for the Home Team in the set. Send if there is a score change for either team
LeadA	O	Numeric +/- #0 or #0	Points lead for the Away Team in the set. Send if there is a score change for either team
Rally	O	Numeric ##0	Rally number in which the action occurs
Win	O	S(1)	Winning indicator of a rally Send H if the Home Team wins the current Rally.



			Send A if the Away Team wins the current Rally.
Speed	O	Numeric ##0.#	Serve Speed (km/h), only in the case of a successful serve in the rally
Line	O	Numeric 0	Generally for associating line in the same rally.
TimeStamp	O	DateTime	Time of the action (for alignment to video)

**Element: Competition /Actions /Action /Competitor (0,N)**

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Shirt number
Role	O	<a href="#">SC @ActionRole</a>	Role of the player in the action, according to the available codes.

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

**Athletes extended information**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

**Element: Competition /Actions /Action /Competitor /Coaches /Coach (1,N)**

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.



Order	O	Numeric	Coach order (if more than one coach is needed).
-------	---	---------	---

**Element: Competition /Actions /Action /Competitor /Coaches /Coach /Description (1,1)**

**Coach extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the official
Nationality	M	<a href="#">CC @Country</a>	Coach's nationality

**Sample (General)**

```
<Action Id="123456" Period="S1" Order="7" Action="SRV" When="01:06" Result="FLT" ScoreH="1" ScoreA="2" LeadH="-1"
LeadA="1" Rally="3" Win="H">
  <Competitor Code="VVOMTEAM6---ITA02" Type="T" Organisation="ITA" Order="1">
    <Composition>
      <Athlete Code="1085037" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ITA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="123457" Period="S1" Order="8" Action="OPP_ERR" When="01:06" Rally="3">
  <Competitor Code="VVOMTEAM6---BUL02" Type="T" Organisation="BUL" Order="2" />
</Action>
<Action Id="113456" Period="S1" Order="9" Action="SRV" When="01:29" Result="SRV_HIT" Rally="4">
  <Competitor Code="VVOMTEAM6---BUL02" Type="T" Organisation="BUL" Order="1">
    <Composition>
      <Athlete Code="1081105" Order="1" >
        <Description GivenName="James" FamilyName="Jones" Gender="M" Organisation="BUL" BirthDate="1994-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
<Action Id="333456" Period="S1" Order="10" Action="SPK" When="01:33" Result="SPK" Comment="FIVB comment for the rally"
ScoreH="1" ScoreA="3" LeadH="-2" LeadA="2" Rally="4" Win="A">
  <Competitor Code="VVOMTEAM6---ITA02" Type="T" Organisation="ITA" Order="1">
    <Composition>
      <Athlete Code="1085715" Order="1" >
        <Description GivenName="Tom" FamilyName="Jackson" Gender="M" Organisation="ITA" BirthDate="1993-05-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

**2.3.6.6 Message Sort**

Actions /Action @Order.



## 2.3.7 Image

### 2.3.7.1 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.

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC of the Discipline
DocumentSubcode	Competitor ID	Competitor ID of the team, for example VVOMTEAM6---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	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

Trigger when available and after any change.

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0.1)</a>	Gen Sport Codes		
	<a href="#">Image (1.N)</a>		Pos



	Version	
	Revision	
	ImageType	
	<a href="#">ImageData (1.1)</a>	
		-

### 2.3.7.5 Message Values

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

Element: Competition /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/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
</Image>
<Image Pos="2" Version="1" Revision="0" ImageType="png" >
  <ImageData>/9j/4AAddddRgABAQEAAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
</Image>
.....
```



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-VVO-2.9 APP

### 2.3.7.6 Message Sort

Sort by Competition /Image /Pos.



## 2.3.8 Pool Standings

### 2.3.8.1 Description

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

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

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Phase</a>	Full RSC for the pool/group (phase level) (for example VVOMTEAM6-----GPA----- for Men's Preliminary Round - Group A).
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.8.3 Trigger and Frequency

The message is sent:

- \* Before the start of the competition to build in the initial tables. The message has status START\_LIST.
- \* When an event unit of the corresponding phase finishes. The message has status INTERMEDIATE.
- \* When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL.

Trigger also after any change.



### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0.1)</a>	Gen Sport Codes				
	<a href="#">ExtendedInfos (0.1)</a>	<a href="#">Progress (0.1)</a>	LastUnit UnitsTotal UnitsComplete		
		<a href="#">SportDescription (0.1)</a>	DisciplineName EventName SubEventName Gender		
	<a href="#">Result (1.N)</a>	Rank RankEqual ResultType Result IRM QualificationMark SortOrder Won Lost Played For Against Ratio			
		<a href="#">ExtendedResults (0.1)</a>	<a href="#">ExtendedResult (1.N)</a>	Type Code Pos	<a href="#">Extension (0.N)</a>
		<a href="#">Competitor (1.1)</a>	Code		





Type	
Organisation	
<a href="#">Description (0,1)</a>	
<a href="#">Opponent (0,N)</a>	TeamName
	Code
	Type
	Pos
	Organisation
	Date
	Time
	Unit
	HomeAway
	Result
<a href="#">Description (0,1)</a>	
	TeamName

### 2.3.8.5 Message Values

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

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

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



Gender	M	CC @SportGender	Gender code for the event unit
--------	---	-----------------	--------------------------------

Element: Competition /Result (1,N)			
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	<a href="#">SC @ResultType</a>	Result type, either points or IRM with points obtained by the competitor in all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	<a href="#">SC @IRM</a>	IRM for the particular group (or phase) Only send in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Qualified indicator.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of matches won by the team in the group.
Lost	O	Numeric #0	Number of matches lost by the team in the group.
Played	O	Numeric #0	Number of matches played by the team in the group.
For	O	Numeric #0	Total number of sets won
Against	O	Numeric #0	Total number of sets lost
Ratio	O	Numeric 0.000	Sets Ratio The "Ratio" to be calculated to three decimal points (Format 0.##0). If the number of losses is zero, the value is "MAX".

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	SUB_RES	N/A	Element Expected: When available
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LOST		
Pos	N/A	Do not send anything	
Value	Numeric ##0	Points aganst	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>			



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

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

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

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

Competitors extended information.

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
Type	M	S(1)	T for team
Pos	M	Numeric #0	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Unit</a>	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: Competition /Result /Competitor /Opponent /Description (0,1)**

**Competitors extended information.**

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

**Sample (General)**

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

**2.3.8.6 Message Sort**

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



## 2.3.9 Brackets

### 2.3.9.1 Description

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

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

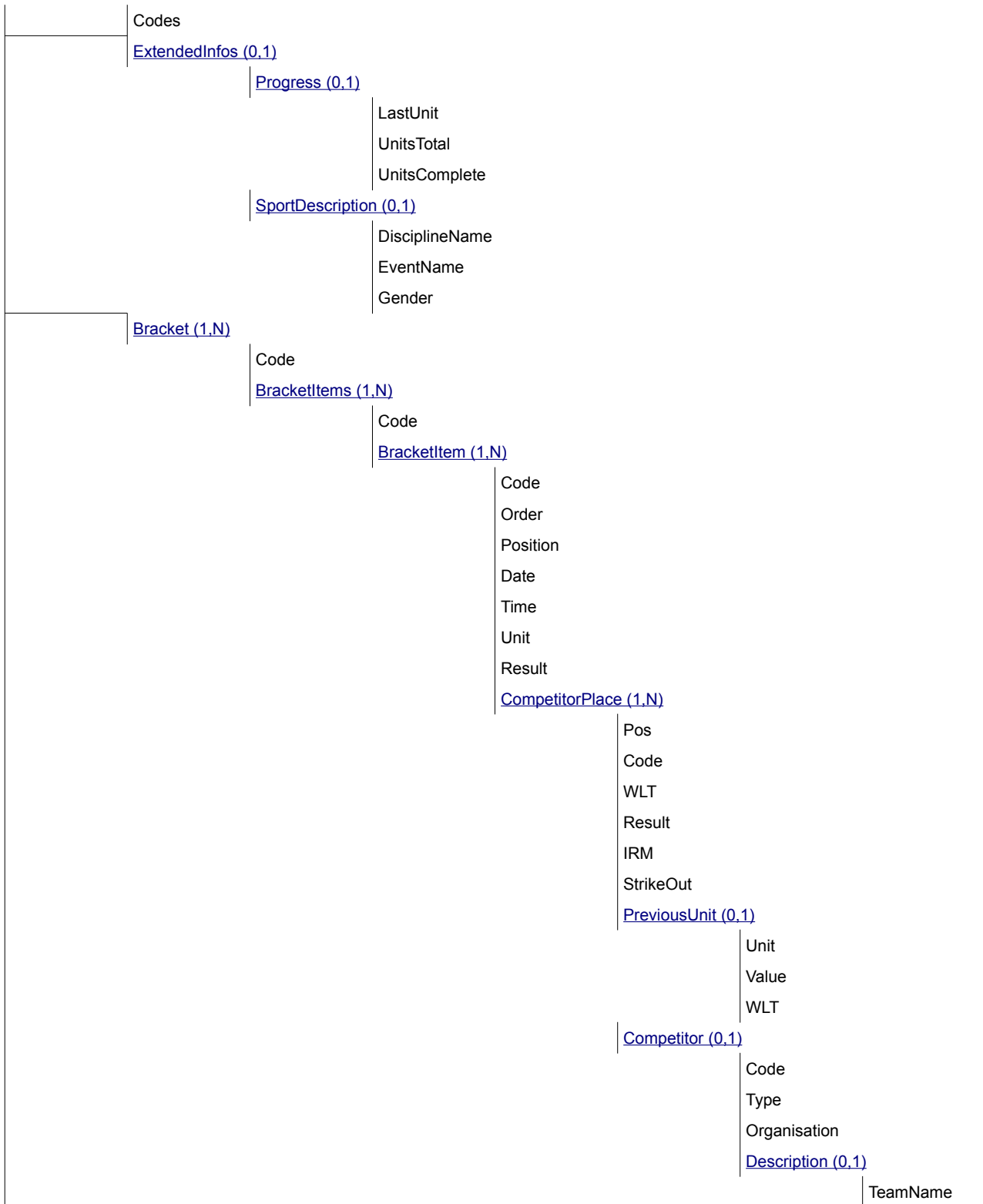
### 2.3.9.3 Trigger and Frequency

- \* Before the competition (START\_LIST).
- \* After every match in the preliminaries which determines a position in the bracket. (INTERMEDIATE)
- \* After every match except last during final phases (INTERMEDIATE.)
- \* After the last match (OFFICIAL)

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						





### 2.3.9.5 Message Values

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

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

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

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Bracket</a>	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: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	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	Bracket position when drawing the bracket. For example a



		#0	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	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (including IRM if necessary). Must be included if the data is available and the match is complete.

**Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)**

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	<a href="#">SC @CompetitorPlace</a>	It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	<a href="#">SC @WLT</a>	W or L, indicates the winner or loser of the bracket item. Always send when known
Result	O	S(10)	The result(score) of the competitor in the event unit
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

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

Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	Full RSC code of the previous event unit for the <a href="#">CompetitorPlace@Pos</a> competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool or S(6)	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

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

[CompetitorPlace @Pos](#) competitor related to the bracket item. Only include if the competitor is known.

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





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

### Sample (General)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="VVOWTEAM6-----
SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="VVOWTEAM6-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="VVOWTEAM6-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

### 2.3.9.6 Message Sort

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



## 2.3.10 Statistics

### 2.3.10.1 Description

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

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

### 2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	Full RSC of the Event
DocumentSubcode	S(4)	The DocumentSubcode is the NOC concatenated with the Team Number if needed, e.g. BRA1. Concatenation will happen only when a NOC has more than one team.  The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING TOU	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team.  TEAM_RANKING: Ranking of team tournament statistics. IND_RANKING: Ranking of individual tournament statistics TOU: tournament statistics
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC_@ResultStatus</a>	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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.10.3 Trigger and Frequency

\* After each match.

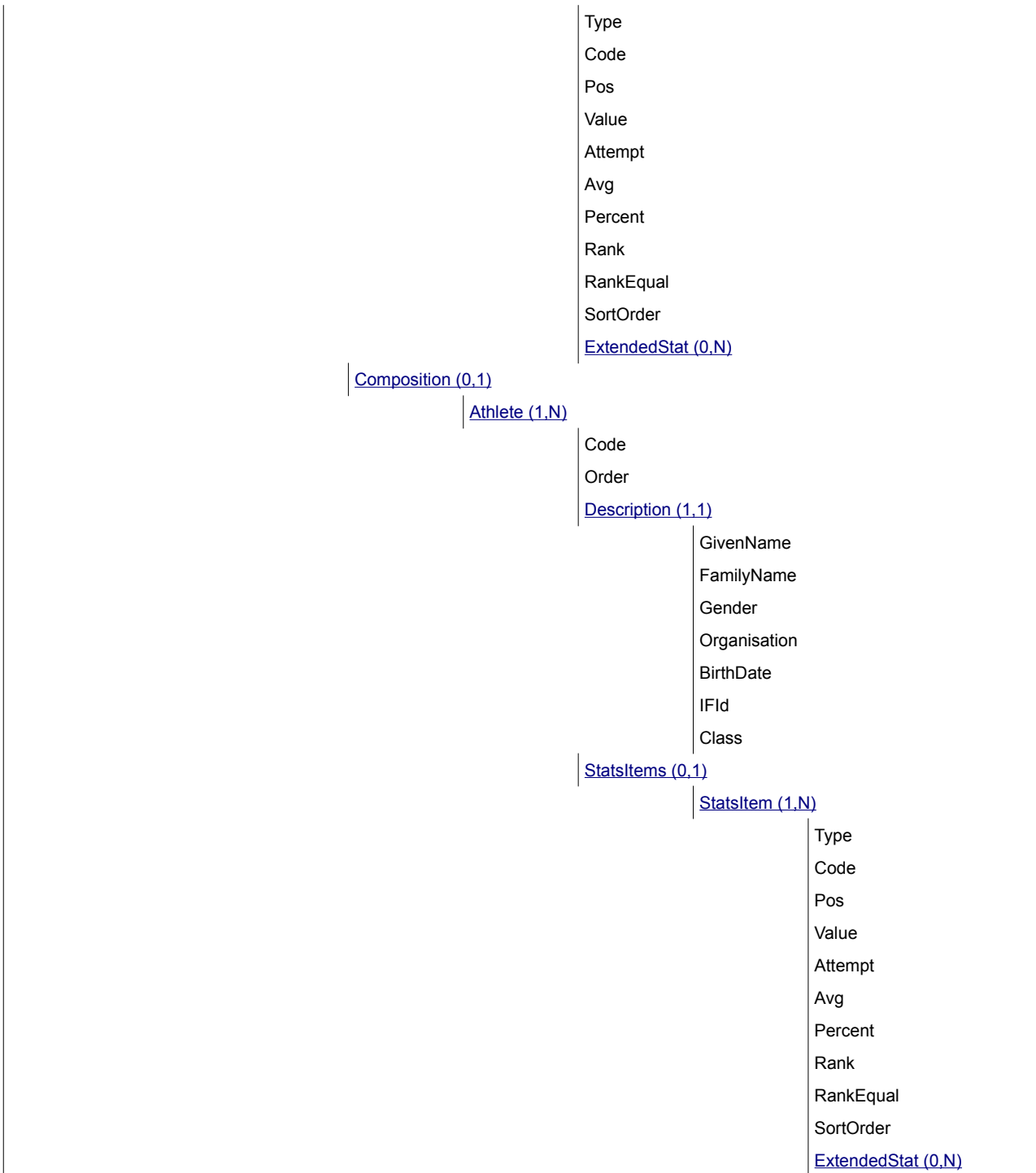


Note: First send the CUM messages and after send the TOU, TEAM\_RANKING and IND\_RANKING messages.

### 2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0.1)</a>							
		<a href="#">Progress (0.1)</a>						
			LastUnit					
			UnitsTotal					
			UnitsComplete					
		<a href="#">SportDescription (0.1)</a>						
			DisciplineName					
			EventName					
			Gender					
	<a href="#">Stats (1.1)</a>							
		Code						
		<a href="#">StatsItems (0.1)</a>						
			<a href="#">StatsItem (1.N)</a>					
				Type				
				Code				
				Pos				
				Value				
				Attempt				
				Avg				
				Percent				
				<a href="#">ExtendedStat (0.N)</a>				
		<a href="#">Competitor (0.N)</a>						
			Code					
			Type					
			Order					
			Organisation					
			<a href="#">Description (0.1)</a>					
				TeamName				
			<a href="#">StatsItems (0.1)</a>					
				<a href="#">StatsItem (1.N)</a>				



### 2.3.10.5 Message Values



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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	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 and IND_RANKING messages.
UnitsTotal	O	Numeric ##0	The total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Send in the CUM and IND_RANKING messages.
UnitsComplete	O	Numeric ##0	The total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM and IND_RANKING messages.

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

Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed.

Element: Competition /Stats /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ATTENDANCE	RSC	S(34)	Pos Description: Full RSC for each of - Event Level - Event Prelims Level - Event Finals level  Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric
			<b>Description</b>
			Total attendance indicated by RSC (@Pos).



			#####0	
	Avg	O	Numeric ####0	Average attendance indicated by RSC (@Pos).
DURATION		RSC	S(34)	Pos Description: Full RSC for each of - Event Level - Event Prelims Level - Event Finals level  Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Avg	M	h:mm	Average Match Duration indicated by RSC (@Pos).
ST		SPK BLC SRV DIG SET RCP	N/A	Element Expected: Depends on the Sub-Extension
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #### or "-"	Number of successful attempts (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send "-" if there are no attempts.
	Attempt	O	Numeric #### or "-"	Number of attempts, send "-" if there are no attempts.
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only
	Percent	O	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers and receptions only
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected Always, if the information is available for the DocumentSubtype =TOU</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of faults of the skill and send "-" if there are no attempts for that skill.	
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat</b> <b>Expected Always, if the information is available for the DocumentSubtype =TOU</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OTH		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are	



		no attempts
--	--	-------------

**Element: Competition /Stats /Competitor (0,N)**

Competitor of the statistics.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Order of the competitor
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation if known

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

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

**Element: Competition /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 & TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
	<b>Description</b>		Send the number of matches played
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always, if the information is available for the DocumentSubtype=CUM			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	LOST	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of matches lost
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat</b> Expected Always, if the information is available for the DocumentSubtype=CUM			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	WON	
	Pos	N/A	N/A
	Value	Numeric #0	Send the number of matches won
ST	OPP_ERR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ###
	<b>Description</b>		Number of Opponents Errors (Only for Teams) and send "-" if there are no opponent



			or "-"	errors
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype= CUM</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ### or "-"	Number of team faults for the team	
ST		SPK BLC SRV DIG SET RCP	N/A	Element Expected: When the information is available. The statistics Value of athletes (with code SPK,BLC and SRV) will be for the Best Scores players. CUM & TEAM_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #### or "-"	Number of Successful attempts (SPIKES for spikers, KILL BLOCKS for blockers, ACES for servers, DIGS for diggers, RUNNING SETS for setters, and EXCELLENTS for receptions) and send - if there is no attempts
	Attempt	O	Numeric #### or "-"	Number of Attempts and send "-" if there are no attempts
	Avg	O	Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only
	Percent	O	Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers, receptions only
	Rank	O	String	Rank  The rank can be "NR", in case that team hasn't advanced to the quarterfinals (Not Ranked).
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	M	Numeric	Sort Order for @Rank
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM&amp; TEAM_RANKING</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	FLT		
	Pos	N/A	N/A	
	Value	Numeric ### or -	Number of faults of the skill and send "-" if there are no attempts for that skill	
<b>Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM&amp; TEAM_RANKING</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OTH		
	Pos	N/A	N/A	





Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no attempts
-------	--------------------------	--

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team.

Element: Competition /Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItem /StatsItem (1,N)				
Team member's stats item.				
Type	Code	Pos	Description	
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @IRM</a>	Send in case of the athlete has IRM
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of matches played
ST	SPK BLC SRV DIG SET RCP	N/A	Element Expected: When the information is available. The value statistics of athletes (with type SPK,BLC and SRV) will be for the Best Scores players DocumentSubtype=CUM and IND_RANKING	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####	Number of Successes (SPIKES for spikers, KILL BLOCKS for blockers, ACES for



			or "-"	servers, DIGS for diggers, RUNNING SETS for setters, EXCELLENTS for receptions) and send - if there are no attempts
Attempt	O		Numeric #### or "-"	Number of Attempts and send "-" if there are no attempts
Avg	O		Numeric ##0.00	AVERAGE BY SET for blockers, servers, diggers and setters only
Percent	O		Numeric ##0.00	EFFICIENCY PERCENTAGE for spikers, receptions only
Rank	O		String	Rank, only if the player meets limit of Team's total spike attempts  The rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).
RankEqual	O		S(1)	Send Y where Rank at this specific Item is equalled else not sent.
SortOrder	M		Numeric	Sort Order for @Rank
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	FLT			
Pos	N/A	N/A		
Value	Numeric ### or "-"	Number of faults of the skill and send "-" if there are no attempts for that skill		
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	OTH			
Pos	N/A	N/A		
Value	Numeric ### or "-"	Number of Other skills (SHOTS for spikers, REBOUNDS for blockers, SERVE HITS for servers, RECEPTIONS for diggers, STILL SETS for setters, SERVE RECEPTIONS for receptions) and send "-" if there are no attempts		
ST	SCR	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0	Total (Spike+Block+Server)	
Percent	O	Numeric #0.00	Percentage of the total for the team	
Rank	O	String	Rank of best scores For players the rank can be "NR", in case his team hasn't advanced to the quarterfinals (Not Ranked).	
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.	



	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this Item)
--	-----------	---	---------	--

### Sample (General)

```

<Stats Code="CUM">
  <Competitor Code="VVOWTEAM6---USA01" Type="T" Organisation="USA" Order="1">
    <Description TeamName="United States"/>
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="8" >
        <ExtendedStat Code="LOST" Value="2" />
        <ExtendedStat Code="WON" Value="6" />
      </StatsItem>
      <StatsItem Type="ST" Code="OPP_ERR" Value="1" >
        <ExtendedStat Code="FLT" Value="-" />
      </StatsItem>
      <StatsItem Type="ST" Code="SPK" Rank="1" Attempt="133" Value="73" Percent="55.00" SortOrder="1">
        <ExtendedStat Code="FLT" Value="-" />
        <ExtendedStat Code="OTH" Value="11" />
      </StatsItem>
      <StatsItem Type="ST" Code="BLC" Rank="1" Attempt="113" Value="7" Avg="35.00" SortOrder="1">
        <ExtendedStat Code="FLT" Value="5" />
        <ExtendedStat Code="OTH" Value="16" />
      </StatsItem>
      <StatsItem Type="ST" Code="SRV" Rank="13" Attempt="86" Value="0" Avg="0.00" RankEqual="Y" SortOrder="13">
        <ExtendedStat Code="SCS" Value="-" />
        <ExtendedStat Code="ATT" Value="86" />
      ...
    </StatsItem>
    <StatsItem Type="ST" Code="RCP" Rank="1" Attempt="116" Value="3" Percent="58.00" SortOrder="1">
      <ExtendedStat Code="FLT" Value="2" />
      <ExtendedStat Code="OTH" Value="9" />
    </StatsItem>
  </Competitor>
</Stats>

```

### 2.3.10.6 Message Sort

Sort according to the @Order attributes.



## 2.3.11 Event Final Ranking

### 2.3.11.1 Description

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

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

### 2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.11.3 Trigger and Frequency

After each final position is known.

### 2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">Progress (0,1)</a>					





	Value
--	-------

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	<a href="#">CC @SportGender</a>	Gender code for the event unit.

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



Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Organisation of the competitor

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member's extended result.			
Type	Code	Pos	Description
ER	BEST	Numeric #0	Pos Description: Order of the Dream Team roles.  Element Expected: At the end of the competition or when the information is available
Attribute	M/O	Value	Description
Value	M	<a href="#">SC @Best</a>	Roles/positions in the Dream Team



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-VVO-2.9 APP

### Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="VBVMTEAM6-----RUS01" Type="T" Organisation="RUS">
    <Description TeamName="Russia"/>
    <Composition>
      <Athlete Code="1013434" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS" BirthDate="1994-12-15" />
      </Athlete>
      <Athlete Code="1013482" Order="2">
        <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="RUS" BirthDate="1993-12-15" />
      </Athlete>
      <Athlete Code="1013448" Order="3">
        <Description GivenName="James" FamilyName="Green" Gender="M" Organisation="RUS" BirthDate="1992-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="BEST" Value="SCR" />
          <ExtendedResult Type="ER" Code="BEST" Value="SPK" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### 2.3.11.6 Message Sort

Sort by Result @SortOrder





INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-VVO-2.9 APP



INTERNATIONAL  
OLYMPIC  
COMMITTEE

SOG-2020-VVO-2.9 APP

### 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
V2.0	4 Jan 2019	First Version
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated
V2.3	30 May 2019	Corrections to align with implementation & CRs
V2.4	14 Aug 2019	Updated
V2.5	11 Nov 2019	Updated
V2.6	14 Feb 2020	Updated
V2.7	27 Mar 2020	Updated
V2.8	22 May 2020	Updated to align with ORIS [CR19873]
V2.9	23 Apr 2021	Updated with CR022114

### File Reference: SOG-2020-VVO-2.9 APP

Change Log		
Version	Status	Changes on version
V2.0	SFR	First Version DT_RESULT: Add Pos for EUE/UNIFORM CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR 16537: 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. CR16928: Change some extensions to attributes in DT_RESULT and DT_STATS DT_RESULT: Add challenges remaining DT_PARTIC_TEAM: Add Libero uniform DT_RESULT: Add Libero uniform DT_IMAGE: Add message
V2.1	SFA	DT_RESULT: Change @Pos to SC @Period at Result /StatsItems /StatsItem /ExtendedStat ST/SCR DT_RESULT: AVERAGE BY SET only applicable for TOT DT_RESULT: Update @Pos in LIBERO, POSITION, SET_PLAYED, SUBSTITUTE to use SC @Period DT_RESULT/DT_PLAY_BY_PLAY: Remove COMMENT DT_RESULT: Clarified DISPLAY, only send if appropriate. Remove Extension DT_RESULT: Clarify disqualified in a match from in start list. DT_STATS: Remove MP.LOST and MP.WON for Athlete DT_STATS: Clarified when data items expected DT_RANKING: Add Progress Element
V2.2	APP	DT_BRACKETS: Add ResultStatus = START_LIST DT_STATS: Add Percent at ST/SCR Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update trigger for ER/SUBSTITUTE @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_PLAY_BY_PLAY: Remove Actions/Comment CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY Other minor modifications without changing the intent
V2.3	APP	CR16640: Add ODF Version @Competition DT_PLAY_BY_PLAY: Add Actions /Action /Competitor /Coaches /Coach
V2.4	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N



		DT_STATS: Delete ST/ATTENDANCE @ Stats /StatsItems /StatsItem DT_STATS: Delete ST/DURATION @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/RSC @ Stats /StatsItems /StatsItem DT_STATS: Add DURATION/RSC @ Stats /StatsItems /StatsItem
V2.5	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.6	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight CR18559: DT_CURRENT: Add Result element. Remove ExtendedInfos/VenueDescription from DT_STATS and DT_RANKING DT_RESULT: Correct values at ST/SCR/Attempt and Value @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Correct description at ST/SCR/SPKetc/Avg @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Correct value at ST/SCR/SPK etc @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Correct value at ST/SPEED @ Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_PLAY_BY_PLAY: correct value at Actions/Action LeadH, LeadA and Speed DT_RESULTS: Update UI/LAST_PERIOD @ ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Add TimeStamp @ Actions/Action DT_RESULT: Add note at Result /StatsItems /StatsItem and Result /Competitor /Composition /Athlete /StatsItems /StatsItem in the case of a DSQ match (184727)
V2.7	APP	DT_STATS: DocumentSubcode clarified
V2.8	APP	DT_RESULT: Add a note at Result /StatsItems /StatsItem and Result /Competitor /Composition /Athlete /StatsItems /StatsItem that the element is also not provided when ResultStatus is START_LIST [CR19873] DT_RESULT: Clarify the use of 0 and "-" in statistics [CR19873] DT_STATS: Clarify the use of 0 and "-" in statistics [CR19873]
V2.9	APP	- DT_RESULT: Update Rank description in ST/SCR at Result /Competitor /Composition /Athlete /StatsItems /StatsItem