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Olympic
Committee

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Olympic Data Feed

Beach Handball

ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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



2 Messages

2.1 Handball Overview

MESSAGES IN EACH EVENT

All games have the same messages sent and all games are managed independently. Each game includes DT_RESULT, DT_PLAY_BY_PLAY and DT_CURRENT messages. DT_CURRENT only includes the clock and the current score.

SCHEDULE

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

2.2 Applicable Messages

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

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

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



DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



2.3 Messages

2.3.1 List of participants by discipline / List of participants by discipline update

2.3.1.1 Description

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

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

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

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

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

2.3.1.2 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_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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



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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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



	Status
	Substitute
	EventEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.1.5 Message Values

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

Sample ()

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

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



GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

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

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline.



			It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFld	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

Element: Competition /Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(2)	Shirt number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 1, 2,.... (for athlete), A..F (for Team official)
Status	O	SC @AthleteStatus	Participant status (disqualified or replaced). Send if applicable else do not send.
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: If the information is known(this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	CC @Position
	Description		Position Code in the Team
ENTRY	HAND	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	M/O	Value
	Value	M	SC @Hand
	Description		Handedness of the athlete
ENTRY	SHIRT_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	M/O	Value
	Value	M	S(25)
	Description		As soon as it is known (it can be sent in both messages)
ENTRY	CLUB_NAME	N/A	Element Expected: As soon as it is known (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	S(25)
	Description		Club name
ENTRY	CLUB_CITY	N/A	Element Expected: As soon as it is known (it can be sent in both messages)
	Attribute	M/O	Value
	Value	M	S(25)
	Description		Club city
ENTRY	CLUB_ORG	N/A	Element Expected:



				As soon as it is known (this information can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	CC @Country	Club Country Code
ENTRY		INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	International games played
ENTRY		INTERNAT_GOALS	N/A	Element Expected: As soon as it is known (this information can be sent in both messages)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	International goals scored
ENTRY		CAPTAIN	N/A	Element Expected: As soon as it is known (only for _UPDATE)
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" in case the participant is a captain else do not send.

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.2.5 Message Values

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



Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

Element: Competition /Team /TeamOfficials /Official (1,N)			
Send if there are specific officials for the team. Does not apply to historical teams.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. For all team officials
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.



Element: 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)				
Send if there are specific team's event entries.				
Type	Code	Pos	Description	
ENTRY	UNIFORM	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt Colour
ENTRY	SHORTS	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shorts colour
ENTRY	UNIFORM_GK	Numeric 0	Pos Description: Send 1, 2, 3 to indicate the number of shirt Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt colour for Goalkeeper

Sample

```
<Team Code="HBBMTEAM5-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  ....
</Composition>
<TeamOfficials>
  <Official Code="7380750" Function="COACH" />
  <Official Code="7380751" Function="AST_COA" />
  <Official Code="7380752" Function="AST_COA" />
</TeamOfficials>
<Discipline Code="HBBM-----" >
  <RegisteredEvent Event="HBBMTEAM5-----" >
    <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
    <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
  ....
  </RegisteredEvent>
</Discipline>
</Team>
```

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

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

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

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

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



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

* INTERMEDIATE: After each period (if it is not the last period).

& UNOFFICIAL / OFFICIAL: After the unit.

Trigger also after any change.

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
			Attendance					
	Officials (0,1)							
		Official (1,N)						
			Code					
			Function					
			Order					
			Description (1,1)					
				GivenName				
				FamilyName				
				Gender				
				Organisation				



		IFld
	Periods (0,1)	
	Home	
	Away	
	Period (1,N)	
		Code
		HomeScore
		AwayScore
		HomePeriodScore
		AwayPeriodScore
	Result (1,N)	
	Result	
	IRM	
	WLT	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	Competitor (1,1)	
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
		Coaches (0,1)
		Coach (1,N)
		Code
		Order
		Function
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Nationality
	EventUnitEntry (0,N)	
		Type
		Code
		Pos
		Value
	StatsItems (0,1)	
		StatsItem (1,N)
		Type



	Code
	Pos
	Value
	Attempt
	Percent
	ExtendedStat (0,N)
Composition (0,1)	
Athlete (0,N)	
	Code
	Order
	StartSortOrder
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
EventUnitEntry (0,N)	
	Type
	Code
	Pos
	Value
StatsItems (0,1)	
StatsItem (1,N)	
	Type
	Code
	Pos
	Value
	Attempt
	Percent
	ExtendedStat (0,N)

2.3.3.5 Message Values

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



Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PERIOD	N/A	Element Expected: Always after the start of the unit.	
	Attribute	M/O	Value	Description
	Value	M	SC @Period SC @GameState	Send current period or the GameState Use SC @Period unless some GameState applies
DISPLAY	CURRENT	Numeric #0	Pos Description: Send a unique number for each competitor on the court. Element Expected: When available when the unit is LIVE and only for those players on the court.	
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the player.

Sample (General)

```
<ExtendedInfos>
<ExtendedInfo Type="UI" Code="PERIOD" Value="1" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="1" Value="1102201" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="2" Value="1102199" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="3" Value="1102203" />
....
</ExtendedInfos>
```

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes
Attendance	O	Numeric #####0	Total attendance (do not send if unknown)



Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Send according to the codes, the referee etc.
Order	M	Numeric	Send by order for each official in each function, for example: Referee(s) followed by Reserve Referee(s), if more than one referees then sort by name.

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

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

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

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



StartSortOrder	M	Numeric	Same as @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Element: Competition /Result /Competitor /Coaches /Coach (1,N)			
Competitor's Coach			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official code.
Order	M	Numeric	Coach /team official order. Send 1 if just one coach, sequential number if more than one
Function	M	CC @ResultsFunction	Coach / team official functions

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @Home
EUE	UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	M/O	Value
			Description



	Value	M	S(25)	Uniform colour of the team
EUE		UNIFORM_GK	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM_GK in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	M/O	Value	Description
	Value	M	S(25)	Uniform colour of the team

Sample (General)

```
...
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="AWAY" />
...
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	POINTS	N/A	Element Expected: If the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total goal points
ST	SHOT SPN INF S9M SPE SDG PEN 1P OSG	SC @Period	Code Description: Total shots Spinshots In-Flight shots Specialist 9m Specialist Specialist direct Penalty shots (6m) One point shots Other spectacular shot Pos Description: Send the period. TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total shots made of each code
	Attempt	O	Numeric #0	Number of attempts
	Percent	O	Numeric ##0	Shooting percentage (%), only for TOT
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
	Attribute	Value	Description	
	Code	BLC		
	Pos	N/A		
	Value	S(3)	Total Blocked. If doesn't apply send "N/A"	
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
	Attribute	Value	Description	



Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
Code	MISS			
Pos	N/A	N/A		
Value	Numeric #0	Total Missed		
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
Attribute	Value	Description		
Code	POST			
Pos	N/A	N/A		
Value	Numeric #0	Total Post		
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
Attribute	Value	Description		
Code	SAVE			
Pos	N/A	N/A		
Value	Numeric #0	Total Saves		
ST	ASSIST_IF ASSIST_OTHER TF E6 ES	SC @Period	Code Description: Assist in-flight Assist other Technical fault Total shots Earned 6m Earned suspension Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Value for each code
ST	ST BLC C6 SUS DDISQ DISQ DDD	SC @Period	Code Description: Steal Block Committed 6m Suspension Direct Disqualification Disqualification Direct Disqualification with Disciplinary Decision Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Value for each code



Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	TF_TEAM SUS_TEAM DISQ_TEAM DDISQ_TEAM DDD_TEAM	N/A	Code Description: Team/bench technical fault Team/bench suspension Team/bench Disqualification Team/bench Direct Disqualification Team/bench Direct Disqualification with Disciplinary Decision Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Value for each code
ST	SHOT_GK SPN_GK INF_GK S9M_GK SPE_GK SDG_GK PEN_GK 1P_GK	SC@Period	Code Description: Only for Goalkeeper saves Total shots Spinshots In-Flight shots Specialist 9m Specialist Specialist direct Penalty shots (6m) One point shots Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total saves.
	Attempt	O	Numeric #0	Shots taken at the code and period
	Percent	O	Numeric ##0	Percent saved

Element: Competition /Result /Competitor /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.	
Order	M	Numeric #0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition the competitors should be sorted as on the Match Result in ORIS.	
StartSortOrder	M	Numeric #0	Order attribute used to sort team members in a team on the start list. Order defined as in ORIS.	
Bib	M	S(2)	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	STATUS	N/A	Element Expected: As soon as it is known	
	Attribute	M/O	Value	Description
	Value	M	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended, replaced or disqualified.
EUE	POSITION	N/A	Element Expected: As soon as known	
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position player in the team
EUE	STARTER	N/A	Element Expected: Send for starters (when available)	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if starter
EUE	CAPTAIN	N/A	Element Expected: Send for the captain when known	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" only if the player is captain

Sample (General)

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

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	POINTS	N/A	Element Expected: If the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total goal points



Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SHOT SPN INF S9M SPE SDG PEN 1P OSG	N/A	Code Description: Total shots Spinshots In-Flight shots Specialist 9m Specialist Specialist direct Penalty shots (6m) One point shots Other spectacular shot Pos Description: Send the period. TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total shots made of each code
	Attempt	O	Numeric #0	Number of attempts
	Percent	O	Numeric ##0	Shooting percentage (%), only for SHOT
ST	ASSIST_IF ASSIST_OTHER TF E6 ES	N/A	Code Description: Assist in-flight Assist other Technical fault Total shots Earned 6m Earned suspension Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Value for each code
ST	ST BLC C6 SUS DDISQ DISQ DDD	N/A	Code Description: Steal Block Committed 6m Suspension Direct Disqualification Disqualification Direct Disqualification with Disciplinary Decision Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Value for each code



Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	SHOT_GK SPN_GK INF_GK S9M_GK SPE_GK SDG_GK PEN_GK 1P_GK	N/A	Code Description: Only for Goalkeeper saves Total shots Spinshots In-Flight shots Specialist 9m Specialist Specialist direct Penalty shots (6m) One point shots Pos Description: Send the period TOT for total of all periods Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total saves.
	Attempt	O	Numeric #0	Shots taken at the code and period
	Percent	O	Numeric ##0	Percent saved

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Current Information

2.3.4.1 Description

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

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

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

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Clock (0,1)		
		Period	
		Time	
		Running	
	Result (0,N)		
		Result	



	SortOrder
	StartSortOrder
	ResultType
	Competitor (1,N)
	Code
	Type
	Organisation

2.3.4.5 Message Values

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

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

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

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

Sample (Current)

```
<Competition>
  <Clock Period="S1" Time="1:34" Running="Y" />
```



2.3.4.6 Message Sort

Sort by SortOrder.



2.3.5 Play by Play

2.3.5.1 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.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. (S1, S2, SO) Messages by period include all applicable actions for the period. 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. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE UNOFFICIAL OFFICIAL (when results official) PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

Message with DocumentSubcode

* After every action and for every correction for the current period, if period is still running. ResultStatus is always LIVE. The last action in the period is ENDP.

Message without DocumentSubcode

* Send empty when the start list is available (START_LIST), also used to clear all actions.

* After each period (INTERMEDIATE except the last which is UNOFFICIAL)

* If any correction for previous period is needed if the period is no longer running.

The message is sent with all periods when the match is OFFICIAL (OFFICIAL)



In concept, the full play by play (without DocumentSubcode) is always the master, any time this message arrives all play by play data should be removed and replaced with this one. The intention is to only send before the start of the first period and at end of each period and after the game etc but may arrive at other times to correct issues in earlier periods.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
	ExtendedInfo (0,N)						
		Type					
		Code					
		Pos					
		Value					
	SportDescription (0,1)						
		DisciplineName					
		EventName					
		SubEventName					
		Gender					
		UnitNum					
	VenueDescription (0,1)						
		Venue					
		VenueName					
		Location					
		LocationName					
	Actions (0,1)						
	Home						
	Away						
	Action (1,N)						
		Id					
		PId					
		Period					
		Order					
		Action					
		ActionAdd					
		Comment					
		When					
		Result					
		ScoreH					



	ScoreA
	LeadH
	LeadA
	SO_H
	SO_A
	Speed
	Loc
	X
	Y
	TimeStamp
	Competitor (0,N)
	Code
	Type
	Order
	Organisation
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Bib
	Role
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Coaches (0,1)
	Coach (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Nationality

2.3.5.5 Message Values

Element: Competition (0,1)



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

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

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 ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	SC @Period	Period of the action within the match
Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n considering all periods It is used to sort Action This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	O	SC @Action	Actions in the game. Send one action code. The first action of each period should always be "STARTP". For GK substituted action send two Athlete Elements: 1st GK Out (ActionRole=OUT), 2nd GK In (ActionRole=IN).
When	O	mm:ss	Time in which the action occurred. Action's time in minutes and seconds Example (2:05). No leading zeros.



Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric ##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric ##0	Total Away Score of the game after the action Send if there is a score change for either team
SO_H	O	Numeric #0	Home Score in penalty shootout
SO_A	O	Numeric #0	Away Score in penalty shootout
Speed	O	##0	Speed of the shot in km/h (for shots taken)
Loc	O	SC @Res_Sub	Shot position (type of shot)
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Competition /Actions /Action /Competitor (0,N)			
Competitor participating in the Action. Used when the Action is related to a competitor.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Shirt Number
Role	O	SC @ActionRole	Role of the player in the action, according to the available codes.

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



Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
Order	O	Numeric	Coach order (if more than one coach is needed).

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

Sample (General)

```
<Action Id="123456" Period="S1" Order="3" Action="SHOT" When="2:14" Result="SAVE" ActionAdd="ML" LocA="LLD">
  <Competitor Code="HBBWTEAM5-----RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" Bib="17" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
    </Composition>
  </Competitor>
</Action>
```

2.3.5.6 Message Sort

Actions /Action @Order.



2.3.6 Pool Standings

2.3.6.1 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).

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 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/games to compete). The message has status UNOFFICIAL/OFFICIAL.
- Trigger also after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



	Gen	
	Sport	
	Codes	
	ExtendedInfos (0,1)	
	ExtendedInfo (0,N)	
		Code
		Pos
		Value
	Progress (0,1)	
		LastUnit
		UnitsTotal
		UnitsComplete
	SportDescription (0,1)	
		DisciplineName
		EventName
		SubEventName
		Gender
	Result (1,N)	
		Rank
		RankEqual
		ResultType
		Result
		IRM
		QualificationMark
		SortOrder
		Won
		Lost
		Tied
		Played
		For
		Against
		Diff
		Competitor (1,1)
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
		Opponent (0,N)
		Code
		Type
		Pos



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

2.3.6.5 Message Values

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

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

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

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

Element: Competition /Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group.



			It is optional because the team can be disqualified.
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or obtained by the competitor at all the games of the group
Result	O	Numeric or CANCELLED	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition. Send "CANCELLED" in case of team disqualification during the Pool Round.
IRM	O	SC @IRM	The invalid rank mark, if applicable
QualificationMark	O	SC @QualificationMark	Qualified indicator.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams. Initially by Draw number, later when competition starts order by Rank Always starts at 1.
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.
Played	O	Numeric #0	Number of games played by the team in the group Do not send if the team has not played.
For	O	Numeric #0	Total number of goal points for Do not send if the team has not played.
Against	O	Numeric #0	Total number of goal points against Do not send if the team has not played.
Diff	O	Numeric ##0 or -##0	Difference, between goal points for and against

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	PERIOD	WON LOST DIFF	Pos Description: Send each @Pos value for each team Element Expected: When available
	Attribute	M/O	Value
	Value	M	Numeric #0 or +#0 (only for DIFF) or -#0 (only for DIFF)
			Description
			Periods won. Lost or difference

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

Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information.			



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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	T for team
Pos	M	Numeric #0	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	M	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	S(5)	Time of match (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete (example 12:15 24:18). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules. May be "Cancelled" or other appropriate term.

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 (General)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Lost="1" For="63" Against="81" Diff="-38" >
  <Competitor Code="HBBMTEAM5----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="HBBMTEAM5----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00"
    Unit="HBBMTEAM5-----GPA-000200--" HomeAway="H" Result="42:40">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="HBBMTEAM5----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00"
    Unit="HBBMTEAM5-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="HBBMTEAM5----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00"
    Unit="HBBMTEAM5-----GPA-000500--" HomeAway="A" Result="21:41">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.3.6.6 Message Sort

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



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2.3.7 Brackets

2.3.7.1 Description

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

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

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

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



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



2.3.7.5 Message Values

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

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

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

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 game 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 appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	YYYY-MM-DD. Must be filled if known



Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted (example "26:16 20:18"). May include an IRM.

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 different competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit Sets won
ResultType	O	SC @ResultType	Type of the @Result attribute.
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	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

Element: 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="HBBWTEAM5-----SFNL000100--"
Result="2-0" >
      <CompetitorPlace Pos="1" Result="2" WLT="W" >
        <Competitor Code="HBBWTEAM5-----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Result="0" WLT="L" >
        <Competitor Code="HBBWTEAM5-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket Code="FNL-">
```

2.3.7.6 Message Sort

Bracket @Code (using order in sport codes) then Bracket/BracketItems @Code (descending, using order in sport codes) then Bracket/BracketItems/BracketItem @Position



2.3.8 Event Final Ranking

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

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

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.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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



	UnitsComplete
	SportDescription (0,1)
	DisciplineName
	EventName
	Gender
	Result (1,N)
	Rank
	RankEqual
	Played
	Won
	Lost
	Tied
	IRM
	SortOrder
	Competitor (1,1)
	Code
	Type
	Organisation
	Description (0,1)
	TeamName
	Composition (1,1)
	Athlete (0,N)
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.3.8.5 Message Values

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

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



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

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

Sport Description in text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit.

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.
Played	O	Numeric #0	Send number of matches played
Won	O	Numeric #0	Send number of matches won
Lost	O	Numeric #0	Send number of matches lost
IRM	O	SC @IRM	Send if the team has been disqualified
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Organisation of the competitor

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

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

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T")
Bib	O	S(2)	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 (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="HBBMTEAM5----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
    <Composition>
      <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.8.6 Message Sort

Sort by Result @SortOrder



3 Document Control

Version history		
Version	Date	Comments
V1.0	10 Nov 2022	First version
V1.1	30 Nov 2022	Improvements
V1.2	13 Dec 2022	Improvements
V1.3	16 Jan 2023	Improvements

Change Log		
Version	Status	Changes on version
V1.0	SFA	First Version
V1.1	SFA	DT_RESULT: Update ST/ST.. to add DISQ and DDD at Result /Competitor /StatsItems /StatsItem DT_RESULT: Update ST/ST.. to add DISQ and DDD at Result /Competitor /Composition /Athlete /StatsItems /StatsItem
V1.2	SFA	DT_RESULT: Update Stat SU (suspension) to SUS DT_RESULT: Update Stat RC to DDISQ DT_RESULT: Update Stat S6M to SPE DT_RESULT: Add OSG in stats (team and player)
V1.3	SFA	DT_RESULT: Update ST/xx_TEAM stats at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add result (BLC etc) to shots at Result /Competitor /StatsItems /StatsItem