OLYMPIC DATA FEED

ODF Cricket T20 Data Dictionary
Birmingham 2022

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1 Introduction

1.1 This document

This document includes the ODF Cricket T20 Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Cricket T20.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Cricket T20 Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Cricket T20 competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Cricket T20.

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

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

2.2 Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 Description

The DT_SCHEDULE message contains the complete schedule for Cricket as well as status for each competition unit and is then updated from OVR via the schedule update (DT_SCHEDULE_UPDATE) message.

All RSC codes for Cricket from the CC @Unit code set which have the 'schedule' flag set to 'Y' or 'S' must be included in DT_SCHEDULE messages regardless of status (those without times must be sent as UNSCHEDULED). All scheduled sessions must also be included.

The arrival of a new DT_SCHEDULE message resets all the previous schedule information for that discipline. A DT_SCHEDULE_UPDATE message only changes the Sessions and Units included in the message.

The StartList component of the message is only included in the case that the Unit Type is HTEAM and at least one of the competitors is known – athletes are not listed.

For Cricket, GETTING_READY will be sent just before the toss.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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	Refer to the ODF header definition
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

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

An update message should be sent when:
- There is a change to the time of a session
- A new session is added or a session is cancelled
- There is a change to the time of a schedule item (match, meeting)
- The venue, location, session or other details change for a session or schedule item

- The start list changes for a match
- When the ScheduleStatus changes for a match (GETTTING_READY, LIVE, SCHEDULED_BREAK, etc.)

2.2.1.4 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
CS	VERSION	N/A	Element Expected: Only in DT_SCHEDULE message
Attribute	**M/O**	**Value**	**Description**
Value	M	S(25)	Version of the schedule in the competition schedule application
CS	STATUS	N/A	Element Expected: Only in DT_SCHEDULE message
Attribute	**M/O**	**Value**	**Description**
Value	M	S(25)	Status of the schedule – e.g. DRAFT

Element: Competition /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(10)	Code of the competition session. Usually in the format DDDn. DDD is the discipline and n is the session number within the discipline. For example, CKT0102 for the second session in Cricket.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Name of venue, taken from Description in Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message, must not be sent in DT_SCHEDULE. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only send when the session is cancelled (CANCELLED). 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)			
One SessionName (in English) is mandatory. Other languages may be sent depending on the competition.			
Attribute	**M/O**	**Value**	**Description**

Language	M	CC @Language	Language of the Session Name
Value	O	S(40)	Name for this competition session

Sample

```
<Session Code="CKT0101" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-12T14:00:00+05:00" LeadIn="5:00"
Venue="EDG" VenueName="Edgbaston Stadium" >
   <SessionName Language="ENG" Value="Cricket T20 Day 1" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Unit	Phase type for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match number where this item is a match
ScheduleStatus	M	CC @ScheduleStatus	Item Status
StartDate	O	DateTime	Start date. This attribute may be omitted when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering for display may be incorrect. This is the scheduled Start date and time and will not be updated when an item starts – this time will be updated when an item is rescheduled. 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 – see General Messages document for details.
EndDate	O	DateTime	End date. This attribute may be omitted 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.
ActualStartDate	O	DateTime	This attribute is expected once the item has started – only for competition items. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the item has finished – only for competition items. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	If required to sort multiple items that start at the same time. See General Messages for more details.
Medal	O	SC @UnitMedalType	Medal indicator. Only send if a medal is awarded in this item.
Venue	O	CC @VenueCode	Venue where the item takes place. Mandatory unless UNSCHEDULED.
Location	O	CC @Location	Location where the unit takes place Mandatory unless UNSCHEDULED.
MediaAccess	O	S(6)	Only applicable for non-competition items. If unit is open to media send "Open", if the unit is closed then send "Closed".

Element: Competition /Unit (0,N)

Attribute	M/O	Value	Description
SessionCode	O	S(10)	Code of the competition session which contains this item.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.

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)	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)

One ItemName (in English) is mandatory. Other languages may be sent depending on the competition.

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Item Name / Unit Description. For competition items show the short description from common codes which matches the Code on <Unit>. For non-competition schedules (where the Code is not in common codes) then add a free-text name.

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 items

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

Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue name in English. Short description for the Venue code from Common Codes.
LocationName	M	S(30)	Location name in English. Short description for the Location code from Common Codes.

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

StartList is only sent in the case that the Unit type is HTEAM and at least one of the competitors is known. (Sent as soon as known for applicable units)

Always send 2 <Start> elements – use TBD for the Code for the unknown competitor.

Attribute	M/O	Value	Description
SortOrder	M	Numeric	Used to sort competitors for display purposes. 1 for Visitor, 2 for Home.
PreviousWLT	O	SC @WLT	Only sent where the competitor is TBD this indicates if the competitor

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

StartList is only sent in the case that the Unit type is HTEAM and at least one of the competitors is known. (Sent as soon as known for applicable units)

Always send 2 <Start> elements – use TBD for the Code for the unknown competitor.

Attribute	M/O	Value	Description
			will be the winner or loser of PreviousUnit.
PreviousUnit	O	CC @Unit	Only sent where the competitor is TBD this is the full RSC of the unit where this competitor will come from.

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

Attribute	M/O	Value	Description
Code	M	S(20) TBD	Competitor's ID, TBD in case that the competitor is not known at this time.
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)

Must be sent when the team is known, do not send in the case of TBD.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name
IFId	O	S(16)	Team IF number, send if available

Sample

```
<Unit Code="CKTWT20---------------GPA-000100--" PhaseType="3" UnitNum="11" ScheduleStatus="SCHEDULED"
StartDate="2016-08-12T15:00:00+05:00" EndDate="2016-08-12T17:00:00+05:00" Medal="0" Venue="EDG" Location="EDG"
SessionCode="CKT01" >
        <ItemName Language="ENG" Value=" Cricket T20 Preliminary Round - Group A - Match 1"/>
        <VenueDescription VenueName=" Edgbaston Stadium" LocationName=" Edgbaston Stadium"/>
        <StartList>
                <Start SortOrder="1">
                        <Competitor Code="CKTWTEAM----ENG01" Type="T" Organisation="ENG">
                                <Description TeamName="England" />
                        </Competitor>
                </Start>
                <Start SortOrder="2">
                        <Competitor Code="CKTWTEAM----IND01" Type="T" Organisation="IND">
                                <Description TeamName="United States" />
                        </Competitor>
                </Start>
        </StartList>
</Unit>
```

2.2.1.5 Message Sort

Sort by Session/@SessionCode.
The message is sorted by Unit/@StartDate then by Unit/@Order then Unit/@Code.
In case of event unit with no Unit/@StartDate defined they will be listed at the end in Unit/@Code order.

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

2.2.2.1   Description

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

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

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of status.
List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

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

2.2.2.2   Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	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.

2.2.2.3   Trigger and Frequency

The DT_PARTIC message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.
The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.2.4 Message Values

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. See General Messages for details on individuals with multiple participant ids.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to current information for a participant. @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".
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
Height	O	##0	Height in centimetres
Weight	O	##0	Weight in kilograms
PlaceofBirth	O	S(75)	Place of birth, e.g. town
CountryofBirth	O	CC @Country	Country of birth
PlaceofResidence	O	S(75)	Place of residence, e.g. town
CountryofResidence	O	CC @Country	Country of residence
Nationality	O	CC @Country	Participant's nationality

Element: Competition /Participant (1,N)

Attribute	M/O	Value	Description
MainFunctionId	O	CC @ResultsFunction	Main function in these Games 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	O	S(1)	Attribute is mandatory in the DT_PARTIC_UPDATE message – not sent otherwise
			    N-New participant not previously sent (e.g. a late entry)
			    U-Update to an existing participant
			You cannot delete a participant with an update message, a specific value of the Status attribute is used instead.

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

All participants will be assigned a discipline based on the DocumentCode of this message. If an athlete or official is assigned to more than one discipline, he/she will be included in the participant message of all disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	IF Identifier – not expected for Cricket

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

All current athletes will be assigned to one or more events. In some sports, substitutes may not have any associated events. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event
Bib	O	Numeric #0	Shirt number. Example: 8, 10
Status	O	SC @AthleteStatus	Participant status. Send if one of the defined values applies else do not send.

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

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: As soon as it is known
Attribute	**M/O**	**Value**	**Description**
Value	M	CC @Position	Position in the Team
ENTRY	INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	International Cricket T20 games played before the Games starts. Not updated during the Games. May be 0.
ENTRY	CAPTAIN	N/A	Element Expected: If this participant is the captain – one per team
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" in case the participant is the captain else do not send.

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

Type	Code	Pos	Description
ENTRY	VICE_CAPTAIN	N/A	Element Expected: If this participant is the vice-captain – one per team.

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

Type	Code	Pos	Description
ENTRY	WICKET_KEEPER	N/A	Element Expected: If this participant is a wicket keeper – multiple allowed per team

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

Type	Code	Pos	Description
ENTRY	BATTER_TYPE	N/A	Element Expected: As soon as known – for all team members

	Attribute	M/O	Value	Description
	Value	M	SC @Batting	Batter Type

Type	Code	Pos	Description
ENTRY	BOWLING_TYPE	N/A	Element Expected: As soon as known – for all team members

	Attribute	M/O	Value	Description
	Value	M	SC @Bowling	Bowling Type

Type	Code	Pos	Description
ENTRY	SHIRT_NAME	N/A	Element Expected: As soon as known – for all team members

	Attribute	M/O	Value	Description
	Value	M	S(25)	The shirt name of the player. Mixed case.

Sample (General)

```
< Participant Code="6000526" Parent="6000526" Status="ACTIVE" GivenName="Keddy" FamilyName="Agnes"
        PrintName="AGNES Keddy" PrintInitialName="AGNES K" TVName="Keddy AGNES" TVInitialName="K. AGNES"
     TVFamilyName="" Gender="M" Organisation="SEY" BirthDate="1993-09-11" MainFunctionId="AA01" Height="177"
     Nationality="SEY" Current="true" ModificationIndicator="U">
        <Discipline Code="CKT-------------------------------">
                <RegisteredEvent Event="CKTWT20---------------------------" Bib="33">
                        <EventEntry Type="ENTRY" Code="POSITION" Value="BTS"/>
                        <EventEntry Type="ENTRY" Code="CAPTAIN" Value="Y"/>
                        <EventEntry Type="ENTRY" Code="BATTER_TYPE" Value="B"/>
                        <EventEntry Type="ENTRY" Code="BOWLING_TYPE" Value="LA"/>
                        <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="Agnes K."/>
                </RegisteredEvent>
        </Discipline>
</Participant>
```

2.2.2.5 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of 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.

2.2.3.3 Trigger and Frequency

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

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

2.2.3.4 Message Values

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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	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. Mandatory in the case of current teams.
Name	M	S(73)	Team's name.
ShortName	O	S(40)	Team short name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	Boolean	It defines if a team is participating in the games (true) or it is a historical team (false)
TeamType	O	SC @TeamType	This is how the name is constructed to allow clients to build in other languages.
ModificationIndicator	O	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message – not sent otherwise 　　N-New team (in the case that this information comes as a late entry) 　　U-Update team 　　D-Delete team

Element: Competition /Team /Composition /Athlete (0,N)			
Include all known members of the squad (15) and any concussion replacements used.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (Code from participant message) of the team member.
Order	M	Numeric #0	Display order – positive integer 1…n

Element: Competition /Team /TeamOfficials /Official (1,N)			
Send 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 (Code from participant message) of the team official

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

Send officials for the team. Does not apply to historical teams.

Attribute	M/O	Value	Description
Function	M	CC @ResultsFunction	Official's function for the team. Expected functions for Cricket are: head coach, manager, medical representative and team official
Order	M	Numeric #0	Display order for officials – positive integer 1 …n

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. Historical teams will not be registered to any event.

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

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

Type		Code	Pos	Description
ENTRY		UNIFORM	Numeric 0	Pos Description: Send 1 or 2 Element Expected: As soon as this information is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform Colour – mixed case
ENTRY		SEED	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Seed for this team in the event.
ENTRY		GROUP	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Team's Preliminary Group

Sample

```
<Team     Code="CKTWTEAM----ENG01" Organisation="ENG" Number="1" Name="England" TVTeamName ="England"
Gender="W" Current="true">
    <Composition>
        <Athlete Code="1063192" Order="1"/>
        <Athlete Code="1063249" Order="2"/>
....
    </Composition>
    <TeamOfficials>
        <Official Code="7380750" Function="COACH" />
    </TeamOfficials>
    <Discipline Code="   CKT------------------------------" >
        <RegisteredEvent Event=" CKTWT20--------------------------" >
            <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
            <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="Red" />
        </RegisteredEvent>
    </Discipline>
</Team>
```

2.2.3.5 Message Sort

The message is sorted by Team @Code.

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the match.

2.2.4.2 Header Values

The following table describes the message header attributes.

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

2.2.4.3 Trigger and Frequency

This message is sent:
- START LIST: As soon as at least one team is known - this includes for any pool matches as soon as OVR is operational. No athletes or umpires expected at this time.
- START LIST: As soon as second team is known. No athletes or umpires expected at this time.
- START LIST: Send with umpires when they have been confirmed – usually evening before.
- START LIST: After toss – including athletes, umpires and toss result.
- LIVE: as soon as the unit starts – first ball
- LIVE: After every change in any data (scores, stats etc.).
- INTERMEDIATE: at the start of any break – scheduled breaks, between innings and interruptions, e.g. weather.
- UNOFFICIAL: As soon as the match finishes
- OFFICIAL: Once the result is approved

Resend for any change to the data, e.g. correction of data or disqualification after OFFICIAL. Include a Note

element in such cases.

2.2.4.4 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	PERIOD	N/A	Element Expected: Beginning of each innings. Remove when official Only change when the new innings starts, keep the previous innings during scheduled break.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send code for current innings
	Sub Element: Competition /ExtendedInfos / ExtendedInfo /Extension			
	Attribute		**Value**	**Description**
	Code		OVER_BALL	The current over/ball
	Pos		N/A	
	Value		S(10)	Example "10.4"
	Sub Element: Competition /ExtendedInfos / ExtendedInfo /Extension **Send if there is currently an interruption**			
	Attribute		**Value**	**Description**
	Code		INTERRUPTION	
	Pos		#0	The Pos of this interruption from <Periods>
	Value		SC @ Interruption	Reason for the interruption, e.g. Rain stopped play
UI	FINAL_RESULT	N/A	Element Expected: At the end of the match (from UNOFFICIAL), declaring the match result.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(80)	String with the team winner (short name) and the reason of victory. Example "**South Africa won by 6 wickets**", "**No result**".
UI	RESULT_TYPE	N/A	Element Expected: At the end of the match (from UNOFFICIAL), declaring how the match was won.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)

Type		Code	Pos	Description	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	SC @MatchWon	Code describing the way the match was won.	
UI		POWER_PLAY	N/A	Element Expected: Only when power play is in operation. Included during breaks if power play is expected to apply after the break.	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	S(1)	Y to indicate if power play is happening	
UI		PARTNERSHIP	N/A	Element Expected: During match only	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	Numeric	Runs scored by current batting partnership	

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

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(15)	Match number

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

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

Sample

```
<ExtendedInfos>
        <UnitDateTime StartDate="2022-08-08T12:00:07+02:00"/>
        <ExtendedInfo Type="UI" Code="PERIOD" Value="1H">
                <Extension Code="OVER_BALL" Value="1.2"/>
        < /ExtendedInfo >
        <SportDescription DisciplineName=" Cricket T20" EventName=" Women" Gender="W" SubEventName=" Cricket T20
        Preliminary Round - Group A - Match 1" UnitNum="1"/>
        <VenueDescription Venue="EDG" VenueName="Edgbaston Stadium" Attendance="4250" Location="EDG"
        LocationName="Edgbaston Stadium"/>
</ExtendedInfos>
```

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	Function of the official. Include referee and umpires.

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

Attribute	M/O	Value	Description
Order	M	Numeric	Send by Order as on official score sheet

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	Officials' organisation

Sample

```
<Officials>
        <Official Code="1165657" Function="UM" Order="1">
                    <Description GivenName="Yanick" FamilyName="Baldinotti" Organisation="CAN" Gender="M" />
        </Official>
</Officials>
```

Element: Competition /Periods (0,1)

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

Element: Competition /Periods /Period (1,N)
Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period code (innings)
HomeScore	M	S(6) SC @IRM	Overall score of the home competitor to this point. Score (20/0 or 123/10) if batted, YTB if not.
AwayScore	M	S(6) SC @IRM	Overall score of the home competitor to this point. Score (20/0 or 123/10) if batted, YTB if not.
HomePeriodScore	O	S(6)	Score of the home competitor (if batting) just for this period. Runs and wickets (20/0 or 123/10)
AwayPeriodScore	O	S(6)	Score of the away competitor (if batting) just for this period. Runs and wickets (20/0 or 123/10)

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

Type	Code	Pos	Description
EP	BATTING	N/A	Element Expected: Always, as soon as the period starts.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20)	Code of batting team
EP	START_TIME	N/A	Element Expected: Always, as soon as the period starts.
Attribute	**M/O**	**Value**	**Description**
Value	M	HH:MM	Start time of period

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
Type	**Code**	**Pos**	**Description**
EP	END_TIME	N/A	Element Expected: When period finishes.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	HH:MM	End time of period
EP	DLS_TARGET	N/A	Element Expected: When second team is batting, if there has been a change due to DLS
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of runs to win
INTERRUPTION	TIME	#0	Element Expected: For each interruption when it starts Pos description: the sequential number of the interruption from start of match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	HH:MM	Send the time of the interruption
INTERRUPTION	SCORE	##0/0	Element Expected: For each interruption when it starts Pos description: the sequential number of the interruption from start of match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Score, in runs and wickets, for batting team at time of interruption
INTERRUPTION	DLS_TARGET	#0	Element Expected: When interruption is over, if there is a new target Pos description: the sequential number of the interruption from start of match
	Attribute	**M/O**	**Value**	
	Value	M	##0	Number of runs for batting team to win set at the end of this interruption.
INTERRUPTION	OVERS	#0	Element Expected: Overs and balls at the time of interruption Pos description: the sequential number of the interruption from start of match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.#	Overs and balls at the time of interruption
INTERRUPTION	NEW_OVERS	#0	Element Expected: New total overs for batting team after interruption. Only send when a new value is set. Pos description: the sequential number of the interruption from start of match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.#	New target in overs (or overs and balls)
INTERRUPTION	DURATION	#0	Element Expected: Duration of the interruption, only send when interruption is over Pos description: the sequential number of the interruption from start of match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0	Number of minutes

Sample

```
<Periods Home="CKTWSBLTEAM9RSA01" Away="CKTWSBLTEAM9NZL01" >
        <Period Code="1H" AwayPeriodScore="6/0" AwayScore="6/0" HomeScore="YTB">
        <ExtendedPeriods>
                <ExtendedPeriods Type="EP" Code="BATTING" Value="CKTWTEAM----ENG01" />
                <ExtendedPeriods Type="EP" Code="START_TIME" Value="13:01" />
                .........
        </ExtendedPeriods>
        </Period>
</Periods>
```

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(6)	Score of the team (in runs and wickets) in this match. E.g. 123/5 or 123/10 (if all out). Only send when team starts batting.
IRM	O	SC @IRM	The invalid result mark when there is no @Result and the match has started. Send YTB if match has started and team has not batted.
WLT	O	SC @WLT	The code whether a competitor won or lost
SortOrder	M	Numeric	This attribute is a sequential number. Before toss this should be same as StartSortOrder. After the toss this is batting order, first team to bat is 1, second team 2.
StartSortOrder	M	Numeric	This attribute is a sequential number with the order of home team 1 and away 2.
ResultType	O	SC @ResultType	Result type, either SCORE or IRM

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

Type	Code	Pos	Description
ER	TOSS	N/A	Element Expected: After the toss, only for the team that wins
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @Toss	Team's decision – to bowl or bat
ER	WIN_SO	N/A	Element Expected: For the winning team if the victory came in a super over
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send Y
ER	REVIEWS_REMAIN	N/A	Element Expected: When LIVE
Attribute	**M/O**	**Value**	**Description**
Value	M	0	Reviews remaining to team. Reset with each innings.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
Type	**Code**	**Pos**	**Description**
EUE	HOME_AWAY	N/A	Element Expected: Always (including when team is TBD)
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: As soon as known
Attribute	**M/O**	**Value**	**Description**
Value	M	S(25)	Uniform colour of the team

Sample

```
....
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Blue" />
....
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Statistics for the team			
Type	**Code**	**Pos**	**Description**
ST	BATTING	SC @Period	Element Expected: As soon as the period starts if this team is batting
Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat			
Expected: Always – except RRR, SR, sent when available.			
Attribute	**Value**	**Description**	
Code	R	R = Runs	
	B	B = Balls	
	4S	4S = Number of 4s	
	6S	6S = Number of 6s	
	SR	SR = Strike rate	
	WCK	WCK = Wickets	
	CRR	CRR = Current Run rate	
	RRR	RRR = Required Run rate [LIVE only, for second batting team]	
	NO	NO = Number of overs completed in the innings	
	TE	TE = Total extras	
	BYE	BYE = Byes	

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)
Statistics for the team

Type	Code	Pos	Description
	LBYE	LBYE = Leg byes	
	WI	WI = Wides	
	NB	NB = No balls	
	PR	PR = Penalties received	
	IO	IO = Number of overs in the innings (20 unless adjusted)	
Pos	N/A	N/A	
Value		Value of the statistic	
	Numeric #0 or	#0 for all except:	
	Numeric #0.0 or	#0.00 for SR, CRR, RRR	
	Numeric ##0.00	#0 or #0.0 for NO, IO (only send decimal if not whole number of overs)	
ST	BOWLING	SC @Period	Element Expected: After the game has started the bowling value info. Send only if applicable.

Sub Element: Result /Competitor /StatsItems /StatsItem /ExtendedStat
Expected: Always

Attribute	Value	Description
Code	O R WCK ECON DOTS	O = Overs R = Runs WCK = Wickets ECON = Economy DOTS = Dot balls
Pos	N/A	N/A
Value	Numeric #0 or Numeric #0.0 or Numeric #0.00	Value of the statistic #0 for R, WCK #0.0 for O #0.00 for ECON

Sample

```
....
<StatsItems Type="ST" Code="BATTING" Pos="1">
         < ExtendedStat Code="R" Value="26" />
         < ExtendedStat Code="B" Value="15" />
         < ExtendedStat Code="4S" Value="3" />
         < ExtendedStat Code="6S" Value="1" />
         < ExtendedStat Code="SR" Value="73.33" />

         .......
</StatItems>
<StatItems Type="ST" Code="BOWLING" Pos="1">
         <ExtendedStat Code="O" Value="4" />
         <ExtendedStat Code="R" Value="27" />
         <ExtendedStat Code="W" Value="1" />
         <ExtendedStat Code="ECON" Value="6.75" />
         <ExtendedStat Code="DOTS" Value="8" />
</StatItems>
```

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

Only include starting 11 and any concussion replacements as required. Non-playing squad members are NOT included.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's code
Order	M	Numeric #0	Before match send order according to start list – starting 11 only. This order will change during the game to reflect the current order and then again at the end of the game. Order attribute used to sort team members in a team.
StartSortOrder	M	Numeric #0	Order the players appear in the Start List. Concussion replacements will be sorted last.
Bib	M	Numeric #0	Shirt number

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

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

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

Type	Code	Pos	Description
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain when known
	Attribute	**M/O**	**Value**	**Description**

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

	Type	Code	Pos	Description
	Value	M	S(1)	Send "Y" only if the player is captain
EUE		STARTER	N/A	Element Expected: Send just for athletes in the starting 11 at thebeginning of the match. Not sent for any concussion replacements.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is a Starter
EUE		POSITION	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the player in the team.
EUE		WICKET_KEEPER	N/A	Element Expected: As soon as it is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" in case the participant is the starting wicket keeper for this match. Not changed if the wicket keeper changes during the match

Sample

```
<Athlete Code="1125142" Bib="8" Order="4">
    <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1992-12-15" />
    <EventUnitEntry Type="EUE" Code="POSITION" Pos="1" Value="WT" />
    <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
    <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
</Athlete>
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (0,N)
Individual athletes only

	Type	Code	Pos	Description
ER		SUBSTITUTE	N/A	Element Expected: Send just for those players who are concussion replacements
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Y if applicable
ER		POTM	N/A	Element Expected: Send just for the player who is 'player of the match' once known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Y if applicable
ER		DISMISSAL	SC @Period	Pos Description: Period of the dismissal Element Expected: Send for all players who bat – send as soon as they start batting with code for 'Not out'.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Dismissal	The dismissal reason – or not out
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,1) **Expected: When a player is dismissed if reason is BWL, CAU, LBW, STP or WIC**			
	Code		BOWLER	
	Pos		N/A	N/A

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (0,N)
Individual athletes only

	Type	Code	Pos	Description
	Value	S(20)		Code of bowler
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,1) **Expected: When player is dismissed if reason is CAU, RUN_OUT or STP (and fielder is NOT a substitute)**			
	Code	FIELDER		
	Pos	N/A	N/A	
	Value	S(20)		Code of fielder
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,1) **Expected: When player is dismissed if reason is CAU, RUN_OUT or STP and fielder IS a substitute**			
	Code	SUBSTITUTE		
	Pos	N/A	N/A	
	Value	S(1) Y		Send Y if fielder is a substitute so name not known
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,1) **Expected: When player dismissed (not when NO or RET_NO)**			
	Code	SCORE		
	Pos	N/A	N/A	
	Value	S(6)		Team score after the dismissal – e.g. 120/4
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,1) **Expected: When player dismissed (not when NO or RET_NO)**			
	Code	OVERS		
	Pos	N/A	N/A	
	Value	#0.0		Number of overs and balls at time of dismissal

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Statistics for the athlete

	Type	Code	Pos	Description
ST		BATTING	SC @Period	Element Expected: As soon as athlete bats in period. [Check what happens if timed out]
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always, if the information is available.**			
	Attribute	**Value**	**Description**	
	Code	R B 4S 6S SR	R = Runs B = Balls 4S = 4S 6S = 6S SR = Strike rate	
	Pos	N/A	N/A	
	Value	Numeric ##0 or Numeric ##0.00 (SR)	Value of the statistic	
ST		BOWLING	SC @Period	Element Expected: Only when athlete begins to bowl in period
	Sub Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always**			

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Statistics for the athlete

Type		Code	Pos	Description
Attribute	**Value**	**Description**		
Code	O	O = Overs		
	R	R = Runs		
	W	W = Wickets		
	ECON	ECON = Economy		
	DOTS	DOTS = Dots ball		
Pos	N/A	N/A		
Value	Numeric	Value of the statistic		
	#0 or	R, W, DOTS		
	#0.0	O		
	#0.00	ECON		
SortOrder	Numeric #0	Send for O only.		
		Bowling order – first to bowl is 1. Does not change if athlete bowls more than once in an innings		

Sample

```
<StatsItems>
    <StatItem Type="ST" Code="BATTING" Pos="1">
        < ExtendedStat Code="R" Value="20" />
        < ExtendedStat Code="B" Value="15" />
        < ExtendedStat Code="4S" Value="4" />
        < ExtendedStat Code="6S" Value="0" />
        < ExtendedStat Code="SR" Value="133.33" />
        ......
    <StatItem />
    <StatItems Type="ST" Code="BOWLING" Pos="1">
        <ExtendedStat Code="O" Value="4" />
        <ExtendedStat Code="R" Value="27" />
        <ExtendedStat Code="W" Value="1" />
        <ExtendedStat Code="ECON" Value="6.75" />
        <ExtendedStat Code="DOTS" Value="8" />
    <StatItem />
<StatsItems/>
```

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Play by Play

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

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

2.2.5.3 Trigger and Frequency

This message is sent:
- LIVE: Start of the period, after every ball
- INTERMEDIATE: After each innings (if it is not the last), in case of interruption
- UNOFFICIAL/OFFICIAL: After the unit

During the match send for each innings (with DocumentSubcode), at the end of the match send OFFICIAL for each DocumentSubcode and overall (no DocumentSubcode)

2.2.5.4 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Text short description of the Event Unit, not code
Gender	M	CC @SportGender	Gender code for the event unit
UnitNum	O	S(6)	Match number

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. The id needs to be unique across all actions in the unit. Id must not be reused if an action is deleted, because sent in error or overruled by DRS.
PId	O	S(36)	If this is a related action then the ID of the parent action given here. Do not send otherwise. Used for Action DISMISSAL when as result of delivery. Used for Action PENALTY when as the result of delivery.
Period	M	SC @Period	Period (innings) of the action within the match
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n across all actions in the unit. 1 is the earliest action.
Action	M	SC @Action	Actions in the match, one action code
Result	O		Send the code based on the action type:
		SC @Dismissal or	Action DISMISSAL
		SC @DeliveryResult or	Action DELIVERY
		SC @Interruption or	Action INTERRUPTION
		SC @MatchWon or	Action END_MATCH
		SC @Penalty or	Action PENALTY
		SC @DRS	Action DRS_REQUEST (send the action as soon as requested, update with result once known) – *Note: DRS_REQUEST will not be available for Birmingham 2022*
When	O	Numeric #0.0 or #0 or HH:MM	Indicate the Overs and balls delivered (example 2nd ball in the first over = "0.2", end of first over "1") – only include for action DELIVERY, END_OVER

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
			Time – only include for action INTERRUPTION, END_INTERRUPTION, no leading 0
ScoreH	O	S(6) ##0/#0	This should only be sent for the batting team. Send whenever the score changes because of the action, and for END_OVER. Number of runs, slash, number of wickets fallen: such as 0/0, 10/0, 123/10. Cumulative for the innings.
ScoreA	O	S(6) ##0/#0	This should only be sent for the batting team. Sent whenever the score changes because of the action, and for END_OVER. Number of runs, slash, number of wickets fallen: such as 0/0, 10/0, 123/10. Cumulative for the innings.
TimeStamp	M	DateTime	Time of the action

Element: Competition /Actions /Action /ExtendedAction (0,N)			
Extended Action Information			
		Code	**Pos**	**Description**

		Code	**Pos**	**Description**
		FREE_HIT	N/A	Element Expected: DELIVERY, if free hit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y
		RUNS	N/A	Element Expected: DELIVERY, END_OVER, DISMISSAL
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of runs scored DELIVERY – off this delivery END_OVER – in this over DISMISSAL – by this batter
		EXTRAS	N/A	Element Expected: DELIVERY if extras scored, END_OVER always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total number of extras DELIVERY – off this delivery END_OVER – in this over DISMISSAL – by this batter
		NO_BALL WIDE BYE LEG_BYE	N/A	Element Expected: DELIVERY if extras scored
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send number of this extra from delivery
		WICKETS	N/A	Element Expected: DELIVERY if a wicket taken, END_OVER always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send 1 for DELIVERY, total in over for END_OVER

		Code	Pos	Description
Element: Competition /Actions /Action /ExtendedAction (0,N)				
Extended Action Information				
		Code	**Pos**	**Description**
		BALLS	N/A	Element Expected: DISMISSAL, SCORE_50, SCORE_100, RETIRED_NO, RETIRED_OUT
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of balls faced
		4S	N/A	Element Expected: SCORE_50, SCORE_100
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of 4s included in score
		6S	N/A	Element Expected: SCORE_50, SCORE_100
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of 6s included in score
		SR	N/A	Element Expected: SCORE_50, SCORE_100
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Strike rate to get score
		BOUNDARY	N/A	Element Expected: If there is a boundary
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	DELIVERY – send 4 or 6 if boundary reached
		PENALTY	N/A	Element Expected: PENALTY
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of penalties against the team
		SUBSTITUTE	N/A	Element Expected: DISMISSAL if fielder is substitute
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send Y
		NEW_OVERS	N/A	Element Expected: END_INTERRUPTION if number of overs changed
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.#	Send the new total overs for innings
		DLS_TARGET	N/A	Element Expected: END_INTERRUPTION if DLS target changed
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send DLS target to win in runs (DLS par score + 1)
		SHORT_RUN	N/A	Element Expected:
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the number of Short Runs

Element: Competition /Actions /Action /Competitor (0,N)
Competitor participating in the Action. Used when the Action is related to a competitor.
    START_P, SCORE_50, SCORE_100, RETIRED_NO, RETIRED_OUT – send batting team
    PENALTY – send team being penalised
    DELIVERY, DISMISSAL – send both teams
    CON_REPLACEMENT – send team making replacement

END_MATCH – send winning team (if one team wins). Do not send for no result, tie, etc.
DRS_REQUEST – send team making request

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Order	M	Numeric	Order in which the team should appear for the action, 1 unless there is more than one team, otherwise 1=Batting, 2=Bowling
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)
Specific team member(s) for this team and action. Only include for:
> **PENALTY – if specific person penalised**
> **DISMISSAL – batter, fielder (if credited), bowler (if credited)**
> **DELIVERY – batter facing delivery, bowler**
> **SCORE_50, SCORE_100 – batter making score**
> **RETIRED_NO, RETIRED_OUT – batter retiring**
> **CON_REPLACEMENT – outgoing player, incoming player**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes in the order of their appearance related to the action. If two then 1 is fielder, 2 is bowler
Bib	O	Numeric #0	Shirt Number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

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

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

Element: Competition /Actions /Action /Officials /Official (1,N)
Used for UMPIRE_REPLACEMENT – include two Officials

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID
Order	M	Numeric	Order in which the competitor should appear for the action 1=Outgoing, 2=Incoming

Element: Competition /Actions /Action /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

Sample

```
<Actions Home=" CKTWTEAM----ENG01" Away=" CKTWTEAM----IND01">
    ........
    <Action Id="12" Period="1H" Order="1" Action=" STARTP" TimeStamp="2006-02-06T13:00:00+01:00" >
      <Competitor Code=" CKTWTEAM----ENG01" Type="T" Organisation="ENG" Order="1">
        <Description TeamName="England"/>
        <Composition>
          <Athlete Code="1106655" Order="1" Role="BWL" >
            <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ENG" BirthDate="1993-05-12" />
          </Athlete>
        </Composition>
      </Competitor>
      <Competitor Code=" CKTWTEAM----IND01" Type="T" Organisation="IND" Order="2">
        <Description TeamName="India"/>
        <Composition>
          <Athlete Code="1106656" Order="1" Role="BAT" >
            <Description GivenName="John" FamilyName="John" Gender="M" Organisation="IND" BirthDate="1993-08-12" />
          </Athlete>
          <Athlete Code="1106657" Order="2" Role="BAT" >
            <Description GivenName="Henry" FamilyName="Ford" Gender="M" Organisation="IND" BirthDate="1992-08-11" />
          </Athlete>
        </Composition>
      </Competitor>
    </Action>
    .........
</Actions>
```

2.2.5.5 Message Sort

Actions /Action @Order

2.2.6 Pool Standings

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

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

2.2.6.3 Trigger and Frequency

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

Trigger also after any change.

2.2.6.4 Message Values

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

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

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

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in Text. Only included where the pool is contested at a single venue			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue Description (not code) from Common Codes

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Numeric #0	Rank in the group. Optional as not available before the competition. Do not send if team has not played.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	#0	The result of the competitor in the pool in points Do not send if team has not played.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result (1,N)

Attribute	M/O	Value	Description
Won	O	Numeric #0	Number of games won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of games lost by the team in the group. Do not send if the team has not played.
Tied	O	Numeric #0	Number of games tied by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group Do not send if the team has not played.
Ratio	O	Numeric +#0.000 0.000 -#0.000	The Net Run Rate NRR for the team in the group. Send sign +/- except for 0 Do not send if the team has not played.

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

Type		Code	Pos	Description
ER		NR	N/A	NR (No Result) matches for the team in the group. Do not send if the team has not yet played
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of matches with No Result. Send 0

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)

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 noleading zeroes	Code Description: Competitor ID or TBD if unknown
Type	M	T	T for team
Pos	M	Numeric	Pos Description: 1 to n. This should be the Result/@SortOrder for this competitor in this message.
Organisation	M	CC @Organisation	Competitors' organisation (code). Must

			include ifthe data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must includeif the data is available, send even after the matchis complete.
Time	O	S(5)	Time of match (example HH:MM) Must include ifthe data is available.
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 (winner and how) if match is complete and formatted (separator & order, e.g. "NZL 10R" or "IND 1R SO"). Must include if the data is available and the match is complete.

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

```
<Result Rank="3" ResultType="POINTS" Result="2" SortOrder="3" Played="2" Won="1" Lost="1" For="0" >
    <ExtendedResults>
            <ExtendedResult Type="ER" Code="GAMES_BEHIND" Value="1.0" />
    </ExtendedResults>
    <Competitor Code="CKTWTEAM----ENG01" Type="T" Organisation="ENG">
        <Description TeamName="Egypt"/>
        <Opponent Code="CKTWTEAM----IND01" Type="T" Pos="1" Organisation="IND" Date="2012-07-27" Time="14:00"
                Unit="CKTWT20--------------GPA-000100--" HomeAway="H" Result="IND 10R">
            <Description TeamName="Brazil"/>
        </Opponent>
        <Opponent Code="CKTWTEAM----AIA01" Type="T" Pos="2" Organisation="AIA" Date="2012-08-01" Time="09:00"
                Unit="CKTWT20--------------GPA-000300----" HomeAway="A" >
            <Description TeamName="Belarus"/>
        </Opponent>
        <Opponent Code="CKTWTEAM----ANT01" Type="T" Pos="4" Organisation="ANT" Date="2012-07-29" Time="09:00"
                Unit="CKTWT20--------------GPA-000500--" HomeAway="A" Result="ENG 1R SO">
            <Description TeamName="New Zealand"/>
        </Opponent>
    </Competitor>
</Result>
```

2.2.6.5 Message Sort

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

2.2.7 Brackets

2.2.7.1 Description

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST: (before the start of the competition) INTERMEDIATE (during the competition) 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.

2.2.7.3 Trigger and Frequency

- Before the competition with the empty bracket. (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.

2.2.7.4 Message Values

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

Element: Competition /ExtendedInfos /Progress (1,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit in the brackets.
UnitsTotal	M	Numeric ##0	Total number of units to be played in the brackets
UnitsComplete	M	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 name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in Text			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue Description (not code) from Common Codes

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. The quarterfinals, semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The match number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #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

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

Attribute	M/O	Value	Description
			appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(25)	Fill when match is complete, filled and formatted in the same format as in CRIS. E.g. 'NZL by 10R', 'No Result'

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

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

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

Element: 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 (General)

```
<Bracket Code="FNL-">
    <BracketItems Code="SFNL">
        <BracketItem Code="33" Order="1" Position="1" Date="2012-08-10" Time="15:00" Unit=" CKTWT20--------------
        SFNL000100--" >
          <CompetitorPlace Pos="1">
              <Competitor Code="CKTWTEAM----ENG01" Type="T" Organisation="ENG">
                  <Description TeamName="England"/>
              </Competitor>
          </CompetitorPlace>
          <CompetitorPlace Pos="2">
              <Competitor Code="CKTWTEAM----AUS01" Type="T" Organisation="AUS">
                  <Description TeamName="Australia"/>
              </Competitor>
          </CompetitorPlace>
        </BracketItem>
```

2.2.7.5 Message Sort

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

2.2.8 Statistics

2.2.8.1 Description

The Statistics messages contain lists of statistics for a competitor (could be an individual athlete or a team) for an event. Cricket has Individual and Team Ranking statistics messages.

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full event-level RSC.
DocumentSubcode	S(4)	The DocumentSubcode is the Organisation code of the team, concatenated with the Team Number if there is more than one team from the organisation. E.g. IND or IND1, IND2. The DocumentSubcode is used only in the that case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	SC @Statistics	- IND_RANKING: Individual event statistics and ranks for the best athletes. All teams and athletes in one message. - TEAM_RANKING: Ranks of teams in the event. All teams in one message.
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. INTERMEDIATE (used after the competition has started andis not finished) 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 localtime 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.

2.2.8.3 Trigger and Frequency

After the final match of each day.
Trigger for any unexpected change to the data, e.g. correction of data or disqualification

2.2.8.4 Message Values

Element: Competition (0,1)

Mandatory except in the case statistics need to be deleted.

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 (1,1)

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

Element: Competition /Stats (1,1)

Attribute	M/O	Value	Description
Code	M	SC @Statistics	Code to identify the statistics being listed – must match DocumentSubtype

Element: Competition /Stats /Competitor (1,N)

The team competitor – for all messages athletes are grouped by their teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Code of the team from Participant Teams message
Type	M	S(1)	T for team
Order	M	Numeric ##0	Order of the competitor in the statistics – 1 … n in alphabetical order of organisation code
Organisation	M	CC @Organisation	Team's organisation

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

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

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

Type	Code	Pos	Description
ST	IRM	N/A	Element Expected: If the team has received an IRM and is no longer considered for statistics, for all messages.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	IRM
ST	MP	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Matches played by the team
BATTING	INNINGS RUNS_TOT OVERS_TOT RR_TOT	N/A	Code Description: INNINGS = total Innings batted RUNS_TOT = total runs scored OVERS_TOT = total overs played RR_TOT = Run Rate for all overs

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

	Type	Code	Pos	Description
		HS HS_MATCH 4S 6S BOUNDARIES RUNS_PP OVERS_PP INNINGS_PP RR_PP		HS = Highest Score HS_MATCH = match of the highest score 4S = 4s scored 6S = 6s scored BOUNDARIES = 4s + 6s scored RUNS_PP = Runs scored in powerplay OVERS_PP = Overs in powerplay INNINGS_PP = Innings in powerplay RR_PP = Run rate in powerplay Element Expected: When available, non-zero, for DocumentSubtype= TEAM_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 Numeric #0.00 ##0-0 S(150)	INNINGS, RUNS_TOT, OVERS_TOT, 4S, 6S, BOUNDARIES, RUNS_PP, OVERS_PP RR_TOT, INNINGS_PP, RR_PP HS HS_MATCH
	Rank	O	Numeric #0	Rank of the team in batting. Only applicable in TEAM_RANKING message for RUNS_TOT, HS, BOUNDARIES, RR_PP
	RankEqual	O	Y	Send Y where rank is sent and another team shares the rank
	SortOrder	O	Numeric #0	Sort order based on rank. Only applicable in TEAM_RANKING message for RUNS, HS, BOUNDARIES, RR_PP

	Type	Code	Pos	Description
FIELDING		INNINGS RUNS OVERS RR BOWLED LBW CAUGHT STUMPED OTHER WICKETS	N/A	Code Description: INNINGS = Innings RUNS = Runs conceded OVERS = Overs bowled RR = Bowling Run Rate BOWLED = Number Bowled out LBW = Number out LBW CAUGHT = Number Caught out STUMPED = Number stumped out OTHER = Other dismissals WICKETS = Total Wickets Element Expected: When available, non-zero, for DocumentSubtype= TEAM_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or #0.00	Send the value of the statistic. All ##0 except RR
	Rank	O	Numeric #0	Rank of the team in fielding. Only applicable in TEAM_RANKING message for WICKETS
	RankEqual	O	Y	Send Y where rank is sent and another team shares the rank
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in TEAM_RANKING message for

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
			WICKETS

Sample (TEAM_RANKING)

```
<StatsItems>
    <StatsItem Type="BATTING" Code="INNINGS" Value="6" />
    <StatsItem Type="BATTING " Code="RUNS_TOT" Value="259" />
    <StatsItem Type="BATTING " Code="OVERS_TOT" Value="120" />
    <StatsItem Type="BATTING " Code="HS" Value="198-2" />
    .......
</StatsItems>
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Include all squad members and any concussion replacements for CUM and IND_RANKING. Not included for TEAM_RANKING.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to the team member
Order	M	Numeric ##0	Sort order: IND_RANKING: Shirt number

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	**Code**	**Pos**	**Description**
ST	IRM	N/A	Element Expected: If applicable, for the DocumentSubtype = IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Send in case of the athlete has IRM
ST	MP	N/A	Element Expected: Always for the DocumentSubtype = IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Matches played by this athlete
BATTING	MAT INNINGS	N/A	Code Description: MAT = number of matches this player has batted in INNINGS = Number of innings batted. [Does a super over count as one?]

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

Type	Code	Pos	Description
	RUNS_TOT RUNS_AVG HS HS_MATCH SR 100 50 4S 6S BOUNDARIES HS_BALLS HS_4S HS_6S HS_SR		RUNS_TOT = total runs RUNS_AVG = Average runs per innings HS = Highest Score in an innings HS_MATCH = match of the highest score SR = Strike Rate 100 = Number of 100's 50 = Number of 50's 4S = Number of fours 6S = Number of sixes BOUNDARIES = Number of 4s + 6s HS_BALLS = Total balls in HS match HS_4S = number of 4s in HS match HS_6S = number of 6s in HS match HS_SR = strike rate in HS match Element Expected: When available, non-zero, for DocumentSubtype= IND_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or ##0.00 or S(150)	Send the value of the statistic. ##0 for MAT, INNINGS, RUNS_TOT, HS, 100, 50, 4S, 6S, BOUNDARIES, HS_BALLS, HS_4S, HS_6S ##0.00 for RUNS_AVG, SR, HS_SR S(150): HS_MATCH send the two Team Names separated by ' v '
	Rank	O	Numeric#0	Rank of the player in this across all teams statistic. Only applicable in for RUNS_TOT, RUNS_AVG, HS, BOUNDARIES for those ranked 10 or higher
	RankEqual	O	Y	Send Y where rank is sent and another athlete shares the rank
	SortOrder	O	Numeric #0	Sort order related to rank. Only applicable in for RUNS_TOT, RUNS_AVG, HS, BOUNDARIES for those ranked 10 or higher
BOWLING	MAT WICKETS OVERS BBI BBI_MATCH ECON AVERAGE SR RUNS	N/A	Code Description: MAT = number of matches player bowled in WICKETS = Wickets OVERS = Number of overs bowled BBI = Best Bowling BBI_MATCH = match of the Best Bowling ECON = Economy AVERAGE = Bowling Average SR = Strike Rate RUNS = Runs conceded Element Expected: When available, non-zero, for DocumentSubtype= IND_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or #0.0 or #0.00	Send the value of the statistic. ##0: MAT, WICKETS, RUNS #0.0: OVERS

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

Type	Code	Pos	Description
		or #0/##0 or S(150)	#0.00: ECON, AVERAGE, SR #0/##0: BBI S(150): BBI_MATCH send the two Team Names separated by ' v '
Rank	O	Numeric#0	Rank of the player in this statistic (considering allcriteria). Only applicable for WICKETS and ECON. Only if rank is 10 or higher.
RankEqual	O	Y	Send Y where rank is sent and another athlete shares the rank
SortOrder	O	Numeric#0	Sort order based on rank across all teams sorting any ties. Only applicable for WICKETS, BBI and ECON. Only if rank is 10 or higher.
FIELDING	MAT CATCHES STUMPINGS DISMISSALS	N/A	Code Description: MAT = number of matches fielded CATCHES = Catches STUMPINGS = Stumpings DISMISSALS = Dismissal Element Expected: When available, non-zero, for DocumentSubtype= IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric ##0	Send the value of the statistic.
Rank	O	Numeric #0	Rank of the player in this statistic (considering allcriteria). Only applicable for DISMISSALS – only include if rank is 10 or higher
RankEqual	O	Y	Send Y where rank is sent and another athlete shares the rank
SortOrder	O	Numeric#0	Sort order related to rank. Only applicable for DISMISSALS – only include if rank is 10 or higher

Sample (IND_RANKING)

```
<StatsItems>
    <StatsItem Type="BATTING" Code="MAT" Value="6" />
    <StatsItem Type="BATTING" Code="INNINGS" Value="6" />
    <StatsItem Type="BATTING" Code="RUNS_TOT" Value="259" Rank="1" SortOrder="1" />
    <StatsItem Type="BATTING" Code="RUNS_AVG" Value="64.75" />
    …….
</StatsItems>
```

2.2.8.5   Message Sort

Sort according to the @Order attributes.

2.2.9 Event Final Ranking

2.2.9.1   Description

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

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

2.2.9.2   Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full (34) RSC of the event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number

ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial.
		          OFFICIAL
		          PARTIAL

FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.2.9.3   Trigger and Frequency

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

- After each final position is known.

2.2.9.4　Message Values

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

Element: Competition /ExtendedInfos /Progress (1,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	M	CC @Unit	Send the full RSC of the most recently completed unit in the event.
UnitsTotal	M	Numeric ##0	Total number of units to be played in the event
UnitsComplete	M	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 name (not code) from Common Codes
EventName	M	S(40)	Text short description, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit.

Element: Competition /ExtendedInfos /VenueDescription (1,1) Venue Description in text			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue description (not code) from Common Codes

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 equaled else do not send.
IRM	O	SC @IRM	Send just if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors atthe end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Organisation of the competitor – mandatory except where NOCOMP

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 (1,N)

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

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

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

Sample

```
<Result Rank="1" SortOrder="1" >
    <Competitor Code="CKTWTEAM----ENG01" Type="T" Organisation="ENG">
        <Description TeamName="England"/>
        <Composition>
            <Athlete Code="1085534" Order="1" Bib="12" >
            …….
        </Composition>
    </Competitor>
</Result>
```

2.2.9.5   Message Sort

Sort by Result @SortOrder

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	02 December 2021	First version
v1.1	17 January 2022	Correction on • DT_SCHEDULE / DT_SCHEDULE_UPDATE • DT_PARTIC / DT_PARTIC_UPDATE • DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE • DT_RESULT • DT_PLAY_BY_PLAY
V1.2	8 February 2022	Correction on • DT_SCHEDULE / DT_SCHEDULE_UPDATE • DT_PARTIC / DT_PARTIC_UPDATE • DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE • DT_RESULT • DT_PLAY_BY_PLAY • DT_POOL_STANDINGS • DT_BRACKETS • DT_STATS • DT_RANKING Remove • DT_CURRENT • DT_IMAGE
V1.3	2 March 2022	Correction on • DT_RESULT • DT_PLAY_BY_PLAY • DT_STATS
V1.4	28 June 2022	Updates following UAT
V1.5	19 July 2022	Updates following UAT2

File Reference: ODF CG-2022-CKT-1.4

Change Log		
Version	**Status**	**Changes in version**
v1.0	SFR	First Version
v1.1	SFR	Correction on • DT_SCHEDULE / DT_SCHEDULE_UPDATE • DT_PARTIC / DT_PARTIC_UPDATE • DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE • DT_RESULT • DT_PLAY_BY_PLAY
V1.2	SFR	Correction on • DT_SCHEDULE / DT_SCHEDULE_UPDATE • DT_PARTIC / DT_PARTIC_UPDATE • DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE • DT_RESULT • DT_PLAY_BY_PLAY

Change Log		
Version	**Status**	**Changes in version**
		• DT_POOL_STANDINGS • DT_BRACKETS • DT_STATS • DT_RANKING Remove • DT_CURRENT • DT_IMAGE
V1.3	SFR	Correction on • DT_RESULT • DT_PLAY_BY_PLAY • DT_STATS
V1.4	APP	DT_BRACKETS • Set BracketItem/@Time to HH:MM from hH:MM to match other disciplines and other CKT messages DT_PARTIC(_UPDATE) • Bib – set to numeric #0 from S(2) DT_PLAY_BY_PLAY • ExtendedAction cannot have Type – removed from table • PId – added use when a Penalty is linked to a delivery • Action/@Result – remove 'or' from after SC @DRS, there are no other options • Action/@ScoreA, @ScoreH – specific definition for format of data instead of S(50), clarify always cumulative score in innings • RUNS, EXTRAS – clarify which value to include • DLS_ADJUSTMENT changed to DLS_TARGET and value clarified (par score + 1) • Bib – set to numeric #0 from S(2) • Competitor/@Order, Athlete/@Order and Official/@Order made mandatory as they are always required • Athlete/@Order – made explicit when 2, fielder is 1, bowler is 2. DT_POOL_STANDING • SportDescription made mandatory • Opponent – corrected table format (as this is not an extension), no change to definition • Opponent/@Pos – clarified text, no change to definition • Ratio – NRR can be negative – so added + and – to display DT_RANKING • Bib – set to numeric #0 from S(2) DT_RESULT • Update triggering for when to send start list and what will be included • UI/Period INTERRUPTION – clarified when to send • UI/FINAL_RESULT – length increased to 80, clarified that team short name to be used • ExtendedInfos EI/INTERUPTION removed – left by mistake in previous version • SportDescription made mandatory • SportDescription/@Gender – changed from CC @DisciplineGender • Official – removed ExtOfficial EO/POSITION as this data will not be available • Period – clarified scores all to be in runs and wickets format (RRR/WW) • ExtendedPeriod INTERRUPTION – added @Pos where not already defined • ExtendedPeriod INTERRUPTION – TOTAL and WICKETS replaced with SCORE, NEW_RUNS replaced with DLS_TARGET, removed OVERS_LEFT, BALLS, NEW_BALLS, NEW_REMAINING • ExtendedPeriod DLS_PAR – removed • ExtendedPeriod DLS_TARGET – added to align with DT_PLAY_BY_PLAY

Change Log		
Version	**Status**	**Changes in version**
		• Result/@SortOrder – definition changed to match batting order • Bib – set to numeric #0 from S(2) • Competitor batting & bowling stats – clarified which stat has which format, added two decimal places where required • Competition – removed NRR from team stats (as no longer in scoreboard definition) • Athlete – added note for which athletes to include (only those taking part in match) • Athelte – adjusted text for Order and StartSortOrder to match athletes to be included • Athlete EUE/STATUS – removed as only playing athletes to be included in message • Athlete ER/SUBSTITUTE – description adjusted from 'substitute' to 'concussion replacement' • Athlete BOWLING – added SortOrder to O to set bowling order. • Athlete DISMISSAL – set more specific format for values of BOWLER, FIELDER and SCORE (from S(50)), made explicit which extensions (BOWLER, FIELDER) for which dismissal codes • Athlete DISMISSAL – added SUBSTITUTE extension DT_SCHEDULE(_UPDATE) • Added GETTING_READY time to 2.2.1.1 DT_STATS • Update to description to make it specific to Cricket • Added RankEqual attribute to all cases where Rank can be sent • Team BATTING – rank should be provided for RUNS_TOT not RUNS • Team BATTING – added missing description for *_PP stats • Team BATTING – described which value format for INNINGS_PP • Team FIELDING – described which value format for each Code • Team FIELDING – defined which stats (only WICKETS) should have rank • Individual BATTING and BOWLING – described which value format for each Code
V1.5	APP	DT_PLAY_BY_PLAY • Note added that DRS will not be available in this message for Birmingham 2022 DT_RESULT • Result/@StartSortOrder – changed to home team being 1 (original home team as 2 came from Baseball) • Result/Competitor/StatsItems added current run rate (CRR) to allow comparison with RRR • Result/Competitor/StatsItems clarified meaning and format for NO and IO • Result/Competitor/StatsItems removed PPO as it is not used on any reports or scoreboards • Athlete EventEntry removed VICE_CAPTAIN as this is not a role in the match • Athlete EventEntry added WICKET_KEEPER to mark the specific athlete who is wicket keeper for this match • Athlete EventEntry removed Pos from POSITION as only the starting position will be sent • Athlete ExtendedResult DISMISSAL – clarified that SCORE and OVERS is only sent when someone is out – not NO or RET_NO DT_STATS • Added runs conceded (RUNS) to Athlete StatsItem under BOWLING