OLYMPIC DATA FEED

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

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Rugby Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the rugby sevens 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 2018 Youth Olympic Games

This document is to be applied for the 2018 Youth Olympic Games. All included concepts are applied except where noted:
- DT_RESULT
  - EUE/POSITION is not applicable
- DT_STATS message is not applicable

1.5 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

1.6 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF

Document Title	Document Description
	documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

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

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

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

Message Type	Message Name	Message extended
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

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

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

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

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

Competition schedule update:

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

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	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 should be sent immediately when known and usually soon after the preceding unit changes to Official.

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

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

2.2.1.4 Message Values

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

Element: Competition /Session (0,N)

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

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

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

Sample

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

Element: Competition /Unit (0,N)

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

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED.

This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)

Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.

Example: 2006-02-26T10:00:00+01:00 |
| HideStartDate | O | S(1) | Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time.
Do not send if StartDate (scheduled start time) is to be displayed.

Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.

When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed. |
| EndDate | O | DateTime | End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.

Example:
2006-02-26T10:00:00+01:00 |

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in e ach session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	Medal indicator. Do not send if not a medal event unit
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (CC).
Location	O	CC @Location	Location where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Location is not known yet (CC) or a generic code for the discipline.

Element: Competition /Unit (0,N)

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

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

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

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or a code set to be defined discipline by discipline	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

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

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

Attribute	M/O	Value	Description
			description.

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

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

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

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

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

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

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

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

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

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

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

2.2.1.5 Message Sort

Sort by Session @SessionCode.

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

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

2.2.2.1 Description

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

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

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

2.2.2.3 Trigger and Frequency

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

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

2.2.2.4 Message Values

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

Sample

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

Element: Participant (1,N)

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

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/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.

Element: Participant (1,N)

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

Element: Participant /Discipline (1,1)

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

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

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

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

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

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:
	Attribute	**M/O**	**Value**	**Description**

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected:

	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position Code in the Team

Type	Code	Pos	Description
ENTRY	CLUB_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	S(25)	Club name

Type	Code	Pos	Description
ENTRY	CLUB_CITY	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	S(25)	Club City

Type	Code	Pos	Description
ENTRY	INTERNAT_TOU_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	International tournaments played

Type	Code	Pos	Description
ENTRY	CAPTAIN	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" in case the participant is a captain else do not send.

Type	Code	Pos	Description
ENTRY	SHIRT_NAME	N/A	Pos Description: N/A Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt Name of the player

Type	Code	Pos	Description
ENTRY	U19	N/A	Pos Description: N/A Element Expected: As soon as it is known (from OVR only).

Attribute	M/O	Value	Description
Value	M	S(1)	Send Y if the athlete is U19 at the start of the Toutnament

Sample

```
<Discipline Code="RUG-----------------------------" IFId="203258" >
    <RegisteredEvent Event="RUGMTEAM7------------------------" >
        <EventEntry Type="ENTRY" Code="POSITION" Value="B" />
        <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Sydney Stars" />
        <EventEntry Type="ENTRY" Code="CLUB_CITY" Value="Sydney" />
        <EventEntry Type="ENTRY" Code="INTERNAT_TOU_PLAYED" Value="34" />
```

2.2.2.5 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

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

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

2.2.3.3 Trigger and Frequency

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

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

2.2.3.4 Message Values

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

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID

Element: Team (1,N)

Attribute	M/O	Value	Description
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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: Send 1, 2 to indicate the number of the shirt: 1- Primary 2-Alternate. Element Expected: As soon as it is known (this information can be sent in both messages).

Attribute	M/O	Value	Description
Value	M	S(25)	Shirt Colour

Type	Code	Pos	Description
ENTRY	SHORTS	Numeric 0	Pos Description: Send 1, 2 to indicate the number of the short: 1- Primary 2-Alternate. Element Expected: As soon as it is known (this information can be sent in both messages).

Attribute	M/O	Value	Description
Value	M	S(25)	Shorts Colour

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

Type	Code	Pos	Description
ENTRY	SOCKS	Numeric 0	Pos Description: Send 1, 2 to indicate the number of the socks: 1- Primary 2-Alternate. Element Expected: If the information is available

	Attribute	M/O	Value	Description
	Value	M	S(25)	Socks colour

Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The position in which the team is seeded for the competition.

Type	Code	Pos	Description
ENTRY	GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).

	Attribute	M/O	Value	Description
	Value	M	S(1)	Team's Preliminary Group

Sample

```
<Team   Code="RUGMTEAM7-----CAN01"   Organisation="CAN"   Number="1"   Name="Canada"   Gender="M"
Current="true">
    <Composition>
        <Athlete Code="1063192" Order="1"/>
        <Athlete Code="1063249" Order="2"/>
        <Athlete Code="1067349" Order="3"/>
....
    </Composition>
    <TeamOfficials>
        <Official Code="7380748" Function="COACH"/>
        <Official Code="7380750" Function="PHYSIO"/>
    </TeamOfficials>
    <Discipline Code="RU" >
        <RegisteredEvent Event=" RUGMTEAM7-----------------------" >
            <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
            <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
            <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
...
            <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
            <EventEntry Type="ENTRY" Code="SEED" Value="4" />
        </RegisteredEvent>
    </Discipline>
</Team>
```

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

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

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

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

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	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.

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

2.2.4.3 Trigger and Frequency

-START LIST: As soon as the team/teams are known.
-START LIST: As soon as any of the line-up and starters are known and any change/addition to these.
-LIVE: At the beginning of each period.
-LIVE: After every change in any data [scores, substitute, DQ etc].
-INTERMEDIATE: After each period (if it is not the last period).
-UNOFFICIAL / OFFICIAL: After the match (unit).

2.2.4.4 Message Values

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

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

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	PERIOD	N/A	Element Expected: During Match only.

	Attribute	M/O	Value	Description
	Value	M	SC @Period	Send current period.

Type	Code	Pos	Description
DISPLAY	String	Numeric 0	Code Description: Send the @Code of the last updated Result /Competitor /Composition /Athlete /StatsItems /StatItem. May be: CONV, PTY, DROP, PTRY 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 competitor ID of the athlete or team who was updated

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

Attribute	Value	Description
Code	String	Send the @ExtendedStat Code of the last updated Result /Competitor /StatsItems /StatItem. May be: PTS. Only applies to PTRY
Pos	N/A	N/A
Value	S(1)	Send "Y"

Sample

```
<ExtendedInfos>
    <UnitDateTime StartDate="2016-07-25T17:00:00+01:00" />
    <ExtendedInfo Type="UI" Code="PERIOD" Value="H2" />
    <ExtendedInfo Type="DISPLAY" Code="CONV" Pos="1" Value="2518090" />
</ExtendedInfos>
```

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	Gender code for the event unit

		@DisciplineGender	
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	Numeric	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	Send the officials (1 Referee, 2 Assistant Referees and 2 In-Goal Judges) according to the codes
Order	M	Numeric	Send by Order as on official score sheet

Element: Officials /Official /Description (1,1)
Officials extended information.

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

Element: Periods (0,1)

Attribute	M/O	Value	Description
Home	M	S(20) with no leading zeroes	Competitor code of the home competitor. Must be sent if known
Away	M	S(20) with no leading zeroes	Competitor code of the away competitor. Must be sent if known

Element: Periods /Period (1,N)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period's code
HomeScore	M	Numeric ##0	Overall score of the first named competitor at the end of the period.
AwayScore	M	Numeric ##0	Overall score of the second named competitor at the end of the period.
HomePeriodScore	O	Numeric #0	Score of the first named competitor in the period.
AwayPeriodScore	O	Numeric #0	Score of the second named competitor in the period.

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

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

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

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

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

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

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	Order of the officials sent
Function	M	CC @ResultsFunction	Official function

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

Coach extended information.

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

Element: Result /Competitor /EventUnitEntry (0,N)
For team event information

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	M	SC @Home	Send Home or Away designator

Element: Result /Competitor /EventUnitEntry (0,N)
For team event information

Type		Code	Pos	Description
EUE		UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Shirt colour of the team
EUE		SHORTS	N/A	Element Expected: If it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Shorts/Skirts colour of the team
EUE		SOCKS	N/A	Element Expected: If it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Socks colour of the team

Sample

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Red" />
<EventUnitEntry Type="EUE" Code="SHORTS" Value="Blue" />
```

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

Type		Code	Pos	Description
ST		PTS	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Points scored
ST		TRY	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Tries made

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

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

Attribute	M/O	Value	Description
Attempt	O	Numeric #0	Conversion Attempts
Value	M	Numeric #0	Conversions made

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

Attribute	M/O	Value	Description
Attempt	O	Numeric #0	Drop Attempts
Value	M	Numeric #0	Drop goals

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

Attribute	M/O	Value	Description
Attempt	O	Numeric #0	Penalty Goal Attempts
Value	M	Numeric #0	Penalty goals

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

Attribute	M/O	Value	Description
Value	M	Numeric #0	Penalty Tries

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

Attribute	Value	Description
Code	PTS	
Pos	N/A	N/A
Value	Numeric #0	Penalty Tries Points

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

Type		Code	Pos	Description
ST		YC	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Yellow Cards
ST		RC	N/A	Element Expected: Always, if the information is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Red Cards

Sample

```
<StatsItems>
    <StatsItem Type="ST" Code="PTS" Value="14" />
    <StatsItem Type="ST" Code="TRY" Value="2" />
    <StatsItem Type="ST" Code="CONV" Attempt="2" Value="1" />
    <StatsItem Type="ST" Code="DROP" Attempt="2"Value="2" />
    <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />
</StatsItems>
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
StartSortOrder	M	Numeric	Order the competitor should appear in the Start List. Sort the starters first by playing position (F then B) then shirt number, and suspended player at the bottom by shirt number.
Bib	M	S(2)	Shirt number

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

Athletes extended information.

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

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

Type		Code	Pos	Description
EUE		STATUS	N/A	Element Expected: Send just for those suspended players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Send "SUSPEND" if the player is suspended
EUE		HIA	N/A	Element Expected: Send only for those with HIA status
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the participant has HIA status
EUE		CAPTAIN	N/A	Element Expected: Send the code just for the captain (when this information is known)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" only if the player is captain
EUE		STARTER	N/A	Element Expected: Send just for those Starter players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is a Starter
EUE		POSITION	N/A	Element Expected: Send just for the starting players.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position for the starting players

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

Type	Code	Pos	Description
EUE	U19	N/A	Pos Description: N/A Element Expected: If applicable.

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if the athlete is U19 at the start of the Toutnament

Sample

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

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

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

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Points scored

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

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Tries made

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

	Attribute	M/O	Value	Description
	Attempt	O	Numeric #0	Conversion Attempts
	Value	M	Numeric #0	Conversions made

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

	Attribute	M/O	Value	Description

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	**Code**	**Pos**	**Description**	
Attempt	O	Numeric #0	Always, if the information is available.	
Value	M	Numeric #0	Drop goals	
ST	PTY	N/A	Element Expected: Always, if the information is available.	
Attribute	**M/O**	**Value**	**Description**	
Attempt	O	Numeric #0	Penalty Goal Attempts	
Value	M	Numeric #0	Penalty goals	
ST	YC	N/A	Element Expected: Always, if the information is available.	
Attribute	**M/O**	**Value**	**Description**	
Value	M	Numeric #0	Yellow Cards	
ST	RC	N/A	Element Expected: Always, if the information is available.	
Attribute	**M/O**	**Value**	**Description**	
Value	M	Numeric #0	Red Cards	
ST	MINS	N/A	Element Expected: Always, if the information is available.	
Attribute	**M/O**	**Value**	**Description**	
Value	M	Numeric #0	Minutes Played	

Sample

```
<StatsItems>
    <StatsItem Type="ST" Code="PTS" Value="14" />
    <StatsItem Type="ST" Code="TRY" Value="2" />
    <StatsItem Type="ST" Code="CONV" Attempt="2" Value="1" />
    <StatsItem Type="ST" Code="DROP" Attempt="2" Value="2" />
    <StatsItem Type="ST" Code="PTY" Attempt="1" Value="1" />
    <StatsItem Type="ST" Code="MINS" Value="90" />
</StatsItems>
```

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. Only halves or OT for all overtimes if applicable. (H1, H2 and OT) If message sent without DocumentSubcode then the message includes the full match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION"
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.5.3 Trigger and Frequency

- After every action
- After each period
- After extra time (if any).
- After the match (unit).

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

2.2.5.4 Message Values

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

Element: ExtendedInfos /SportDescription (0,1)
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 Unit, not code
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
Period	M	SC @Period	Period within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n. It is used to sort Action
Action	O	SC @Action	Actions in the game, Send one action code
ActionDesc	O	S(200)	Text information related to the action (in ENG)
When	O	mm:ss	Time in minutes and seconds in which the action occurred. Example (02:05)
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

Element: Actions /Action (1,N)

Attribute	M/O	Value	Description
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	Lead of the home team. Difference between the numbers of goals for the Home Team. Use + for home team lead, and - for visitor team lead. Send if there is a score change for either team.
LeadA	O	Numeric ##0	Lead of the away team. Difference between the numbers of goals for the Away team. Use - for home team lead, and + for visitor team lead. Send if there is a score change for either team.
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(2)	Shirt number.
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes. It is specified in the codes section which roles should be used for which actions.

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)

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

Attribute	M/O	Value	Description
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample

```
<Action Id="123456" Period="H1" Order="3" Action="TRY" When="2:00" ScoreH="0" ScoreA="5" LeadH="-5"
LeadA="+5" Text="Text example"" >
    <Competitor Code="RUGWTEAM7-----SA01" Type="T" Organisation="RSA" Order="1">
        <Description TeamName="South Africa"/>
        <Composition>
            <Athlete Code="1106655" Order="1" >
                <Description   GivenName="Jane"   FamilyName="Smith"   Gender="F"   Organisation="RSA"
BirthDate="1993-05-12" />
            </Athlete>
        </Composition>
    </Competitor>
</Action>
```

2.2.5.5 Message Sort

Actions /Action @Order

2.2.6 Current Information

2.2.6.1 Description

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

2.2.6.2 Header Values

The following table describes the message header attributes.

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

2.2.6.3 Trigger and Frequency

- At the start and end of every period (to start/stop clock)
- Immediately after every change in the score including penalties.
- Every time the clock starts and stops
- During play i.e. after start and not during breaks in play, every 2 minutes after the last DT_CURRENT message when there is no other activity triggering this message.

2.2.6.4 Message Values

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

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

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

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

Sample (General)

```
<Competition Code="OG2020">
    <Clock Period="Q2" Time="1:34" Running="Y" />
```

2.2.6.5 Message Sort

Sort by Period @Code.

2.2.7 Pool Standings

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

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

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.

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

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

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

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

2.2.7.3 Trigger and Frequency

The general rule is that this message is sent:

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

Trigger also after any change.

2.2.7.4 Message Values

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

Element: ExtendedInfos /Progress (0,1)

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

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

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

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group (or all groups depending on the group)
Result	O	Numeric or "CANCELLED"	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. In case of overall group, do not send for the top 6 seeding places. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC @IRM	IRM Send just in the case @ResultType is points and IRM
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

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
Lost	O	Numeric #0	Number of games lost by the team in the group
Tied	O	Numeric #0	Number of games tied by the team in the group
Played	O	Numeric #0	Number of games played by the team in the group
For	O	Numeric ##0	Total number of points for. In case of overall group, do not send for the top 6 seeding places.
Against	O	Numeric ##0	Total number of points against
Diff	O	Numeric ##0 or -##0	Difference of points for/against. In case of overall group, do not send for the top 6 seeding places.

Element: Result /ExtendedResults /ExtendedResult (1,N)
Team competitor's extended results, according to competitors' rules.

Type	Code	Pos	Description
ER	SUB_RES	N/A	Element Expected: If available

Attribute	M/O	Value	Description
Value	M	N/A	N/A

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: If available. In case of overall group, do not send for the top 6 seeding places.

Attribute	Value	Description
Code	DIFF	
Pos	N/A	N/A
Value	Numeric ##0 or -##0	Difference of tries for/against

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: If available

Attribute	Value	Description
Code	LOST	
Pos	N/A	N/A

Element: Result /ExtendedResults /ExtendedResult (1,N) Team competitor's extended results, according to competitors' rules.			
Type	**Code**	**Pos**	**Description**
Value	Numeric #0	Total number of tries against	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: If available** **In case of overall group, do not send for the top 6 seeding places.**			
Attribute	**Value**	**Description**	
Code	WON		
Pos	N/A	N/A	
Value	Numeric #0	Total number of tries for	

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

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

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

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

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

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="3"
Against="3" Diff="0">
    <ExtendedResults>
        <ExtendedResult Type="ER" Code="SUB_RES">
                <Extension Code="WON" Value="2" />
                <Extension Code="LOST" Value="11" />
                <Extension Code="DIFF" Value="-9" />
        </ExtendedResult>
    </ExtendedResults>
    <Competitor Code="RUGMTEAM7-----EGY01" Type="T" Organisation="EGY">
        <Description TeamName="Egypt"/>
        <Opponent  Code="RUGMTEAM7-----BRA01" Type="T" Pos="1" Organisation="BRA"  Date="2012-07-27"
Time="14:00" Unit="RUGMTEAM7------------GPA-000200--" HomeAway="H" Result="2:0">
            <Unit Phase="A" Unit="01"/>
            <Description TeamName="Brazil"/>
        </Opponent>
        <Opponent  Code="RUGMTEAM7-----BLR01"  Type="T"  Pos="2"  Organisation="BLR"  Date="2012-08-01"
Time="09:00" Unit="RUGMTEAM7------------GPA-000400--" HomeAway="A" >
            <Unit Phase="A" Unit="03"/>
            <Description TeamName="Belarus"/>
        </Opponent>
        <Opponent  Code="RUGMTEAM7-----NZL01"  Type="T"  Pos="4"  Organisation="NZL"  Date="2012-07-29"
Time="09:00" Unit="RUGMTEAM7------------GPA-000500--" HomeAway="A" Result="1:3">
            <Description TeamName="New Zealand"/>
        </Opponent>
    </Competitor>
</Result>
```

2.2.7.5 Message Sort

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

2.2.8 Brackets

2.2.8.1 Description

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

2.2.8.2 Header Values

The following table describes the message header attributes.

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

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

2.2.8.3 Trigger and Frequency

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

2.2.8.4 Message Values

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

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

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

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

Element: Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element: Bracket /BracketItems (1,N)

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

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

Attribute	M/O	Value	Description
Code	O	S(6)	Game number for each bracket item (e.g.: 17, 18, 19, 20...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (example "26-12"). May include an IRM.

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

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

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

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

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

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

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

Sample

```
<Bracket Code="FNL">
    <BracketItems Code="SFL">
        <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit="RUGWTEAM7----
---------SFNL000100--" >
            <CompetitorPlace Pos="1">
                <Competitor Code="RUGWTEAM7-----NED01" Type="T" Organisation="NED">
                    <Description TeamName="Netherlands"/>
                </Competitor>
            </CompetitorPlace>
            <CompetitorPlace Pos="2">
                <Competitor Code="RUGWTEAM7-----NZL01" Type="T" Organisation="NZL">
                    <Description TeamName="New Zealand"/>
                </Competitor>
            </CompetitorPlace>
        </BracketItem>
```

2.2.8.5 Message Sort

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

2.2.9 Image

2.2.9.1 Description

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

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

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Discipline RSC	Full RSC at discipline level
DocumentSubcode	Competitor ID	Competitor ID of the team, for example RUGMTEAM7---CAN01
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send UNIFORM
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.

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

2.2.9.3 Trigger and Frequency

Trigger when available and after any change.

2.2.9.4 Message Values

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

Element: 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

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

2.2.9.5 Message Sort

Sort by Competition /Image /Pos.

2.2.10 Statistics

2.2.10.1   Description

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

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

2.2.10.2   Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Depending on the statistics is could be at any level though is always full RSC.
DocumentSubcode	The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1.	Used for DocumentSubtype = CUM
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TOU IND_RANKING	CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an organisation has more than one team. TOU: For Tournament statistics (like Tournaments Total statistics) IND_RANKING: Ranking of individual tournament statistics, for the best athletes.
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

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

2.2.10.3   Trigger and Frequency

After each match

2.2.10.4   Message Values

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

Element: ExtendedInfos /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 and IND_RANKING messages.
UnitsTotal	O	Numeric ##0	The total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team. Send in the CUM and IND_RANKING messages.
UnitsComplete	O	Numeric ##0	The total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team. Send in the CUM and IND_RANKING messages.

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

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

Element: Stats (1,1)

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

Element: Stats /StatsItems /StatsItem (1,N)
Statistics for the event unit / phase or event - depending on the headers' DocumentCode.

Type		Code	Pos	Description
ST		PTS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Points scored
ST		TRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Tries made
ST		CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric ##0	Conversion Attempts
	Value	M	Numeric ##0	Conversions made
ST		DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric ##0	Drop Attempts
	Value	M	Numeric ##0	Drop goals
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric ##0	Penalty Goal Attempts
	Value	M	Numeric ##0	Penalty goals

Element: Stats /StatsItems /StatsItem (1,N)
Statistics for the event unit / phase or event - depending on the headers' DocumentCode.

	Type	Code	Pos	Description
ST		PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Penalty tries

	Type	Code	Pos	Description
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	Yellow cards

	Type	Code	Pos	Description
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	Red cards

Element: Stats /Competitor (0,N)
Competitor of the statistics.

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

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

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

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

Type		Code	Pos	Description
ST		IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Disqualification / IRM code for the team
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Matches played
ST		PTS	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (against) Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Points scored

Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always, if the information is available for the DocumentSubtype=CUM and Pos = 1

Attribute	Value	Description
Code	DIFF	
Pos	N/A	N/A
Value	Numeric ##0	Points Difference send "-" in front if negative

Type		Code	Pos	Description
ST		TRY	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics (against) Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Tries

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description

	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected: Always, if the information is available for the DocumentSubtype=CUM and Pos = 1		
	Attribute	**Value**	**Description**
	Code	DIFF	
	Pos	N/A	N/A
	Value	Numeric ###0	Tries Difference send - in front if negative

Type	Code	Pos	Description
ST	CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric #0	Conversion Attempts
	Value	M	Numeric #0	Conversions made

Type	Code	Pos	Description
ST	DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric #0	Drop Attempts
	Value	M	Numeric #0	Drop goals

Type	Code	Pos	Description
ST	PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric #0	Penalty Goal Attempts
	Value	M	Numeric #0	Penalty goals

Type	Code	Pos	Description
ST	PTRY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Penalty tries

Element: Stats /Competitor /StatsItems /StatsItem (1,N)
Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
	Sub Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available for the DocumentSubtype=CUM**		
	Attribute	**Value**	**Description**
	Code	PTS	
	Pos	N/A	N/A
	Value	Numeric #0	Penalty Tries Points
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 Yellow Cards
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 Red Cards

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: Uniform number or disqualification, family name, given name Sort order for IND_RANKING: 1 Rank, 2 family name, 3 given name

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Team member's stats item according to competitors' rules.

Type		Code	Pos	Description
ST		IRM	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Disqualification / IRM code for the athlete
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Matches Played
ST		PTS	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	Points scored
	Rank	O	S(3)	Athlete's Ranking based on Points scored
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	M	Numeric	Sort Order for @Rank

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Team member's stats item according to competitors' rules.

Type	Code	Pos	Description
ST	TRY	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	Tries made
	Rank	O	S(3)	Athlete's Ranking based on Tries made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank

Type	Code	Pos	Description
ST	CONV	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING

	Attribute	M/O	Value	Description
	Attempt	O	Numeric #0	Conversion Attempts
	Value	M	Numeric ###0	Conversions made
	Rank	O	S(3)	Athlete's Ranking based on Conversions made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	O	Numeric	Sort Order for @Rank

Type	Code	Pos	Description
ST	DROP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING

	Attribute	M/O	Value	Description
	Attempt	O	Numeric #0	Drop Attempts
	Value	M	Numeric ###0	Drop goals
	Rank	O	S(3)	Athlete's Ranking based on Drop Goals made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	M	Numeric	Sort Order for @Rank

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Team member's stats item according to competitors' rules.

Type		Code	Pos	Description
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Attempt	O	Numeric #0	Penalty Goal Attempts
	Value	M	Numeric ###0	Penalty goals
	Rank	O	S(3)	Athlete's Ranking based on Penalty Goals made
	RankEqual	O	S(1)	Send Y in case the @Rank is an equalled rank else do not send
	SortOrder	M	Numeric	Sort Order for @Rank
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 Yellow Cards
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 Red Cards
ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmm:ss	Minutes played

2.2.10.5   Message Sort

Sort according to the @Order attributes.

2.2.11 Event Final Ranking

2.2.11.1 Description

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

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

2.2.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.11.3   Trigger and Frequency

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

- After each final position is known.

2.2.11.4   Message Values

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

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

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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
Tied	O	Numeric #0	Send number of matches tied
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	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T	T for team
Organisation	O	CC @Organisation	Organisation of the competitor

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

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

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

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

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

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" Tied="0" >
    <Competitor Code="RUGMTEAM7-----CRO01" Type="T" Organisation="CRO">
        <Description TeamName="Croatia"/>
        <Composition>
            <Athlete Code="1085534" Order="1" Bib="12" >
```

2.2.11.5   Message Sort

Sort by Result @SortOrder

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 (venue level)
DocumentType	DT_WEATHER	Weather conditions in venue
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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.

2.2.12.3 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 Values

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

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

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

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

Element: Weather /Conditions /Temperature (0,N)
Send with three different @Code in the case of Winter conditions.

Attribute	M/O	Value	Description
Code	M	AIR	Air
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

2.2.12.5   Message Sort

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

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	2 March 2017	First version
V1.1	24 March 2017	Updated
V1.2	1 August 2017	Approved
V1.3	12 March 2018	Updated
V2.0	18 April 2019	Updated
V2.1	14 August 2019	Updated
V2.2	11 November 2019	Updated
V2.3	10 December 2019	Updated

File Reference: ODF SOG-2020-RUG-2.3 APP

Change Log		
Version	**Status**	**Changes in version**
v1.0	SFR	First Version
V1.1	SFA	DT_POOL_STANDING: Remove ExtendedInfos\VenueDescription DT_BRACKETS: Remove ExtendedInfos\VenueDescription
V1.2	APP	DT_PARTIC_TEAMS/DT_RESULT: Add Socks
V1.3	APP	DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games
V2.0	SFA	DT_PARITC: Add SHIRT_NAME DT_RESULT: Add Pos for EUE/UNIFORM, add EUE/HIA DT_PLAY_BY_PLAY: Updated to send by Period and TimeStamp. Updated When attribute. DT_POOL_STANDING: Update Result/Diff value and SUB_RESULT/DIFF CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions. CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. CR16914: Change DT_WEATHER message to venue level. CR16928: DT_RESULTS and DT_STATS: Simplify by using new Attributes to replace extensions. DT_IMAGE: Message added DT_BRACKETS: Add START_LIST status DT_PARTIC/DT_RESULT: Add U19 CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY

Change Log		
Version	Status	Changes in version
V2.1	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Typographical corrections
V2.2	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.3	APP	CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight Remove ExtendedInfos/VenueDescription from DT_POOL_STANDINGS, DT_BRACKETS, DT_RANKING DT_PLAY_BY_PLAY: Add Bib at Actions /Action /Competitor /Composition /Athlete Typographical Corrections