Olympic Data Feed

Ice Hockey
ODF Data Dictionary
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Ice Hockey Overview

MESSAGES IN EACH EVENT
All games have the same messages sent and all games are managed in isolations. Each game includes DT_RESULT, DT_PLAY_BY_PLAY and DT_CURRENT messages. DT_CURRENT only includes the clock and the current score.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each game (schedule=Y) only which is aligned with the same RSC for DT_RESULT.

PARALYMPIC
The Paralympic Games are the same except athlete class is added.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X

DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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	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 sessions(s), but does not notify any other change for the rest of the event units/sessions except for those contained in the message.

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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

Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

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

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	Session (0,N)					
		SessionCode				
		StartDate				
		EndDate				
		Leadin				
		Venue				

- VenueName
- ModificationIndicator
- SessionStatus
- SessionType
- Medal
- SessionName (1,N)
  - Language
  - Value

Unit (0,N)

- Code
- PhaseType
- UnitNum
- ScheduleStatus
- StartDate
- HideStartDate
- EndDate
- HideEndDate
- ActualStartDate
- ActualEndDate
- Order
- Medal
- Venue
- Location
- MediaAccess
- SessionCode
- ModificationIndicator
- StartText (0,N)
  - Language
  - Value
- ItemName (1,N)
  - Language
  - Value
- ItemDescription (0,N)
  - Language
  - -
- VenueDescription (1,1)
  - VenueName
  - LocationName
- StartList (0,1)

Start (1,N)
StartOrder
SortOrder
PreviousWLT
PreviousUnit
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId

2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	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.

Medal	O	S(1)	Send Y if this session includes at least one unit where a medal (any type of medal) is to be decided. Do not send if no such unit.

Element: Competition /Session /SessionName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Language of the Session Description
Value	M	S(40)	Name of the sports competition session

Sample (Session)

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

			purposes but should not be displayed.
EndDate	O	DateTime	End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SC @UnitMedalType	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 (see CC).
Location	O	CC @Location	Location where the unit takes place. Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "Open", if the unit is closed then send "Closed".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	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 if available	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

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

Element: Competition /Unit /ItemDescription (0,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC @Language	Code Language of the @Value
-	M	Free Text	Item Description for non-competition schedule

Element: Competition /Unit /VenueDescription (1,1)			
Attribute	**M/O**	**Value**	**Description**
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /Unit /StartList /Start (1,N) **StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)**			
Attribute	**M/O**	**Value**	**Description**
StartOrder	O	Numeric	Competitor's start order
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
PreviousWLT	O	S(1)	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100%

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

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

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			

ModificationIndicator
Discipline (1,1)
Code
IFId
RegisteredEvent (0,N)
Event
Bib
Class
Status
EventEntry (0,N)
Type
Code
Pos
Value

2.3.2.5 Message Values

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

Sample (Version)

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

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

			with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	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. Not applicable in Paralympic Games
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.

			Not applicable in Paralympic Games
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

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

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

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

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(2)	Jersey number
Class	O	CC @DisciplineClass	Code to identify the class of the athlete. This attribute is mandatory for athletes in Paralympic ice

			hockey
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		POSITION	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position Code for the player
ENTRY		HAND	N/A	Element Expected: As soon it is known (this information can be sent in both messages). Not applicable in Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Handedness of the player
ENTRY		CLUB_LEAGUE	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club League
ENTRY		CLUB_NAME	N/A	Element Expected: As soon it is known (it can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Name of the club of the player
ENTRY		CLUB_CITY	N/A	Element Expected: As soon it is known (it can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Club City
ENTRY		CLUB_ORG	N/A	Element Expected: As soon it is known (it can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Country	Club Country Code
ENTRY		ADD_CITIZEN	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Country	Additional citizenship
ENTRY		M_CITIZEN	N/A	Element Expected: As soon as it is known (it can be sent in both messages)

	Attribute	M/O	Value	Description
	Value	M	CC @Country	Mother's citizenship
ENTRY		F_CITIZEN	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Country	Fathers citizenship

Sample (Participants)

```
<Discipline Code="IHO------------------------------" IFId="203258" >
  <RegisteredEvent Event="IHOMTEAM6-------------------------" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="D" />
    <EventEntry Type="ENTRY" Code="HAND" Value="L" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Vancouver Canucks" />
    <EventEntry Type="ENTRY" Code="CLUB_ORG" Value="CAN" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					

- Gen
- Sport
- Codes
- Team (1,N)
  - Code
  - Organisation
  - Number
  - Name
  - ShortName
  - TVTeamName
  - Gender
  - Current
  - TeamType
  - ModificationIndicator
  - Composition (0,1)
    - Athlete (0,N)
      - Code
      - Order
  - TeamOfficials (0,1)
    - Official (1,N)
      - Code
      - Function
      - Order
  - Discipline (0,1)
    - Code
    - RegisteredEvent (0,1)
      - Event
      - EventEntry (0,N)
        - Type
        - Code
        - Pos
        - Value

2.3.3.5 Message Values

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

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

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG in this discipline.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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

		#0	

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

Element: Competition /Team /Discipline /RegisteredEvent (0,1) Each current team is assigned to one event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Team's Preliminary Group
ENTRY		UNIFORM	Numeric 0	Pos Description: Sequential number for each uniform colour Element Expected: As soon as this information is known (it can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform colour, no rule regarding case

Sample (Team)

```
<Team Code="HOCMTEAM7-----ESP01" Organisation="ESP" Number="1" Name="Spain" TVTeamName="Spain" Gender="M"
Current="true" ModificationIndicator="U">
  <Composition>
    <Athlete Code="2005035" Order="1" />
    <Athlete Code="2005037" Order="2" />
    <Athlete Code="2005038" Order="3" />
    <Athlete Code="2005040" Order="4" />
    <Athlete Code="2005047" Order="5" />
…
  </Composition>
  <TeamOfficials>
    <Official Code="2005094" Function="COACH" />
    <Official Code="2456788" Function="TM_MGR" />
  </TeamOfficials>
  <Discipline Code="CUR------------------------------" >
    <RegisteredEvent Event="HOCMTEAM7-------------------------" />
      <EventEntry Type="ENTRY" Code="GROUP" Value="A" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Red" />
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
    </RegisteredEvent>
  </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

Follow the general definition, taking also into account the following:
* START_LIST: As soon as any of the Game roster, line-up or starters are known and any change/addition to these only before the start of the match.
* LIVE: At the beginning of each period until the completion of the period.
* LIVE: After every change in any data during the period [scores etc.].
* INTERMEDIATE: After each period.
* OFFICIAL: After the unit.

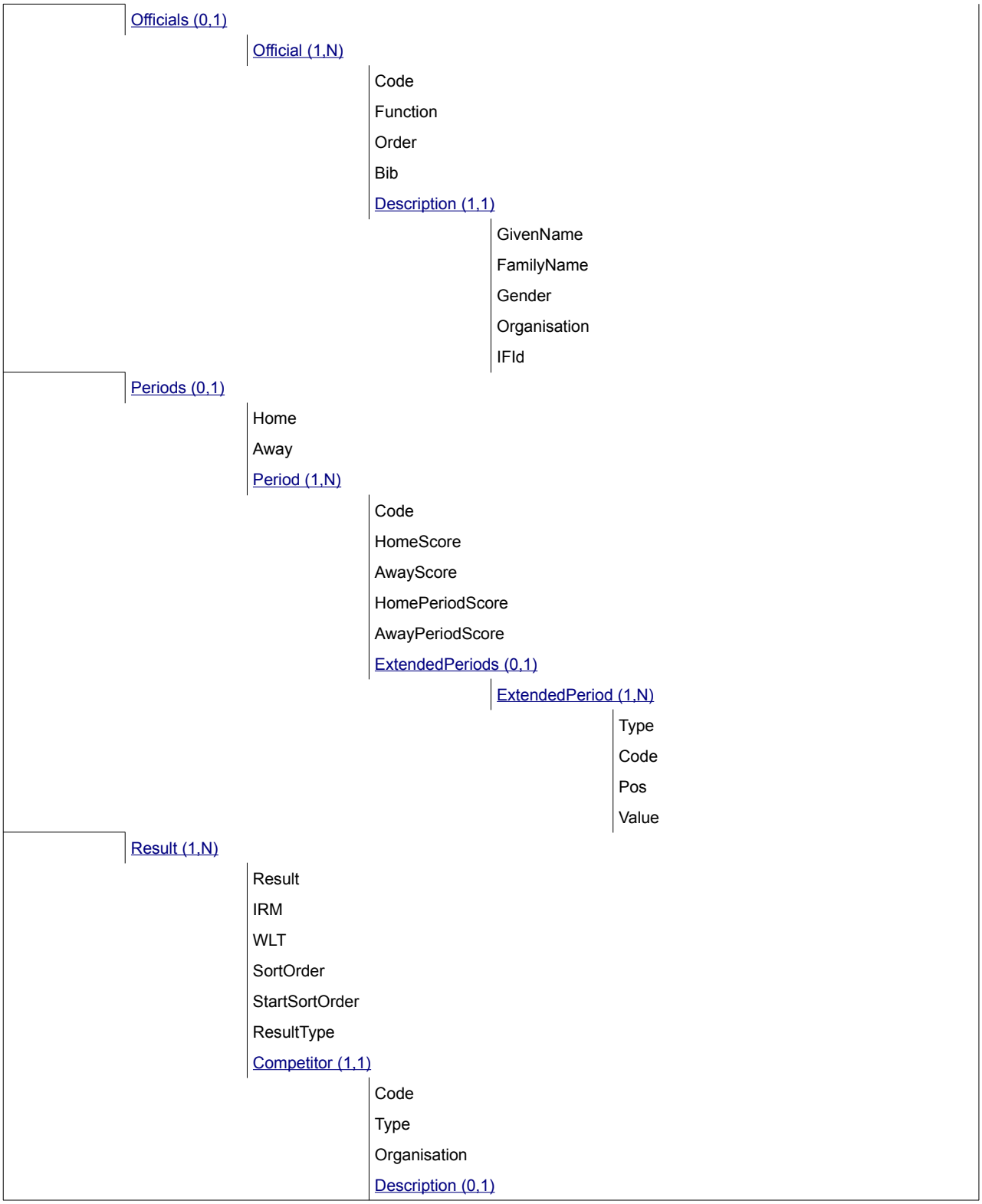
When a team forfeits, the following sequence of messages and content should be expected:
* PRIOR ACTION: Before generating any ODF message, match and statistics data into database and

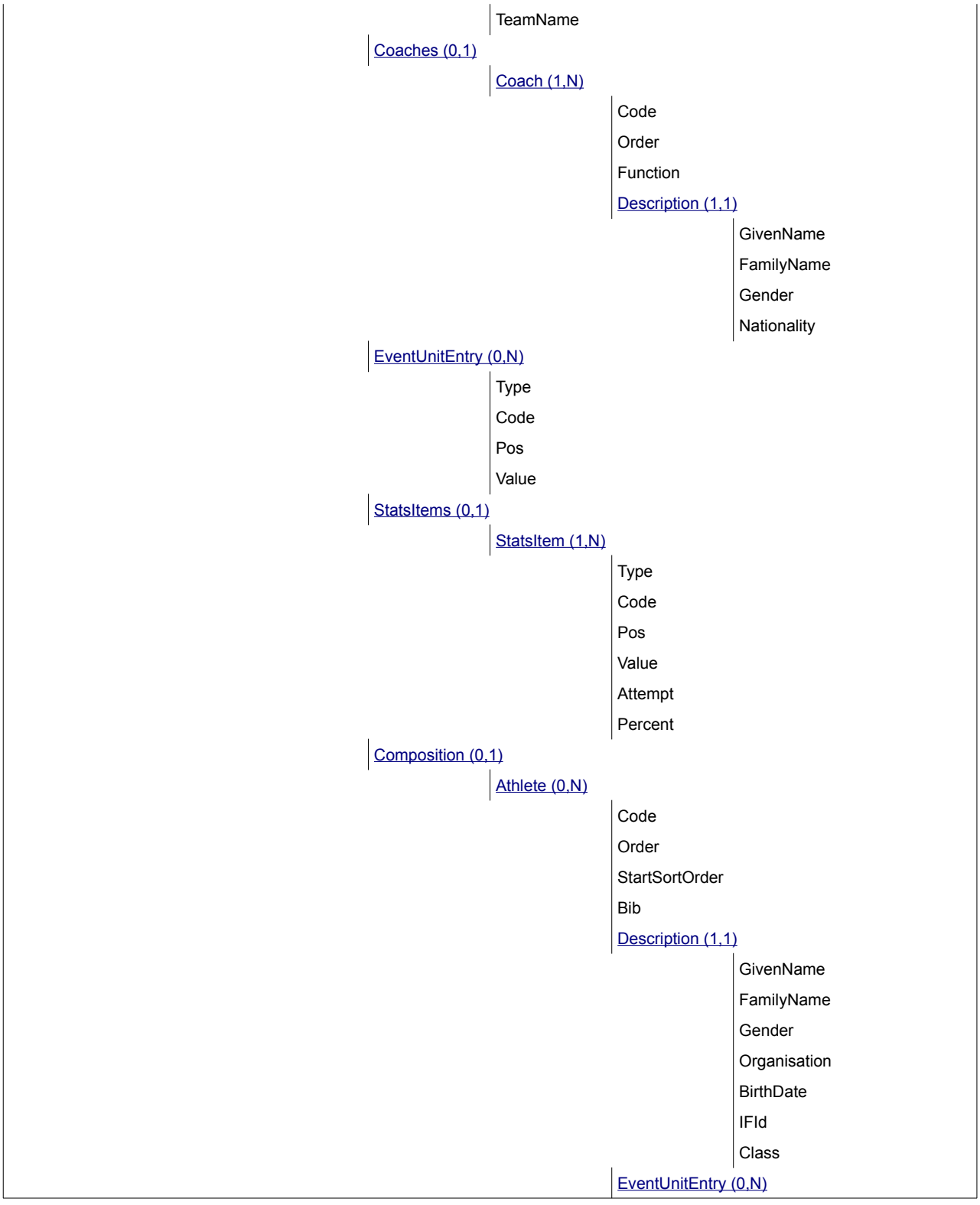
scoring software (OVR) core must revert to the stage as before the beginning of the match.
* MESSAGE GENERATION: When a Team forfeits after the game has started, and the game actions and statistics need to be erased the following sequence of messages is applied:
- DT_RESULT (ResultStatus=OFFICIAL)
  + In the content of DT_RESULT
  + Remove <Periods> element completely
  + Remove <Result/Competitor/StatsItems> element completely for both teams
  + Remove <Result/Competitor/Composition/Athlete/StatsItems> element for both teams
- DT_PLAY_BY_PLAY (ResultStatus=OFFICIAL)
  + Remove <Actions> element completely
- DT_STATS (ResultStatus as applicable)
- DT_BRACKET, DT_POOL_STANDINGS, DT_COMMUNICATION as well as the generation of any other message that is affected by the match score is not mentioned here. Generation of those messages is considered normal.

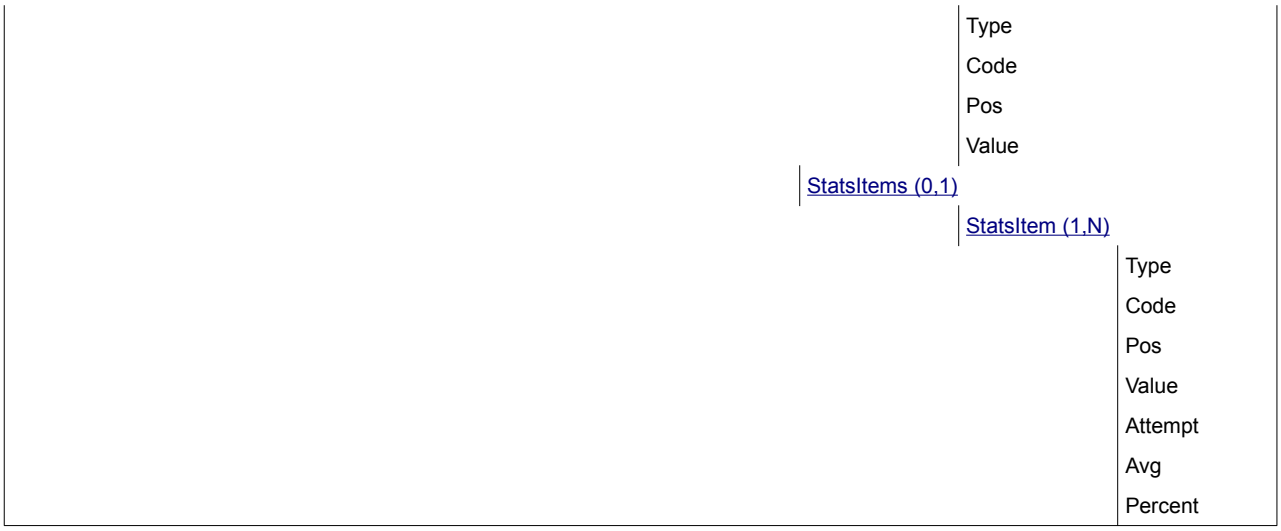
2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
			Attendance				


Officials (0,1)
Official (1,N)
Code
Function
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
IFId
Periods (0,1)
Home
Away
Period (1,N)
Code
HomeScore
AwayScore
HomePeriodScore
AwayPeriodScore
ExtendedPeriods (0,1)
ExtendedPeriod (1,N)
Type
Code
Pos
Value
Result (1,N)
Result
IRM
WLT
SortOrder
StartSortOrder
ResultType
Competitor (1,1)
Code
Type
Organisation
Description (0,1)


TeamName
Coaches (0,1)
Coach (1,N)
Code
Order
Function
Description (1,1)
GivenName
FamilyName
Gender
Nationality
EventUnitEntry (0,N)
Type
Code
Pos
Value
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Attempt
Percent
Composition (0,1)
Athlete (0,N)
Code
Order
StartSortOrder
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
EventUnitEntry (0,N)



2.3.4.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	PERIOD	N/A	Element Expected: Send when LIVE or INTERMEDIATE.
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @Period	Send current period.
DISPLAY	String	Numeric 0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: SOG, GF, ASSIST, PIM 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 and/or team who was updated.

Sample (ExtendedInfo)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2014-02-08T12:00:00+04:00" />
  <UnitInfo Type="UI" Code="PERIOD" Value="P2" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="1" Value="2518090" />
  <ExtendedInfo Type="DISPLAY" Code="SOG" Pos="2" Value="IHOWTEAM6---USA01" />
```

Element: Competition /ExtendedInfos /SportDescription (0,1)

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

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

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

Element: Competition /Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Send by order for each official.
Bib	O	Numeric #0	Jersey number. Applies only to on-ice officials (referees, linesmen)

Element: Competition /Officials /Official /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation
IFId	O	S(16)	International Federation ID

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

Element: Competition /Periods /Period (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Period. Only send periods which are complete or have started.
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period indicated at @Code
AwayScore	M	Numeric #0	Overall score of the away competitor at the end of the period indicated at @Code
HomePeriodScore	M	Numeric #0	Score of the home competitor just for the period indicated at @Code
AwayPeriodScore	M	Numeric #0	Score of the away competitor just for the period indicated at @Code

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)				
Type		**Code**	**Pos**	**Description**
EP		PSS_HOME	N/A	Element Expected: Always for Period/Code = PSS
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Home result for a PSS period. For example, in a PSS, if the home team scores 4 times and wins the PSS, the home score will be 1, and the PSS_HOME will be 4.
EP		PSS_AWAY	N/A	Element Expected: Always for Period/Code = PSS
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Away result for a PSS period.

			#0	For example, in a PSS, if the away team scores 4 times and wins the PSS, the away score will be 1, and the PSS_AWAY will be 4.

Sample (Periods)

```
<Period Code="P3" HomeScore="5" AwayScore="5" HomePeriodScore="0" AwayPeriodScore="1">
<Period Code="PSS" HomeScore="5" AwayScore="6" HomePeriodScore="0" AwayPeriodScore="1">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="PSS_HOME" Value="2" />
    <ExtendedPeriod Type="EP" Code="PSS_AWAY" Value="4" />
  </ExtendedPeriods>
</Period>
```

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Result	O	S(2)	The score of the competitor in the event unit In the case of a forfeit: If @IRM is FORFEIT_2 (Forfeit of the two teams) the Result should be '*', to indicate the both teams lost by '5 - 0'. However, if @IRM is FORFEIT (for just one of the teams), Result will be numeric, as if it were Score.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
WLT	O	SC @WLT	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number with the order of the Home team (1) and the Away team (2)
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute.

Sample (IRMs - Forfeit)

```
<Result Result="0" ResultType="IRM_POINTS" IRM="FORFEIT" WLT="L" SortOrder="1" StartSortOrder="1" >
```

Sample (IRMs - Double Forfeit)

```
<Result Result="*" ResultType="IRM" IRM="FORFEIT_2" WLT="L" SortOrder="1" StartSortOrder="1" >
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available BYE (for a bye) 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: Competition /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team

Element: Competition /Result /Competitor /Coaches /Coach (1,N) Competitor's Coach			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	ID of the team official
Order	M	Numeric #0	Send order for coaches/team officials, sequential number. Send one Head Coach, one Assistant and the Team Leader.
Function	M	CC @ResultsFunction	Official's function

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)				
Type		**Code**	**Pos**	**Description**
EUE		HOME_AWAY	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Home	Send Home or Away designator
EUE		UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform colour of the team

Sample (Team Entries)

```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
<EventUnitEntry Type="EUE" Code="UNIFORM" Pos="1" Value="White"/>
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		GF	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals for
	Attempt	M	Numeric #0	Total Shots
ST		SOG	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Shots on Goal
ST		GF_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of goals in the whole tournament
ST		ASSIST	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of assists
ST		ASSIST_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of assists in the whole tournament
ST		SVS	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total saves
	Percent	M	Numeric ##0.00	Percentage of saves of total SOG
ST		PTY	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of penalties
ST		PIM	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Penalties in minutes
ST		PIM_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Penalties in minutes in the tournament
ST		PTS	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Points
ST		PTS_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Points in the tournament
ST		SHG	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Shorthanded goals

ST		PKP	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Puck possession %
ST		PK	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Penalty killing percentage
ST		TPP	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Time in power play Do not remove leading zero minutes
ST		PPG	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Power play goals.
	Percent	M	Numeric ##0.00	Power play eff. as percentage.
ST		PPN	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Power play Situations.
ST		TOUT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total number of time outs taken.
ST		FO	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Face-offs won
	Percent	M	Numeric ##0.00	Face-offs won percent
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	LOST		
	Pos	N/A		
	Value	Numeric #0	Face-offs lost	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	PLUS_MINUS		
	Pos	N/A		
	Value	Numeric [+/-]#0 or 0	Face-offs net	
ST		SSG SSP SPG	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Value of the stat for the team. (SSG=Shots saved by Goalkeeper, SSP=Shots saved by player, SPG=Shots past goal)

Sample (Team Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="PTS" Pos="P1" Value="1" />
  <StatsItem Type="ST" Code="GF" Pos="P1" Value="1" />
  <StatsItem Type="ST" Code="ASSIST" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="PTY" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="SHG" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="PK" Pos="P1" Value="0.00" />
  <StatsItem Type="ST" Code="PPG" Pos="P1" Value="0" Percent="0.00" />
  <StatsItem Type="ST" Code="PIM" Pos="P1" Value="0" />
  <StatsItem Type="ST" Code="TPP" Pos="P1" Value="04:00" />
  <StatsItem Type="ST" Code="FO" Pos="P1" Value="3" Percent="60.00" >
    <ExtendedStat Code="LOST" Value="2" />
    <ExtendedStat Code="PLUS_MINUS" Value="+1" />
  </StatsItem>
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric #0	Before the unit starts it is the same as StartSortOrder. After start order the players as in ORIS Game Summary and not dressed at the bottom.
StartSortOrder	M	Numeric #0	Order the players should appear in the Line-Up (Goalkeeper by number, Assignment followed by position followed by jersey number) Not dressed at the bottom. If line-up not available, then order by ORIS Game Roster.
Bib	O	S(2)	Athlete's Jersey number.

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

Athletes extended information.

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)

Type		Code	Pos	Description
EUE		POSITION	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the player in the team.
EUE		ASSIGNMENT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Assignment	Line in the line-up
EUE		STATUS	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Send code is applicable
EUE		STARTER	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Indicator of starting players. Send Y in case the athlete is starting else do not send

EUE		STARTING_POSITION	N/A	Element Expected: Send in case the athlete is starting.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	S1..S6 as shown on ORIS C54C.
EUE		GRAPH_LINEUP	Numeric 0	Pos Description: Pos description: 0-4 for each graphic line with 0 for goalkeepers, 1 to 4 for 1st to 4th Lines respectively. Element Expected: Send in case the athlete is starting.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send position of the athlete within the Line specified as Pos. 1 is the player on the left of the Graph, 2 is the player on the right, 3 is for the player on the left, 4 for the player in the middle, 5 for the player on the right within the Line For Goalkeeper line 1 is for starting GK, 2 is for the second GK.
EUE		HAND	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Handedness of the player
EUE		CAPTAIN	N/A	Element Expected: When this information is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in case of the athlete is a/the captain else do not send
EUE		CAPTAIN_AST	N/A	Element Expected: Send just for the assistant captain(s) (when this information is known)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in case of the athlete is the assistant captain else do not send

Sample (Athlete Entries)

```
<Athlete Code="1135320" Order="2" Bib="27" StartSortOrder="2" >
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
  <EventUnitEntry Type="ENTRY" Code="POSITION" Value="D" />
  <EventUnitEntry Type="ENTRY" Code="ASSIGNMENT" Value="1" />
  <EventUnitEntry Type="ENTRY" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="ENTRY" Code="HAND" Value="R" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	GF	SC @Period	Pos Description: Period or TOT (for total)

				Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals for
	Attempt	M	Numeric #0	Total shots
ST		SOG	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Shots on Goal
ST		GF_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of goals in the whole tournament
ST		GA	S(3)	Pos Description: TOT for Total Element Expected: Always for TOT for the GK if the game has started and this GK has any minutes.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals against GK
ST		GA_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero for GK
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of goals against in the whole tournament
ST		ASSIST	S(3)	Pos Description: TOT for Total Element Expected: Always for TOT if the game has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of assists
ST		ASSIST_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Number of assists in the whole tournament

			##0	
ST		SVS	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started, always for a period if the period has started and the GK has minutes.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total saves
	Attempt	M	Numeric #0	Shots on goal against goalkeeper
	Percent	M	Numeric ##0.00	Percentage of saves of total SOG
ST		SVS_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Saves in the tournament
	Attempt	M	Numeric ##0	Shots on goal against goalkeeper in the tournament.
ST		PTY	S(3)	Pos Description: TOT for Total Element Expected: Always for TOT if the game has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of penalties
ST		PIM	S(3)	Pos Description: TOT for Total Element Expected: Always for TOT if the game has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Penalties in minutes
ST		PIM_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Penalties in minutes in the tournament
ST		PLUS_MINUS	S(3)	Pos Description: TOT for Total Element Expected: Always for TOT if the game has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric [+/-]#0 or 0	Net plus / minus

ST		MINS	SC @Period	Pos Description: Period or TOT (for total) Element Expected: Always for TOT if the game has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Time on ice. Do not send leading 0 in minutes.
	Avg	M	m:ss	Average time per shift (only for TOT)
ST		SHIFTS	S(3)	Pos Description: TOT for Total Element Expected: Always for TOT if the game has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total number of shifts
ST		PTS	S(3)	Pos Description: TOT for Total Element Expected: Always for TOT if the game has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Points
ST		PTS_TOURN	S(3)	Pos Description: TOT for Total Element Expected: Always if not zero
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Points in the tournament.
ST		FO	S(3)	Pos Description: TOT for Total Element Expected: Always for TOT if the game has started.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Face-offs won
	Percent	M	Numeric ##0.00	Face-offs won percent.
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.			
	Attribute	**Value**	**Description**	
	Code	LOST		
	Pos	N/A		
	Value	Numeric #0	Face-offs lost.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.			
	Attribute	**Value**	**Description**	
	Code	PLUS_MINUS		

	Pos	N/A	
	Value	Numeric [+/-]#0 or 0	Face-offs net.

Sample (Player Stats)

```
<StatsItems>
  <StatsItem Type="ST" Code="PIM" Pos="TOT" Value="2" />
  <StatsItem Type="ST" Code="PIM_TOURN" Pos="TOT" Value="8" />
  <StatsItem Type="ST" Code="GF" Pos="P1" Attempt="2" />
  <StatsItem Type="ST" Code="GF" Pos="P2" Value="1" Attempt="1" />
  <StatsItem Type="ST" Code="GF" Pos="P3" Attempt="3" />
  <StatsItem Type="ST" Code="GF" Pos="TOT" Value="1" Attempt="6" />
  <StatsItem Type="ST" Code="GF_TOURN" Pos="TOT" Value="3" />
  <StatsItem Type="ST" Code="PLUS_MINUS" Pos="TOT" Value="+1" />
  <StatsItem Type="ST" Code="MINS" Pos="TOT" Value="14:53" Avg="0:55" />
  <StatsItem Type="ST" Code="SHIFTS" Pos="TOT" Value="16" />
  <StatsItem Type="ST" Code="FO" Pos="TOT" Value="5" Percent="60.00" >
    <ExtendedStat Code="LOST" Value="2" />
    <ExtendedStat Code="PLUS_MINUS" Value="+1" />
  </StatsItem>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:
* At the start and end of every period (to start/stop clock).
* Immediately after every change in the score.
* Every time the clock starts and stops
* During play i.e. after start and not during breaks in play, every 30 seconds after the last DT_CURRENT message when there is no other activity triggering this message.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		

	Codes		
	Clock (0,1)		
		Period	
		Time	
		Running	
	Result (0,N)		
		Result	
		SortOrder	
		StartSortOrder	
		ResultType	
		Competitor (1,N)	
			Code
			Type
			Organisation

2.3.5.5 Message Values

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

Element: Competition /Clock (0,1) Clock Information			
Attribute	**M/O**	**Value**	**Description**
Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
Time	M	m: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: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	String	Score for the team at the time of the message.
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 @StartOrder
ResultType	M	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the

			corresponding event unit

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

2.3.5.6 Message Sort

Sort by Result @SortOrder.

2.3.6 Play by Play

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (game)
DocumentSubcode	S(3)	During the match the period code is included, and data is for one period only (P1, P2, P3, OT or OT1.. and PSS) Is sent as START_LIST then the DocumentSubcode= P1 After the match the message is sent without DocumentSubcode and includes all data for the match.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send “ACTION”
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

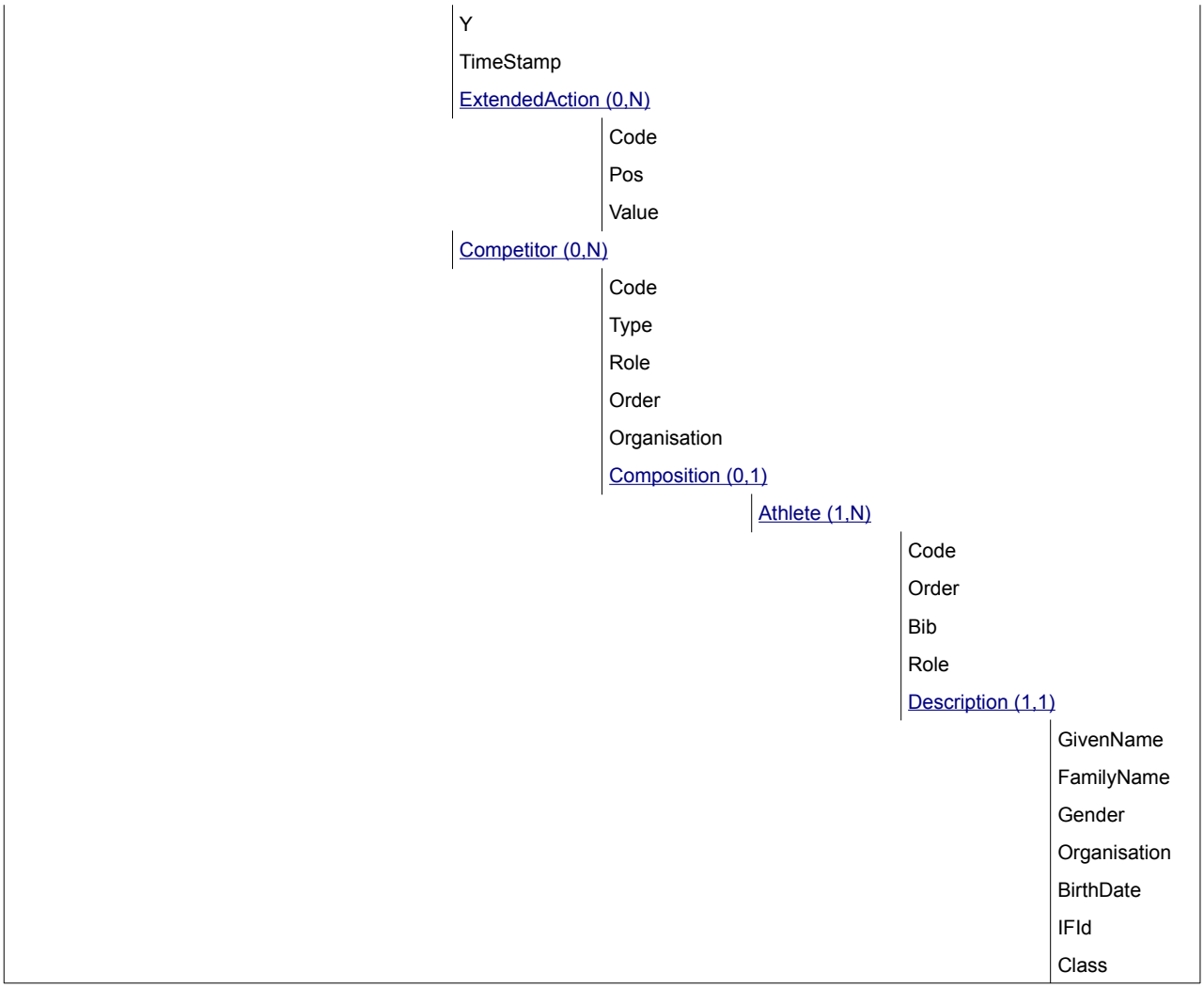
This message is sent:
* Send as START_LIST when the DT_RESULT/START_LIST is sent
* After every action (LIVE). Current period only. Include DocumentSubcode.
* After each period and any later updates (INTERMEDIATE). Include DocumentSubcode.
* After the unit with all periods included (OFFICIAL) [without DocumentSubcode]

* At any time to correct/complete the data (for example a penalty finishing in the next period), ResultStatus and DocumentSubcode as appropriate.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Actions (0,1)						
		Home					
		Away					
		Action (1,N)					
			Id				
			Period				
			Order				
			Action				
			ActionAdd				
			ActionDesc				
			When				
			Result				
			ScoreH				
			ScoreA				
			SO_H				
			SO_A				
			Speed				
			X				



2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message
Period	M	SC @Period	Send one period code
Order	M	Numeric ##0	Unique sequential number for all the actions in the unit, from 1 to n (from the first action the last one considering all periods).
Action	M	SC @Action	Actions in the game. Send one action code The first action of each period should always be “STARTP” and the last “ENDP”
ActionAdd	O	SC @PenaltyDesc or SC @PS_Desc	Send SC @PenaltyDesc in the case of a penalty Send SC @PS_Desc in the case of a penalty shot. Send the code only.
ActionDesc	O	S(200)	Extended action description where Action and ActionAdd are not sufficient. One typical use is when are penalty is served later. In this case send something like 'start serving at mm:ss'.
When	M	mm:ss	Time in the match which the action occurred. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00'. If Period PSS is after a 5-minute overtime, time will be '65:00', if it is after a 10-minute overtime, '70:00', if it is after a 20-minute overtime, '80:00'. For Paralympics where a period lasts 15 minutes. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'. If Period PSS is after a 5-minute overtime, time will be '50:00', if it is after a 10-minute overtime, '55:00', if it is after a 20-minute overtime, '65:00'.
Result	O	S(10)	Result of the Action for the player/team

			If Action = GOAL use SC @ResActionGoal If Action = P use SC @ResActionPenalty
ScoreH	O	Numeric #0	Home Score of the game after the action. Send if there is a score change for either team.
ScoreA	O	Numeric #0	Away Score of the game after the action. Send if there is a score change for either team.
SO_H	O	Numeric #0	Home team score in shoot-out (to break tie)
SO_A	O	Numeric #0	Away team score in shoot-out (to break tie)
Speed	O	Numeric ##0	Shot speed in km/h for successful goal.
X	O	S(20)	X coordinate of the action location. 0,0 is top left X value is 0-100 which is percentage value of the field of play Positions do not change by period, always consider each team is playing in one direction (opposite to each other). Only send for Action = GOAL, SPG, SSG, SSP
Y	O	S(20)	Y coordinate of the action location. 0,0 is top left Y value is 0-100 which is percentage value of the field of play Positions do not change by period, always consider each team is playing in one direction (opposite to each other). Only send for Action = GOAL, SPG, SSG, SSP
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

Type		Code	Pos	Description
		PTY_END	N/A	Element Expected: If applicable for penalties
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Penalty end time. First period starts at '00:00', second period at '20:00', third period at '40:00', and OT (if necessary) at '60:00' For Paralympics where a period lasts 15 minutes. Penalty end time. First period starts at '00:00', second period at '15:00', third period at '30:00', and OT (if necessary) at '45:00'
		PTY_END_PERIOD	N/A	Element Expected: If applicable for penalties
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Penalty end time period. Send only if the end time period is different from the penalty time period. (e.g: Penalty time = '19:50' and End Time = '21:50'. Then PTY_END_PERIOD = P2)
		PTY_TYPE_PS	N/A	Element Expected: If applicable for penalties
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(1)	Send Y in the case of a penalty shot else do not send.
		PTY_TYPE_AG	N/A	Element Expected: If applicable for penalties
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in the case of a penalty leads to an Awarded Goal else do not send.
		PTY_TEAM	N/A	Element Expected: If applicable for penalties
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in the case of a team penalty else do not send.
		GOAL_UNASSISTED	N/A	Element Expected: If applicable for goals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the goal is unassisted else do not send
		PSS_NUM	N/A	Element Expected: For PSS
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the shot number in case of PSS.
		PSS_EXTRA	N/A	Element Expected: When extra shots are required in the penalty shoot-out. The regular number of shots is 3 at preliminaries and 5 at play-off round.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if extra shots are required in the penalty shootout.
		LAST_PSS	N/A	Element Expected: For PSS
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if the unit action is the last PSS shot during the current PSS period else do not send.

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

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

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

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the athlete related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes related to the action.
Bib	O	S(2)	Jersey Number
Role	O	SC @ActionRole	Role of the athlete in the action

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

Sample (Play by Play)

```
<Actions Home="IHOWTEAM6---USA01" Away="IHOWTEAM6---FIN01" >
.....
  <Action Id="123456" Period="P1" Order="2" Action="GK" When="00:00" >
    <Competitor Code="IHOWTEAM6---FIN01" Type="T" Order="1" Organisation="FIN" >
      <Composition>
        <Athlete Code="2032496" Role="IN" Bib="14" Order="1" >
          <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="FIN" BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
  <Action Id="123123" Period="P1" Order="3" Action="GOAL" When="00:53" Result="EQ" ScoreH="1" ScoreA="0">
    <ExtendedAction Code="GOAL_UNASSISTED" Value="Y" />
    <Competitor Code="IHOWTEAM6---USA01" Type="T" Order="1" Organisation="USA" >
      <Composition>
        <Athlete Code="2021026" Role="SCR" Bib="22" Order="1" >
          <Description GivenName="Harry" FamilyName="Jones" Gender="M" Organisation="USA" BirthDate="1993-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
  <Action Id="111111" Period="P1" Order="4" Action="P" When="01:22" Result="2" ActionAdd="HOOK">
    <ExtendedAction Type="EA" Code="PTY_END" Value="03:22" />
    <Competitor Code="IHOWTEAM6---FIN01" Type="T" Order="1" Organisation="FIN" >
      <Composition>
        <Athlete Code="2032484" Bib="32" Order="1" >
          <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="FIN" BirthDate="1992-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Action>
```

2.3.6.6 Message Sort

Actions /Action @Order.

2.3.7 Image

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	S(34)	Competitor ID of the team, for example HBLMTEAM7---CAN01
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send UNIFORM
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

Trigger when available and after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Image (1,N)		
		Pos	

	Version Revision ImageType ImageData (1,1)	-

2.3.7.5 Message Values

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

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

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

Sample (Uniform)

```
<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>
```

2.3.7.6 Message Sort

Sort by Competition /Image /Pos.

2.3.8 Pool Standings

2.3.8.1 Description

The pool standings message contains the standings of a group in a competition.

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC for the phase (pool/group) For example IHOMTEAM6----------GPA--------- for Men's Preliminary Round - Group A or IHOMTEAM6----------PREL-------- for the combined group
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the phase) OFFICIAL (after all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

* Before the start of the competition to build the initial tables. The message has status START_LIST
* When an event unit of the corresponding phase finishes. The message has status INTERMEDIATE.
* When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL
* Trigger on any changes.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (0,N)			
			Code		
			Pos		
			Value		
		Progress (0,1)			
			LastUnit		
			UnitsTotal		
			UnitsComplete		
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		SortOrder			
		Won			
		Lost			
		Played			
		For			
		Against			
		Diff			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
		Competitor (1,1)			

- Code
- Type
- Organisation
- Description (0,1)
  - TeamName
- Opponent (0,N)
  - Code
  - Type
  - Pos
  - Organisation
  - Date
  - Time
  - Unit
  - HomeAway
  - Result
  - Description (0,1)
    - TeamName

2.3.8.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		QUAL_RULE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualRule	Send the code for the qualification rule.

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the full RSC of the most recent unit information 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 included in this message.

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

Element: Competition /Result (1,N) For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(2)	Rank in the group. For Group D send with trailing D. (2D etc.).
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Result type, POINTS or IRM.
Result	O	Numeric #0	Send the classification points a team has accrued during the pool stage.
IRM	O	SC @IRM	The invalid rank mark if applicable.
SortOrder	M	Numeric #0	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 and before the competition starts.
Won	O	Numeric #0	Number of games won by the team in the group in regulation time. Overtime wins are captured in the ExtendedResult.
Lost	O	Numeric #0	Number of games lost by the team in the group in regulation time. Overtime loses are captured in the ExtendedResult.
Played	O	Numeric #0	Number of games played by the team in the group.
For	O	Numeric #0	Total number of goals for.
Against	O	Numeric #0	Total number of goals against.
Diff	O	Numeric [+/-]##0 or 0	Points difference, between for and against. Send + or - unless value is 0.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		OTW	N/A	Element Expected: Always after the first match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Overtime wins by the competitor.
ER		OTL	N/A	Element Expected:

				Always after the first match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Overtime losses by the competitor.
ER		SEED	N/A	Element Expected: Send only for the whole preliminary round message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team Seed
ER		SUB_RANK	N/A	Element Expected: Only in the combined ranking
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(5)	Rank of the team with their pool

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

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

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

Competitors extended information.

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
Type	M	S(1)	T for team
Pos	M	Numeric #0	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code).
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Unit	M	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: Competition /Result /Competitor /Opponent /Description (0,1) **Competitors extended information.**			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the opposition team.

Sample (Pool Standings)

```
<Result Rank="1" SortOrder="1" ResultType="POINTS" Result="3" Played="1" Won="1" Lost="0" For="5" Against="0" Diff="+5" >
  <Competitor Code="IHOWTEAM6---CAN01" Type="T" Organisation="CAN" >
      <Description TeamName="Canada"/>
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="OTW" Value="0" />
      <ExtendedResult Type="ER" Code="OTL" Value="0" />
    </ExtendedResults>
    <Opponent Code="IHOWTEAM6---USA01" Type="T" Pos="1" Organisation="USA" Date="2018-02-06" Time="14:00"
Unit="IHOWTEAM6----------GPA-0001----" HomeAway="H" Result="5-0">
      <Description TeamName="United States"/>
    </Opponent>
    <Opponent Code="IHOWTEAM6---BLR01" Type="T" Pos="2" Organisation="BLR" Date="2018-02-08" Time="09:00"
Unit="IHOWTEAM6----------GPA-0003----" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="IHOWTEAM6---NZL01" Type="T" Pos="4" Organisation="NZL" Date="2018-02-10" Time="19:00"
Unit="IHOWTEAM6----------GPA-0005----" HomeAway="H" >
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.8.6 Message Sort

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

2.3.9 Brackets

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	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 any unit is complete) INTERMEDIATE (during the competition) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

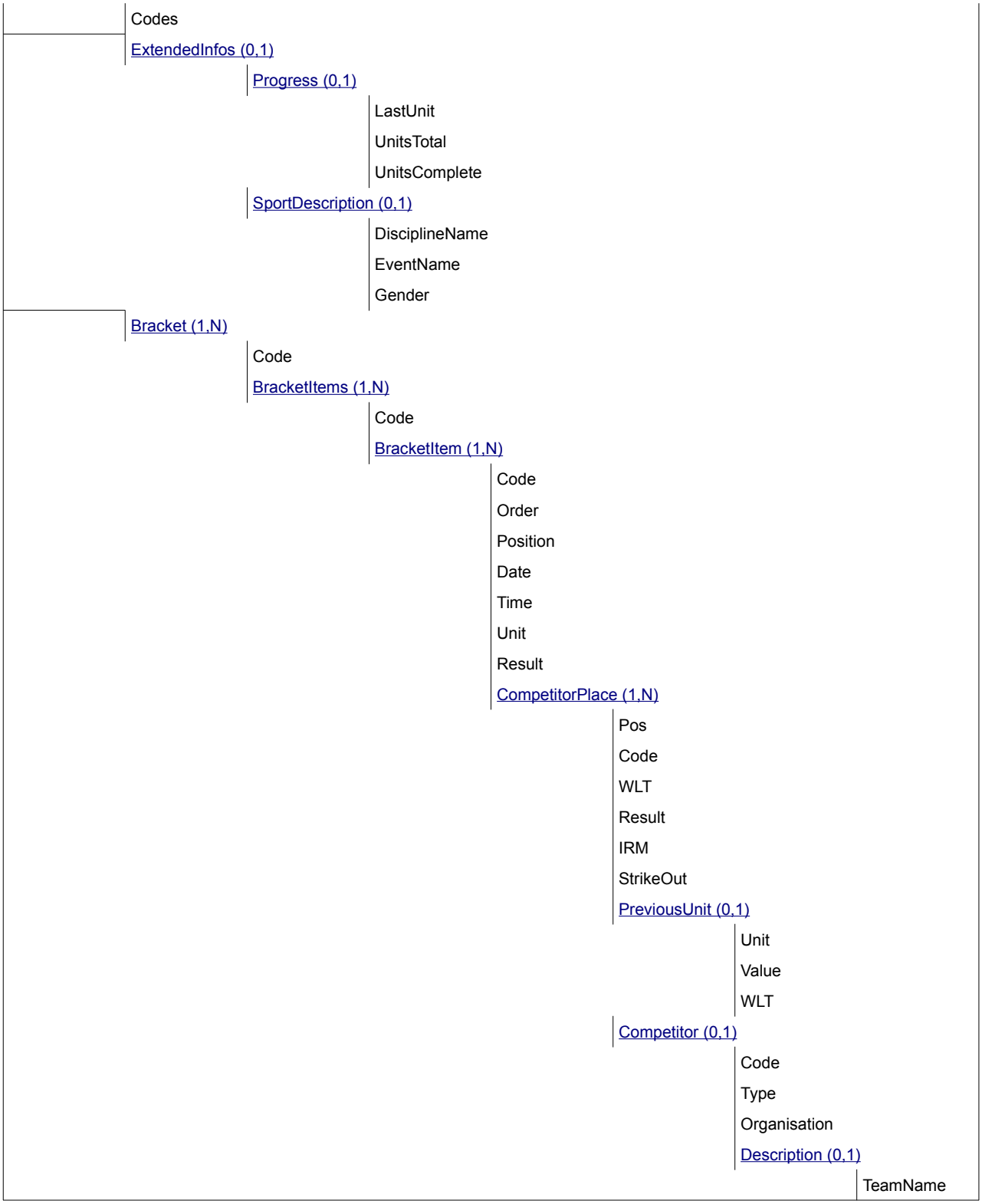
2.3.9.3 Trigger and Frequency

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						


Codes
ExtendedInfos (0,1)
Progress (0,1)
LastUnit
UnitsTotal
UnitsComplete
SportDescription (0,1)
DisciplineName
EventName
Gender
Bracket (1,N)
Code
BracketItems (1,N)
Code
BracketItem (1,N)
Code
Order
Position
Date
Time
Unit
Result
CompetitorPlace (1,N)
Pos
Code
WLT
Result
IRM
StrikeOut
PreviousUnit (0,1)
Unit
Value
WLT
Competitor (0,1)
Code
Type
Organisation
Description (0,1)
TeamName

2.3.9.5 Message Values

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

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

Element: Competition /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: Competition /Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	Numeric #0 or S(3)	The game number for each bracket item (e.g.: 17, 18, 19, 20 ...) when known. Send 'TBD' for to be defined, if the game number is not known.
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.

Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
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 for display including OT and PSS if applicable (as in ORIS).

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

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

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

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(5)	The result (score) of the competitor in the event unit
IRM	O	SC @IRM	The invalid result mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

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

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then send full RSC of the Pool phase (A, B C etc.).
Value	O	SC@Pool or S(10)	When competitor is not known and is possible to do so: - (and not coming from a pool) send the BracketItem code (game number) to indicate the competitor. - If from a women's pool then the rank in the pool. - If from men's pools for men's then send nD where n is the preliminary rank.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is from a pool.

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

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

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

Organisation	O	CC @Organisation	Competitors' organisation if known.

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

Sample (Brackets)

```
<Bracket Code="FNL">
  <BracketItems Code="R16">
    <BracketItem Code="19" Order="1" Position="1" Date="2018-02-07" Time="12:00" Unit="IHOMTEAM6----------
8FNL000100--" Result="4-2" NextUnit="IHOMTEAM6----------QFNL000100--" >
      <CompetitorPlace Pos="1" WLT="W" Result="4" >
        <Competitor Code="IHOMTEAM6---SLO01" Type="T" Organisation="SLO" >
          <Description TeamName="Slovenia"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="2" >
        <Competitor Code="IHOMTEAM6---AUT01" Type="T" Organisation="AUT" >
          <Description TeamName="Austria"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.9.6 Message Sort

Bracket @Code order by priority, FNL, BRN etc.
BracketItems @Code should be sorted by qualification, quarterfinals, semifinals etc.

2.3.10 Statistics

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full event level RSC
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Included to categorize different types of statistics. The following different DocumentSubtype header attributes will apply: * CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. * TOU: For Tournament statistics * IND_RANKING: Ranking of individual statistics. * TEAM_RANKING: Ranking of individual statistics
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

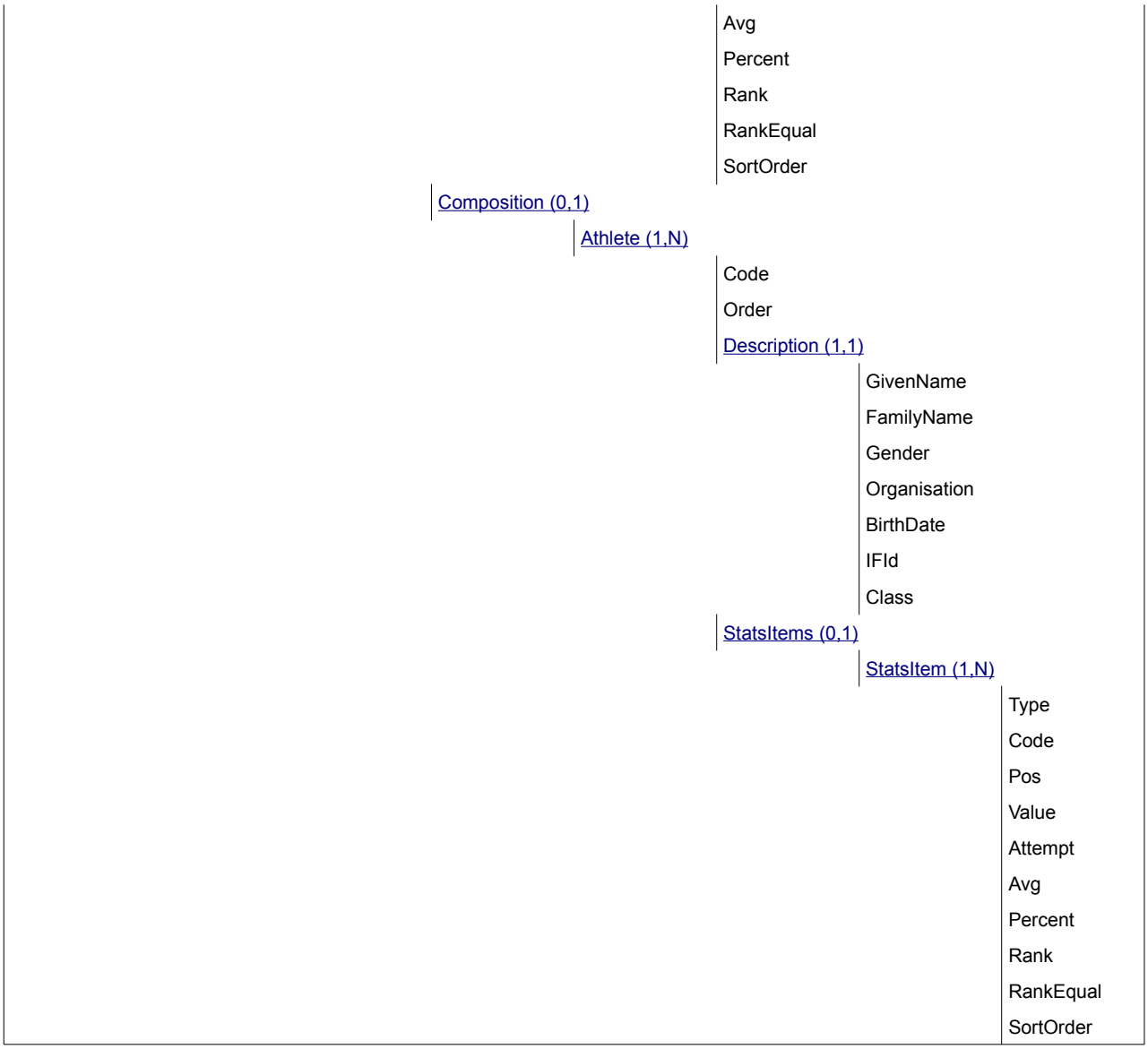
2.3.10.3 Trigger and Frequency

After each match according to the general definition. The CUM message is only triggered for the teams involved in the match.

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		Progress (0,1)					
			LastUnit				
			UnitsTotal				
			UnitsComplete				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
	Stats (1,1)						
		Code					
		StatsItems (0,1)					
			StatsItem (1,N)				
				Type			
				Code			
				Pos			
				Value			
				Avg			
		Competitor (0,N)					
			Code				
			Type				
			Order				
			Organisation				
			Description (0,1)				
				TeamName			
			StatsItems (0,1)				
				StatsItem (1,N)			
					Type		
					Code		
					Pos		
					Value		
					Attempt		



2.3.10.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	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.
UnitsTotal	O	Numeric ##0	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team.
UnitsComplete	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team.

Element: Competition /ExtendedInfos /SportDescription (0,1)

Sport Description in Text

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

Element: Competition /Stats (1,1)

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

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

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

Type		Code	Pos	Description
ST		ATTENDANCE	N/A	Element Expected: Always send if DocumentSubtype= TOU.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #####0	Total attendance for all games played.
	Avg	M	Numeric ####0	Average attendance.
ST		MP	N/A	Element Expected: Always send if DocumentSubtype= TOU.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total games played.

Sample (TOU)

```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="ATTENDANCE" Value="245200" Avg="8173" />
    <StatsItem Type="ST" Code="MP" Value="30" />
  </StatsItems>
```

Element: Competition /Stats /Competitor (0,N) Competitor of the statistics.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	S(1)	T for team
Order	M	Numeric ##0	Sort order: For each team: 1 - Team NOC code
Organisation	O	CC @Organisation	Competitor's organisation

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		MP	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total games played.
ST		IRM	N/A	Element Expected: If applicable for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Send DQB if the competitor is disqualified.
ST		GF	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of goals for.
	Attempt	M	Numeric ##0	Shots on goal.
	Percent	M	Numeric ##0.00	Scoring efficiency as a percentage.
	Rank	O	S(2)	Send the Rank for display of the scoring efficiency.
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric #0	Send the sort order.
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			

	Attribute	Value	Description	
	Code	SSG		
	Pos	N/A		
	Value	Numeric ##0	Shots saved by goalkeeper.	
ST		ASSIST	N/A	Element Expected: CUM message only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of assists.
ST		PTS	N/A	Element Expected: CUM message only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of points.
ST		PP	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Power play goals for.
	Attempt	M	Numeric ##0	Advantage (times on power play).
	Percent	M	Numeric ##0.00	Power Play efficiency as a percentage.
	Rank	O	S(2)	Send the Rank for display of the PP efficiency.
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric #0	Send the sort order.
ST		TPP	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Time in power play. Do not remove leading zero minutes
	Avg	M	mm:ss	Average time in power play. Do not remove leading zero minutes
ST		PK	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Power play goals against.
	Attempt	M	Numeric ##0	Disadvantage (number of times shorthanded or power play opportunities against).
	Percent	M	Numeric ##0.00	Penalty killing percentage.
	Rank	O	S(2)	Send the Rank for display of the PK

				percentage.
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric #0	Send the sort order.
ST		TSH	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Time shorthanded in minutes and seconds. Do not remove leading zero minutes
	Avg	M	mm:ss	Average time shorthanded in minutes and seconds. Do not remove leading zero minutes
ST		GA	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of goals against.
ST		GK	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total saves.
	Attempt	M	Numeric ##0	Shots on goal against the goalkeeper.
	Avg	M	Numeric #0.00	Goals against as average per 60 minutes. In Paralympics Goals against as average per 45 minutes.
	Percent	M	Numeric ##0.00	Save percentage (saves as a percentage of SOG).
	Rank	O	S(2)	Send the Rank for display of the percent.
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric #0	Send the sort order.
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	ENG		
	Pos	N/A		
	Value	Numeric ##0	Empty net goals.	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	SHGA		
	Pos	N/A		

	Value	Numeric #0	Shorthanded goals against.	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	SO		
	Pos	N/A		
	Value	Numeric ##0	Number of shutouts.	
ST		PIM	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total penalties in minutes.
	Avg	M	m:ss	PIM (average) per game (in minutes and seconds).
	Rank	O	S(2)	Send the Rank for display of the PIM.
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric #0	Send the sort order
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	10MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 10 minute penalties.	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	2MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 2 minute penalties.	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	5MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 5 minute penalties.	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	

	Code	GM		
	Pos	N/A		
	Value	Numeric ##0	Number of game misconducts.	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	MP		
	Pos	N/A		
	Value	Numeric ##0	Number of match penalties.	
ST		SHG_NET	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric [+/-]##0 or 0	SHGF - SHGA
	Rank	O	S(2)	Send the Rank for display of the net SHG.
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric #0	Send the sort order.
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	SHGA		
	Pos	N/A		
	Value	Numeric ##0	Shorthanded goals against.	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available for TEAM_RANKING.			
	Attribute	**Value**	**Description**	
	Code	SHGF		
	Pos	N/A		
	Value	Numeric ##0	Shorthanded goals for.	
ST		ATTENDANCE	N/A	Element Expected: If available for TEAM_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #####0	Total attendance for all games played.
	Avg	M	Numeric ####0	Average attendance.
	Rank	O	S(2)	Send the Rank for display of average number of spectators.

	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric #0	Send the sort order.

Sample (Team Ranking)

```
<Stats Code="TEAM_RANKING">
  <Competitor Code="IHOWTEAM6---CAN01" Type="T" Order="1" Organisation="CAN" >
  <Description TeamName="Canada" />
    <StatsItems>
      <StatsItem Type="ST" Code="MP" Value="1" />
      <StatsItem Type="ST" Code="GF" Value="5" Attempt="25" Percent="20.00" Rank="2" SortOrder="2" />
      <StatsItem Type="ST" Code="GA" Value="0" />
      <StatsItem Type="ST" Code="PK" Value="5" Percent="100.00" Attempt="5" Rank="2" SortOrder="2">
        <ExtendedStat Code="TSH" Value="02:00" Avg="02:00" />
      </StatsItem>
      <StatsItem Type="ST" Code="ATTENDANCE" Value="4386" Avg="4386" />
      </StatsItem>
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Sort order

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		POS	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Send the athlete position.
ST		MP	N/A	Element Expected:

				If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total games played. (Dressed for GK)
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for GK in CUM and IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	GPI		
	Pos	N/A		
	Value	Numeric #0	Total games where the GK was on the ice.	
ST		GF	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of goals for.
	Attempt	M	Numeric ##0	Total shots
	Percent	O	Numeric ##0.00	Percentage or goals from total shots where Attempts is greater than 0
	Rank	O	S(3)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric ##0	Send the sort order.
ST		ASSIST	N/A	Element Expected: f available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of assists.
	Rank	O	S(3)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric ##0	Send the sort order.
ST		PTS	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of points.
	Rank	O	S(3)	Send the Rank for display for the scoring ranking (IND_RANKING message).

	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric ##0	Send the sort order.
ST		PTS_DEF_RANK	N/A	Element Expected: If available in IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Defensemen leading scorers rank.
ST		PIM	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Penalties in minutes.
	Avg	M	m:ss	PIM (average) per game (in minutes and seconds).
	Rank	O	S(3)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric ##0	Send the sort order.
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available in IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	10MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 10 minute penalties.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available in IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	2MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 2 minute penalties.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available in IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	5MIN		
	Pos	N/A		
	Value	Numeric ##0	Number of 5 minute penalties.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available in IND_RANKING.			

	Attribute	Value	Description	
	Code	GM		
	Pos	N/A		
	Value	Numeric ##0	Number of game misconducts, gross misconducts.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available in IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	MP		
	Pos	N/A		
	Value	Numeric ##0	Number of match penalties.	
ST		PLUS_MINUS	N/A	Element Expected: If available in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric [+/-]##0 or 0	Plus / Minus net value.
	Rank	O	S(3)	Send the Rank for display for the scoring ranking (IND_RANKING message).
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric ##0	Send the sort order.
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available in IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	MINUS		
	Pos	N/A		
	Value	Numeric ##0	Total Minus.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available in IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	PLUS		
	Pos	N/A		
	Value	Numeric ##0	Total Plus.	
ST		GWG	N/A	Element Expected: If available in CUM.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of Game Winning Goals.
ST		PPG	N/A	Element Expected:

				If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of power play goals.
ST		SHG	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of short hand goals.
ST		SOG	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of shots on goal.
ST		PO	N/A	Element Expected: If available in CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Possession
ST		MINS	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmm:ss	Total minutes time on ice for skaters. (remove leading zeros)
	Avg	M	mm:ss	Average time on ice for skaters. (per game) (remove leading zeros)
	Rank	O	S(3)	Send the Rank for display (IND_RANKING message).
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric ##0	Send the sort order for time on ice
ST		SHIFTS	N/A	Element Expected: If available in CUM.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total shifts played.
	Avg	M	mm:ss	Average length of each shift
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	SPG		
	Pos	N/A		
	Value	Numeric #0.0	Average shifts per game	
ST		FO	N/A	Element Expected: If available for IND_RANKING.

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Face-offs won
	Percent	M	Numeric ##0.00	Face-offs won percent
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	LOST		
	Pos	N/A		
	Value	Numeric #0	Face-offs lost.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	PLUS_MINUS		
	Pos	N/A		
	Value	Numeric [+/-]#0 or 0	Face-offs net.	
ST		GK	N/A	Element Expected: If available for GK in CUM (not rank etc.) and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Saves by the goalkeeper.
	Attempt	M	Numeric ##0	Shots on goal against the goalkeeper.
	Avg	O	Numeric #0.00	Goals against as average per 60 minutes. In Paralympics Goals against as average per 45 minutes.
	Percent	M	Numeric ##0.00	Save percentage by the goalkeeper.
	Rank	O	S(2)	Send the Rank for display for the GK ranking.
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
	SortOrder	O	Numeric #0	Send the sort order.
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for CUM and IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	GA		
	Pos	N/A		
	Value	Numeric ##0	Goals against the goalkeeper.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for CUM and IND_RANKING.			

	Attribute	Value	Description	
	Code	SO		
	Pos	N/A		
	Value	Numeric ##0	Shut outs by the goalkeeper.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for CUM and IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	WON		
	Pos	N/A		
	Value	Numeric ##0	Games won by the goalkeeper.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for CUM and IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	LOST		
	Pos	N/A		
	Value	Numeric ##0	Games lost by the goalkeeper.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for CUM and IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	PPGA		
	Pos	N/A		
	Value	Numeric ##0	Power play goals against the goalkeeper.	
	Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected If available for CUM and IND_RANKING.			
	Attribute	**Value**	**Description**	
	Code	SHGA		
	Pos	N/A		
	Value	Numeric ##0	Short handed goals against the goalkeeper.	
ST		GK_MINS	N/A	Element Expected: If available in CUM and IND_RANKING.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mmm:ss	Total minutes played for goalkeeper
	Avg	M	mm:ss	Average minutes played for goalkeeper
	Percent	O	Numeric ##0.00	MIP as percentage (for goalkeepers)

Sample (IND_RANKING)

```
<Stats Code="IND_RANKING">
  <Competitor Code="IHOMTEAM6---CAN01" Type="T" Order="1" Organisation="CAN" >
    <Composition>
      <Athlete Code="2018820" Order="2">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        <StatsItems>
          <StatsItem Type="ST" Code="MP" Value="3" />
          <StatsItem Type="ST" Code="GF" Value="5" Attempt="50" Percent="10.00" Rank="2" SortOrder="2">
          <StatsItem Type="ST" Code="POS" Value="D" />
          <StatsItem Type="ST" Code="ASSIST" Value="2" Rank="5" RankEqual="Y" SortOrder="7" />
          <StatsItem Type="ST" Code="PIM" Value="2" Avg="1:00" Rank="18" RankEqual="Y" SortOrder="21" />
            <ExtendedStat Code="2MIN" Value="1" />
          </StatsItem>
```

2.3.10.6 Message Sort

Sort according to the @Order attributes.

2.3.11 Event Final Ranking

2.3.11.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event.

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

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Event Final ranking message
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

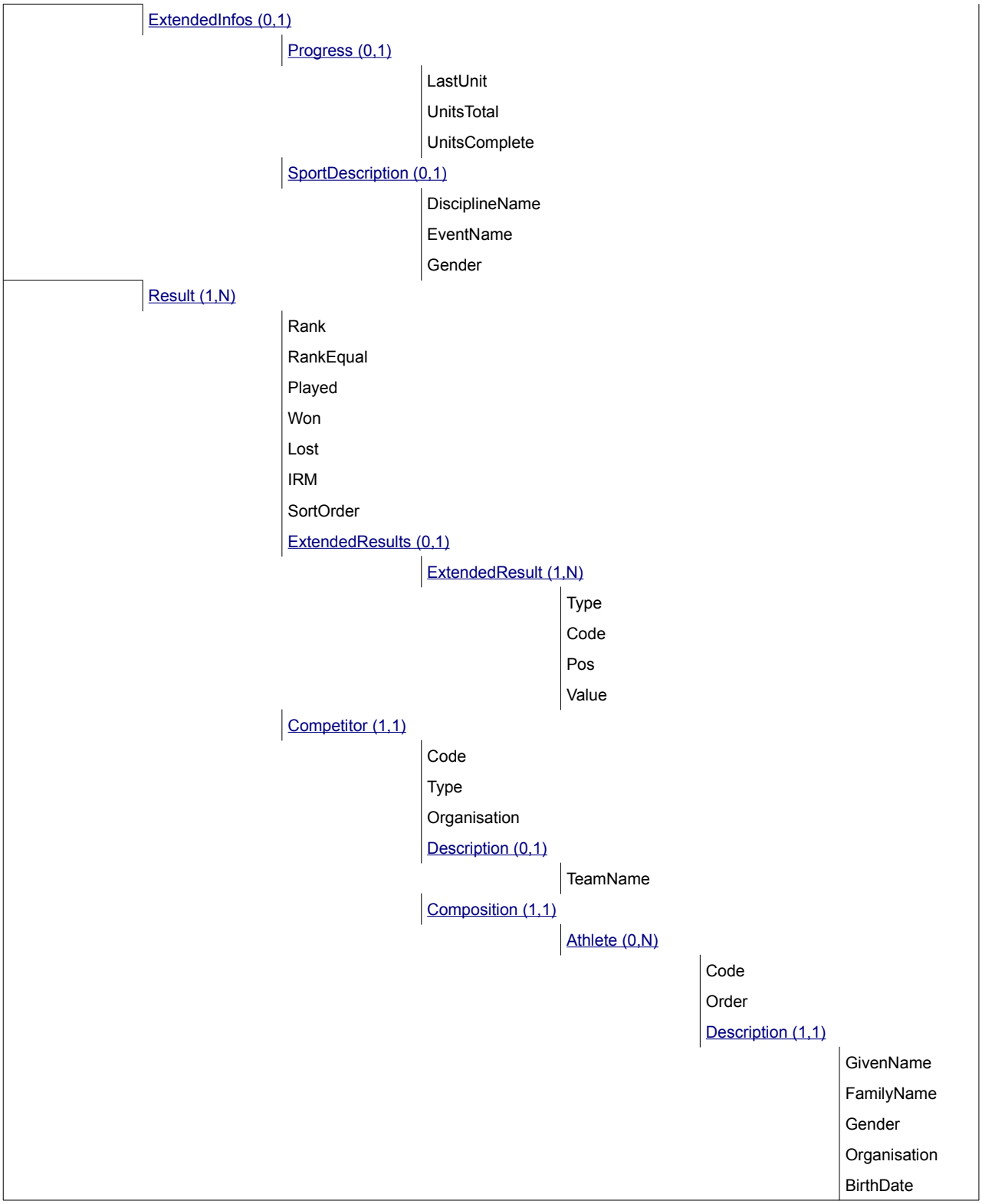
2.3.11.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that ranking is not subject to change.
* After each final position is known (PARTIAL or OFFICIAL).

2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					


ExtendedInfos (0,1)
Progress (0,1)
LastUnit
UnitsTotal
UnitsComplete
SportDescription (0,1)
DisciplineName
EventName
Gender
Result (1,N)
Rank
RankEqual
Played
Won
Lost
IRM
SortOrder
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate

	IFId Class

2.3.11.5Message Values

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

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

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

			to sort out disqualified teams.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		OTW	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Overtime wins by the competitor.
ER		OTL	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Overtime losses by the competitor.
ER		GF	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals for the competitor.
ER		GA	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Goals against the competitor.

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

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

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

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

Sample (Final Ranking)

```
<Result Rank="1" SortOrder="1" Played="6" Won="5" Lost="0" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="OTW" Value="1" />
    <ExtendedResult Type="ER" Code="OTL" Value="0" />
    <ExtendedResult Type="ER" Code="GF" Value="17" />
    <ExtendedResult Type="ER" Code="GA" Value="3" />
  </ExtendedResults>
  <Competitor Code="IHOWTEAM6---SWE01" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden"/>
    <Composition>
      <Athlete Code="2002600" Order="1" />
```

2.3.11.6Message Sort

Sort by Result @SortOrder

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
OVR gets Initial data	DT_CODES		o	o	o		o
	DT_SCHEDULE		x			o	o
	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_IMAGE		x				
OVR sends	DT_POOL_STANDING	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
	DT_PDF C08 Schedule		x				
After changes of participant data	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAMS		x				
When athlete/team data is confirmed	DT_PDF C33 Team Roster			x			

3.2 Before a game

Trigger	Message	Status	D	E	P	S	U
Roster is known (-120')	DT_RESULT	START_LIST					x
	DT_PDF C54A Game Roster						x
Line up is known (-50')	DT_RESULT	START_LIST					x
	DT_PDF C54B Line-ups						x

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	29 Apr 2019	First version
V0.2	6 Jun 2019	Updated
V0.3	19 Aug 2019	Updated with ORIS 1.0
V0.4	27 Feb 2020	Updated with feedback
V0.5	11 May 2020	Updated
V0.6	4 Aug 2020	Updated
V0.7	4 Sep 2020	Updated
V0.8	11 Sep 2020	Updated with review
V1.0	25 Sep 2020	Update, moved to APP
V1.1	19 Mar 2021	Updated with CR021235

File Reference: WOG-2022-IHO-1.1 APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	Updated with modification after ORIS meeting
V0.3	SFA	DT_STATS: Update for PO, MINS, SHIFTS and GK_MINS for athletes DT_PLAY_BY_PLAY: Add Actions/Action/Speed. DT_RESULTS: Add PKP (Puck Possession for the team). Change Penalty Killing percent to PK. DT_POOL_STANDING: Replace ER/WR by ER/SEED
V0.4	SFA	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE DT_CURRENT: Add Result element and remove Period element. DT_PARTIC: Add F_CITIZEN, M_CITIZEN, CLUB_CITY, CLUB_LEAGUE, ADD_CITIZEN at Participant /Discipline /RegisteredEvent /EventEntry DT_IMAGE: Add message DT_RESULT: Add IFId at Officials /Official /Description and Result /Competitor /Composition /Athlete /Description DT_PLAY_BY_PLAY: add IFId and Class at Actions /Action /Competitor /Composition /Athlete /Description DT_STATS: Add IFId and Class at Stats /Competitor /Composition /Athlete /Description DT_RANKING: Add IFId and Class at Stats /Competitor /Composition /Athlete /Description DT_RESULT: Add Class @ Result /Competitor /Composition /Athlete /Description DT_POOL_STANDINGS: Add UI/QUAL_RULE @ ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Delete Actions /Action /ImageData DT_STATS: Add ST/MP at Stats /StatsItems /StatsItem Other minor editorial improvements without changing the intent
V0.5	SFA	Update applicable messages DT_STATS: Update DocumentSubtype to use team ID DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497]
V0.6	SFA	Add 2.1, Ice Hockey Overview Removed UNOFFICIAL throughout as it is not applicable in this discipline. DT_RESULT: Remove Result/StartOrder DT_RESULT: Update Value at ST/GF to Mandatory at Result /Competitor /StatsItems /StatsItem and Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update StatsItem information to always send unless it is for a period and the period has not

		started. DT_RESULT: Update Value at ST/TPP to Mandatory at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update Value at ST/GF @Pos at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_RESULT: Update all instances of "SC @Period or S(3)" "to SC @Period" as S(3) is redundant DT_PLAY_BY_PLAY: Update DocumentSubcode in the header DT_POOL_STANDINGS: Update ExtendedInfos /Progress /LastUnit and ExtendedInfos /Progress /UnitsComplete DT_POOL_STANDINGS: Change Result /Competitor /Opponent /Organisation & Date DT_POOL_STANDINGS: Change Result /Competitor /Opponent /Unit to Mandatory DT_BRACKETS: Update Bracket /BracketItems /BracketItem /Code DT_BRACKETS: Change Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit /Unit to Mandatory Correct typographical errors
V0.7	SFA	DT_PLAY_BY_PLAY: Clarify triggering DT_RANKING: Update Result /Competitor /Code Minor typographical correction not affecting message content
V0.8	SFA	DT_CURRENT: Update the message description DT_RESULT: Update Value for ST/TPP at Result /Competitor /StatsItems /StatsItem DT_STATS: Update Value and Avg for ST/TPP at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update Value and Avg for ST/TSH at Stats /Competitor /StatsItems /StatsItem DT_POOL_STANDING: Update comment in DocumentCode in header values DT_POOL_STANDING: Add ER/SUB_RANK at Result /ExtendedResults /ExtendedResult
V1.0	APP	DT_PLAY_BY_PLAY: Update Actions/Action/Action
V1.1	APP	DT_RESULT: Correct typo in format of ST/GF_TOURN at Result /Competitor /StatsItems /StatsItem DT_RESULT: Clarify ST/MINS format at Result /Competitor /Composition /Athlete /StatsItems /StatsItem DT_PLAY_BY_PLAY: Update Actions/Action/Result to use codes is Action is P (Penalty to allow translation and add missing actions) DT_PLAY_BY_PLAY: Update triggering DT_PLAY_BY_PLAY: Fix typo to remove Type values at Actions /Action /ExtendedAction as these are not supported in GEN DT_STATS: Add ST/ASSIST at Competitor /StatsItems /StatsItem DT_STATS: Add ST/PTS at Competitor /StatsItems /StatsItem DT_PARTIC: Update Description of Participant/Height and Participant/Weight to exclude use in Paralympic Games. DT_RESULT: Correct typo in Description of DISPLAY at ExtendedInfos /ExtendedInfo to replace GOAL with GF. DT_STATS: Update ST/GF/Percent at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStatto not include if no attempts.