OLYMPIC DATA FEED

ODF Basketball Data Dictionary
Tokyo 2020 - Games of the XXXII Olympiad
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

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

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

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

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:
- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application

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

1.1.1.1 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

1.1.1.2 Trigger and Frequency

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

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

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

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

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

1.1.1.3 Message Values

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

Element: Competition /Session (0,N)

Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Name of venue
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.

Element: Competition /Session /SessionName (1,N)

Attribute	M/O	Value	Description
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the sports competition session

Sample

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-
12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
   <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-
12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
   <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
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 e ach session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Medal indicator. Do not send if not a medal event unit
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (CC).
Location	O	CC @Location	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.

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

Element: Competition /Unit /StartText (0,N)			
This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or a code set to be defined discipline by discipline	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

Element: Competition /Unit /ItemName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the

| | | | description. |

Element: Competition /Unit /ItemDescription (0,N)

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

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

Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

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

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

Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.
PreviousUnit	O	S(34)	The full RSC of the unit where this competitor came from. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real teams are known.

Element: Competition /Unit /StartList /Start /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)

Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Should be sent when known

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

1.1.1.4 Message Sort

Sort by Session @SessionCode.

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

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

2.2.2.1 Description

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.2.2.4 Message Values

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

Sample

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

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
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
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

Element: Participant (1,N)

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

Element: Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event
Bib	O	S(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 @SportClass	Code to identify the class of the athlete. This attribute is mandatory for athletes in Wheelchair Basketball
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: If the information is known (this information can be sent in both messages).
Attribute	**M/O**	**Value**	**Description**
Value	M	CC @Position	Position Code in the Team
ENTRY	CLUB_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	**M/O**	**Value**	**Description**
Value	M	S(25)	Club name
ENTRY	CLUB_ORG	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	**M/O**	**Value**	**Description**
Value	M	CC @Country	Club Country Code
ENTRY	CLUB_LEAGUE	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(10)	League of the Club

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Type	**Code**	**Pos**	**Description**
ENTRY	NATURALISED	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(1)	Send Y if the player is naturalised else do not send.
ENTRY	INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	International games played
ENTRY	CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" in case the participant is a captain else do not send.

Sample (General)

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

2.2.2.5 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or

Attribute	Value	Comment
		Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.3.4 Message Values

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

Element: Team (1,N)

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

Element: Team /Composition /Athlete (0,N)

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

Element: Team /Discipline (0,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

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

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

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

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)
Send if there are specific team's event entries.

	Type	Code	Pos	Description
ENTRY		UNIFORM	Numeric 0	Pos Description: Send 1 for Light uniform and 2 for Dark uniform Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform Colour
ENTRY		DRAW	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Draw position for the team within the group.
ENTRY		GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Team's Preliminary Group
ENTRY		RANK_WLD	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	FIBA Ranking
ENTRY		OG_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of Games at previous Olympic Games
ENTRY		OG_WIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Wins at previous Olympic Games

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)
Send if there are specific team's event entries.

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

Sample (General)

```
<Team Code=" BKBMTEAM5-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M"
Current="true">
   <Composition>
      <Athlete Code="1063192" Order="1"/>
      <Athlete Code="1063249" Order="2"/>
....
   </Composition>
   <TeamOfficials>
      <Official Code="7380750" Function="COACH" />
      <Official Code="7380751" Function="AST_COA" />
      <Official Code="7380752" Function="AST_COA" />
   </TeamOfficials>
   <Discipline Code="BKBM----------------------------" >
      <RegisteredEvent Event="BKBMTEAM5------------------------" >
         <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
         <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="Red" />
      </RegisteredEvent>
   </Discipline>
</Team>
```

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

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

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:
- START LIST: As soon as the team/teams are known, before the match begins.
- START LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.

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

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

Trigger also after any change.

2.2.4.4 Message Values

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

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
Duration	O	h:mm	Match duration

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: Beginning of each period. Remove when official.
Attribute	M/O	Value	Description
Value	M	SC @Period	Send current period
STATS	LEAD_CHANGES	N/A	Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	M	Numeric #0	Lead changes in the match
STATS	TIED_NUM	N/A	Element Expected: Always, if the information is available
Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of times the scores are tied in the match
DISPLAY	CURRENT	Numeric #0	Pos Description: Send a unique number for each competitor on the court. Element Expected: When available when the unit is LIVE and only for those players on the court.
Attribute	M/O	Value	Description
Value	M	S(20) without leading zeroes	Send the competitor ID of the player.

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
DISPLAY	String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /Stat or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: FG, P2, P3, FT, REB, ASSIST, TO, ST, BLC, PF, TREB, TTO, PF_COACH Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable

	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the ID of the athlete/team who was updated

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: When applicable (for REB and TREB) and only when the unit is LIVE. Send multiple if applicable

	Attribute	Value	Description
	Code	String	Send the @ExtendedStat Code or Attribute name of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatsItem. May be: - OR or DR for REB and TREB - Value/Attempt for FG, P2, P3, FT
	Pos	N/A	N/A
	Value	S(1)	Send "Y"

Sample (General)

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

Element: ExtendedInfos /SportDescription (0,1)

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

Element: ExtendedInfos /VenueDescription (0,1)

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

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Send according to the codes, the crew chief, the umpires and the commissioner
Order	M	Numeric	Send by Order as on official score sheet

Element: Officials /Official /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Element: Periods (0,1)

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

Element: Periods /Period (1,N)

Period in which the event unit message arrives.

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

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

ExtendedPeriod information.

Type	Code	Pos	Description
STARTER	HOME	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime Element Expected: When the information is available for each quarter and overtime.

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	ID of home team starter for each Period

Type	Code	Pos	Description
STARTER	AWAY	Numeric 0	Pos Description: 1 to 5 for the five athletes that Start the Quarter or Overtime Element Expected: When the information is available for each quarter and overtime.

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	ID of away team starter in each Period

Sample

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

Element: Result (1,N)
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Result	O	Numeric ##0	Result of the Team for the particular event unit.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM of the Team for the particular event unit Send just in the case @ResultType both Points and IRM
WLT	O	SC @WLT	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the First named (1) and the Visitor (2)
StartOrder	M	Numeric	Send 1 for first named team, send 2 for second named team
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit

Element: Result /Competitor (1,1)
Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Coaches /Coach (1,N)
Competitor's Coach

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach order (if more than one coach is needed). Send 1 if just one coach, sequential number if more than one (order as they are presented on organisation entry form)
Function	M	CC @ResultsFunction	Coach functions

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

Coach extended information.

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

Element: Result /Competitor /EventUnitEntry (0,N)

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @Home	Send Home or Away designator
EUE	UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
Attribute	**M/O**	**Value**	**Description**
Value	M	S(25)	Uniform colour of the team
EUE	AGE_AVG	N/A	Element Expected: If available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0.0	Average age of the team at the day of the match
EUE	HEIGHT_AVG	N/A	Element Expected: If available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric 0.00	Average height of the team in metres

Sample

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

Element: Result /Competitor /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description
ST	PTS	N/A	Element Expected: Always

Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total Points for the team

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	2CHANCE	
Pos	N/A	N/A
Value	Numeric #0	Second Chance Points

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	BENCH	
Pos	N/A	N/A
Value	Numeric #0	Bench Points

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	FAST_BRK	
Pos	N/A	N/A
Value	Numeric #0	Fast Break Points

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	PAINT	
Pos	N/A	N/A
Value	Numeric #0	Points in the Paint

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Element: Result /Competitor /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description

	Attribute	Value	Description	
	Code	TO		
	Pos	N/A	N/A	
	Value	Numeric #0	Points from Turnovers	

ST		LEAD_MAX	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Biggest Lead

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	SCORE	
Pos	N/A	N/A
Value	String	Current score when biggest lead occurs

ST		SCORE_RUN_MAX	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	String	Biggest Scoring Run.

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	SCORE	
Pos	N/A	N/A
Value	String	Current score when biggest scoring run occurs

ST		LEADING	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	m:ss	Total time leading

Element: Result /Competitor /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description
ST	FG P2 P3 FT PAINT	SC @Period	Code Description: Use FG for field goal Use P2 for2pt Use P3 for 3pt Use FT for Free Throw Use PAINT for Paint Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always ~~except PAINT which is only for TOT.~~

Attribute	M/O	Value	Description
Attempt	O	Numeric #0	Attempts
Value	M	Numeric #0	Successful attempts
Percent	O	Numeric ##0	Shooting Percentage

Type	Code	Pos	Description
ST	REB	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available

Attribute	M/O	Value	Description
Value	M	Numeric #0	Total rebounds

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	DR	
Pos	N/A	N/A
Value	Numeric #0	Defensive Rebounds

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description

Element: Result /Competitor /StatsItems /StatsItem (1,N)

	Type	Code	Pos	Description
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive Rebounds	

ST		TREB	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Team Rebounds

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	**Value**	**Description**
Code	DR	
Pos	N/A	N/A
Value	Numeric #0	Team Defensive Rebounds

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	**Value**	**Description**
Code	OR	
Pos	N/A	N/A
Value	Numeric #0	Team Offensive Rebounds

ST		ASSIST	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Assists

ST		TO	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available

Element: Result /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Turnovers
ST	TTO	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Team turnovers
ST	ST	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Steals
ST	BLC	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Blocked Shots
ST	PF	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Fouls

Element: Result /Competitor /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description
ST	PF_TEAM	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Team Period fouls of the current period
ST	EFF	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Team efficiency
ST	PF_COACH	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Coach Fouls
ST	FD	SC @Period	Pos Description: Send the period (for Qn and OT [all]) or TOT Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Total Fouls Drawn
ST	PLUS_MINUS	N/A	Element Expected: Always, if the information is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0 or -#0	Plus / Minus for the team

Element: Result /Competitor /StatsItems /StatsItem (1,N)

Type	Code	Pos	Description
ST	TOUT	N/A	Element Expected: Always, if the information is available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of time outs totally taken

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	MAX	
Pos	N/A	N/A
Value	Numeric #0	Maximum possible Time outs

Sample (General)

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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Firstly, send order according to Start @Bib, Family Name and Given Name. Next, send suspended players at the period. Order attribute used to sort team members in a team.
StartSortOrder	M	Numeric #0	Order the players should appear in the Start List. Order attribute used to sort team members in a team on the start list.
Bib	M	S(2)	Shirt number

Element: Result /Competitor /Composition /Athlete /Description (1,1)
Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)
Individual athletes entry information.

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: Send just for those suspended players
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain when known
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" only if the player is captain
EUE	STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" if the competitor is a Starter
EUE	POSITION	N/A	Element Expected: As soon as it is known
Attribute	**M/O**	**Value**	**Description**
Value	M	CC @Position	Position of the player in the team.

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)
Individual athletes entry information.

Type	Code	Pos	Description
EUE	AGE	N/A	Element Expected: If available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0.0	Age of the player on the day of the match

Sample

```
<Athlete Code="1125142" Bib="8" Order="4">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
    <EventUnitEntry Type="EUE" Code="POSITION" Value="G" />
    <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
    <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
    <EventUnitEntry Type="EUE" Code="AGE" Value="22" />
```

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

Type	Code	Pos	Description
ST	FG P2 P3 FT	N/A	Code Description: Use FG for Field goal Use P2 for 2pts Use P3 for 3pts Use FT for Free Throw Element Expected: Do not send if not applicable.

Attribute	M/O	Value	Description
Attempt	O	Numeric #0	Attempts
Value	M	Numeric #0	Successful attempts
Percent	O	Numeric ##0	Shooting Percentage

Type	Code	Pos	Description
ST	REB	N/A	Element Expected: Do not send if not applicable.

Attribute	M/O	Value	Description
Value	M	Numeric #0	Total rebounds

Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	DR	
Pos	N/A	N/A
Value	Numeric #0	Defensive Rebounds

Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available

Attribute	Value	Description
Code	OR	
Pos	N/A	N/A
Value	Numeric #0	Offensive Rebounds

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	ASSIST	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Assists
ST	TO	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Turnovers
ST	ST	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Steals
ST	BLC	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Blocked Shots
ST	PF	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Fouls
ST	FD	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Fouls Drawn
ST	EFF	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Player efficiency

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

Type	Code	Pos	Description
ST	PTS	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total Points
ST	MINS	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	m:ss or S(3)	Minutes Played or DNP if the player did not play
ST	PLUS_MINUS	N/A	Element Expected: Do not send if not applicable.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0 or -#0	Plus / minus

Sample

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

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	SC @Period or not sent	During the match the period code is included and data is for one period only (Q1, Q2, Q3, Q4 and OTx) After the match the message is sent without DocumentSubcode and includes all data for the match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

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

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

2.2.5.4 Message Values

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

Element: ExtendedInfos /SportDescription (0,1)

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Unit, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit
UnitNum	O	S(6)	Match number

Element: ExtendedInfos /VenueDescription (0,1)

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

Element: Actions (0,1)

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

Element: Actions /Action (1,N)

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
PId	O	S(36)	If this is a related action then the ID of the original action appear here.
Period	M	SC @Period	Period of the action within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	SC @Action	Actions in the game, one action code
ActionAdd	O	S(200)	Additional information related to the action
ActionDesc	O	S(200)	Action/Incident description (ENG)
When	O	mm:ss	Time in which the action occurred. Action's time in minutes and seconds Example (02:05)
Result	O	SC @ResAction	Result of the Action for the player/team

Element: Actions /Action (1,N)

Attribute	M/O	Value	Description
ScoreH	O	Numeric ##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric ##0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	Numeric #0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	Numeric #0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
X	O	S(20)	X coordinate of the action location (in pixels relative to 0,0 in BACKGROUND image
Y	O	S(20)	Y coordinate of the action location (in pixels relative to 0,0 in BACKGROUND image
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Actions /Action /ExtendedAction (0,N)

Code	Pos	Description
FREETHROWS	N/A	Element Expected: When available in case of FT, FOUL or CFOUL

Attribute	M/O	Value	Description
Value	M	SC @FreeThrow	For FOUL & CFOUL: Number of Free Throws awarded. For FT: Number of Free Throws total.

Code	Pos	Description
SHOT_FLAG	N/A	Element Expected: When available in case of FT or P2/P3

Attribute	M/O	Value	Description
Value	M	SC @ShotFlag	For FT and P2/P3: Shot Flag

Code	Pos	Description
SHOT_POS	N/A	Element Expected: When available in case P2/P3

Attribute	M/O	Value	Description
Value	M	SC @Sector	Shot Sector

Code	Pos	Description
SHOT_TYPE	N/A	Element Expected: When applicable

Attribute	M/O	Value	Description
Value	M	SC @FreeThrowOf Or SC @Res_Sub	

Element: Actions /Action /ExtendedAction (0,N)

Code			Pos	Description
ADD2			N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Additional information for related action (e.g. Assist after shot made or Turnover after Offensive foul)
DESC2			N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Additional description for related action

Element: Actions /Action /Competitor (0,N)
Competitor participating in the Action. Used when the Action is related to a competitor.

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

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

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

Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1)
Athletes extended information

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation

Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1) Athletes extended information			
Attribute	M/O	Value	Description
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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

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

Sample

```
<Action Id="123456" Period="Q1" Order="3" Action="P2O" When="2:14" Result="MISS" >
    <Competitor Code="BKBWTEAM5-----RSA01" Type="T" Organisation="RSA" Order="1">
        <Description TeamName="South Africa"/>
        <Composition>
            <Athlete Code="1106655" Order="1" >
                <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
            </Athlete>
        </Composition>
    </Competitor>
</Action>
```

2.2.5.5 Message Sort

Actions /Action @Order followed by @Pos

2.2.6 Current Information

2.2.6.1 Description

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	Not used	Not used
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.

If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).

The end of the logical day is defined by default at 03:00 a.m.

For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.

Logical Date is expressed in the local time zone where the message was produced. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.6.3 Trigger and Frequency

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

2.2.6.4 Message Values

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

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

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

Element: 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	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

Sample

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

2.2.6.5 Message Sort

Sort by SortOrder.

2.2.7 Pool Standings

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (for the group)	RSC for the pool/group or phase in case combined ranking
DocumentType	DT_POOL_STANDING	Pool Standings message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

2.2.7.4 Message Values

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

Element: ExtendedInfos /Progress (0,1)

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

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

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Phase, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Result (1,N)
For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is 62qualed else do not send.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned.
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.
QualificationMark	O	SC @QualificationMark	Qualified indicator.
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.

Element: Result (1,N)
For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Description
Played	O	Numeric #0	Number of games played by the team in the group Do not send if the team has not played.
For	O	Numeric ##0	Total number of points for. Do not send if the team has not played.
Against	O	Numeric ##0	Total number of points against. Do not send if the team has not played.
Diff	O	Numeric ##0 or -##0	Points difference, between points for and points against
Ratio	O	Numeric ##0	Send the winning percentage for the team

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	STREAK	Numeric 0	Pos Description: Send 1 (games won) or 2 (games lost) Element Expected: If available, for not disqualified teams

Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the number of games won or lost in row

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: If available, for not disqualified teams

Attribute	Value	Description
Code	DETAIL	
Pos	Numeric 0	Send 1..n for the last n games
Value	S(1)	Send W if the game was won, L is the game was lost

Type	Code	Pos	Description
ER	SUB_RANK	N/A	Pos Description: N/A Element Expected: If available in the overall pool standings

Attribute	M/O	Value	Description
Value	M	S(5)	Pool and Rank in the pool, e.g. A1

Element: Result /Competitor (1,1)

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

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

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

Element: Result /Competitor /Opponent (0,N)
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Type	Code	Pos	Description
T for team	S(20) with no leading zeroes	Numeric	Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. Element Expected: Always

Attribute	M/O	Value	Description
Organisation	M	CC @Organisation	Competitors' organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.

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

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

	Type	Code	Pos	Description
	Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 85-82). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

Competitors extended information.

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

Sample (General)

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

2.2.7.5 Message Sort

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

2.2.8 Brackets

2.2.8.1 Description

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before the 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. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.

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

2.2.8.3 Trigger and Frequency

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

2.2.8.4 Message Values

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

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

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

Element: Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element: Bracket /BracketItems (1,N)

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

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

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)
- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket…)

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

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

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

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

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

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

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

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

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

Sample (General)

```
<Bracket Code="FNL-">
   <BracketItems Code="SFNL">
      <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="BKBWTEAM5----
--------SFNL000100--" >
         <CompetitorPlace Pos="1">
            <Competitor Code="BKBWTEAM5-----NED01" Type="T" Organisation="NED">
               <Description TeamName="Netherlands"/>
            </Competitor>
         </CompetitorPlace>
         <CompetitorPlace Pos="2">
            <Competitor Code="BKBWTEAM5-----NZL01" Type="T" Organisation="NZL">
               <Description TeamName="New Zealand"/>
            </Competitor>
         </CompetitorPlace>
      </BracketItem>
```

2.2.8.5 Message Sort

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

2.2.9 Image

2.2.9.1 Description

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

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

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Discipline RSC	Full RSC at discipline level
DocumentSubcode	Competitor ID	Competitor ID of the team, for example BKBMTEAM5---CAN01 Only for the uniform message
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send BACKGROUND for the image of the court UNIFORM for uniform message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.

Attribute	Value	Comment
		Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.9.3 Trigger and Frequency

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

2.2.9.4 Message Values

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

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

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

Sample

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

2.2.9.5 Message Sort

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

2.2.10 Statistics

2.2.10.1   Description

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

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

2.2.10.2   Header Values

The following table describes the message header attributes.

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

Attribute	Value	Comment
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. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.10.3   Trigger and Frequency

After each match when the result is official.

2.2.10.4   Message Values

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

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
EI	VENUE	N/A	Element Expected: In TOU message when capacity available

Attribute	M/O	Value	Description
Value	M	CC @VenueCode	Send a venue code

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: In TOU message when available

Attribute	Value	Description
Code	CAPACITY	
Pos	N/A	N/A
Value	Numeric ####0	Venue Public capacity

Type	Code	Pos	Description
MIN_ATPG	FGP	N/A	Element Expected: Always in IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric #0	Minimum number of attempts per game for the total field goals percentage athlete's ranking

Type	Code	Pos	Description
MIN_ATPG	P2P	N/A	Element Expected: Always in IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric #0	Minimum number of attempts per game for the total 2 points field goals percentage athlete's ranking

Type	Code	Pos	Description
MIN_ATPG	P3P	N/A	Element Expected: Always in IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric #0	Minimum number of attempts per game for the total 3 points field goals percentage athlete's ranking

Type	Code	Pos	Description
MIN_ATPG	FTP	N/A	Element Expected: Always in IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric #0	Minimum number of attempts per game for the total free throws percentage athlete's ranking

Element: ExtendedInfos /Progress (0,1)

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

Sample (Stats Code="TOU")

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

Sample (Stats Code="IND_RANKING")

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

Element: ExtendedInfos /SportDescription (0,1)
Sport Description in Text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Stats (1,1)

Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed

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

Type	Code	Pos	Description
ST	MP	N/A	Element Expected: If available, for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the overall number of games (matches) played

Type	Code	Pos	Description
ST	FG P2 P3 FT	N/A	Code Description: Use FG for (Field Goal Use P2 for 2pt Use P3 for 3pt Use FT for Free Throw Element Expected: Always for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Attempt	O	Numeric ####0	Total shot attempts
	Value	M	Numeric ####0	Total successful shot attempts
	Percent	O	Numeric ##0	Shooting percentage

Type	Code	Pos	Description
ST	FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Code Description: Use FG average Element Expected: Always for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Attempt	O	Numeric ##0	Average shot attempts per game
	Value	M	Numeric ##0	Average successful shot attempts per game

Type	Code	Pos	Description
ST	REB REB_OR REB_DR	N/A	Element Expected: If available, for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Total number of rebounds for this code
	Avg	O	Numeric #0.0	Average rebounds per game for this code

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

Type	Code	Pos	Description
ST	ASSIST TO ST BLC PF FD PTS	N/A	Code Description: Use ASSIST for Assist Use TO for Turn Overs Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Foul Drawn Use PTS for Points Element Expected: If available, for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Total
	Avg	O	Numeric ##0 Or Numeric ##0.0	Average per game Send ##0.0 for PTS.

Type	Code	Pos	Description
ATTENDANCE	DATE	Date	Pos Value: Date Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)

	Attribute	M/O	Value	Description
	Value	M	Numeric #######0	Total attendance of all matches for the specified date
	Percent	O	Numeric ##0	Percentage of capacities of the venues occupied at the matches

Type	Code	Pos	Description
ATTENDANCE	RSC	S(34)	Pos Description: Full RSC for each of - Discipline Level - Event Level - Overall Prelims Level - Overall Finals level Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)

	Attribute	M/O	Value	Description
	Value	M	Numeric #######0	Total attendance indicated by RSC (@Pos).
	Percent	O	Numeric ##0	Percentage of capacities of the venues occupied at the matches

Sample (TOU)

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

...
```

Element: Stats /Competitor (0,N) Competitor of the statistics.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 – Team NOC code; sort disqualified teams to the bottom of the list
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Element: Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	IRM

Type	**Code**	**Pos**	**Description**
ST	MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games (matches) played

Type	**Code**	**Pos**	**Description**
ST	FG P2 P3 FT PAINT	Numeric 0	Code Description: Use FG for Field Goals P2 for 2pts P3 for 3pts FT for Free Throws PAINT for Paint Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric ###0	Total attempts
	Value	M	Numeric ###0	Total successful attempts
	Percent	O	Numeric ##0	Shooting percentage
	Rank	O	Numeric #0	Ranking based on percentage
	RankEqual	O	S(1)	Send Y where Rank is 82qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

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

Type	Code	Pos	Description
ST	FG_AVG P2_AVG P3_AVG FT_AVG	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype=CUM and in TEAM_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Average per game
	Attempt	O	Numeric ##0.0	Attempts average per game
	Rank	O	Numeric #0	Team ranking made average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 83qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Type	Code	Pos	Description
ST	FG_ATT_AVG P2_ATT_AVG P3_ATT_AVG FT_ATT_AVG	N/A	Element Expected: If available, for the DocumentSubtype=TEAM_RANKING

	Attribute	M/O	Value	Description
	~~Avg~~	~~M~~	~~Numeric ##0.0~~	~~Attempts average per game~~
	Rank	O	Numeric #0	Team ranking attempts average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 83qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Element: Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	REB REB_OR REB_DR	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total rebounds
	Avg	O	Numeric #0.0	Average rebounds
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 84qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Type	**Code**	**Pos**	**Description**
ST	TREB TREB_OR TREB_DR (Team Reb total, offensive, defensive)	N/A	Element Expected: If available, for the DocumentSubtype=CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team Total Rebounds
	Avg	O	Numeric ##0.0	Team Total Rebounds Average

Element: Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	ASSIST TO ST BLC PF FD	Numeric 0	Code Description: Use ASSIST for Assists Use TO for Turnover Use ST for Steals Use BLC for Blocks Use PF for Pers Fouls Use FD for Fouls Drawn Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total
	Avg	O	Numeric #0.0	Average
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 85qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Type	**Code**	**Pos**	**Description**
ST	TTO	N/A	Element Expected: Always, if the information is available except in TEAM_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team turnovers
	Avg	O	Numeric ##0.0	Team turnovers Average

Type	**Code**	**Pos**	**Description**
ST	EFF	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team efficiency

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

Type	Code	Pos	Description
ST	PF_COACH	N/A	Element Expected: If applies, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Coach Fouls
	Avg	O	Numeric ##0.0	Coach Fouls Average

Type	Code	Pos	Description
ST	PLUS_MINUS	N/A	Element Expected: If applies, for the DocumentSubtype=CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or -#0	Plus / minus for the team

Type	Code	Pos	Description
ST	PTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype= TEAM_RANKING & CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Points
	Avg	O	Numeric ##0.0	Per game average for the team
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 86qualed else not sent
	SortOrder	M	Numeric #0	Sort Order for @Rank

Element: Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	2CHANCE PTS_PAINT	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: If available, for the DocumentSubtype = CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Points
	Avg	O	Numeric ##0.0	Per game average for the team

Element: Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	BENCH FAST_BRK TOPTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype= TEAM_RANKING & CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points from Bench, Fast Break, Turnovers Points
	Avg	O	Numeric ##0.0	Average
	Rank	O	Numeric #0	Team ranking average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 87qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Sample (TEAM_RANKING)

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

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

Element: Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Send in case of the athlete has IRM

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	MP	N/A	Element Expected: If available for the DocumentSubtype=CUM and IND_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games (matches) played

Type	**Code**	**Pos**	**Description**
ST	FG P2 P3 FT	N/A	Code Description: Use FG for Field Goal Use P2 for for 2pts Use P3 for 3pts Use FT for Free Throw Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric ###0	Total attempts
	Value	M	Numeric ###0	Total successful attempts
	Percent	O	Numeric ##0	Shooting percentage
	Rank	O	Numeric #0	Ranking based on percentage
	RankEqual	O	S(1)	Send Y where Rank is 89qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Type	**Code**	**Pos**	**Description**
ST	FG_AVG P2_AVG P3_AVG FT_AVG	N/A	Code Description: Use FG_AVG for Field Goal average Use P2_AVG for for 2pts average Use P3_AVG for 3pts average Use FT_AVG for Free Throw average Element Expected: If available, for the DocumentSubtype= IND_RANKING & CUM

	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric #0.0	Average attempts per game

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

Type		Code	Pos	Description
	Value	M	Numeric #0.0	Average per game
	Rank	M	Numeric #0	Athlete's ranking based on average made per game
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 90qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		FG_ATT P2_ATT P3_ATT FT_ATT	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Rank	O	Text	Athlete's ranking based on attempts
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 90qualed else not sent.
	SortOrder	M	Numeric	Sort Order for @Rank
ST		REB REB_DR REB_OR	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total, defensive and offensive Rebounds
	Avg	O	Numeric #0.0	Rebounds per Game average for the athlete
	Rank	O	Numeric #0	Athlete's ranking based on the Rebounds per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 90qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		ASSIST TO ST BLC FD	N/A	Code Description: Use ASSIST for Assists Use TO for Turnovers Use ST for Steals Use BLC for Blocks Use FD for Fouls DrawnElement Expected: If available, for the DocumentSubtype=CUM and IND_RANKING

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

Type	Code	Pos	Description
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total
Avg	O	Numeric #0.0	Average for the athlete
Rank	O	Numeric #0	Athlete's ranking based on the game average
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 91qualed else not sent.
SortOrder	M	Numeric #0	Sort Order for @Rank
ST	PF	N/A	Element Expected: If available for the DocumentSubtype= CUM and IND_RANKING
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total of personal fouls made by the athlete for all the games played
Avg	O	Numeric #0.0	Fouls per Game average for the athlete
Rank	O	Numeric #0	Athlete's ranking based on Fouls per Game average
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 91qualed else not sent.
SortOrder	M	Numeric #0	Sort Order for @Rank
ST	EFF	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Player efficiency
ST	PTS	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Total Points

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
	Rank	O	Numeric #0	Athlete's ranking based on Total Points
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 92qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		PTS_AVG	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Points per game average for the athlete
	Rank	O	Numeric #0	Athlete's ranking based on the Points per game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 92qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank
ST		MINS	N/A	Element Expected: If available, for the DocumentSubtype= IND_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss or S(3)	Time Played or DNP if did not play
	Avg	O	##0.0	Minutes played per game average for the athlete
	Rank	O	Numeric #0	Athlete's ranking based on MPG
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 92qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	PLUS_MINUS	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING and CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0 or -##0	Plus / minus
	Avg	O	Numeric ##0 or -##0	Plus / Minus Game average
	Rank	O	Numeric #0	Athlete's ranking based on Plus / Minus per Game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 93qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Type	**Code**	**Pos**	**Description**
ST	DBL_DBL	N/A	Element Expected: If available, for the DocumentSubtype=IND_RANKING

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total double doubles
	Avg	O	Numeric 0.0	Double double Game average
	Rank	O	Numeric #0	Athlete's ranking based on double double game average
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is 93qualed else not sent.
	SortOrder	M	Numeric #0	Sort Order for @Rank

Sample

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

2.2.10.5   Message Sort

Sort according to the @Order attributes.

2.2.11 Event Final Ranking

2.2.11.1   Description

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

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

2.2.11.2   Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.11.3   Trigger and Frequency

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

- After each final position is known.

2.2.11.4   Message Values

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

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

Element: ExtendedInfos /SportDescription (0,1)
Sport Description in text

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

Element: Result (1,N)
For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is 97qualed else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

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

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

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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team
Bib	O	S(2)	Shirt number.

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample

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

2.2.11.5   Message Sort

Sort by Result @SortOrder

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	31 October 2016	First version
V1.1	23 November 2016	Updated
V1.2	9 January 2017	Updated with feedback
V1.3	2 March 2017	Updated
V1.4	24 March 2017	Updated
V1.5	1 August 2017	Updated to add 3x3 basketball
V1.6	25 August 2017	Updated
V1.7	15 November 2017	Removed information applicable to 3x3 and YOG
V1.8	28 February 2018	Updated
V2.0	8 August 2018	Updated
V2.1	7 September 2018	Updated
V2.2	25 October 2018	Updated
V2.3	24 January 2019	Updated
V2.4	18 April 2019	Updated after reviews from Omega.
V2.5	14 August 2019	Updated
V2.6	11 November 2019	Updated
V2.7	10 December 2019	Updated

File Reference: ODF SOG-2020-BKB-2.7 APP

Change Log		
Version	**Status**	**Changes in version**
v1.0	SFR	First Version
v1.1	SFR	Change triggering in DT_CURRENT to also include each action (play by play) also DT_RESULT: Remove PreviousResults DT_CURRENT: Removed Result element to reduce redundancy.
V1.2	SFA	DT_STATS: added extensions in ExtendedInfos for matches played etc. DT_PARTIC: Corrected copy/paste error in sample.
V1.3	APP	DT_RESULT: Remove StartListMod in the header DT_PLAY_BY_PLAY: Change TimeStamp format to DateTime DT_POOL_STANDING: Remove DocumentSubtype from the header

Change Log		
Version	**Status**	**Changes in version**
V1.4	APP	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription DT_RESULT: Move Duration to the new attribute
V1.5	APP	Add 3x3 requirements Add dunk and 3 point requirements
V1.6	APP	DT_PLAY_BY_PLAY: Typographical corrections for UnitAction DT_RESULT: In Result /Competitor /Description add IFId DT_STATS: Update sort order within team as requested. DT_STATS: Remove TTO and EFF for TEAM_RANKING
V1.7	APP	Remove 3x3 Information
V1.8	APP	DT_PARTIC: Updated to add Passport names (CR15219) DT_SCHEDULE: Add PreviousWLT and PreviousUnit @ Competition /Unit /StartList /Start Minor typographical corrections without changing the meaning.
V2.0	SFA	DT_RESULT: ExtendedInfos Add MADE/ATT for shots DT_STATS: Correct typo at ATTEND/RSC_TOTALS, should be S(34) DT_PLAY_BY_PLAY: Updated to send by Period DT_IMAGE: Message added Updated to support Wheelchair Basketball (add Class where applicable) CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_PARTIC_TEAM: Added previous OG games played and won.
V2.2	SFA	DT_PARTIC_TEAM: Changed ENTRY/SEED to ENTRY/DRAW DT_RESULT: Update referee to crew chief DT_RESULT: Add Pos for EUE/UNIFORM DT_POOL_STANDING: Update DocumentCode comment for clarity. Minor typographical corrections DT_IMAGE: Updated to support uniforms
V2.3	APP	DT_POOL_STANDING: Add Qualification Mark DT_POOL_STANDING: Add ER/SUB_RANK DT_PLAY_BY_PLAY: Add CFOUL at FREETHROWS @ Actions /Action /ExtendedAction CR16928: Move extensions to attribute to simplify. DT_RESULT and DT_STATS.

Change Log		
Version	**Status**	**Changes in version**
V2.4	APP	DT_PARTIC_TEAM: Add ENTRY/RANK_WLD, ENTRY/OG_LOST, ENTRY/HEIGHT_AVG DT_STATS: Simplyfy ST/xx_AVG and remove extensions DT_STATS: Clarify ST/xx_AVG including for and against for teams and athletes DT_PLAY_BY_PLAY: Clarify DocumentSubcode. DT_PLAY_BY_PLAY: Noted X/Y units used. DT_PLAY_BY_PLAY: Add DESC2 & ADD2 DT_IMAGE: Added a note re the zero position for BACKGROUND image. DT_BRACKETS: Add ResultStatus = START_LIST DT_STATS: PTS_PAINT and 2CHANCE are TeamStats for CUM only CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY Other editorial changes without changing the intent
V2.5	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N DT_STATS: Delete ATTEND/DATE @ Stats /StatsItems /StatsItem DT_STATS: Delete ATTEND/RSC_TOTALS @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/DATE @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/RSC @ Stats /StatsItems /StatsItem
V2.6	APP	DT_POOL_STANDING: Update the description of ER/SUB_RANK at Result /ExtendedResults /ExtendedResult CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.7	APP	CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight DT_PLAY_BY_PLAY: Clarify SHOT_TYPE @Actions/Action/ExtendedAction for special situations