Olympic Data Feed

Padel
ODF Data Dictionary
Technology and Information Department
© International Olympic Committee

EG-2023-PDL-1.4 SFA
15 June 2023

License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

Table of Contents

1 Introduction

1.1 *This document*

This document includes the ODF Padel 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 Padel 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

Acronym	Description
WNPA	World News Press Agencies

1.5 Related Documents

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

2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in 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\n 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_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_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_CONFIG	Configuration	X
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_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 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.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message.

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 includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their 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.

2.2.1.2 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.

2.2.1.3 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.

2.2.1.4 Message Structure

The following table defines the structure of the message.

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

		RegisteredEvent (0,N)	
		Event	
		EventEntry (0,N)	
			Type
			Code
			Pos
			Value

2.2.1.5 Message Values

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name

TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for 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.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).

Element: Competition /Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	**Code**	**Pos**	**Description**
ENTRY	RANK_WLD	N/A	Element Expected: If applicable (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	Player's world ranking
ENTRY	HAND	N/A	Element Expected: As soon as this information is available (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Hand	Handedness

2.2.1.6 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

The List of teams message contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

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.

2.2.2.2 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.

2.2.2.3 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.

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		ShortName			
		TVTeamName			
		Gender			
		Current			
		TeamType			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (0,N)		
				Code	
				Order	
		Discipline (0,1)			
			Code		
			RegisteredEvent (0,1)		
				Event	
				EventEntry (0,N)	
					Type
					Code
					Pos
					Value

2.2.2.5 Message Values

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

Element: Competition /Team (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example: "PDLXDOUBLES-AUS01")
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	Team's TV Name. In head-to-head pairs competitions this should be in the format JONES/SMITH [max char(10) per name] else it is the organisation name unless special rules apply.
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 CPLW
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

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	SEED	N/A	Element Expected: Always, as soon as this information is known and this team has Seed Number (this information only will be sent in the update message)

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Seed Number

Sample (General)

```
<Team   Code="PDLXDOUBLES-CAN01"   Organisation="CAN"   Number="1"   Name="Canada"   TVTeamName="JONES/SMITH"
Gender="X" Current="true">
  <Composition>
  <Athlete Code="1063192" Order="1"/>
  <Athlete Code="1063249" Order="2"/>
  </Composition>
  <Discipline Code="PDL------------------------------" >
  <RegisteredEvent Event="PDLXDOUBLES----------------------" >
    <EventEntry Type="ENTRY" Code="SEED" Value="3" />
  </RegisteredEvent>
  </Discipline>
</Team>
```

2.2.2.6 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @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 LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL 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.

2.2.3.3 Trigger and Frequency

For each match:
  * As soon as each competitor is known and any changes in start list data (START_LIST)
  * When the match starts and after every point (LIVE)
  * When match is stopped due to weather or bad light, high temperature etc. (INTERMEDIATE)
  * After the match over (UNOFFICIAL/OFFICIAL)

Trigger also after any change.

2.2.3.4 Message Structure

The following table defines the structure of the message.

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

	ExtendedPeriods (0,1)		
		ExtendedPeriod (1,N)	
			Type
			Code
			Pos
			Value
Result (1,N)			
	Result		
	IRM		
	WLT		
	SortOrder		
	StartSortOrder		
	ResultType		
	ExtendedResults (0,1)		
		ExtendedResult (1,N)	
			Type
			Code
			Pos
			Value
	Competitor (1,1)		
		Code	
		Type	
		Organisation	
		Description (0,1)	
			TeamName
		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
			Description (1,1)

	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.2.3.5 Message Values

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

Element: 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.
Duration	O	h:mm	Match duration (elapsed time) It will not be sent for DSQ before the match or WO. This value must be updated during the match in each message.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	CURRENT_SET	N/A	Element Expected: Always when LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send the proposed Code
UI	FINAL_RESULT	N/A	Element Expected: When the match is over
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Match final result in the display format: 7-6(3) 7-5 or 6-3 3-6 [10-4] or 6-1 4-6 1-1 RET
UI	MATCH_STATUS	N/A	Element Expected: Always after the match has started
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Status	Match status
UI	SERVER	N/A	Element Expected: Always when LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the athlete ID of the player currently serving

Sample (General)

```
<ExtendedInfos>
   <UnitDateTime StartDate="2012-07-28T16:00:00+01:00" Duration="1:29" />
   <ExtendedInfo Type="UI" Code="FINAL_RESULT" Value="7-6(3) 7-5" />
   ...
</ExtendedInfos>
```

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.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes

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 /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 code for: -Chair Umpire Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric 0	Order of the Officials, starting at 1.

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

Officials extended information.

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

Sample (General)

```
<Officials>
  <Official Code="1138266" Function="UR" Order="1">
  <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" />
  </Official>
</Officials>
```

Element: Competition /Periods (0,1)

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

Element: Competition /Periods /Period (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Period	Set Number, usually there are 3 sets.
HomeScore	M	String	Home competitor score achieved in the set. The format of the result can be [10] or 6 (4).
AwayScore	M	String	Away competitor score achieved in the set. The format of the result can be [10] or 6 (4).
HomePeriodScore	O	S(2)	Home competitor points achieved in the current game or "AD" (update after each point). Only applicable during a game.
AwayPeriodScore	O	S(2)	Away competitor points achieved in the current game or "AD" (update after each point). Only applicable during a game.
Duration	O	h:mm	Duration of the Set. Do not send hours or ":" if hours is zero. Expected at the end of the period.

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
ExtendedPeriod information.			
Type	**Code**	**Pos**	**Description**
EP	TIE-BREAK_AWAY	N/A	Element Expected: For any tie-break
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Score of the away competitor in the Tie-Break
EP	TIE-BREAK_HOME	N/A	Element Expected: For any tie-break
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Score of the home competitor in the Tie-Break
EP	WIN	N/A	Element Expected: When the Set finishes
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Set Winner Indicator send H or A if the set is winner for Home or Away.

Sample (General)

```
<Periods Home="3246254" Away="6318737" >
  <Period Code="S1" HomeScore="6" AwayScore="7" Duration="53">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="TIE-BREAK_HOME" Value="4" />
    <ExtendedPeriod Type="EP" Code="TIE-BREAK_AWAY" Value="7" />
    <ExtendedPeriod Type="EP" Code="WIN" Value="A" />
  </ExtendedPeriods>
  </Period>
  <Period Code="S2" HomeScore="6" AwayScore="3" Duration="37">
  <ExtendedPeriods>
    <ExtendedPeriod Type="EP" Code="WIN" Value="H" />
  </ExtendedPeriods>
  </Period>
  <Period Code="S3" HomeScore="2" AwayScore="3" HomePeriodScore="30" AwayPeriodScore="15"/>
  ...
</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	Numeric 0	Number of completed sets won by the competitor.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned Only send it if ResultType is IRM.
WLT	O	SC @WLT	Indicate if the competitor won (W) or lost (L). Only included (mandatory) at the end of the match.
SortOrder	M	Numeric	Used to sort all start list competitors. Send 1 for Home and 2 for Away.
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Result type, either score or IRM for the corresponding match. Mandatory when the match is finished.

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

Type	Code	Pos	Description
ER	CHALLENGES_REMAIN	SC @Period	Pos Description: Send the period code. Element Expected: Always on courts where the data is applicable.

	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the number of remained challenges for the competitor in the current set.

Type	Code	Pos	Description
ER	MATCH_PT_COUNT	N/A	Element Expected: Always when the value is not zero.

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a match point in the current MATCH

Type	Code	Pos	Description
ER	SET_PT_COUNT	SC @Period	Pos Description: Send the period code. Element Expected: Always when the value is not zero.

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a set point in the set seen in @Pos.

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 TBD	Competitor's ID (if known): -For Competitor @Type=T, it will be: Team's ID Or, TBD (for To Be Determined) 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 (for Team events, when competitor known).			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams.

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Type	**Code**	**Pos**	**Description**
EUE	SEED	N/A	Element Expected: Send only for those competitors with seed.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Seed Number (for team)

Sample (Doubles)

```
...
<Competitor Code="PDLXDOUBLES-FRA02" Type="T" Organisation="FRA">
  <Description TeamName="France"/>
  <EventUnitEntry Type="EUE" Code="SEED" Value="3"/>
  ...
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Only send for Doubles events.			
Type	**Code**	**Pos**	**Description**
ST	1ST_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	1st Serves made. This is also the information of the 1st Serves POINTS played.
	Attempt	M	Numeric ##0	1st Serves attempts.
	Percent	M	S(3) ##0	1st Serve %
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available			
	Attribute	**Value**	**Description**	
	Code	ACE		
	Pos	N/A		
	Value	Numeric #0	1st Serve Aces	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected When available			
	Attribute	**Value**	**Description**	
	Code	POINTS_WON		
	Pos	N/A		
	Value	Numeric ##0	1st Serve Points Won	

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

Only send for Doubles events.

Type	Code	Pos	Description

	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected When available**		
	Attribute	**Value**	**Description**
	Code	POINTS_WON_PERCENT	
	Pos	N/A	
	Value	S(3) ##0	1st Serve Points Winning %

Type		Code	Pos	Description
ST		2ND_SERVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	2nd Serves made. This is also the information of the 2nd Serves POINTS played.
	Attempt	M	Numeric ##0	2nd Serves attempts
	Percent	M	S(3) ##0	2nd Serve %

	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected When available**		
	Attribute	**Value**	**Description**
	Code	ACE	
	Pos	N/A	
	Value	Numeric #0	2nd Serve Aces

	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected When available**		
	Attribute	**Value**	**Description**
	Code	POINTS_ WON	
	Pos	N/A	
	Value	Numeric ##0	2nd Serve Points Won

	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected When available**		
	Attribute	**Value**	**Description**
	Code	POINTS_WON_PERCENT	
	Pos	N/A	
	Value	S(3) ##0	2nd Serve Points Winning %

Type		Code	Pos	Description
ST		ACES	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Aces

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Only send for Doubles events.			
Type	**Code**	**Pos**	**Description**
ST	BREAK_PTS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Break Points Converted
	Attempt	M	Numeric ##0	Break Points Opportunities
	Percent	M	S(3) ##0	Break Point Conversion %

~~ST~~	~~DBL_FAULT~~	~~SC @Period or "TOT"~~		~~Pos Description: Send the Period, "TOT" for total~~ ~~Element Expected: When available~~
	~~Attribute~~	~~M/O~~	~~Value~~	~~Description~~
	~~Value~~	~~M~~	~~Numeric #0~~	~~Double Faults~~
ST	ERR_FORCED	SC @Period or "TOT"		Pos Description: Send the Period, "TOT" for total Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or "-"	Forced Errors Send – if data not available or not collected
ST	ERR_UNFORCED	SC @Period or "TOT"		Pos Description: Send the Period, "TOT" for total Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or "-"	Unforced Errors Send – if data not available or not collected
ST	POINTS	SC @Period or "TOT"		Pos Description: Send the Period, "TOT" for total Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Points Won

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

Only send for Doubles events.

Type	Code	Pos	Description
ST	RECEIVE	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Receiving Points won
	Attempt	M	Numeric ##0	Receiving Points Played
	Percent	M	S(3) ##0	Receiving Points won %

Type	Code	Pos	Description
ST	WINNERS	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or "-"	Winners Send – if data not available or not collected

Type	Code	Pos	Description
ST	SMASH	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or "-"	Smashes Send – if data not available or not collected

Type	Code	Pos	Description
ST	SET_PT	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or "-"	Set point for this competitor

Type	Code	Pos	Description
ST	MATCH_PT	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or "-"	Match points for this competitor

Type	Code	Pos	Description
ST	SERV_WIN	SC @Period or "TOT"	Pos Description: Send the Period, "TOT" for total Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or "-"	Service Winners Send – if data not available or not collected

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Athlete's ID (if known) or TBD (for To Be Determined).
Order	M	Numeric 0	If Competitor @Type="T" then order attribute used to sort team members in a team.

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

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information.

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 event unit (match)
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.

2.2.4.3 Trigger and Frequency

* After every serve on courts which collect serve speed.
* At the end of every point with the information relating to the next point (AFTER DT_RESULT).

2.2.4.4 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		
	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type
			Code
			Pos
			Value

2.2.4.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	**Code**	**Pos**	**Description**
UI	BREAK_POINT	N/A	Element Expected: If applicable for the current point or if applicable when triggered at the end of the point.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Next break point indicator: Send H for home team Send A for away team
UI	MATCH_POINT	N/A	Element Expected: If applicable for the current point or if applicable when triggered at the end of the point.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Next match point indicator: Send H for home team Send A for away team
UI	SERVE	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Serve indicator: Send H for home team Send A for away team
UI	SET_POINT	N/A	Element Expected: If applicable for the current point or if applicable when triggered at the end of the point.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Next set point indicator: Send H for home team Send A for away team
UI	SPEED	N/A	Element Expected: Always on courts where speed available but not in the message at the end of the point (as the data related to the next point).
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Online serve speed
UI	GAME_PT_COUNT	S(1)	Pos Description: Send H or A for Home and Away as appropriate Element Expected: Always when the games point count is greater than 1 for the competitor @Pos
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a game point in the current GAME
UI	DUECE	N/A	Element Expected: If there has been at least one deuce in the current game

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	**Code**	**Pos**	**Description**
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Duece count in current game
UI	BREAK_PT_COUNT	S(1)	Pos Description: Send H or A for Home and Away as appropriate Element Expected: Always when the break point count is greater than 1 for the competitor @Pos
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send the cumulative number of times that this competitor has held a break point in the current GAME
UI	MATCH_POINT_ADV	SC @Home	Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive match points
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Number of match points that a team has to their advantage.
UI	SET_POINT_ADV	SC @Home	Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive set points
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Number of set points that a team has to their advantage.
UI	GAME_POINT_ADV	SC @Home	Pos Description: Send home or away to indicate competitor Element Expected: If applicable for consecutive game points
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Number of game points that a team has to their advantage.

Sample (General)

```
<ExtendedInfo Type="UI" Code="SERVE" Value="H" />
<ExtendedInfo Type="UI" Code="GAME_PT_COUNT" Pos="H" Value="3" />
...
```

2.2.4.6 Message Sort

There is no message sorting rule.

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	CC @Unit	Full RSC of the event unit
DocumentSubcode	N/A	N/A
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 (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

Only at the end of each point in the match.

2.2.5.4 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)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				

		Gender			
	VenueDescription (0,1)				
		Venue			
		VenueName			
		Location			
		LocationName			
Actions (0,1)					
	Home				
	Away				
	Action (1,N)				
		Id			
		Period			
		Order			
		Action			
		ActionAdd			
		ActionDesc			
		Result			
		ScoreH			
		ScoreA			
		<mark>Speed</mark>			
		TimeStamp			
		ExtendedAction (0,N)			
			Code		
			Pos		
			Value		
		Competitor (0,N)			
			Code		
			Type		
			Organisation		
			Composition (0,1)		
				Athlete (1,N)	
					Code
					Order
					Role
					Description (1,1)
						GivenName
						FamilyName
						Gender
						Organisation
						BirthDate
						IFId

2.2.5.5 Message Values

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

Element: 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

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. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	SC @Period	Period of the action within the match.
Order	M	Numeric	Unique sequential number for all the actions, from 1 to n. It is used to sort Action.
Action	M	SC @Action	Game number within the set (Gn) or TB for tie-break.
ActionAdd	O	S(1)	Send Y if the action is the end of the game and there was a service break in this game.
ActionDesc	O	SC @ActionDesc	Action description code
Result	M	SC @ResAction	Result of the point.
ScoreH	O	S(2)	Home score in the game or AD for advantage. Send except if it was the last point in the game.
ScoreA	O	S(2)	Away score in the game or AD for advantage. Send except if it was the last point in the game.
Speed	O	Numeric ##0	Send the service speed. Send after each point and only in the available courts and only in the case of a successful serve (km/h).
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

Extended Action information.

Type	Code	Pos	Description
N/A	SET_SCORE_H	N/A	Element Expected: Only at the end of the game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Home score in the current (or just completed) set.
N/A	SET_SCORE_A	N/A	Element Expected: Only at the end of the game
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Away score in the current (or just completed) set.
N/A	SERVER	N/A	Element Expected: Send for every point in tiebreaks Send for the first point in each game.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Athlete ID of the server
N/A	PT_TYPE	Numeric 0	Pos Description: Send numeric to differentiate types. Always include even if only one sent. 1..n Element Expected: Include if applicable, send all which apply.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @PtType	Send applicable point type

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
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
Order	O	Numeric	Send 1
Role	O	SC @ActionRole	Role of the player in the action.

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

Athletes extended information

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

Sample

```
<Actions Home="127756" Away="234567" >
   ...
   <Action Id="1-2-4" Period="S1" Order="9" Action="G2" ScoreH="15" ScoreA="40" Result="PS1" ActionDesc="J. Fry wins the point with
a Forehand Winner" TimeStamp="2012-08-16T16:48:01-08:00">
   <Competitor Code="1124914" Type="A" Organisation="NZL">
     <Composition>
     <Athlete Code="1124914" Role="SRV">
       <Description GivenName="John" FamilyName="Fry" Gender="M" Organisation="NZL" />
     </Athlete>
     </Composition>
   </Competitor>
   </Action>
   <Action Id="1-2-4" Period="S1" Order="10" Action="G2" Result="PR1" ActionDesc="J. Smith loses the point with a Forehand Forced
Error" TimeStamp="2012-08-16T16:48:12-08:00">
   <ExtendedAction Code="SET_SCORE_H" Value="1" />
   <ExtendedAction Code="SET_SCORE_A" Value="0" />
   <Competitor Code="1124914" Type="A" Organisation="NZL">
     <Composition>
     <Athlete Code="1124914" Role="SRV">
       <Description GivenName="John" FamilyName="Fry" Gender="M" Organisation="NZL" />
     </Athlete>
     </Composition>
   </Competitor>
   </Action>
   ...
```

2.2.5.6 Message Sort

Actions /Action @Order.

2.2.6 Brackets

2.2.6.1 Description

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

2.2.6.2 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: 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.

2.2.6.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to two times for each event unit (if unofficial is used). However if there is no change in the information contained in the messages then it should not be triggered a second time.

The @ResultStatus attribute will vary depending on the competition status.
  * Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
  * Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
  * Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
		VenueDescription (0,1)								
			Venue							
			VenueName							
	Bracket (1,N)									
		Code								
		BracketItems (1,N)								
			Code							
			BracketItem (1,N)							
				Code						
				Order						
				Position						
				Date						
				Unit						
				Result						
				CompetitorPlace (1,N)						
					Pos					
					Code					
					WLT					
					Result					
					ResultType					
					IRM					
					StrikeOut					
					ExtCompPlaces (0,1)					
						ExtCompPlace (1,N)				
							Type			
							Code			
							Pos			
							Value			
					PreviousUnit (0,1)					
						Unit				
						Value				
						WLT				
					Competitor (0,1)					
						Code				

					Type
					Seed
					Organisation
				Description (0,1)	
				TeamName	
			Composition (0,1)		
			Athlete (1,N)		
				Code	
				Order	
				Description (1,1)	
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
				ExtBracketAths (0,1)	
				ExtBracketAth (1,N)	
					Type
					Code
					Pos
					Value

2.2.6.5 Message Values

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

Element: 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 /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

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. Note for example Gold and Bronze are different brackets.

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

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinals, semifinals or finals phases, etc.

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

Attribute	M/O	Value	Description
Code	O	Numeric	Bracket code to identify a bracket item. Unique identifier for the BracketItem. Sequential number starting at 1.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase even if both competitors of this BracketItem are BYEs.
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	Date of match (example: YYYY-MM-DD). Start date of the match, only fill after the match is complete.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (example 5-7 7-6(7) 6-4). Must include if the data is available and the match is complete.

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 or SC @IRM	Code for the competitor of the BracketItem. When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
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 result mark, if applicable.
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

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

Type	Code	Pos	Description
ECP	SET	SC @Period	Pos Description: Period Element Expected: Always

	Attribute	M/O	Value	Description
	Value	M	String	Games won in the set.

Type	Code	Pos	Description
ECP	SET_WON	SC @Period	Pos Description: Period Element Expected: If the competitor won the set

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if this competitor won the set.

Type	Code	Pos	Description
ECP	TB	SC @Period	Pos Description: Period Element Expected: Always if lost the tiebreak in this set

	Attribute	M/O	Value	Description
	Value	M	String	Tiebreak points in the set.

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	S(6)	If the competitor in the current unit is unknown due to coming previous matches then fill this field with the match number as appropriate.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match (if not Pool). Do not send if competitor comes 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
Seed	O	Numeric #0	The seed of the competitor or equivalent information. Always when it exits.
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 (Organisation). Only applies for doubles.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /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 /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)

CompetitorPlace @Pos team member's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Description
EB	RANK_WLD	N/A	Element Expected: When known in the first phase of the event

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the world rank of the athlete

Sample

```
<Bracket Code="FNL">
  ...
   <BracketItems Code="1R">
   <BracketItem Order="1" Position="1" Unit="PDLMSINGLES-----------R64-000100--">
     <CompetitorPlace Pos="1" WLT="W">
     <Competitor Code="1126417" Type="A" Organisation="CAN" Seed="1">
       <Composition>
       <Athlete Code="1126417" Order="1">
         <Description GivenName="Jonas" FamilyName="Smith" Gender="M" Organisation="CAN" BirthDate="1985-06-22" />
         <ExtBracketAths>
         <ExtBracketAth Type="EB" Code="RANK_WLD" Value="2"/>
         </ExtBracketAths>
       </Athlete>
       </Composition>
     </Competitor>
     </CompetitorPlace>
     <CompetitorPlace Pos="2" WLT="L" Code="BYE"/>
   </BracketItem>
  ...
   <BracketItems Code="QFL">
   <BracketItem   Order="1"   Position="1"   Unit="PDLMSINGLES-----------QFNL000100--"   Result="6-4   6-4"   Date="2018-12-12"
Time="19:43">
     <CompetitorPlace Pos="1" WLT="W" Result="2">
     <ExtCompPlaces>
       <ExtCompPlace Type="ECP" Code="SET" Pos="1" Value="6"/>
       <ExtCompPlace Type="ECP" Code="SET" Pos="2" Value="6"/>
     </ExtCompPlaces>
     <PreviousUnit Unit="PDLMSINGLES-----------8FNL000100--" WLT="W"/>
     <Competitor Code="1126413" Type="A" Organisation="SUI">
       ...
     </CompetitorPlace>
     <CompetitorPlace Pos="2" WLT="L" Result="0">
     <ExtCompPlaces>
       <ExtCompPlace Type="ECP" Code="SET" Pos="1" Value="4"/>
       <ExtCompPlace Type="ECP" Code="SET" Pos="2" Value="4"/>
     </ExtCompPlaces>
     <PreviousUnit Unit="PDLMSINGLES-----------8FNL000200--" WLT="W"/>
     <Competitor Code="1126451" Type="A" Organisation="AUS" Seed="5">
       ...
     </CompetitorPlace>
   </BracketItem>
   <BracketItem Order="2" Position="2" Unit="PDLMSINGLES-----------QFNL000200--">
     <CompetitorPlace Pos="1">
     <PreviousUnit Unit="PDLMSINGLES-----------8FNL000300--" WLT="W"/>
     </CompetitorPlace>
     <CompetitorPlace Pos="2">
     <PreviousUnit Unit="PDLMSINGLES-----------8FNL000400--" WLT="W"/>
     </CompetitorPlace>
   </BracketItem>
  ...
```

2.2.6.6 Message Sort

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

2.2.7 Event Final Ranking

2.2.7.1 Description

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

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

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	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
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

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 any final ranking is known (PARTIAL)
  * After the event is finished (OFFICIAL)

2.2.7.4 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
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
		DisciplineName				
		EventName				
		Gender				

		VenueDescription (0,1)			
			Venue		
			VenueName		
	Result (1,N)				
		Rank			
		RankEqual			
		IRM			
		SortOrder			
		Competitor (1,1)			
			Code		
			Type		
			Organisation		
			Description (0,1)		
				TeamName	
			Composition (1,1)		
				Athlete (0,N)	
					Code
					Order
					Description (1,1)
						GivenName
						FamilyName
						Gender
						Organisation
						BirthDate
						IFId

2.2.7.5 Message Values

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

Element: Competition /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 /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

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	Final rank of the competitor in the corresponding event. It is optional because the competitor be disqualified.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" only if applicable.
IRM	O	SC @IRM	Send just if the competitor has been disqualified
SortOrder	M	Numeric #0	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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.
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

2.2.7.6 Message Sort

Sort by Result @SortOrder

2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

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 RSC of the event
DocumentType	DT_CONFIG	Configuration 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.

2.2.8.3 Trigger and Frequency

Send for all events, one message per event when all the information is known.

2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			
		Config (1,N)		
			Unit	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				Value

2.2.8.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Event	Full RSC of the event.

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
EC	BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first bracket phase of the event.

Sample

```
...
<Config Unit="PDLMDOUBLES----------------------" >
   <ExtendedConfig Type="EC" Code="BRACKET_SIZE" Value="R32" />
</Config>
```

2.2.8.6 Message Sort

There is no message sorting rule.

3   Document Control

Version history		
Version	**Date**	**Comments**
V1.0	14 Nov 2022	First version
V1.1	22 Nov 2022	Updates
V1.2	23 Nov 2022	Updated
V1.3	8 Feb 2023	Updated
V1.4	15 Jun 2023	Updated

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFA	First version
V1.1	SFA	Removed backhand and forehand winners
V1.2	SFA	Removed winners in play
V1.3	SFA	DT_RESULT: Remove all Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ST/1ST_SERVE/ACE at Result /Competitor /StatsItems /StatsItem DT_RESULT: Remove ST/2ND_SERVE/ACE at Result /Competitor /StatsItems /StatsItem DT_RESULT: Remove ST/ACES at Result /Competitor /StatsItems /StatsItem DT_RESULT: Remove ST/DBL_FAULT at Result /Competitor /StatsItems /StatsItem DT_RESULT: Remove ST/SERV_WIN at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/WINNERS at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/SMASH at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/SET_PT at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/MATCH_PT at Result /Competitor /StatsItems /StatsItem
V1.4	SFA	DT_CURRENT: Remove UI/SPEED at ExtendedInfos /ExtendedInfo DT_CURRENT: Remove UI/MATCH_POINT_ADV at ExtendedInfos /ExtendedInfo DT_CURRENT: Remove UI/GAME_POINT_ADV at ExtendedInfos /ExtendedInfo DT_CURRENT: Remove UI/SET_POINT_ADV at ExtendedInfos /ExtendedInfo DT_CURRENT: Update triggering DT_PLAY_BY_PLAY: Remove Actions /Action /Speed