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SOG-2020-FBL-2.6 APP

Olympic Data Feed



ODF Football Data Dictionary
Tokyo 2020 – Games of the XXXII Olympiad
Technology and Information Department
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SOG-2020-FBL-2.6 APP
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Applicable Messages

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

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

| Message Type | Message Name | Message extended |
|---|--|------------------|
| DT_SCHEDULE DT_SCHEDULE_UPDATE | / Competition schedule / Competition schedule update | X |
| DT_PARTIC DT_PARTIC_UPDATE | / List of participants by discipline / List of participants by discipline update | X |
| DT_PARTIC_NAME | Participant Names | |
| DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE | / List of teams / List of teams update | X |
| DT_RESULT | Event Unit Start List and Results | X |
| DT_CURRENT | Current Information | X |
| DT_PLAY_BY_PLAY | Play by Play | X |
| DT_IMAGE | Image | X |
| DT_POOL_STANDING | Pool Standings | X |
| DT_BRACKETS | Brackets | X |
| DT_STATS | Statistics | X |
| DT_RANKING | Event Final Ranking | X |
| DT_MEDALLISTS | Event's Medallists | |
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | |
| DT_MEDALS | Medal standings | |



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| | | |
|------------------|-------------------------------------|-------------------|
| DT_COMMUNICATION | Communication | |
| DT_WEATHER | Weather conditions | X |
| DT_LOCAL_ON | Discipline/venue start transmission | |
| DT_LOCAL_OFF | Discipline/venue stop transmission | |
| DT_KA | Keep Alive | |

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages (and have status UNSCHEDULED or SCHEDULED).

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

1. By day (or filter by day)
2. By location if applicable (in a small number of sports)
3. By Time (regardless if HideStartDate='Y')
4. By Order

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

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

Competition schedule update:

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

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

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|------------------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC (discipline level) | Full RSC at the discipline level |
| DocumentType | DT_SCHEDULE / | Competition schedule bulk / update |



| | | |
|-------------|----------------------------|--|
| | DT_SCHEDULE_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. |

2.2.1.3 Trigger and Frequency

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

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

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



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

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

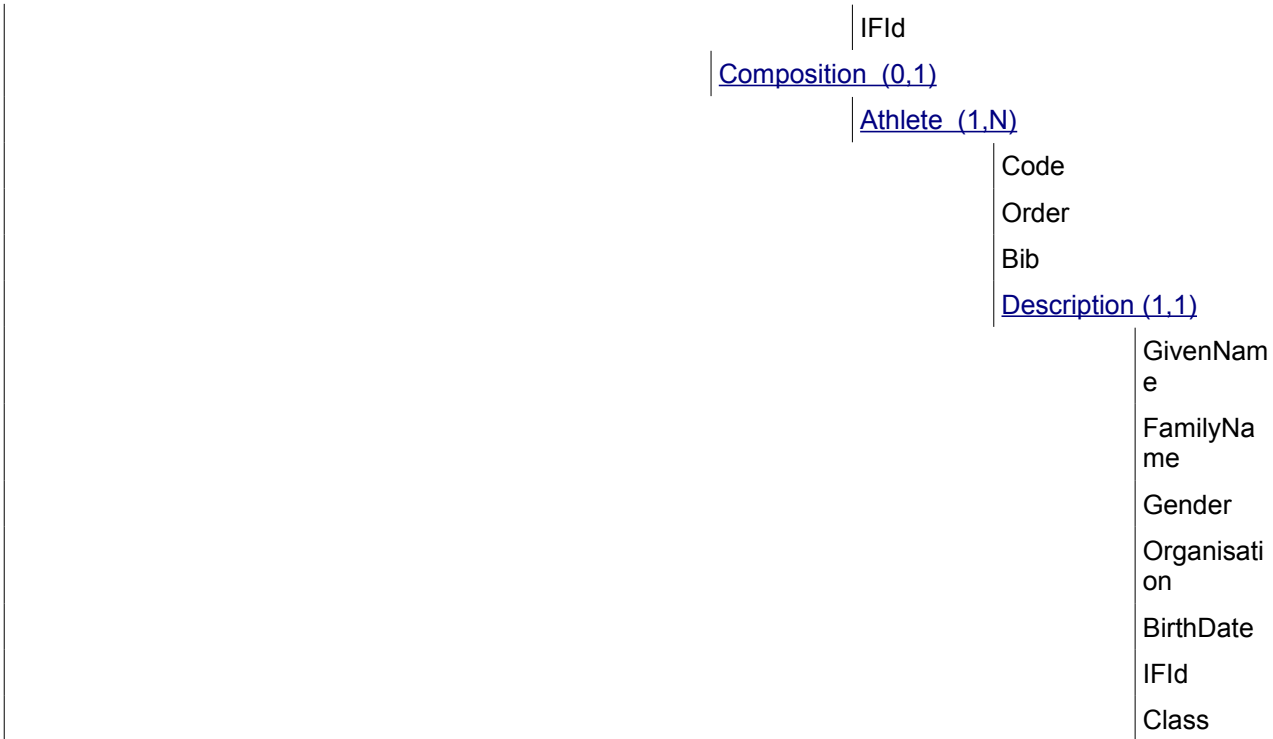
2.2.1.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 | Level 9 |
|-----------------------------------|-------------------------------|-----------------------------------|----------|---------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | | |
| | Gen | | | | | | | |
| | Sport | | | | | | | |
| | Codes | | | | | | | |
| | Session (0,N) | | | | | | | |
| | | SessionCode | | | | | | |
| | | StartDate | | | | | | |
| | | EndDate | | | | | | |
| | | Leadin | | | | | | |
| | | Venue | | | | | | |
| | | VenueName | | | | | | |
| | | ModificationIndicator | | | | | | |
| | | SessionStatus | | | | | | |
| | | SessionType | | | | | | |
| | | SessionName (1,N) | | | | | | |
| | | | Language | | | | | |
| | | | Value | | | | | |
| | Unit (0,N) | | | | | | | |
| | | Code | | | | | | |
| | | PhaseType | | | | | | |
| | | UnitNum | | | | | | |
| | | ScheduleStatus | | | | | | |
| | | StartDate | | | | | | |
| | | HideStartDate | | | | | | |
| | | EndDate | | | | | | |
| | | HideEndDate | | | | | | |
| | | ActualStartDate | | | | | | |



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



2.2.1.5 Message Values

Element: Competition (0,1)

Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".

| Attribute | M/O | Value | Description |
|-----------|-----|-------|--|
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

Element: Competition /Session (0,N)

| Attribute | M/O | Value | Description |
|-------------|-----|-------|--|
| SessionCode | M | S(10) | Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. |



| | | | |
|-----------------------|---|------------------------------------|--|
| StartDate | M | DateTime | Start date. Example: 2006-02-26T10:00:00+01:00 |
| EndDate | M | DateTime | End date. Example: 2006-02-26T10:00:00+01:00 |
| LeadIn | O | m:ss | Amount of time from session start to first scheduled unit. |
| Venue | M | CC @VenueCode | Venue where the session takes place |
| VenueName | M | S(25) | Name of venue |
| ModificationIndicator | O | S(1) | Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update. |
| SessionStatus | O | CC @ScheduleStatus | Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished. |
| SessionType | O | CC @SessionType | Session type of the Session. |

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

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

Sample (General)

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

Element: Competition /Unit (0,N)

| Attribute | M/O | Value | Description |
|----------------|-----|------------------------------------|--|
| Code | M | Full RSC for the unit | |
| PhaseType | M | CC @PhaseType | Phase type for the unit |
| UnitNum | O | S(15) | Match / Game / Bout / Race Number or similar |
| ScheduleStatus | M | CC @ScheduleStatus | Unit Status |



| | | | |
|---------------|---|----------|---|
| StartDate | O | DateTime | <p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED.</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p> |
| HideStartDate | O | S(1) | <p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p> |
| EndDate | O | DateTime | <p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p> |
| HideEndDate | O | S(1) | <p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p> |



| | | | |
|-----------------|---|-----------------------------------|--|
| ActualStartDate | O | DateTime | This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00 |
| ActualEndDate | O | DateTime | This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00 |
| Order | O | Numeric ###0 | Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order. |
| Medal | O | SC @UnitMedalType | Indicator of medal awarded for this unit. |
| Venue | O | CC @VenueCode | Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC). |
| Location | O | CC @Location | Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC). |
| MediaAccess | O | S(6) | Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed". |
| SessionCode | O | S(10) | Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code. |



| | | | |
|-----------------------|---|------|---|
| ModificationIndicator | O | N, U | <p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p> <p>N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.</p> <p>If ModificationIndicator="U", then update the event unit.</p> |
|-----------------------|---|------|---|

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

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

| Attribute | M/O | Value | Description |
|-----------|-----|---|--|
| Language | M | CC @Language | Code Language of the @Value |
| Value | M | S(20) 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 |
| Bib | O | Same as in the Start List message for each | Team bib number (if Competitor @Type="T") |



| | | | |
|--|--|------------|--|
| | | discipline | |
|--|--|------------|--|

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)

| Attribute | M/O | Value | Description |
|-----------|-----|-------|---|
| TeamName | M | S(73) | Team Name where known, must send when available |
| IFId | O | S(16) | Team IF number, send if available |

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

Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc), In case of the Competitor @Code='TBD' the Competitor element should not be sent.

| Attribute | M/O | Value | Description |
|-----------|-----|---|--|
| Code | M | S(20) with no leading zeroes | Athlete's ID, corresponding to either a team member or an individual athlete in the event unit. |
| Order | M | Numeric | Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". |
| Bib | O | Same as in the Start List message for each discipline | Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T"). |

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

| Attribute | M/O | Value | Description |
|--------------|-----|----------------------------------|---|
| GivenName | O | S(25) | Given name in WNPA format (mixed case). Send if not null. |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | CC @PersonGender | Participant's gender |
| Organisation | M | CC @Organisation | Organisation ID |
| BirthDate | O | YYYY-MM-DD | Date of birth. |
| IFId | O | S(16) | Athlete IF number, send if available, only for the current discipline. |
| Class | O | CC @SportClass | Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). |

2.2.1.6 Message Sort

Sort by Session @SessionCode.



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

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

2.2.2.1 Description

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

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



| | | |
|--------|----------------------------|---|
| | | <p>extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.2.3 Trigger and Frequency

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

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

2.2.2.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|-----------------------------------|-----------------------------------|------------|---------|---------|---------|
| Competition (0,1) | | | | | |
| | Gen | | | | |
| | Sport | | | | |
| | Codes | | | | |
| | Participant (1,N) | | | | |
| | | Code | | | |
| | | Parent | | | |
| | | Status | | | |
| | | GivenName | | | |
| | | FamilyName | | | |



| |
|---------------------------------------|
| PassportGivenName |
| PassportFamilyName |
| PrintName |
| PrintInitialName |
| TVName |
| TVInitialName |
| TVFamilyName |
| LocalFamilyName |
| LocalGivenName |
| Gender |
| Organisation |
| BirthDate |
| Height |
| Weight |
| PlaceofBirth |
| CountryofBirth |
| PlaceofResidence |
| CountryofResidence |
| Nationality |
| MainFunctionId |
| Current |
| OlympicSolidarity |
| ModificationIndicator |
| Discipline (1,1) |
| Code |
| IFId |
| RegisteredEvent (0,N) |
| Event |
| Bib |
| Class |
| Substitute |
| Status |



| | |
|--|----------------------------------|
| | EventEntry (0.N) |
| | Code |
| | Type |
| | Pos |
| | Value |

2.2.2.5 Message Values

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

Sample (General)

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

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



| | | | |
|--------------------|---|----------------------------------|---|
| | | zeroes | <p>latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p> |
| Status | O | CC @ParticStatus | <p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p> |
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| PassportGivenName | O | S(25) | Passport Given Name (Uppercase). |
| PassportFamilyName | O | S(25) | Passport Family Name (Uppercase). |
| PrintName | M | S(35) | Print name (family name in upper case + given name in mixed case) |
| PrintInitialName | M | S(18) | Print Initial name (for the given name it is sent just the initial, without dot) |
| TVName | M | S(35) | TV name |
| TVInitialName | M | S(18) | TV initial name |
| TVFamilyName | M | S(25) | TV family name |
| LocalFamilyName | O | S(25) | Family name in the local language in the appropriate case for the local language (usually mixed case) |
| LocalGivenName | O | S(25) | Given name in the local language in the appropriate case for the local language (usually mixed case) |



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



| | | | |
|--|--|--|---|
| | | | <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p> |
|--|--|--|---|

Element: Participant /Discipline (1,1)

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

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

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

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

| Attribute | M/O | Value | Description |
|------------|-----|-----------------------------------|--|
| Event | M | CC @Event | Full RSC of the Event |
| Bib | O | S(4) | Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10... Send only in the Case of Current="true". |
| Class | O | CC @SportClass | Code to identify the class of the athlete. This attribute is mandatory for athletes in Football 5-a-Side (Paralympics) |
| 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. When the athlete has been suspended, replaced or disqualified. |

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



| Send if there are specific athlete's event entries. | | | | |
|---|---------------------|------------|--|---|
| Type | Code | Pos | Description | |
| ENTRY | POSITION | N/A | Element Expected: As soon as it is known (it can be sent in both messages) | |
| | Attribute | M/O | Value | Description |
| | Value | M | CC @Position | Position of the player in the team |
| ENTRY | SHIRT_NAME | N/A | Element Expected: As soon as it is known (it can be sent in both messages) | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Shirt Name |
| ENTRY | CLUB_NAME | N/A | Element Expected: As soon as it is known (it can be sent in both messages) | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Club name including the country, for example "Arsenal (ENG)" This is a single string as the countries are not the same as the IOC list. |
| ENTRY | INTERNAT_PLAYE D | N/A | Element Expected: As soon as it is known (it can be sent in both messages). Not needed in Football 5-a-Side (Paralympics) | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | International matches played. Send "0" for no matches. |
| ENTRY | INTERNAT_GOALS | N/A | Element Expected: As soon as it is known (it can be sent in both messages) Not needed in Football 5-a-Side (Paralympics) | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | International matches goals scored. Send "0" for no goals. |

Sample (General)



```
<Discipline Code="FBL-----" IFId="203258" >  
  <RegisteredEvent Event="FBLMTEAM11-----" >  
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />  
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="FATUSI" />  
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Servette FC (SUI)" />  
  </RegisteredEvent>  
</Discipline>
```

2.2.2.6 Message Sort

The message is sorted by Participant @Code



2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

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



| | | |
|--------|----------------------------|--|
| | | <p>a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.3.3 Trigger and Frequency

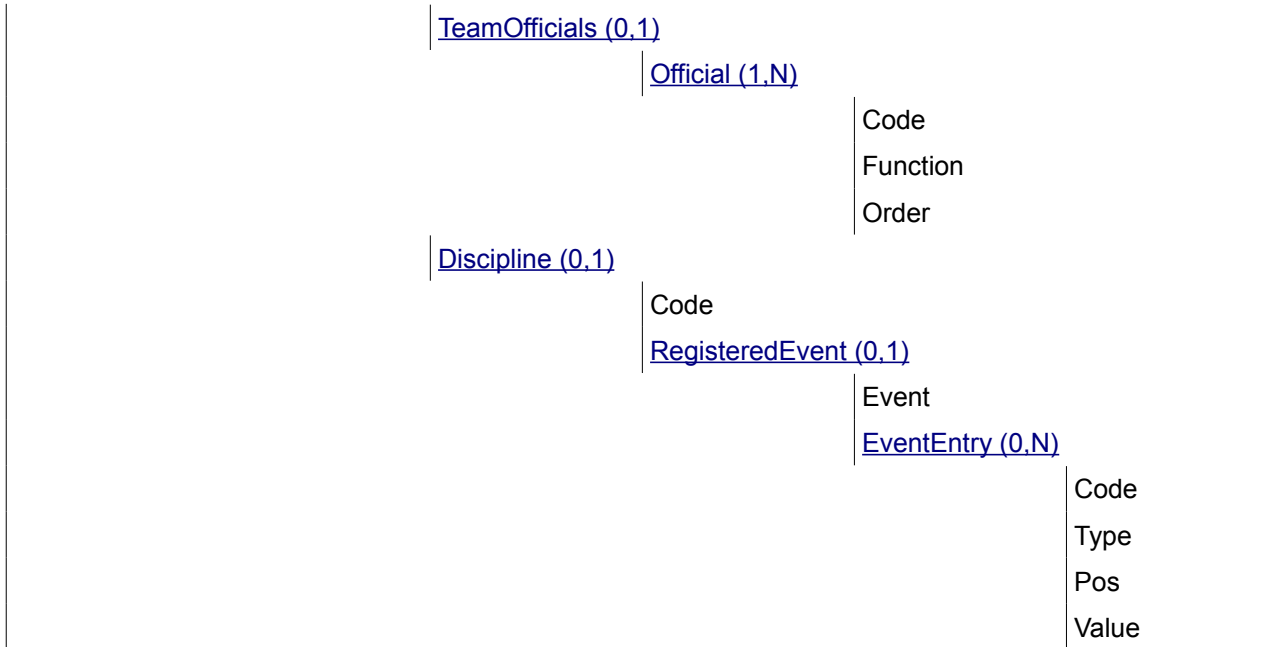
The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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

2.2.3.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|-----------------------------------|----------------------------|--|-------------------------------|---------------|---------|
| Competition (0,1) | Gen Sport Codes | | | | |
| | Team (1,N) | Code Organisation Number Name TVTeamName Gender Current ModificationIndicator | | | |
| | | Composition (0,1) | | | |
| | | | Athlete (0,N) | | |
| | | | | Code Order | |



2.2.3.5 Message Values

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

| Element: Team (1,N) | | | |
|---------------------|-----|----------------------------------|---|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Team's ID When the Team is an historical one, then this ID starts with "T". |
| Organisation | M | CC @Organisation | Team organisation's ID |
| Number | O | Numeric #0 | Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first |



| | | | |
|-----------------------|---|-----------------|--|
| | | | organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams. |
| Name | M | S(73) | Team name |
| TVTeamName | M | S(21) | TV Team Name |
| Gender | M | CC @SportGender | Gender Code of the Team |
| Current | M | boolean | It defines if a team is participating in the games (true) or it is a Historical team (false) |
| ModificationIndicator | M | N, U, D | Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams |

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

In the case of current teams the number of athletes is 2 or more.

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

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

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

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



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

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

| Element: Team /Discipline /RegisteredEvent /EventEntry (0,N) | | | | |
|---|------------------|--------------|--|--------------------|
| Send if there are specific team's event entries. | | | | |
| Type | Code | Pos | Description | |
| ENTRY | UNIFORM | Numeric 0 | Pos Description: 1st/2nd team shirt colour. Send 1, 2 to indicate the number of shirt/uniform Element Expected: As soon as it is known (it can be sent in both messages) | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Shirt Colour |
| ENTRY | SHORTS | Numeric 0 | Pos Description: 1st/2nd team shorts colour. Send 1, 2 to indicate the number of shorts Element Expected: As soon as it is known (it can be sent in both messages) | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(25) | Short's colour |
| ENTRY | SOCKS | Numeric 0 | Pos Description: 1st/2nd team socks colour. Send 1, 2 to indicate the number of socks Element Expected: As soon as it is known (it can be sent in both messages) | |
| | Attribute | M/O | Value | Description |



| | | | | |
|-------|------------------|------------|--------------|--|
| | Value | M | S(25) | Colour of socks |
| ENTRY | | SEED | N/A | Element Expected: As soon as this information is known (it can be sent in the update message) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Seed Number |
| ENTRY | | GROUP | N/A | Element Expected: As soon as available |
| | Attribute | M/O | Value | Description |
| | Value | M | S(1) | Preliminary Group of the team |

Sample (General)

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

2.2.3.6 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

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



| | | |
|--------|----------------------------|--|
| | | <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.4.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

- * START_LIST: As soon as the team/teams are known, before the match begins.
- * START_LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

- * LIVE: At the beginning of each period.
- * LIVE: After every change in any data (scores, substitute, DQ etc).

This message is also sent when the unit finishes, and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks.

- * INTERMEDIATE: After each period (if it is not the last period).
- * UNOFFICIAL / OFFICIAL: After the unit.

Trigger also after any change.

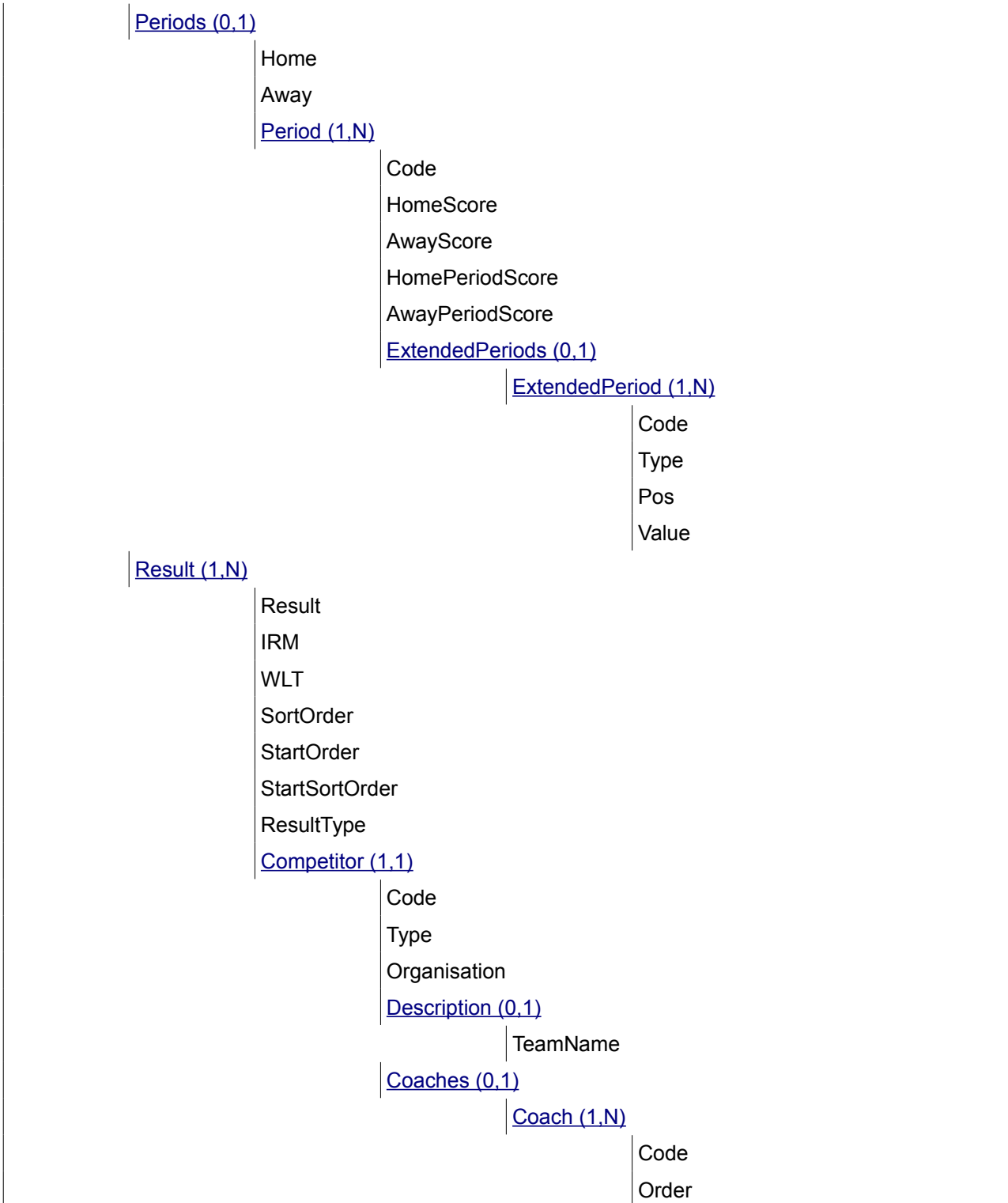
2.2.4.4 Message Structure

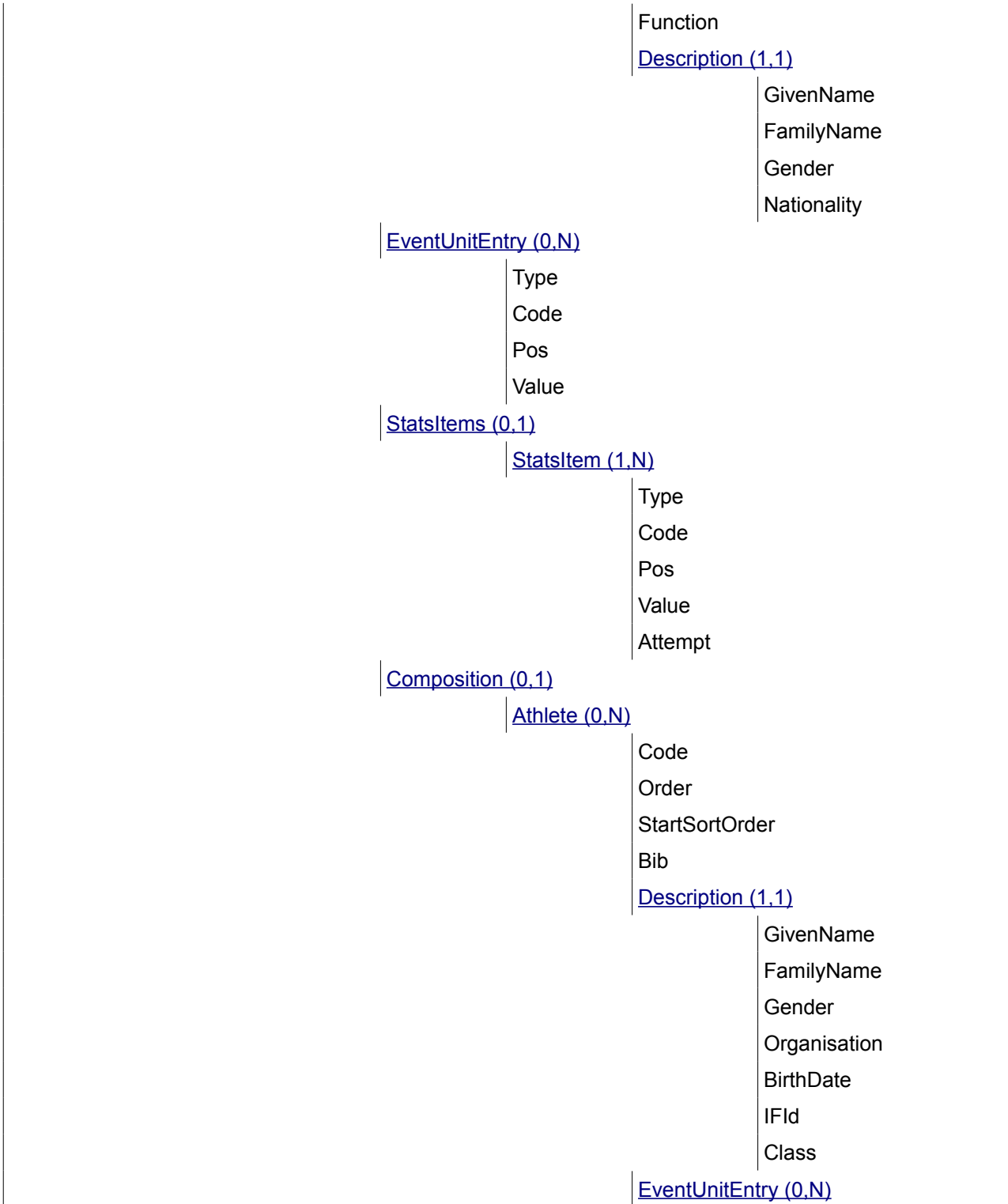
The following table defines the structure of the message.

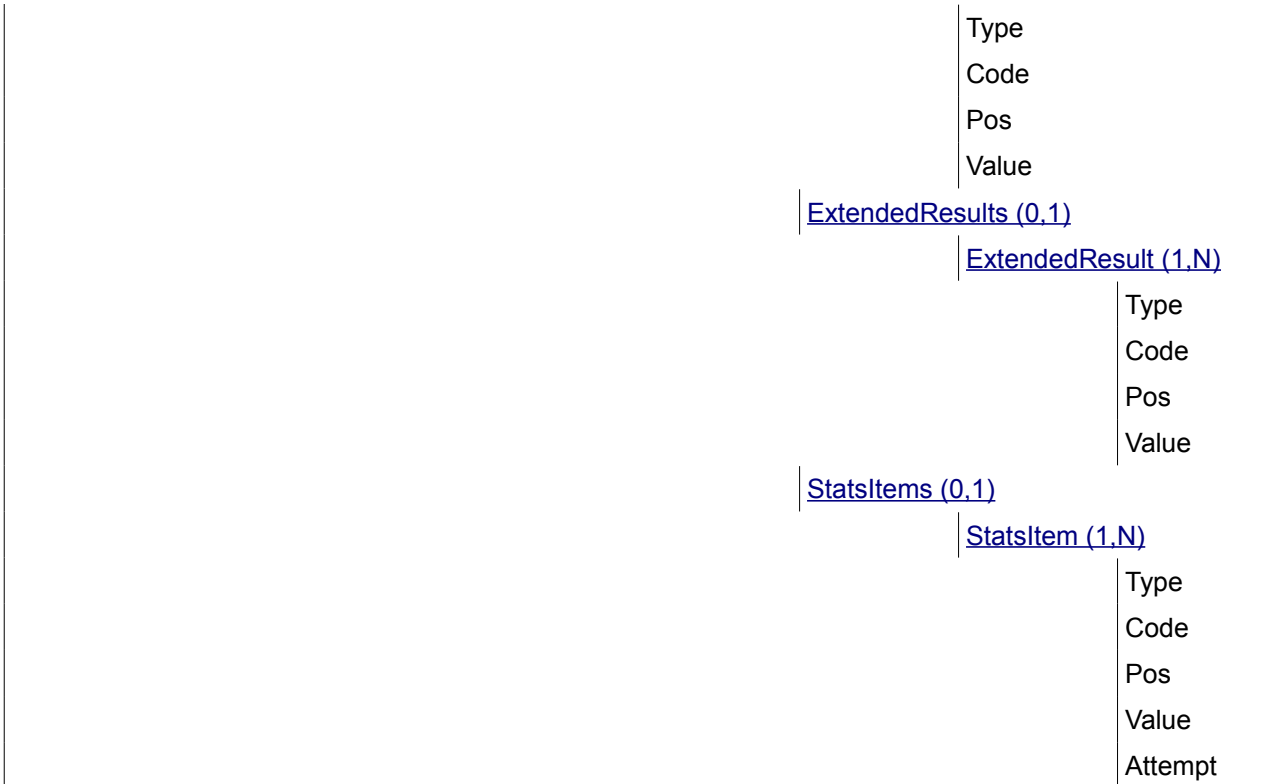
| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 |
|-----------------------------------|-------------------------------------|------------------------------------|---------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | Gen | | | | | | |
| | Sport | | | | | | |
| | Codes | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | UnitDateTime (0,1) | | | | | |



| | |
|--|-----------------------------------|
| | StartDate |
| ExtendedInfo (0,N) | Type |
| | Code |
| | Pos |
| | Value |
| | Extension (0,N) |
| | Code |
| | Pos |
| | Value |
| SportDescription (0,1) | DisciplineName |
| | EventName |
| | Gender |
| | SubEventName |
| | UnitNum |
| VenueDescription (0,1) | Venue |
| | VenueName |
| | Location |
| | LocationName |
| | Attendance |
| Officials (0,1) | |
| Official (1,N) | Code |
| | Function |
| | Order |
| | Description (1,1) |
| | GivenName |
| | FamilyName |
| | Gender |
| | Organisation |
| | IFId |







2.2.4.5 Message Values

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

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

| Element: ExtendedInfos /ExtendedInfo (0,N) | | | |
|--|--|--|--|
|--|--|--|--|



| Type | | Code | Pos | Description |
|--|------------------|--------------|--|--|
| UI | | RES_CODE | N/A | Element Expected: If the match finished in extra time or penalty shoot out. |
| | Attribute | M/O | Value | Description |
| | Value | M | S(3) | Send AET if the match was decided in extra time. Send PSO if the match was decided by a penalty shoot out. |
| UI | | PERIOD | N/A | Element Expected: Beginning of each period. Remove when official. (Send when LIVE, INTERMEDIATE) |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @Period | Beginning of each period. Remove when official. (Send when LIVE, INTERMEDIATE) |
| DISPLAY | | String | Numeric 0 | Code Description: Send the @Code of the last updated Result /Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: GF, GA, GF_OG, SHOT, PTY, FOC, FOS, FRK, ASSIST, OFF(not applicable in Paralympics), CRN, YC, RC, YRC, DPTY(only applicable in Paralympics) Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable |
| | Attribute | M/O | Value | Description |
| | Value | M | S(20) | Send the ID of the athlete/team who was updated |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When applicable and only when the unit is LIVE. Send multiple if applicable | | | | |
| | Attribute | Value | Description | |
| | Code | String | Send the @ExtendedStat Code of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: ON_GOAL or GOAL | |



| | | | |
|-------|--|------|-------------------------------|
| | | | Only applies to SHOT and PTY. |
| Pos | | N/A | |
| Value | | S(1) | Send "Y" |

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

| Attribute | M/O | Value | Description |
|----------------|-----|--------------------------------------|---|
| DisciplineName | M | S(40) | Discipline name (not code) from Common Codes |
| EventName | M | S(40) | Event name (not code) from Common Codes |
| Gender | M | CC @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)

Venue Names in Text.

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

Element: Officials /Official (1,N)

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

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

Officials extended information.



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

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

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

| Element: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) | | | | |
|---|------------|-----|---|--|
| ExtendedPeriod information. | | | | |
| Type | Code | Pos | Description | |
| TIME | ADDITIONAL | N/A | Element Expected: When applicable as soon as the information is known. | |
| | Attribute | M/O | Value | Description |
| | Value | M | mm | Additional time for that period. Send 0 if there is no additional time for that period. Remove leading zeros |



Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

| Attribute | M/O | Value | Description |
|----------------|-----|--------------------------------|--|
| Result | O | Numeric #0 | Result (until finish the extra times if are available) of the Team for the particular event unit. Not including the goals for penalty Shoot-out. |
| IRM | O | SC @IRM | The invalid rank mark, in case it is assigned. IRM of the Team for the particular event unit Send in the case @ResultType both Points and IRM |
| WLT | O | SC @WLT | The code whether a competitor won, tied or lost |
| SortOrder | M | Numeric | This attribute is a sequential number with the order of the first (home) named (1) and the away team (2) |
| StartOrder | M | Numeric | Send 1 for first named team, send 2 for second named team |
| StartSortOrder | M | Numeric | Same @StartOrder |
| ResultType | O | SC @ResultType | Type of the @Result attribute. Result type, either goals or IRM with points for the corresponding event unit |

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

| Attribute | M/O | Value | Description |
|--------------|-----|---|--|
| Code | M | S(20) with no leading zeroes or 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)

Competitors extended information.

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

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



| Competitor's Coach | | | |
|--------------------|-----|-------------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Official code. |
| Order | M | Numeric | Send order for coaches (& team management), sequential number if more than one (order as they are presented on match form) |
| Function | M | CC @ResultsFunction | Team officials function. |

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

Coach extended information.

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

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

For team event information

| Type | Code | Pos | Description |
|------|------------------|--------------|--|
| EUE | HOME_AWAY | N/A | Element Expected: When available |
| | Attribute | M/O | Value |
| | Value | M | SC @Home |
| 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 |
| | Value | M | S(25) |
| EUE | SHORTS | N/A | Element Expected: If available |
| | Attribute | M/O | Value |
| | Value | M | String |
| | SOCKS | N/A | Element Expected: |



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

Sample (General)

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

| Element: Result /Competitor /StatsItems /StatsItem (1,N) | | | | |
|--|------------------|------------|---|--|
| Type | Code | Pos | Description | |
| ST | MINS | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available | |
| | Attribute | M/O | Value | Description |
| | Value | M | mmm | Actual playing time (related to ball possession) for the team by period number in the event unit (in minutes). Remove leading zeros |
| ST | GF_OG | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Goals for the team by period number, due to own goals scored by the opposite team, in the event unit. |
| ST | GF | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) | |



| | | | | |
|----|------------------|------------|--------------|---|
| | | | | Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Goals for the team by period number in the event unit (not including the own goals of the opposite team). |
| ST | | GA | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Goals against for the team by period number in the event unit |
| ST | | ASSIST | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Assists |
| ST | | SHOT | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total shots on goal. |
| | Attempt | O | Numeric #0 | Total Shots for the team by period number in the event unit. |
| ST | | PTY | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |



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



| | | | | |
|----|------------------|------------|--------------|---|
| | | | #0 | by period number in the event unit. |
| ST | | FOS | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total fouls suffered for the team by period number in the event unit. |
| ST | | YC | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Cautions (yellow cards) for the team by period number in the event unit. |
| ST | | YRC | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Expulsions (2nd yellow card = red card) for the team by period number in the event unit. |
| ST | | RC | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Expulsions (red cards) for the team by period number in the event unit. |
| ST | | EXP | N/A | Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |



| | | | | |
|----|------------------|------------|--------------|---|
| | Value | M | Numeric #0 | Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for the team in the event unit. |
| ST | | FRK | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total free kicks for the team by period number in the event unit. |
| ST | | OG | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total own goals for the team by period number in the event unit. |
| ST | | POSSESS | SC@Period | Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total ball possession for the team by period number in the event unit. Send in %. |
| ST | | TOUT | SC@Period | Pos Description: Send the period number (TOT for totals-all periods)Element Expected: Always, if the information is available in Futsal or Paralympics (5-a-side) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Number of time outs taken |

Sample (General)



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

| Element: Result /Competitor /Composition /Athlete (0,N) | | | |
|---|-----|------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | S(20) with no leading zeroes | Athlete's ID. |
| Order | M | Numeric #0 | Send order according to goalkeeper position first (Start @Code=POSITION and @Value=GK), and Shirt number (Athlete@Bib). For starting substitute player, send order according to the player status (CC @Code=PARTIC_STATUS, that will be: space or X-Eligible, N-Not eligible to play, I-Injured, A-Absent), and Shirt number (Athlete@Bib). Order attribute used to sort team members in a team. |
| StartSortOrder | M | Numeric #0 | Order the players as they should appear in the Start List. Order attribute used to sort team members in a team on the start list. |



| | | | |
|-----|---|------|--------------|
| Bib | M | S(4) | Shirt number |
|-----|---|------|--------------|

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

Athletes extended information.

| Attribute | M/O | Value | Description |
|--------------|-----|----------------------------------|---|
| GivenName | O | S(25) | Given name in WNPA format (mixed case) |
| FamilyName | M | S(25) | Family name in WNPA format (mixed case) |
| Gender | M | CC @PersonGender | Gender of the athlete |
| Organisation | M | CC @Organisation | Athletes' organisation |
| BirthDate | O | Date | Birth date (example: YYYY-MM-DD). Must include if the data is available |
| IFId | O | S(16) | International Federation ID |
| Class | O | CC @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 |
| | Value | M | SC @AthleteStatus Athlete's status in the team if applicable. |
| EUE | CAPTAIN | N/A | Element Expected: Send the code just for the captain when known |
| | Attribute | M/O | Value |
| | 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 |
| | Value | M | S(1) Send "Y" if the competitor is a Starter else do not send |
| | POSITION | Numeric | Pos Description: |



| | | | | |
|-----|------------------|------------|------------------------------------|--|
| EUE | | | 0 | Send 1 for normal play position (DF, FW etc) Send 2 for tactical position Element Expected: As soon as it is known |
| | Attribute | M/O | Value | Description |
| | Value | M | CC @Position (1) SC @TacPos (2) | Position of the player in the team as appropriate. See tactical positions diagram for understanding. http://odf.olympictech.org/2020-Tokyo/OG/PDF/FBL_Tactical_Posn.png |

Sample (General)

```

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

```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member or individual athlete's extended result.

| Type | Code | Pos | Description | |
|------|------------------|------------|--|--|
| ER | SANCTION | N/A | Element Expected: As soon as the information is available | |
| | Attribute | M/O | Value | Description |
| | Value | M | S(3) | Send YC for Yellow Card or EXP for Suspended |

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

| Type | Code | Pos | Description | |
|------|------------------|------------|--|--|
| ST | MINS | N/A | Element Expected: Always, if the information is available | |
| | Attribute | M/O | Value | Description |
| | Value | M | mmm | Minutes played by the athlete in the game. |



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



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



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



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

Sample (General)

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

2.2.4.6 Message Sort

Sort by Result @SortOrder



2.2.5 Current Information

2.2.5.1 Description

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

2.2.5.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | |
| DocumentSubcode | Not used | Not used |
| DocumentType | DT_CURRENT | Current message |
| DocumentSubtype | Not used | Not used |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where</p> |



| | | |
|--------|----------------------------|---|
| | | the message was produced. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.5.3 Trigger and Frequency

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

2.2.5.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 |
|-----------------------------------|--|---|------------------------------|
| Competition (0,1) | Gen Sport Codes Clock (0,1) | Period Time Running | |
| | Result (0,N) | Result SortOrder StartSortOrder ResultType Competitor (1,N) | Code Type Organisation |

2.2.5.5 Message Values

| Element: Competition (0,1) | | | |
|----------------------------|-----|-------|-------------|
| Attribute | M/O | Value | Description |



| | | | |
|-------|---|-------|--|
| Gen | O | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport | O | S(20) | Version of the Sport Data Dictionary applicable to the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

Element: Clock (0,1)

Clock Information

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

Sample (General)

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

Element: Result (0,N)

| Attribute | M/O | Value | Description |
|----------------|-----|--------------------------------|---|
| Result | O | Numeric #0 | Score for the team. Not including the goals for penalty Shoot-out. |
| SortOrder | M | Numeric | This attribute is a sequential number with the order of the first (home) named (1) and the away team (2) |
| StartSortOrder | M | Numeric | Same @SortOrder |
| ResultType | O | SC @ResultType | Type of the @Result attribute. Result type, either goals or IRM with points for the corresponding event unit. |

Element: Result /Competitor (1,N)

Competitor related to the result of one event unit.

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



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2.2.5.6 Message Sort

Sort by Period @Code.

2.2.6 Play by Play

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | |
| DocumentSubcode | SC @Period or not sent | Period code if sent for one period only. (H1, H2, OT1, OT2 and PSO) If message sent without DocumentSubcode then the message includes the full match. |
| DocumentType | DT_PLAY_BY_PLAY | Play by Play message |
| DocumentSubtype | S8) | Send "ACTION" |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. |



| | | |
|--------|----------------------------|--|
| | | <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.6.3 Trigger and Frequency

This message is sent:

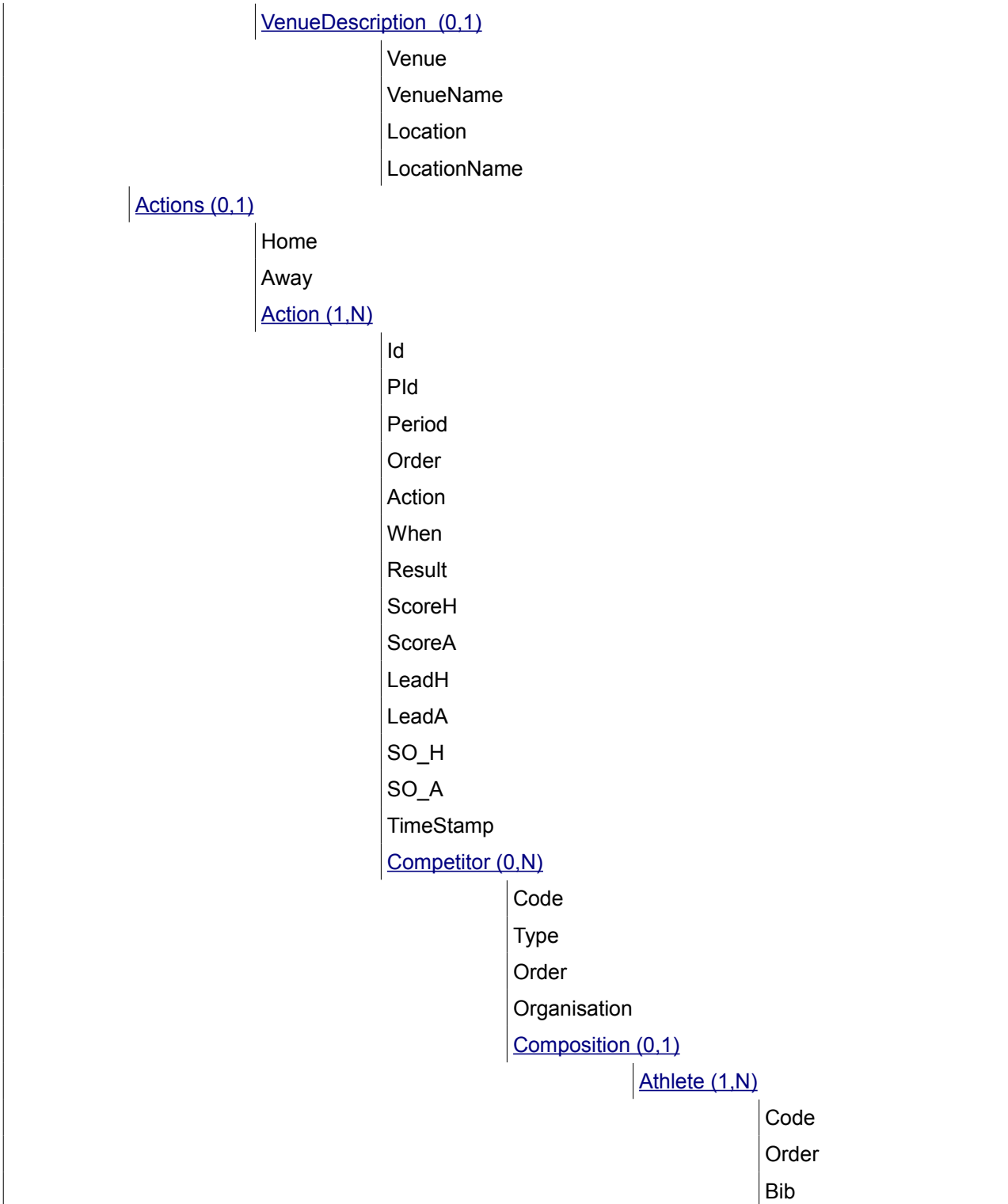
- * LIVE: After every action
- * LIVE: At the start of every period/ET
- * INTERMEDIATE: After each period (if it is not the last period)
- * UNOFFICIAL/OFFICIAL: After the match (unit)

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

2.2.6.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | Gen | | | | | | |
| | Sport | | | | | | |
| | Codes | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | SportDescription (0,1) | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | SubEventName | | | | |
| | | | Gender | | | | |
| | | | UnitNum | | | | |





| | |
|--|--|
| | Role Description (1,1) GivenName FamilyName Gender Organisation BirthDate IFId Class |
|--|--|

2.2.6.5 Message Values

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

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

| Element: ExtendedInfos /VenueDescription (0,1) | | | |
|--|-----|-------|-------------|
| Venue Names in Text. | | | |
| Attribute | M/O | Value | Description |



| | | | |
|--------------|---|-------------------------------|--|
| Venue | M | CC @VenueCode | Venue Code |
| VenueName | M | S(25) | Venue 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 appears here. |
| Period | M | SC @Period | Period of the action within the match |
| Order | M | Numeric | Unique sequential number for all of the actions from 1 to n. It is used to sort Action |
| Action | O | SC @Action | Actions in the game. Send one action code. The first action of each period should always be "STARTP". For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN). For Foul action either one or two competitor elements will be sent: 1st Player Foul committed (ActionRole=FOC) 2nd Player Foul suffered (ActionRole=FOS) (optional). |
| When | O | String m' [x] where x is optional, usually in form +m for injury time. | Action's time in minutes Example: 14' [x] is injury time in the format +3 etc. so appears as 45' +3 If at half time the HT If after match FT ET: in the break between ExtraTime 1 and ExtraTime 2 |



| | | | |
|-----------|---|-------------------------------|--|
| | | | If before and during shoot-out then PSO only [x] (playing time stopped) |
| Result | O | SC @ResAction | Result of the Action for the player/team |
| ScoreH | O | Numeric ##0 | Total Home Score of the game after the action Send if there is a score change for either team |
| ScoreA | O | Numeric ##0 | Total Away Score of the game after the action Send if there is a score change for either team |
| LeadH | O | Numeric #0 | Points lead for the Home Team. Send if there is a score change for either team. (may be negative) |
| LeadA | O | Numeric #0 | Points lead for the Away Team. Send if there is a score change for either team. (may be negative). |
| SO_H | O | Numeric #0 | Home Score in penalty shootout |
| SO_A | O | Numeric #0 | Away Score in penalty shootout |
| TimeStamp | O | DateTime | Time of the action (for alignment to video) |

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

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

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

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

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

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



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

Sample (General)

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

2.2.6.6 Message Sort

Actions /Action @Order followed by @Pos

2.2.7 Image

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | Full RSC at discipline level |
| DocumentSubcode | Competitor ID | Competitor ID of the team, for example FBLMTEAM11--CAN01 |
| DocumentType | DT_IMAGE | Image message |
| DocumentSubtype | S(20) | Send UNIFORM |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | Only applicable status is OFFICIAL |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or</p> |



| | | |
|--------|----------------------------|---|
| | | 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

Trigger when available and after any change.

2.2.7.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 |
|-----------------------------------|--|--|---------|
| Competition (0,1) | Gen Sport Codes Image (1,N) | Pos Version Revision ImageType ImageData (1,1) | - |

2.2.7.5 Message Values

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

Element: Competition /Image (1,N)



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

| Element: Competition /Image /ImageData (1,1) | | | |
|--|-----|-----------|---|
| Attribute | M/O | Value | Description |
| - | M | Free Text | The ImageData element has a body consisting of one Base64-encoded report (a png file) |

Sample (General)

```

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

2.2.7.6 Message Sort

Sort by Competition /Image /Pos.

2.2.8 Pool Standings

2.2.8.1 Description

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

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

2.2.8.2 Header Values

The following table describes the message header attributes.

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



| | | |
|--------|----------------------------|--|
| | | <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Source | SC.@Source | Code indicating the system which generated the message. |

2.2.8.3 Trigger and Frequency

The general rule is that this message is sent:

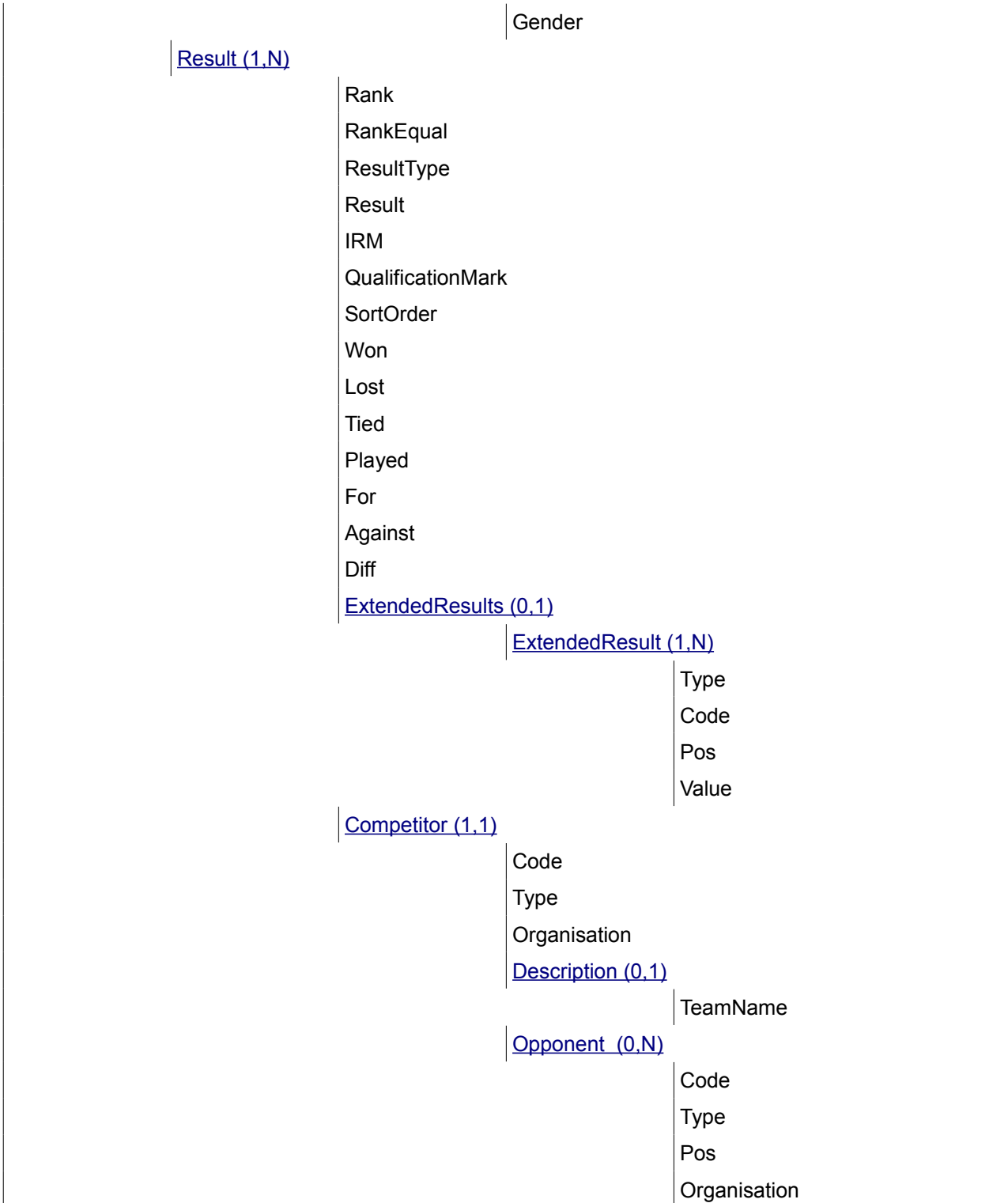
- * Before the start of the competition to build in the initial tables. The message has status START_LIST
- * When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
- * When the phase finishes (there are no more event units/games to compete).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

Trigger also after any change.

2.2.8.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|
| Competition (0,1) | | | | | |
| | Gen | | | | |
| | Sport | | | | |
| | Codes | | | | |
| | ExtendedInfos (0,1) | | | | |
| | | Progress (0,1) | | | |
| | | | LastUnit | | |
| | | | UnitsTotal | | |
| | | | UnitsComplete | | |
| | | SportDescription (0,1) | | | |
| | | | DisciplineName | | |
| | | | EventName | | |
| | | | SubEventName | | |





| | |
|--|-----------------------------------|
| | Date |
| | Time |
| | Result |
| | Unit |
| | HomeAway |
| | Description (0,1) |
| | TeamName |

2.2.8.5 Message Values

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

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

| Element: ExtendedInfos /SportDescription (0,1) | | | |
|--|-----|--------------------------------------|---|
| Sport Descriptions in Text. | | | |
| Attribute | M/O | Value | Description |
| DisciplineName | M | S(40) | Discipline name (not code) from Common Codes |
| EventName | M | S(40) | Event name (not code) from Common Codes |
| SubEventName | M | S(40) | Text short description of the Event Phase, not code |
| Gender | M | CC @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 equalled else do not send. |
| ResultType | M | SC @ResultType | Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group |
| Result | O | Numeric | Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. |
| IRM | O | SC @IRM | The invalid rank mark, in case it is assigned. Only send in the case @ResultType is IRM |
| QualificationMark | O | SC @QualificationMark | Qualification indicator |
| SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. |
| Won | O | Numeric #0 | Number of games won by the team in the group. Do not send if the team has not played. |
| Lost | O | Numeric #0 | Number of games lost by the team in the group. Do not send if the team has not played. |
| Tied | O | Numeric #0 | Number of games tied by the team in the group. Do not send if the team has not played. |
| Played | O | Numeric #0 | Number of games played by the team in the group Do not send if the team has not played. |
| For | O | Numeric #0 | Total number of goals for. Do not send if the team has not played. |
| Against | O | Numeric #0 | Total number of goals against. Do not send if the team has not played. |
| Diff | O | Numeric #0 or -Numeric -#0 | Goals difference, between goals for and goals against |

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



| | | | |
|------------------|------------|-------------------------|---|
| ER | FPP | N/A | Element Expected: If available. |
| Attribute | M/O | Value | Description |
| Value | M | Numeric -#0 or #0 | Fair play points, integer value. Can be negative |

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

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

| Element: Result /Competitor /Opponent (0,N) | | | |
|--|------------------------------|----------------------------------|--|
| Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool) | | | |
| Type | Code | Pos | Description |
| T for team | S(20) with no leading zeroes | Numeric | Type Description: T for Team Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. Element Expected: Always |
| Attribute | M/O | Value | Description |
| Organisation | M | CC @Organisation | Competitor's organisation (code). Must include if the data is available |
| Date | M | Date | Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete. |



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

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

Competitors extended information.

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

Sample (General)

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



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2.2.8.6 Message Sort

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

2.2.9 Brackets

2.2.9.1 Description

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

2.2.9.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|--|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC (event level) | Full RSC of the Event |
| DocumentType | DT_BRACKETS | Brackets message |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | Status of the message. Expected statuses are: START_LIST: (before the start of the competition) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official) |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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. |

2.2.9.3 Trigger and Frequency

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

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

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

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

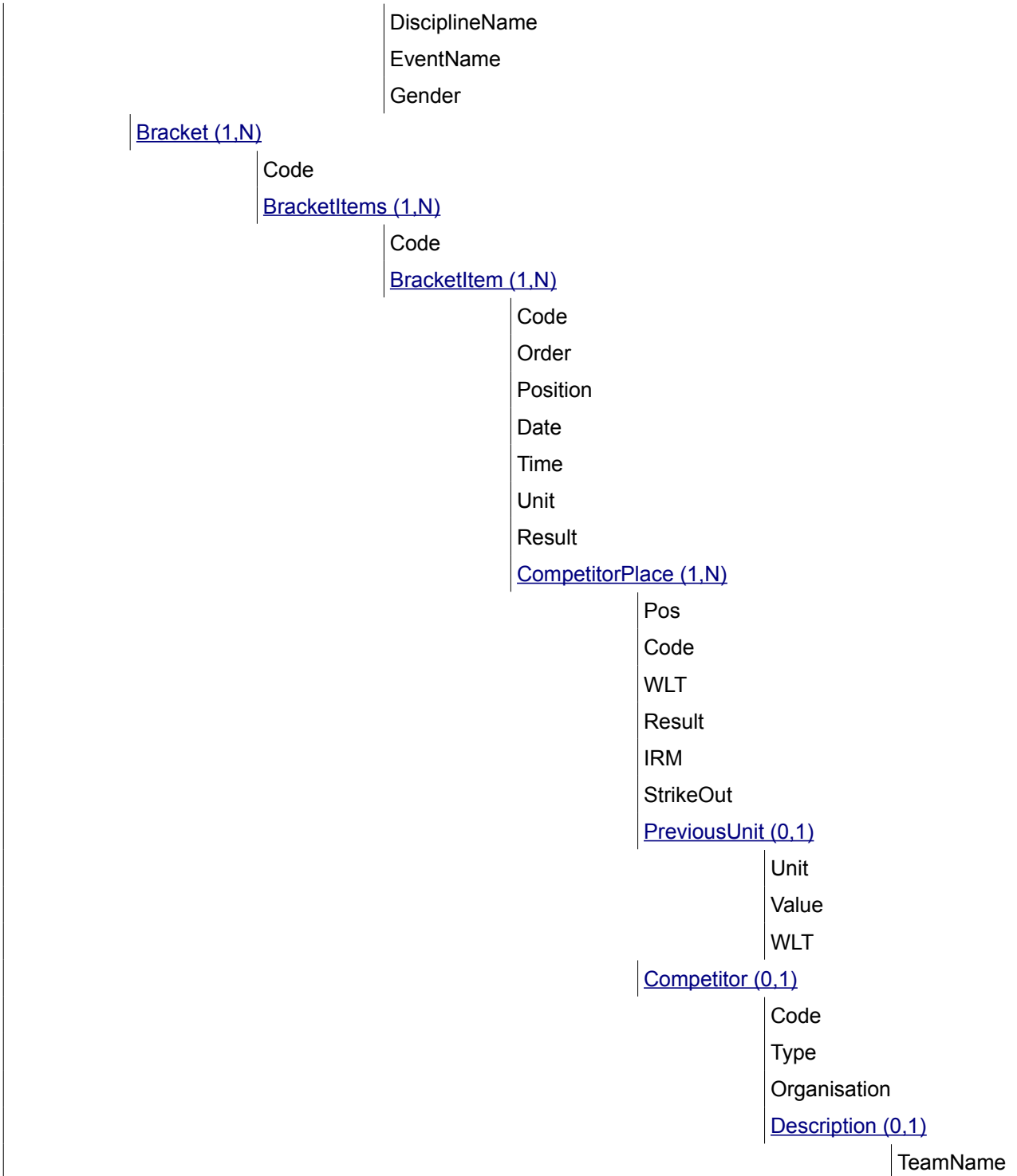
- * Send with ResultStatus = 'START_LIST' before the start of the competition
- * Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- * Send with ResultStatus = 'UNOFFICIAL'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

Trigger also after any change.

2.2.9.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 |
|-----------------------------------|-------------------------------------|--|---------------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | Gen | | | | | | |
| | Sport | | | | | | |
| | Codes | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | Progress (0,1) | | | | | |
| | | | LastUnit | | | | |
| | | | UnitsTotal | | | | |
| | | | UnitsComplete | | | | |
| | | SportDescription (0,1) | | | | | |





2.2.9.5 Message Values

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

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

| Element: ExtendedInfos /SportDescription (0,1) | | | |
|--|-----|--------------------------------------|--|
| Sport Description in Text | | | |
| Attribute | M/O | Value | Description |
| DisciplineName | M | S(40) | Discipline name (not code) from Common Codes |
| EventName | M | S(40) | Event name (not code) from Common Codes. |
| Gender | M | CC @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. Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played) |



| Element: Bracket /BracketItems (1,N) | | | |
|--------------------------------------|-----|----------------------------------|--|
| Attribute | M/O | Value | Description |
| Code | M | SC @BracketItems | Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc. |

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

| Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N) | | | |
|---|-----|-------------------------------------|---|
| - If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...) | | | |
| Attribute | M/O | Value | Description |
| Pos | M | Numeric 0 | This attribute is a sequential number to place the different competitors in the bracket (1 or 2). |
| Code | O | SC @CompetitorPlace | It will be sent when there is no competitor team (BYE) or when it is not known yet (TBD). |
| WLT | O | SC @WLT | W or L, indicates the winner or loser of the bracket item. Always send when known. |
| Result | O | S(10) | The result (score) of the competitor in the event unit. If the match was decided by penalty shoot out then send in the format x(y) where y is the score the team in the PSO. |



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

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

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

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

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

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

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

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

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

Sample (General)



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

2.2.9.6 Message Sort

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



2.2.10 Statistics

2.2.10.1 Description

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

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

2.2.10.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|----------------------------------|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | Depending on the statistics it could be at any level |
| DocumentSubcode | S(4) | The DocumentSubcode is the NOC concatenated with the Team Number if needed, e.g. BRA1. Concatenation will happen only when a NOC has more than one team. The DocumentSubcode is used only in case DocumentSubtype is "CUM". |
| DocumentType | DT_STATS | Statistics message |
| DocumentSubtype | CUM IND_RANKING TOU | - CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. - IND_RANKING: Ranking of individual tournament statistics, for the best athletes. - TOU: Tournament statistics (like Tournaments Total statistics or Disciplinary matters Total statistics).. |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |



| | | |
|-------------|----------------------------|---|
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Source | SC @Source | Code indicating the system which generated the message. |

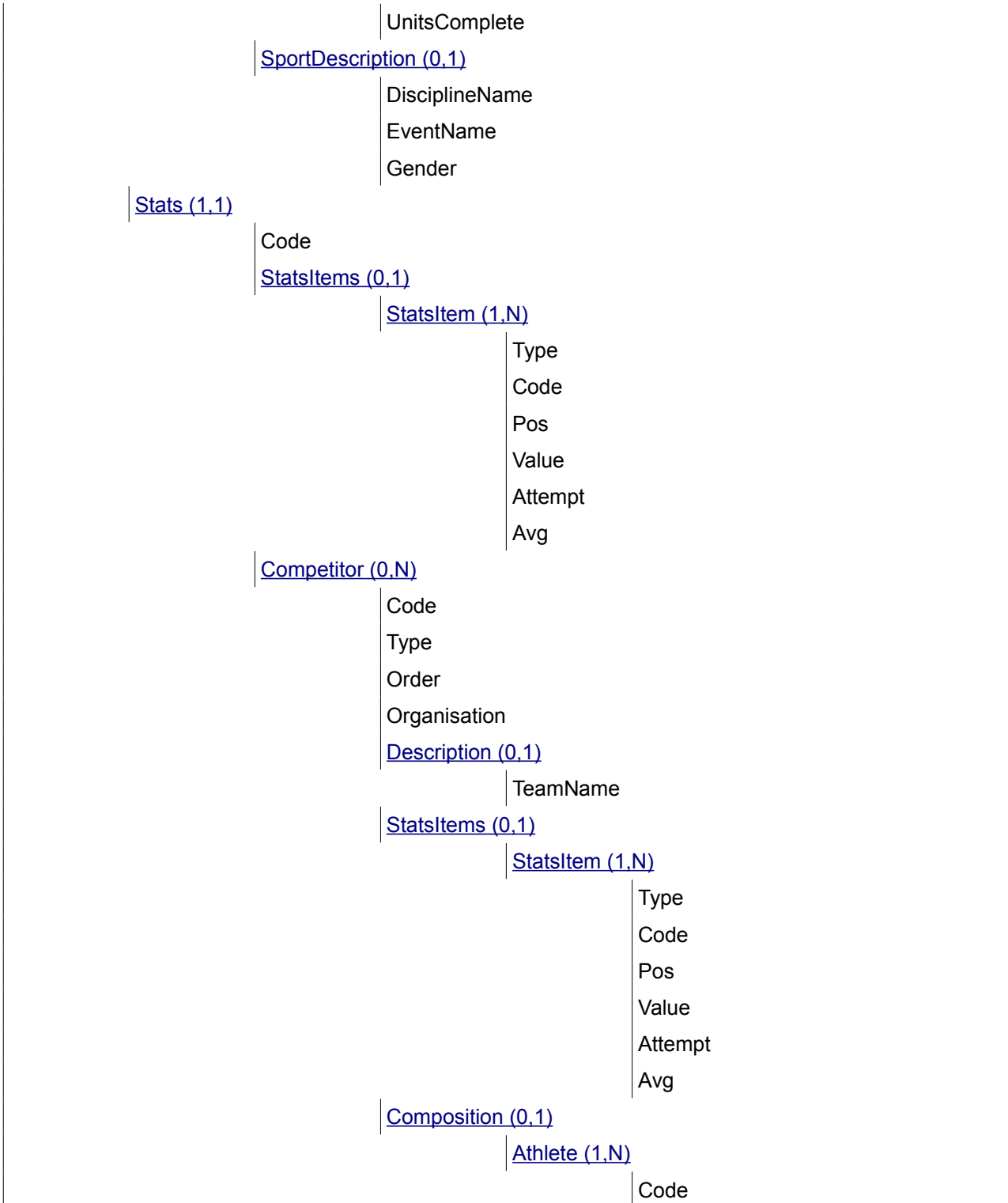
2.2.10.3 Trigger and Frequency

After each match only.

2.2.10.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 | Level 8 |
|-----------------------------------|-------------------------------------|--------------------------------|------------|---------|---------|---------|---------|
| Competition (0,1) | | | | | | | |
| | Gen | | | | | | |
| | Sport | | | | | | |
| | Codes | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | Progress (0,1) | | | | | |
| | | | LastUnit | | | | |
| | | | UnitsTotal | | | | |





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

2.2.10.5 Message Values

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

| Element: ExtendedInfos /Progress (0,1) | | | |
|--|-----|--------------------------|--|
| Attribute | M/O | Value | Description |
| LastUnit | O | CC @Unit | Send the RSC of the most recently unit made official. For CUM which only includes one team |



| | | | |
|---------------|---|----------------|---|
| | | | then it is the last unit for that team. Send after at least one unit is complete in the CUM, IND_RANKING and TEAM_RANKING messages. |
| UnitsTotal | O | Numeric ##0 | Send the total number of units (games) to be played). For CUM which only includes one team then it is the total units for that team. Send in the CUM, IND_RANKING and TEAM_RANKING messages. |
| UnitsComplete | O | Numeric ##0 | Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM, IND_RANKING and TEAM_RANKING messages. |

Element: ExtendedInfos /SportDescription (0,1)

Sport Description in Text

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

Element: Stats (1,1)

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------|--|
| Code | M | SC @Statistics | A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header. |

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

Statistics for the event unit / phase or event - depending on the headers' DocumentCode.

| Type | Code | Pos | Description |
|------------|------------------|------------|--|
| ATTENDANCE | DATE | Date | Pos Description: Date Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event) |
| | Attribute | M/O | Value |
| | Value | M | Numeric |
| | | | Description |
| | | | Total attendance of all matches for |



| | | | | |
|------------|------------------|------------|-------------------|--|
| | | | #####0 | the specified date |
| ATTENDANCE | | RSC | S(34) | Pos Description: Full RSC at discipline level Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #####0 | Total attendance indicated by RSC (@Pos). |
| ST | | MP | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total match played for all teams. |
| ST | | GF | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Goals for all teams. |
| | Avg | O | Numeric #0.0 | Average Goals for all teams. |
| ST | | GA | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Goals against for all teams. |
| | Avg | O | Numeric #0.0 | Average Goals against for all teams. |
| ST | | PTY | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total penalty goals. |



| | | | | |
|----|------------------|------------|------------------|---|
| | Attempt | O | Numeric ##0 | Total penalty kicks for all teams. |
| ST | | PTY_AVG | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0.0 | Average penalty goals for all teams |
| | Attempt | O | Numeric ##0.0 | Average penalty kicks for all teams |
| ST | | 2PTY | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU in the Paralympic Games (5-a-side) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total double penalty goals for all teams |
| | Attempt | O | Numeric ##0 | Total double penalty kicks for all teams |
| ST | | 2PTY_AVG | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU in the Paralympic Games (5-a-side) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0.0 | Average penalty goals for all teams |
| | Attempt | O | Numeric ##0.0 | Average penalty kicks for all teams |
| ST | | SHOT | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total number of Shots on Goal for all teams. |
| | Attempt | O | Numeric ##0 | Total Shots for all teams for all teams. |
| | | SHOT_AVG | N/A | Element Expected: |



| | | | | |
|----|------------------|------------|------------------|---|
| ST | | | | Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0.0 | Average number of shots on goal for all teams. |
| | Attempt | O | Numeric ##0.0 | Average number of shots for all teams. |
| ST | | CRN | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total corner kicks for the team. |
| | Avg | O | Numeric ##0.0 | Average corner kicks for all teams. |
| ST | | OFF | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU Not applicable in Paralympic Games |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total offsides for all the teams. |
| | Avg | O | Numeric ##0.0 | Average offsides for all the teams. |
| ST | | FOC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total Fouls committed for all the teams. |
| | Avg | O | Numeric ##0.0 | Average fouls committed for all the teams. |
| ST | | YC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=TOU |
| | Attribute | M/O | Value | Description |



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

Sample (General)



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

Element: Stats /Competitor (0,N)

Competitor of the statistics.

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

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

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

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

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

| Type | Code | Pos | Description |
|------|------------------|------------|--|
| ST | MP | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value |
| | Value | M | Numeric #0 |
| ST | GF | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |



| | Attribute | M/O | Value | Description |
|----|-----------|------|----------------|---|
| | Value | M | Numeric #0 | Total Goals for in all the games where the team has played. |
| ST | | GA | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Goals against in all the games where the team has played. |
| ST | | PTY | Numeric 0 | Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total penalty goals / penalty goals against. |
| | Attempt | O | Numeric ##0 | Total Penalty Kicks, Penalty Kicks against in all the games where the team has played. |
| ST | | 2PTY | Numeric 0 | Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=CUM in the Paralympic Games only (5-a-side) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total double penalty goals / double penalty goals against. |
| | Attempt | O | Numeric ##0 | Total Double Penalty Kicks, Double Penalty Kicks against in all the games where the team has played. |
| ST | | SHOT | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |



| | | | | |
|----|------------------|------------|------------------|---|
| | Value | M | Numeric ##0 | Total number of shots on goal. |
| | Attempt | O | Numeric ##0 | Total Shots in all the games where the team has played. |
| ST | | CRN | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total corner kicks for the team. |
| ST | | ASSIST | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total assists for the team |
| ST | | OFF | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM. Not required in the Paralympic (5-a-side) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total offsides for the team. |
| ST | | FOC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ##0 | Total fouls committed in all the games where the team has played. |
| | Avg | O | Numeric ##0.0 | Average fouls committed in all the games where the team has played. |
| ST | | FOS | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |



| | | | | |
|----|------------------|------------|------------------|--|
| | Value | M | Numeric ##0.0 | Total fouls suffered in all the games where the team has played. |
| | Avg | O | Numeric ##0.0 | Average fouls suffered in all the games where the team has played. |
| ST | | YC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Cautions (yellow cards) in all the games where the team has played. |
| ST | | YRC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Expulsions (2nd yellow card = red card) in all the games where the team has played. |
| ST | | RC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Expulsions (red cards) in all the games where the team has played. |
| ST | | EXP | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Expulsions (Red Cards), as sum of 2nd yellow=red card and red cards, in all the games where the team has played. |
| ST | | FRK | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |



| | | | | |
|----|------------------|------------|---------------|--|
| | Value | M | Numeric #0 | Total free kicks for the team. |
| ST | | OG | Numeric | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total own goals for the team. |

Sample (General)

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

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

| Attribute | M/O | Value | Description |
|-----------|-----|------------------------------|---|
| Code | M | S(20) with no leading zeroes | Athlete's ID, corresponding to either a team member or an individual athlete |
| Order | M | Numeric ##0 | Sort order for CUM: For each player: 1) Shirt number or disqualification. Sort order for IND_RANKING: 14) Rank or disqualification, 2) Name. Sort Disqualified players to the bottom of the list. |

Element: Stats /Competitor /Composition /Athlete /Description (1,1)

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



| | | | |
|-------|---|----------------|---|
| IFId | O | S(16) | International Federation ID |
| Class | O | CC @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)

Team member's stats item according to competitors' rules.

| Type | | Code | Pos | Description |
|------|------------------|------------|--------------|--|
| ST | | MINS | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | mmm | Total minutes played in all the games where the player has played. Remove leading zeros. |
| ST | | MP | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total matches played by the athlete. |
| ST | | GF | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Goals for in all the games where the player has played. |
| | Avg | O | Numeric #0.0 | Average for the goals (per match) for the athlete |
| | Rank | O | Text | Rank of the competitor for this specific Item. |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | GA | N/A | Element Expected: Always, if the information is available for the |



| | | | | DocumentSubtype=CUM |
|----|-----------|--------------|-----------------|---|
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Goals against in all the games where the player has played as goalkeeper |
| ST | | OG | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total own goals in all the games where the player has played. |
| ST | | SHOT | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Shots in all the games where the player has played. |
| | Avg | O | Numeric #0.0 | Average number of shots per match. |
| | Rank | O | Text | Athlete rank, based on shots per match. Send empty if the competitor was disqualified. |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | SHOT_ON_GOAL | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total shots on goal. |
| | Avg | O | Numeric #0.0 | Average number of shots on goal per match. |
| | Rank | O | Text | Rank, based on shots on goals per match. Send empty if the competitor was disqualified. |



| | | | | |
|----|------------------|------------|--------------|---|
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | PTY | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total penalty goals. |
| | Attempt | O | Numeric #0 | Total shots (penalty kicks) in all the games where the player has played. |
| ST | | 2PTY | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM in the Paralympic Games (5-a-side) |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total double penalty goals. |
| | Attempt | O | Numeric #0 | Total shots (double penalty kicks) in all the games where the player has played. |
| ST | | ASSIST | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total assists for the player. |
| ST | | FOC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total fouls committed in all the games where the player has played. |
| | Avg | O | Numeric #0.0 | Average fouls committed |



| | | | | |
|----|------------------|------------|-----------------|--|
| | Rank | O | Text | Rank, based on fouls committed. |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | FOS | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total fouls suffered in all the games where the player has played. |
| | Avg | O | Numeric #0.0 | Average fouls suffered |
| | Rank | O | Text | Rank, based on fouls suffered |
| | RankEqual | O | S(1) | Send Y where Rank at this specific Item is equalled else not sent. |
| | SortOrder | O | Numeric | Sort Order for @Rank |
| ST | | YC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Cautions (yellow cards) in all the games where the player has played. |
| ST | | YRC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Total Expulsions (2nd yellow card = red card) in all the games where the player has played. |
| ST | | RC | N/A | Element Expected: Always, if the information is available for the DocumentSubtype=CUM, IND_RANKING |



| Attribute | M/O | Value | Description |
|-----------|-----|---------------|---|
| Value | M | Numeric #0 | Total Expulsions (red cards) in all the games where the player has played |

Sample (CUM)

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

2.2.10.6 Message Sort

Sort according to the @Order attributes.



2.2.11 Event Final Ranking

2.2.11.1 Description

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

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

2.2.11.2 Header Values

The following table describes the message header attributes.

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

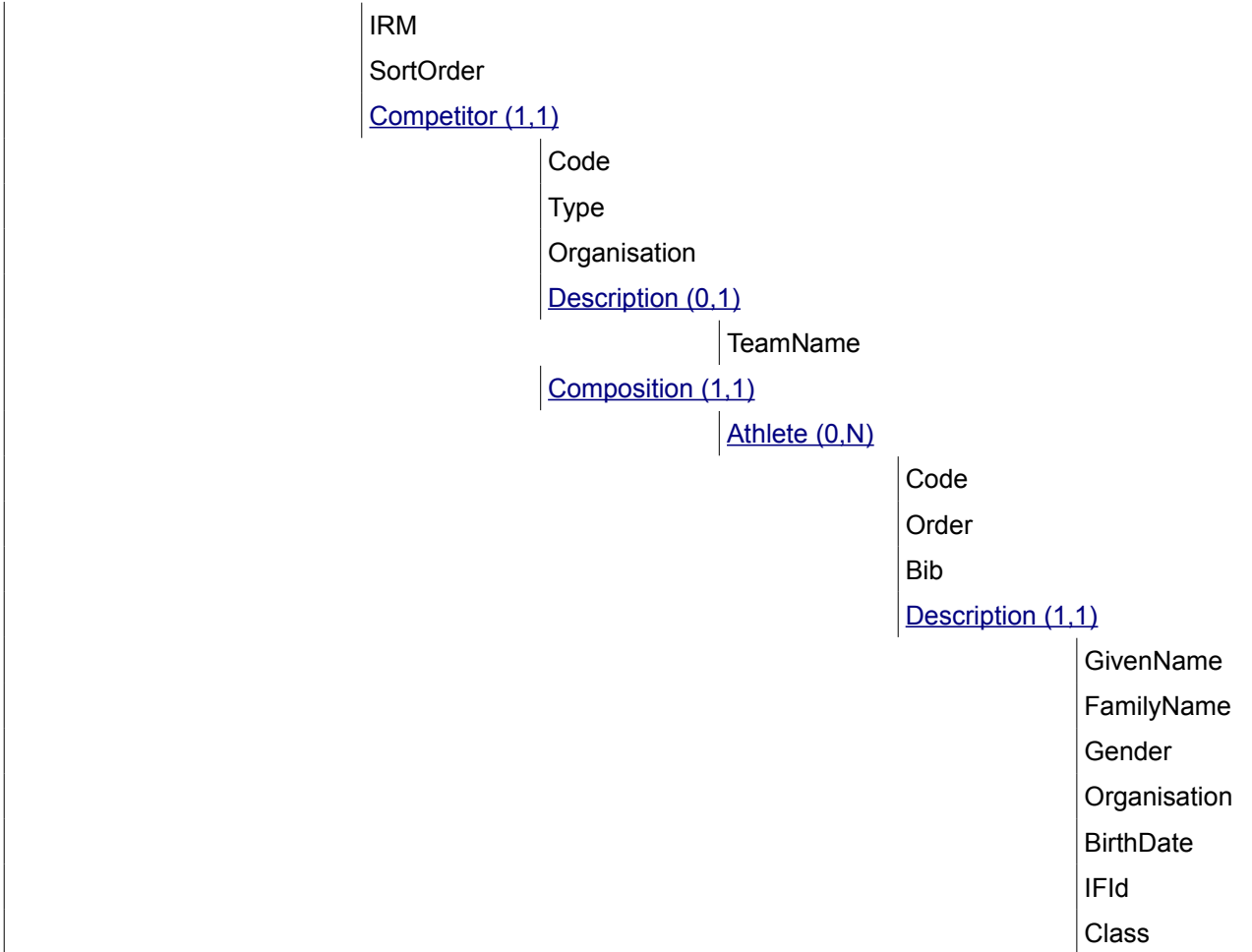
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

* After each final position is known.

2.2.11.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|
| Competition (0,1) | | | | | | |
| | Gen | | | | | |
| | Sport | | | | | |
| | Codes | | | | | |
| | ExtendedInfos (0,1) | | | | | |
| | | Progress (0,1) | | | | |
| | | | LastUnit | | | |
| | | | UnitsTotal | | | |
| | | | UnitsComplete | | | |
| | | SportDescription (0,1) | | | | |
| | | | DisciplineName | | | |
| | | | EventName | | | |
| | | | Gender | | | |
| | Result (1,N) | | | | | |
| | | Rank | | | | |
| | | RankEqual | | | | |
| | | Played | | | | |
| | | Won | | | | |
| | | Lost | | | | |
| | | Tied | | | | |



2.2.11.5 Message Values

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

| Element: ExtendedInfos /Progress (0,1) | | | |
|--|-----|--------------------------|--|
| Attribute | M/O | Value | Description |
| LastUnit | O | CC @Unit | Send the full RSC of the most recently completed |



| | | | |
|---------------|---|----------------|---|
| | | | unit in the event. |
| UnitsTotal | O | Numeric ##0 | Total number of units to be played in the event |
| UnitsComplete | O | Numeric ##0 | Total number of units which are official of the UnitsTotal. |

Element: ExtendedInfos /SportDescription (0,1)

Sport Description in text

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

Element: Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

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

Element: Result /Competitor (1,1)

Competitor related to one final event result.

| Attribute | M/O | Value | Description |
|-----------|-----|-------|-------------|
|-----------|-----|-------|-------------|



| | | | |
|--------------|---|--------------------------------------|---|
| Code | M | S(20) with no leading zeroes, 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 (0,N)

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

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

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

Sample (General)

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



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2.2.11.6 Message Sort

Sort by Result @SortOrder



2.2.12 Weather conditions

2.2.12.1 Description

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

2.2.12.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|---|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | Full RSC | Full RSC at discipline level |
| DocumentSubcode | CC @Location | Location code (which could be at venue level) |
| DocumentType | DT_WEATHER | Weather conditions in the venue or location as referred to in DocumentSubcode. |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |



| | | |
|--------|----------------------------|---|
| Source | SC @Source | Code indicating the system which generated the message. |
|--------|----------------------------|---|

2.2.12.3 Trigger and Frequency

The message is sent

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

2.2.12.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 |
|-----------------------------------|--|--|---|---|
| Competition (0,1) | Gen Sport Codes Weather (1,1) | Date Conditions (1,N) | Code Humidity Wind_Direction Condition (0,3) | Code Value Temperature (0,N) Code Unit Value |

2.2.12.5 Message Values

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



| | | | |
|-------|---|-------|--|
| | | | the message |
| Codes | O | S(20) | Version of the Codes applicable to the message |

Element: Weather (1,1)

| Attribute | M/O | Value | Description |
|-----------|-----|----------|-----------------------------|
| Date | M | DateTime | Date/time of the conditions |

Element: Weather /Conditions (1,N)

| Attribute | M/O | Value | Description |
|----------------|-----|-----------------------------------|---|
| Code | M | GEN | GEN for general, because this information will only be measured once. |
| Humidity | O | Numeric ##0 | Humidity in % |
| Wind_Direction | O | CC @WindDirection | Wind direction |

Element: Weather /Conditions /Condition (0,3)

Send three times in the case of Winter conditions.

| Attribute | M/O | Value | Description |
|-----------|-----|---------------------------------------|--|
| Code | M | SKY | Weather condition type |
| Value | M | CC @WeatherConditions | Codes that describe the Weather Condition. |

Element: Weather /Conditions /Temperature (0,N)

Send with different @Code in the case of winter conditions as needed.

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

2.2.12.6 Message Sort

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



3 Message Timeline

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

4 Document Control

| Version history | | | |
|-----------------|------------------|--|---------------|
| Version | Date | | Comments |
| V1.0 | 25 August 2017 | | First Version |
| V1.1 | 3 January 2018 | | Updated |
| V2.0 | 4 January 2019 | | Updated |
| V2.1 | 25 February 2019 | | Updated |
| V2.2 | 18 April 2019 | | Updated |
| V2.3 | 14 August 2019 | | Updated |
| V2.4 | 11 November 2019 | | Updated |
| V2.5 | 14 Feb 2020 | | Updated |
| V2.6 | 3 Apr 2020 | | Updated |

File Reference: SOG-2020-FBL-2.6 APP

| Change Log | | |
|------------|--------|--|
| Version | Status | Changes on version |
| V1.0 | SFR | First Version |
| V1.1 | SFA | DT_PARTIC: Updated to add Passport names (CR15219) |



| | | |
|------|-----|--|
| V2.0 | SFA | <p>DT_PLAY_BY_PLAY: Updated to send by Period</p> <p>DT_RESULT: Add EUE/FORMATION tactical formation (Team level)</p> <p>DT_RESULT: Add EUE/POSITION tactical position (Athlete level)</p> <p>DT_RESULT: Add Pos for EUE/UNIFORM</p> <p>DT_STATS: Add ST/ASSIST at team and athlete level</p> <p>Removed references to YOG</p> <p>CR 15039: Add DT_PARTIC_NAME to applicable messages.</p> <p>CR 16671: Add TVFamilyName in DT_PARTIC message.</p> <p>CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions.</p> <p>CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.</p> <p>Information to support Paralympic Games (5-a-side) added.</p> <p>CR16914: Change DT_WEATHER message to venue level.</p> <p>CR16928: Move stats extensions to Attributes in DT_RESULT and DT_STATS.</p> <p>DT_IMAGE: Message added</p> |
| V2.1 | SFA | Typographical corrections without changing the intent |
| V2.2 | APP | <p>DT_BRACKETS: Add ResultStatus START_LIST</p> <p>CR17283: Add Progress element in DT_RANKING & DT_BRACKETS.</p> <p>CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY</p> |
| V2.3 | APP | <p>CR16640: Add ODF Version @Competition</p> <p>CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS</p> <p>CR17809: Change Participant/OlympicSolidarity to disallow N</p> <p>DT_RESULT: Link to available Formations @ Result /Competitor /EventUnitEntry</p> <p>DT_STATS: Delete ST/COMP_DATE @ Stats /StatsItems /StatsItem</p> <p>DT_STATS: Delete ST/RSC_TOTALS @ Stats /StatsItems /StatsItem</p> <p>DT_STATS: Add ATTENDANCE/DATE @ Stats /StatsItems /StatsItem</p> <p>DT_STATS: Add ATTENDANCE/RSC @ Stats /StatsItems /StatsItem</p> |
| V2.4 | APP | <p>CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING</p> <p>CR18395: Increase size of SessionCode in DT_SCHEDULE</p> <p>DT_PARTIC_TEAMS: Correct typo on number of uniforms from 3 to 2.</p> <p>DT_STATS: Update ST/OG @Stats /Competitor /StatsItems /StatsItem to follow current implementation</p> |
| V2.5 | APP | <p>CR18565 DT_PARTIC: Update the description of Participant/Weight</p> <p>CR18559: DT_CURRENT: Add Result element and remove Period element.</p> <p>DT_RESULT: Add UI/RES_CODE at ExtendedInfos /ExtendedInfo (185469)</p> <p>DT_BRACKETS: Update Result @ Bracket /BracketItems /BracketItem /CompetitorPlace</p> |
| V2.6 | APP | DT_STATS: DocumentSubcode clarified. |