Olympic Data Feed

3x3 Basketball
ODF Data Dictionary

Technology and Information Department

© International Olympic Committee

SOG-2024-BK3-3.4 APP

12 January 2024

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 5
1.1 This document 5
1.2 Objective 5
1.3 Main Audience 5
1.4 Glossary 5
1.5 Related Documents 5
2 Messages 6
2.1 3x3 Basketball Overview 6
2.2 Applicable Messages 7
2.3 Messages 9
2.3.1 Competition schedule / Competition schedule update 9
2.3.1.1 Description 9
2.3.1.2 Header Values 11
2.3.1.3 Trigger and Frequency 11
2.3.1.4 Message Structure 11
2.3.1.5 Message Values 13
2.3.1.6 Message Sort 17
2.3.2 List of participants by discipline / List of participants by discipline update 18
2.3.2.1 Description 18
2.3.2.2 Header Values 18
2.3.2.3 Trigger and Frequency 19
2.3.2.4 Message Structure 19
2.3.2.5 Message Values 20
2.3.2.6 Message Sort 23
2.3.3 List of teams / List of teams update 24
2.3.3.1 Description 24
2.3.3.2 Header Values 24
2.3.3.3 Trigger and Frequency 24
2.3.3.4 Message Structure 25
2.3.3.5 Message Values 26
2.3.3.6 Message Sort 28
2.3.4 Event Unit Start List and Results 29
2.3.4.1 Description 29
2.3.4.2 Header Values 29
2.3.4.3 Trigger and Frequency 29
2.3.4.4 Message Structure 30
2.3.4.5 Message Values 33
2.3.4.6 Message Sort 44
2.3.5 Current Information 45
2.3.5.1 Description 45
2.3.5.2 Header Values 45
2.3.5.3 Trigger and Frequency 45
2.3.5.4 Message Structure 45
2.3.5.5 Message Values 46
2.3.5.6 Message Sort 47
2.3.6 Play by Play 48

2.3.6.1 Description....48
2.3.6.2 Header Values....48
2.3.6.3 Trigger and Frequency....48
2.3.6.4 Message Structure....49
2.3.6.5 Message Values....50
2.3.6.6 Message Sort....53
2.3.7 Pool Standings....54
2.3.7.1 Description....54
2.3.7.2 Header Values....54
2.3.7.3 Trigger and Frequency....54
2.3.7.4 Message Structure....55
2.3.7.5 Message Values....56
2.3.7.6 Message Sort....59
2.3.8 Brackets....60
2.3.8.1 Description....60
2.3.8.2 Header Values....60
2.3.8.3 Trigger and Frequency....60
2.3.8.4 Message Structure....60
2.3.8.5 Message Values....62
2.3.8.6 Message Sort....65
2.3.9 Statistics....66
2.3.9.1 Description....66
2.3.9.2 Header Values....66
2.3.9.3 Trigger and Frequency....66
2.3.9.4 Message Structure....67
2.3.9.5 Message Values....68
2.3.9.6 Message Sort....76
2.3.10 Event Final Ranking....77
2.3.10.1 Description....77
2.3.10.2 Header Values....77
2.3.10.3 Trigger and Frequency....77
2.3.10.4 Message Structure....77
2.3.10.5 Message Values....79
2.3.10.6 Message Sort....81
2.3.11 Weather conditions....82
2.3.11.1 Description....82
2.3.11.2 Header Values....82
2.3.11.3 Trigger and Frequency....82
2.3.11.4 Message Structure....82
2.3.11.5 Message Values....83
2.3.11.6 Message Sort....84
3 Message Timeline....86
3.1 Preparation Phase....86
3.2 Before competition....86
3.3 During competition....86
3.4 After competition....87
4 Document Control....89

1 Introduction

1.1 This document

This document includes the ODF 3x3 Basketball 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 3x3 Basketball 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 3x3 Basketball 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.

Statistics codes used in the document. The following statistics codes are used throughout the document.
PTS - Points
TO - Turnover
FT - Free throw
POSS_1P - 1 pt shot possession
POSS_FT - Free throw possession
POSS_2P - 2pt shot possession
POSS_TO - Turnover possession
POSS - Possession
TFOUL - Team foul
TF - Technical foul
UF - Unsportsmanlike foul
CLG - Challenges
P1 - 1 pt
P2 - 2 pts
FT - Free throw
TFOUL7 - Team fouls at 7
TFOUL10 - Team fouls at 10
REB - Rebound
DR - Defensive rebound
OR - Offensive rebound
HGL - Highlight
ASSIST Assist
DRV - Drive
BZR - Buzzerbeater
DNK - Dunk
BLC - Block
TOUT - Time out
TREB - Team rebounds
TTO - Team turnovers
S_EFF – Efficiency
PLUS_MINUS - Plus/minus
2PT_FG - 2 point attempts as a proportion of field goal attempts

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_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_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
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 Competition schedule / Competition schedule update

2.3.1.1 Description

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

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

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

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

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

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

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

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

Managing when start times are not known.

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

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

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

Start Time in message	Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2

12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

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

Advice for end users - how to sort event units and use DT_SCHEDULE:
- When displaying the schedule users must use the following sort order to display as intended:
Where the discipline is defined as LOC:
1. By day (or filter by day)
2. Session Code
3. By location
4. By Time (regardless if HideStartDate="Y")
5. By Order

Where the discipline is defined as SESSION OR DATE:
1. By day (or filter by day)
2. Session Code
3. By Time (regardless if HideStartDate="Y")
4. By Order

- The Order can be match number for simplicity and show correct order for two matches at the same time.
- End users should display StartText if HideStartDate="Y"

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

Competition schedule update:

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule bulk / update
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). Never included in _UPDATE messages.
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 competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

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

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

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

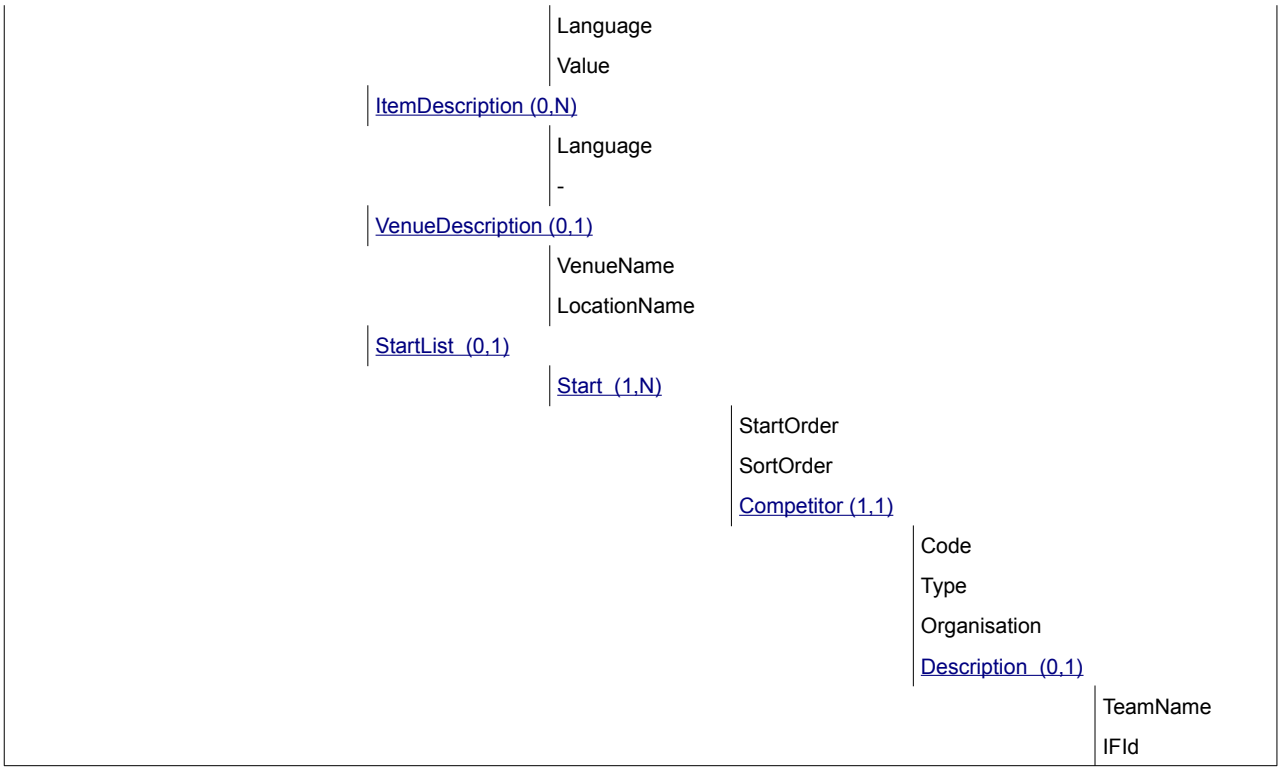
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

- Sport
- Codes
- Session (0,N)
  - SessionCode
  - StartDate
  - EndDate
  - Leadin
  - Venue
  - VenueName
  - ModificationIndicator
  - SessionStatus
  - SessionType
  - Medal
  - FOP
  - SessionName (1,N)
    - Language
    - Value
- Unit (0,N)
  - Code
  - PhaseType
  - UnitNum
  - ScheduleStatus
  - StartDate
  - HideStartDate
  - EndDate
  - HideEndDate
  - ActualStartDate
  - ActualEndDate
  - Order
  - Medal
  - Venue
  - Location
  - MediaAccess
  - SessionCode
  - ModificationIndicator
  - StartText (0,N)
    - Language
    - Value
  - ItemName (1,N)



2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place

VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.
Medal	O	Numeric #0	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Numeric #0	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

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

Sample (General)

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

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)

			Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate) This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED. Example: 2006-02-26T10:00:00+01:00
HideEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.
ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00
Order	O	Numeric ###0	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. Can use match number so the units are displayed in the correct order when at the same time.
Medal	O	SC @UnitMedalType	Indicator of medal awarded for this unit.
Venue	O	CC @VenueCode	Venue where the unit takes place Mandatory unless UNSCHEDULED Can use TBD if the Venue is not known yet (see CC).
Location	O	CC @Location	Location where the unit takes place.

			Mandatory unless UNSCHEDULED. Can use TBD if the Location is not known yet or a generic code for the discipline (see CC).
MediaAccess	O	S(6)	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or SC @StartText	Text to be displayed in the case that StartDate is not to be displayed. Use available codes or free text if appropriate is not available

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

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

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

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

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

Mandatory when Unit/Venue is included			
Attribute	**M/O**	**Value**	**Description**
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Element: Competition /Unit /StartList /Start /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Should be sent when known

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

2.3.1.6 Message Sort

Sort by Session @SessionCode.

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

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

2.3.2.1 Description

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
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 message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		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

2.3.2.5 Message Values

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

Sample (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-BK3-1.10" Codes="SOG-2020-1.20" >
```

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is

			the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. 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.
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding discipline)

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

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

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

Status	O	SC @AthleteStatus	Participant status. 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		RANK_WLD	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric S(4)	World Ranking
ENTRY		RANK_PTS	N/A	Element Expected: If the information is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ######0	World Ranking Points
ENTRY		FIBA_ID	N/A	Element Expected: If known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(40)	FIBA Id

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
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.

2.3.3.3 Trigger and Frequency

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

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

2.3.3.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID 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 name.
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	Team's TV 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) **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 /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 official. For all team officials where applicable.
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
IFId	O	S(16)	IF ID (Competitor's federation number for the corresponding 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 for Light uniform and 2 for Dark uniform Element Expected: As soon as this information is known (it can be sent in both messages)
Attribute	**M/O**	**Value**	**Description**
Value	M	S(25)	Uniform Colour
ENTRY	SEED	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	The position in which the team is seeded for the competition.
ENTRY	DRAW	N/A	Element Expected: As soon as it is known (not expect in Paris as

				only one group).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Draw position for the team within the group
ENTRY		GROUP	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Team's Preliminary Group
ENTRY		RANK_WLD	N/A	Element Expected: As soon as it is known (this information can be sent in both messages).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Ranking
ENTRY		RANK_PTS	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	World Ranking Points

Sample (General)

```
<Team Code=" BK3MTEAM3-----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M" Current="true">
   <Composition>
      <Athlete Code="1063192" Order="1"/>
      <Athlete Code="1063249" Order="2"/>
....
   </Composition>
   <Discipline Code="BK3M-----------------------------" >
      <RegisteredEvent Event="BK3MTEAM3-------------------------" >
         <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
         <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="Red" />
      </RegisteredEvent>
   </Discipline>
</Team>
```

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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.

2.3.4.2 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
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 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.

2.3.4.3 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 unit 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, rebounds etc.).

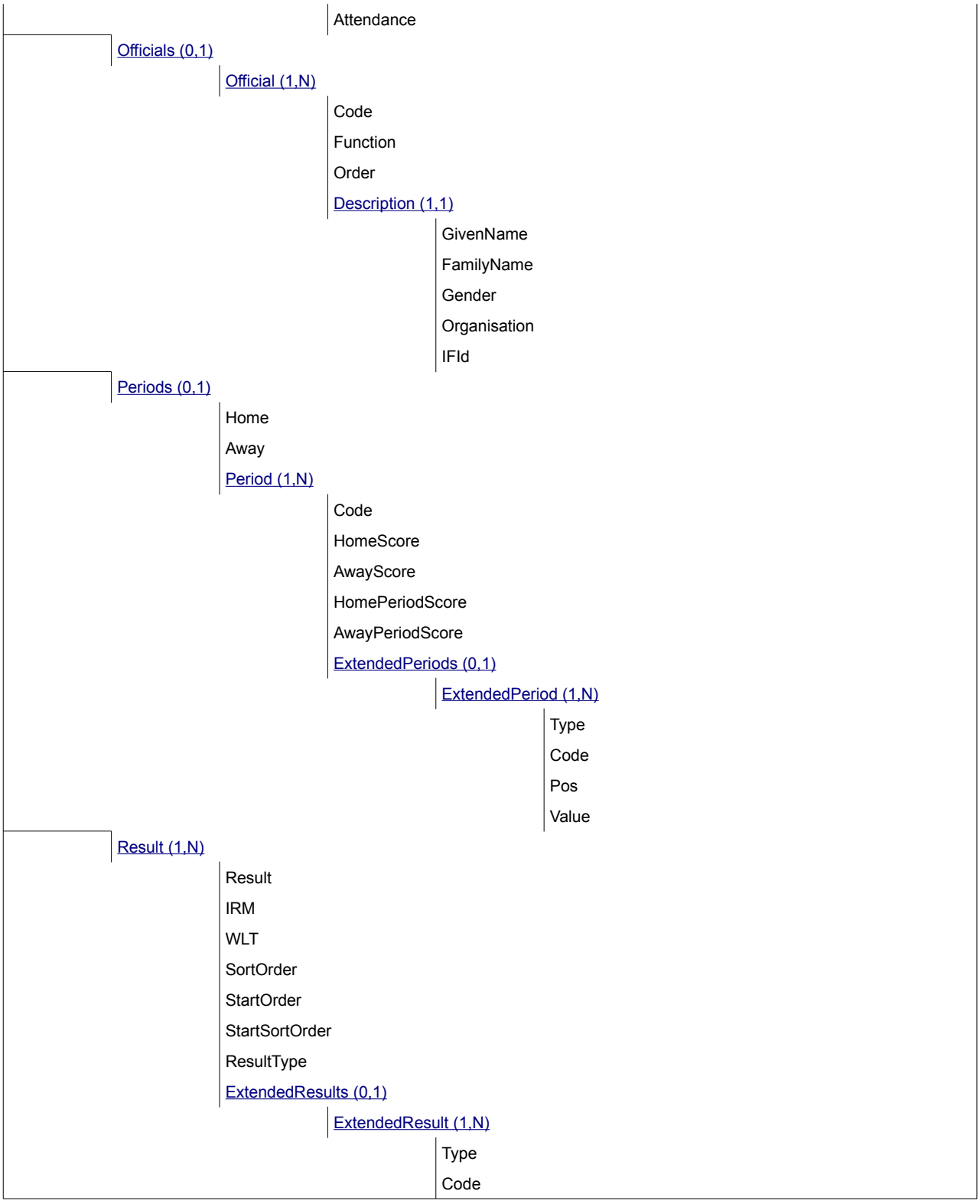
This message is also sent when the unit finishes and the results are still unofficial and again when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks.
* INTERMEDIATE: After each period (if it is not the last period).
* UNOFFICIAL / OFFICIAL: After the unit.

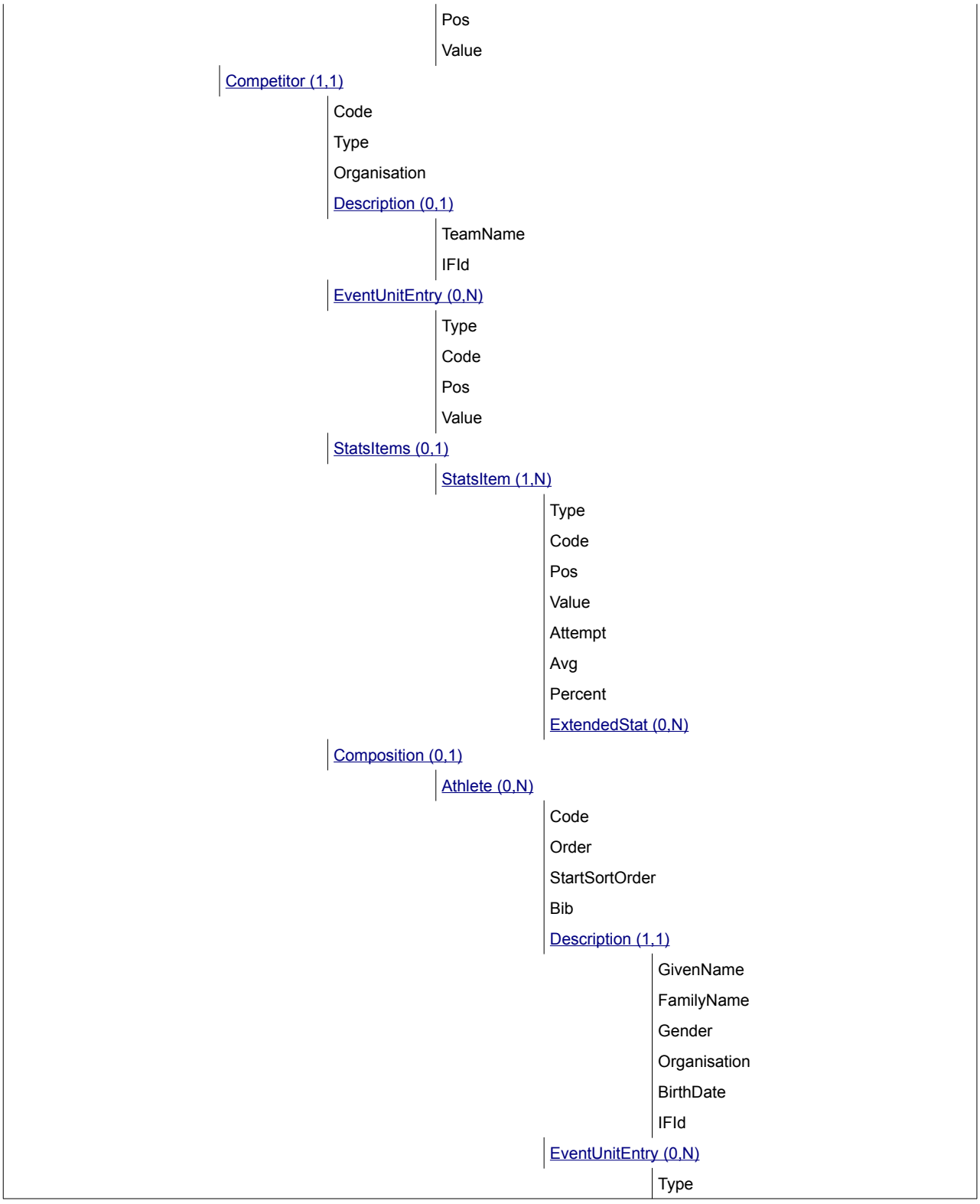
Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			EndDate					
			Duration					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
		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
IFId
Periods (0,1)
Home
Away
Period (1,N)
Code
HomeScore
AwayScore
HomePeriodScore
AwayPeriodScore
ExtendedPeriods (0,1)
ExtendedPeriod (1,N)
Type
Code
Pos
Value
Result (1,N)
Result
IRM
WLT
SortOrder
StartOrder
StartSortOrder
ResultType
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code


Pos
Value
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId
EventUnitEntry (0,N)
Type
Code
Pos
Value
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Attempt
Avg
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
ExtendedStat (0,N)

2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1) Actual times. Include when the unit starts.			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time
Duration	O	h:mm	Match duration

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
UI		RES_CODE	N/A	Element Expected: If the game goes to OT
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send OT if the game goes to OT
UI		PLAYING_TIME	N/A	Element Expected: With each message update (but change in this value does not trigger a message).

	Attribute	M/O	Value	Description
	Value	M	mm:ss	Playing Time
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.
DISPLAY		P1 P2 FT REB TREB ASSIST TO TTO DRV BLC BZR DNK	Numeric 0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /Stat or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: P1, P2, FT, REB, TREB, ASSIST, TO, TTO, DRV, BLC, BZR, DNK Pos Description: Sequential number within message Element Expected: When available and only when the unit is LIVE. Send multiple if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the ID of the athlete/team who was updated
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When applicable (for REB) and only when the unit is LIVE. Send multiple if applicable**			
	Attribute	**Value**	**Description**	
	Code	OR & DR		
	Pos	N/A	N/A	
	Value	S(1)	Send "Y"	
STATS		LEAD_CHANGES	N/A	Element Expected: If the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Lead changes in the match
STATS		TIED_NUM	N/A	Element Expected: If the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of times the scores are tied in the match
STATS		SPRINT	N/A	Element Expected: If the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Longest sprint in the unit in seconds

	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always when STATS/SPRINT available		
	Attribute	**Value**	**Description**
	Code	START	
	Pos	N/A	
	Value	mm:ss	Send the start time of the sprint. Do not send leading 0 in minutes.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always when STATS/SPRINT available		
	Attribute	**Value**	**Description**
	Code	END	
	Pos	N/A	
	Value	mm:ss	Send the end time of the sprint. Do not send leading 0 in minutes.

Sample (General)

```
<ExtendedInfos>
<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" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="4" Value="1102213" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="5" Value="1102198" />
<ExtendedInfo Type= DISPLAY" Code="CURRENT" Pos="6" Value="1109414" />
...
<ExtendedInfo Type="DISPLAY" Code="P2" Pos="1" Value="2518090" />
<ExtendedInfo Type="DISPLAY" Code="P2" Pos="2" Value="BK3MTEAM3---GER01" />
</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
UnitNum	O	S(15)	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
Attendance	O	#####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 requirements in the event
Order	M	Numeric	Send by Order as on official score sheet

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
IFId	O	S(16)	International Federation ID

Element: Competition /Periods (0,1)			
Attribute	**M/O**	**Value**	**Description**
Home	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	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's code
HomeScore	M	Numeric ##0	Overall score of the home competitor at the end of the period
AwayScore	M	Numeric ##0	Overall score of the away competitor at the end of the period
HomePeriodScore	O	Numeric ##0	Score of the home competitor just for this period
AwayPeriodScore	O	Numeric ##0	Score of the away competitor for this period

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N) ExtendedPeriod information.			
Type	**Code**	**Pos**	**Description**
STARTER	HOME	Numeric 0	Pos Description: 1 to 3 for the athletes that Start the period. Element Expected:

				When the information is available for period
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	ID of home team starter for each Period
STARTER		AWAY	Numeric 0	Pos Description: 1 to 3 for the athletes that Start the period. Element Expected: When the information is available for period
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	ID of away team starter for each Period

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Result	O	String	Result of the competitor for the particular event unit. In case of "w-0(f)" send Result="w" for the winner and "0(f)" for the loser.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM of the competitor for the event unit
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 @StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM with points for the corresponding event unit Send "IRM_POINTS" in the case of w-0(f)

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

Type	Code	Pos	Description
ER	BONUS	N/A	Element Expected: Only if applicable at current time

	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send 1 or 2 to indicate if the team is in the first or second bonus situation.

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 NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team

Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1) Competitors extended information.			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team in team events
IFId	O	S(16)	International Federation ID

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**	**Description**
	Value	M	SC @Home	Send Home or Away designator
EUE		UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Uniform colour of the team

Sample (General)

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

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		PTS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total Points for the team
	Attempt	O	Numeric ##0	Total attempts
ST		FT_ES	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Extra Shot Free Throws made

			#0	
	Attempt	O	Numeric #0	Extra Shot Free Throws attempts
ST		LEAD_MAX	N/A	Element Expected: Always, it the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Biggest Lead
ST		SCORE_RUN_MAX	N/A	Element Expected: If the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Biggest Scoring Run
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected If the information is available			
	Attribute	**Value**	**Description**	
	Code	SCORE		
	Pos	N/A		
	Value	String	Current score when biggest scoring run occurs	
ST		POSS POSS_1P POSS_FT POSS_2P POSS_TO	N/A	Code Description: Total Possessions 1-Point Shots Possessions Free Throw Possessions 2-Point Shots Possessions Turnover Possessions Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Possessions of this type
	Avg	O	Numeric 0.00 or SC @PPP	Points per possession for the possession type
ST		TFOUL TF UF DQF	N/A	Code Description: Team fouls Technical fouls Unsportsmanlike fouls Disqualifying Foul Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of fouls of this type
ST		TFOUL7 TFOUL10	N/A	Code Description: Team fouls at 7 Team fouls at 10 Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Time at which this occurred. (no leading 0)

ST		TOUT	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	When the timeout was taken. (no leading 0)
ST		CLG	N/A	Element Expected: Always after the start of the match
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of challenges
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always for all types if CLG is not zero			
	Attribute	**Value**	**Description**	
	Code	SSL NOS UNJ		
	Pos	N/A	N/A	
	Value	Numeric 0	Number of this type of challenge result	
ST		P1 P2 FT	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw Element Expected: Always after the match starts
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Shots made
	Attempt	O	Numeric ##0	Total attempts
	Percent	O	Numeric ##0	Shooting percentage
ST		S_EFF	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00	Shooting efficiency
ST		REB	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total rebounds
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Defensive Rebounds	

	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive rebounds	
ST		HGL ASSIST DRV BLC BZR DNK TO	N/A	Code Description: Use HGL for highlights Use ASSIST for key assists Use DRV for drive Use BLC for blocked shots Use BZR for buzzerbeaters Use DNK for dunks Use TO for turnovers Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Value of the statistic
ST		TTO	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of Team turnovers
ST		TREB	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total Team Rebounds
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Defensive Rebounds	
	Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat **Expected Always, if the information is available**			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Offensive Rebounds	
ST		MINS	N/A	Element Expected: Do not send if not applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Minutes Played by 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. 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: Send just for those suspended players
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @AthleteStatus	Athlete's status in the team. When the athlete has been Suspended
EUE		STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is a Starter
EUE		AGE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Age of the player on the day of the game.

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="STARTER" Value="Y" />
<EventUnitEntry Type="EUE" Code="AGE" Value="22" />
```

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		PTS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Points for the player
ST		P1 P2 FT	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw Element Expected: Always after the match starts
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Shots made
	Attempt	O	Numeric ##0	Total attempts
ST		P_VAL	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Player value
ST		S_EFF	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00	Shooting efficiency
ST		REB	N/A	Element Expected: Do not send if not applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total rebounds
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Defensive Rebounds	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available			

	Attribute	Value	Description	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Offensive Rebounds	
ST		HGL ASSIST DRV BLC BZR DNK TO	N/A	Code Description: Use HGL for highlights Use ASSIST for key assists Use DRV for drive Use BLC for blocked shots Use BZR for buzzerbeaters Use DNK for dunks Use TO for turnovers Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Value of the statistic
ST		PLUS_MINUS	N/A	Element Expected: Always, if the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / Minus
ST		MINS	N/A	Element Expected: Do not send if not applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss or S(3)	Minutes Played or DNP if the player did not play

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

The Current message is a message containing the current information 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.

2.3.5.2 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	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.

2.3.5.3 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.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.5.5 Message Values

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

Element: Competition /Clock (0,1) Clock Information			
Attribute	**M/O**	**Value**	**Description**
Period	O	SC @Period	Current Period if the information is available automatically from the timing device.
Time	M	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	String	The result of the competitor in the event 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 @SortOrder
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 or TBD	Competitor's ID
Type	M	S(1)	T for team
Organisation	M	CC @Organisation	Competitor's organisation

2.3.5.6 Message Sort

Sort by Period @Code

2.3.6 Play by Play

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	SC @Period or not sent	Period code if sent for one period only. (P1 and OT) 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.

2.3.6.3 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

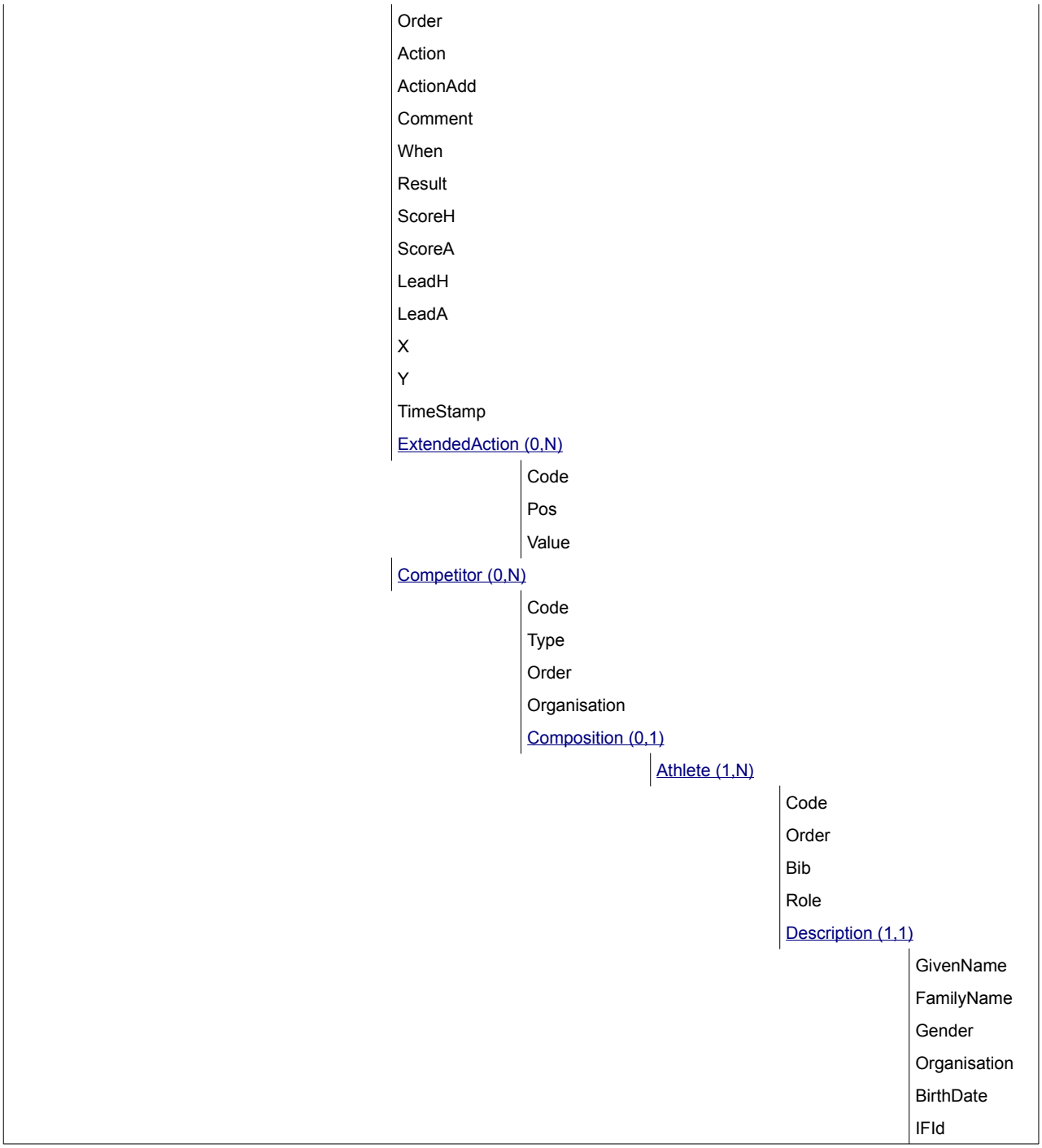
* Send empty when the start list is available (START_LIST), also used to clear all actions.
* After each period (INTERMEDIATE except the last which is UNOFFICIAL)
* If any correction for previous period is needed if the period is no longer running.
The message is sent with all periods when the match 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.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



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	OT	Numeric 0	Pos Description: 1 Element Expected: Send if OT started

	Attribute	M/O	Value	Description
	Value	M	SC @Period	Send the applicable OT code

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(15)	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 ascending 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, one action code
ActionAdd	O	S(200) or SC @Challenge	If Result = MADE then send total points for the player in match, in the format 'x PTS' If Action = FOUL then send the total team fouls in the format 'x' If Action = CLG then send appropriate @Challenge
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP
When	O	mm:ss	Time in which the action occurred. (no leading zero) Action's time in minutes and seconds Example (2:05)
Result	O	SC @ResAction	Result of the Action for the player/team
ScoreH	O	Numeric ##0	Total Home Score of the game after the action Send if there is a score change for either team
ScoreA	O	Numeric ##0	Total Away Score of the game after the action Send if there is a score change for either team
LeadH	O	Numeric #0	Points lead for the Home Team. Send if there is a score change for either team. (may be negative)
LeadA	O	Numeric #0	Points lead for the Away Team. Send if there is a score change for either team. (may be negative)
X	O	S(20)	X coordinate of the action location
Y	O	S(20)	Y coordinate of the action location
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
		FREETHROWS	N/A	Element Expected: When available in case of FT or FOUL
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @FreeThrow	For FOUL: Number of Free Throws attempted. For FT: Number of Free Throws try.
		SHOT_TYPE	N/A	Element Expected: When available in case of FT or P1/P2
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @FreeThrowOf Or SC @Res_Sub	For FT: Number of Shots For P1/P2: Shot 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)	A for athlete, 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

Sample (General)

```
<Action Id="123456" Period="OT" Order="3" Action="P2" When="2:14" Result="MISS" ScoreH="0" ScoreA="2 >
  <Competitor Code="BK3WTEAM3-----RSA01" Type="T" Organisation="RSA" Order="1">
    <Description TeamName="South Africa"/>
    <Composition>
      <Athlete Code="1106655" Order="1" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="RSA" BirthDate="1993-05-12" />
      </Athlete>
```

2.3.6.6 Message Sort

Actions /Action @Order.

2.3.7 Pool Standings

2.3.7.1 Description

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

2.3.7.2 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 (Pool)
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 (before and during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches 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.

2.3.7.3 Trigger and Frequency

The general rule is that this message is sent:
* Before the start of the competition to build in the initial tables. The message has status START_LIST.
* When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE.
* When the phase finishes (there are no more event units/games to compete). The message has status UNOFFICIAL/OFFICIAL.
Trigger also 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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (0,N)			
			Type		
			Code		
			Pos		
			Value		
		Progress (0,1)			
			LastUnit		
			UnitsTotal		
			UnitsComplete		
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		IRM			
		QualificationMark			
		SortOrder			
		Won			
		Lost			
		Played			
		For			
		Against			
		Ratio			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	

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

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

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

		##0	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)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
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.
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 points for. Do not send if the team has not played.
Against	O	Numeric #0	Total number of points against. Do not send if the team has not played.
Ratio	O	Numeric ##0	Send the winning percentage for the team

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		PTS_AVG	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Average points per game

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 and formatted as in ORIS (separator & order, example 21-12, w-0(f) or 22*-20 OT). 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. * required where applicable with scores of 22.

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" SortOrder="3" Played="2" Won="1" Lost="1" For="33" Against="35" Ratio="50">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="PTS_AVG" Value="16.5"/>
  </ExtendedResults>
  <Competitor Code="BK3MTEAM3-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent  Code="BK3MTEAM3-----BRA01"  Type="T"  Pos="1"  Organisation="BRA"  Date="2012-07-27"  Time="14:00"
Unit="BK3MTEAM3----------GPA-000200--" HomeAway="H" Result="12-20">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent  Code="BK3MTEAM3-----BLR01"  Type="T"  Pos="2"  Organisation="BLR"  Date="2012-08-01"  Time="09:00"
Unit="BK3MTEAM3----------GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent  Code="BK3MTEAM3-----NZL01"  Type="T"  Pos="4"  Organisation="NZL"  Date="2012-07-29"  Time="09:00"
Unit="BK3MTEAM3----------GPA-000500--" HomeAway="A" Result="21-15">
      <Description TeamName="New Zealand"/>
    </Opponent>
```

2.3.7.6 Message Sort

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

2.3.8 Brackets

2.3.8.1 Description

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

2.3.8.2 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_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 the start of the competition) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches 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.

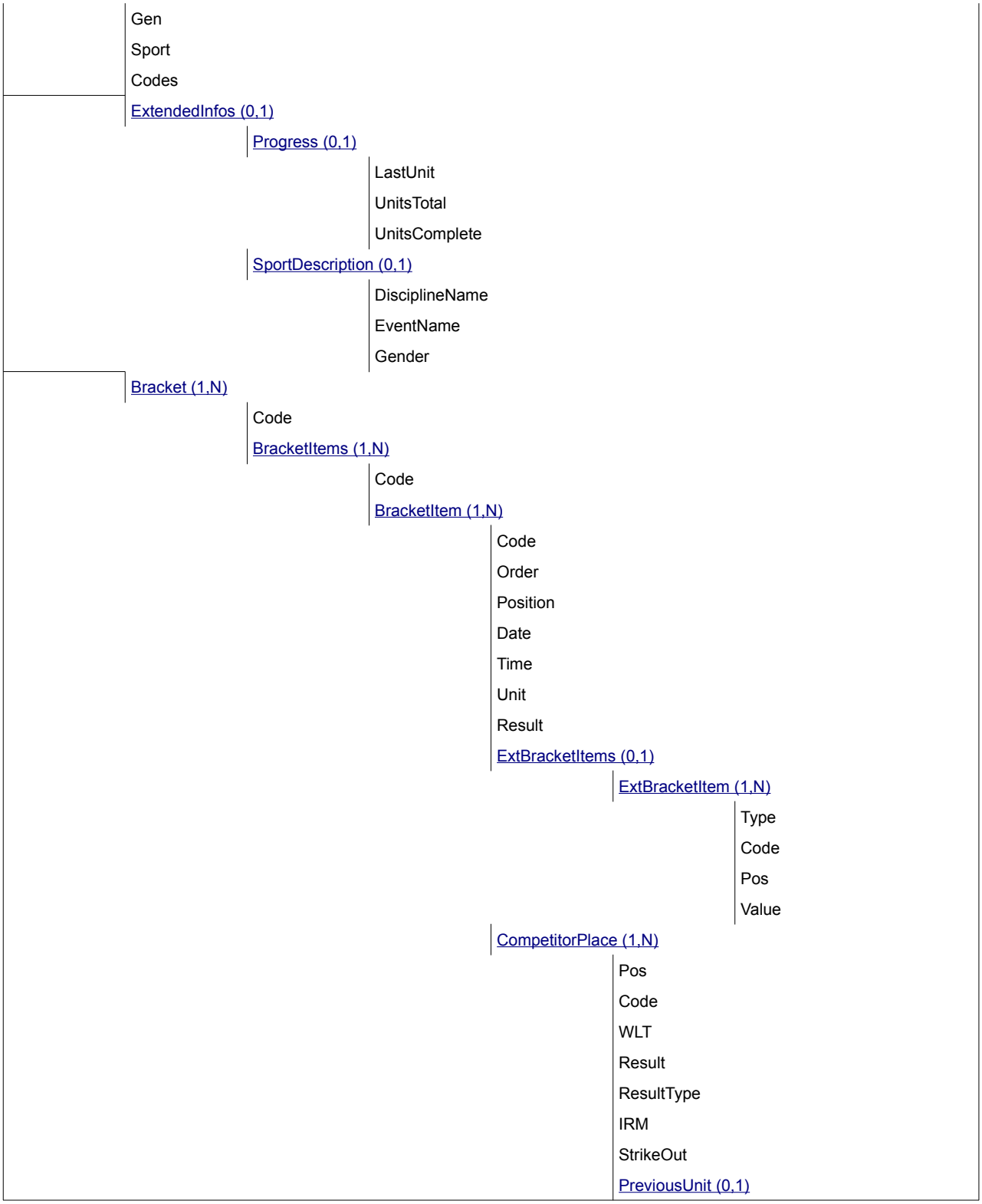
2.3.8.3 Trigger and Frequency

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

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	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
ExtBracketItems (0,1)
ExtBracketItem (1,N)
Type
Code
Pos
Value
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

2.3.8.5 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.
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 TBD can be sent
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete, filled and formatted in the same format as in ORIS (for example 21-12 or w-0(f)). If the match is cancelled, "Cancelled" should be sent.

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N) **ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.**				
Type		**Code**	**Pos**	**Description**
EBI		RES_CODE	N/A	Element Expected: If the game goes to OT
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Period	Send OT is the game goes to OT

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. In the case of a forfeit w and 0(f) are appropriate.
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid rank mark, if applicable Do not end in the case of forfeit

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="BK3WTEAM3----------
SFNL000100--" >
      <CompetitorPlace Pos="1">
        <Competitor Code="BK3WTEAM3-----NED01" Type="T" Organisation="NED">
        <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2">
        <Competitor Code="BK3WTEAM3-----NZL01" Type="T" Organisation="NZL">
          <Description TeamName="New Zealand"/>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.8.6 Message Sort

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

2.3.9 Statistics

2.3.9.1 Description

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

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the event
DocumentSubcode	S(20)	The DocumentSubcode is the ID of the team in the case the message is for a single team. The DocumentSubcode is used only in case DocumentSubtype is "CUM"
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TEAM_RANKING IND_RANKING	- CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. - IND_RANKING: Ranking of individual tournament statistics, for the athlete leaders. - TEAM_RANKING: Ranking of team tournament statistics.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics is official) 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.

2.3.9.3 Trigger and Frequency

After each match

2.3.9.4 Message Structure

The following table defines the structure of the message.

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

Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
Attempt
Avg
Percent
Rank
RankEqual
SortOrder

2.3.9.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the RSC of the most recently unit made official. For CUM which only includes one team then it is the last unit for that team.
UnitsTotal	O	Numeric ##0	Send the total number of units (games) to be played. For CUM which only includes one team then it is the total units for that team.
UnitsComplete	O	Numeric ##0	Send the total number of units (games) which are official. For CUM which only includes one team then it is the total complete units for that team.

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

Element: Competition /Stats (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Statistics	A code to identify the statistics being listed.

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

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

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N) Team competitor's stats item, according to competitors' rules.				
Type		**Code**	**Pos**	**Description**
ST		IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	IRM
ST		MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games (matches) played
ST		HGL DNK BLC	N/A	Code Description: Use HGL for highlights Use DNK for dunks

		ASSIST BZR TO POSS		Use BLC for blocked shots Use ASSIST for key assists Use BZR for buzzerbeaters Use TO for turnovers Use POSS for possessions Element Expected: Always in TEAM_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total in this statistical category
	Avg	M	Numeric ##0.0	Average for this statistical category
	Rank	O	Numeric #0	Team ranking for this statistical category by average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent. (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		TFOUL	Numeric 0	Pos Description: 0 for team, 1 for against Element Expected: Always in TEAM_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Avg	M	Numeric ##0.0	Average for team fouls
	Rank	O	Numeric #0	Team ranking for this statistical category (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		PTS	Numeric 0	Pos Description: 0 for team, 1 for against Element Expected: Always in TEAM_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total Points
	Attempt	O	Numeric ##0	Total Attempts
	Avg	M	Numeric ##0.0	Average for Points
	Rank	O	Numeric #0	Team ranking for this statistical category by average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		FT_ES	N/A	Element Expected:

				Always in CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Extra Shot Free Throws made
	Attempt	O	Numeric #0	Extra Shot Free Throws attempted
ST		TTO	N/A	Element Expected: Always, if the information is available in CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team turnovers
	Avg	O	Numeric ##0.0	Team turnovers Average
ST		S_EFF	N/A	Element Expected: Always in TEAM_RANKING & CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00	Shooting efficiency
	Rank	O	Numeric #0	Team ranking for this statistical category (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		WBL	N/A	Element Expected: Always in DocumentSubtype= TEAM_RANKING and CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of wins before limit
	Rank	O	Numeric #0	Team ranking for this statistical category (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		P1 P2 FT POSS_1P POSS_FT POSS_2P POSS_TO	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw 1-Point Shots Possessions Free Throw Possessions 2-Point Shots Possessions Turnover Possessions Element Expected: Always in TEAM_RANKING. Additionally P1/P2/FT are included in CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Successful attempts (P1/P2/FT only)

	Attempt	O	Numeric ##0	Attempts (P1/P2/FT only)
	Rank	O	Numeric #0	Team ranking for this statistical category by percent (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		DRV	N/A	Code Description: DRV for drives Element Expected: Always in CUM and TEAM RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total in this statistical category
	Avg	O	Numeric #0.0	Average (not for CUM)
	Rank	O	Numeric #0	Team ranking average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank equalled else not sent. (not for CUM)
	SortOrder	O	Numeric #0	Sort Order for @Rank. (not for CUM)
ST		REB REB_OR REB_DR	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Not required for TEAM_RANKING Element Expected: If available, for the DocumentSubtype=CUM and TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total rebounds
	Avg	O	Numeric #0.0	Average rebounds
	Rank	O	Numeric #0	Team ranking average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank equalled else not sent (not for CUM).
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		TREB	N/A	Code Description: Team Reb Element Expected: If available, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Team Total Rebounds
	Avg	O	Numeric ##0.0	Team Total Rebounds Average

	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	DR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Defensive Rebounds	
	Sub Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat Expected If available, for the DocumentSubtype=CUM			
	Attribute	**Value**	**Description**	
	Code	OR		
	Pos	N/A	N/A	
	Value	Numeric #0	Team Offensive Rebounds	
ST		2PT_FG	N/A	Element Expected: TEAM_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.00	2 point attempts as a proportion of field goal attempts
	Rank	O	Numeric #0	Team ranking
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric #0	Sort Order for @Rank.
ST		MINS	N/A	Element Expected: Always in CUM
	Attribute	**M/O**	**Value**	**Description**
	Avg	M	mm:ss	Average minutes per match (no leading zero)
ST		PLUS_MINUS	N/A	Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / minus for the team
ST		PLUS_MINUS	N/A	Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / minus for the team

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Athlete's ID, corresponding to either a team member or an

		zeroes	individual athlete
Order	M	Numeric ##0	Sort order: Within the team the players are sorted: For each player: Uniform number or disqualification identification.

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)				
Type		**Code**	**Pos**	**Description**
ST		IRM	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	IRM
ST		MP	N/A	Element Expected: If applicable, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of games (matches) played
ST		PTS HGL DNK BLC ASSIST BZR TO	N/A	Code Description: Use PTS for Points Use HGL for highlights Use DNK for dunks Use BLC for blocked shots Use ASSIST for key assists Use BZR for buzzerbeaters Use TO for turnovers Element Expected: Always in IND_RANKING and in CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Total in this statistical category. Not sent for HGL
	Avg	M	Numeric ##0.0	Average for this statistical category
	Rank	O	Numeric #0	Ranking for this statistical category by average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)

	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		P_VAL	N/A	Element Expected: Always in IND_RANKING & CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Player value
	Rank	O	Numeric ##0	Ranking for this statistical category (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric ##0	Sort Order for @Rank (not for CUM)
ST		S_EFF	N/A	Element Expected: Always in IND_RANKING & CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00	Shooting efficiency
	Rank	O	Numeric #0	Ranking for this statistical category (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		P1 P2 FT	N/A	Code Description: Use P1 for 1pt Use P2 for 2pt Use FT for Free Throw Element Expected: Always in IND_RANKING & CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Successful attempts
	Attempt	O	Numeric ##0	Attempts
	Percent	M	Numeric ##0	Percentage in this statistical category
	Rank	O	Numeric #0	Team ranking for this statistical category by percent (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		REB REB_DR REB_OR	N/A	Element Expected: If available, for the DocumentSubtype=CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Total, defensive and offensive Rebound

			##0	
	Avg	O	Numeric #0.0	Rebound per Game average for the athlete
	Rank	O	Numeric #0	Athlete's ranking based on the Rebounds per Game average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank is equalled else not sent (not for CUM)
	SortOrder	M	Numeric #0	Sort Order for @Rank (not for CUM)
ST		DRV	N/A	Code Description: Use DRV for drive Element Expected: CUM and IND_RANKING
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Total in this statistical category
	Avg	O	Numeric #0.0	Average (not for CUM)
	Rank	O	Numeric #0	Team ranking average (not for CUM)
	RankEqual	O	S(1)	Send Y where Rank equalled else not sent. (not for CUM)
	SortOrder	O	Numeric #0	Sort Order for @Rank. (not for CUM)
ST		MINS	N/A	Element Expected: Always in CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Average minutes per match (no leading zero)
ST		PLUS_MINUS	N/A	Element Expected: Always for the DocumentSubtype=CUM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or -#0	Plus / minus for the player

2.3.9.6 Message Sort

Sort according to the @Order attributes.

2.3.10 Event Final Ranking

2.3.10.1 Description

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

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

2.3.10.2 Header Values

The following table describes the message header attributes.

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

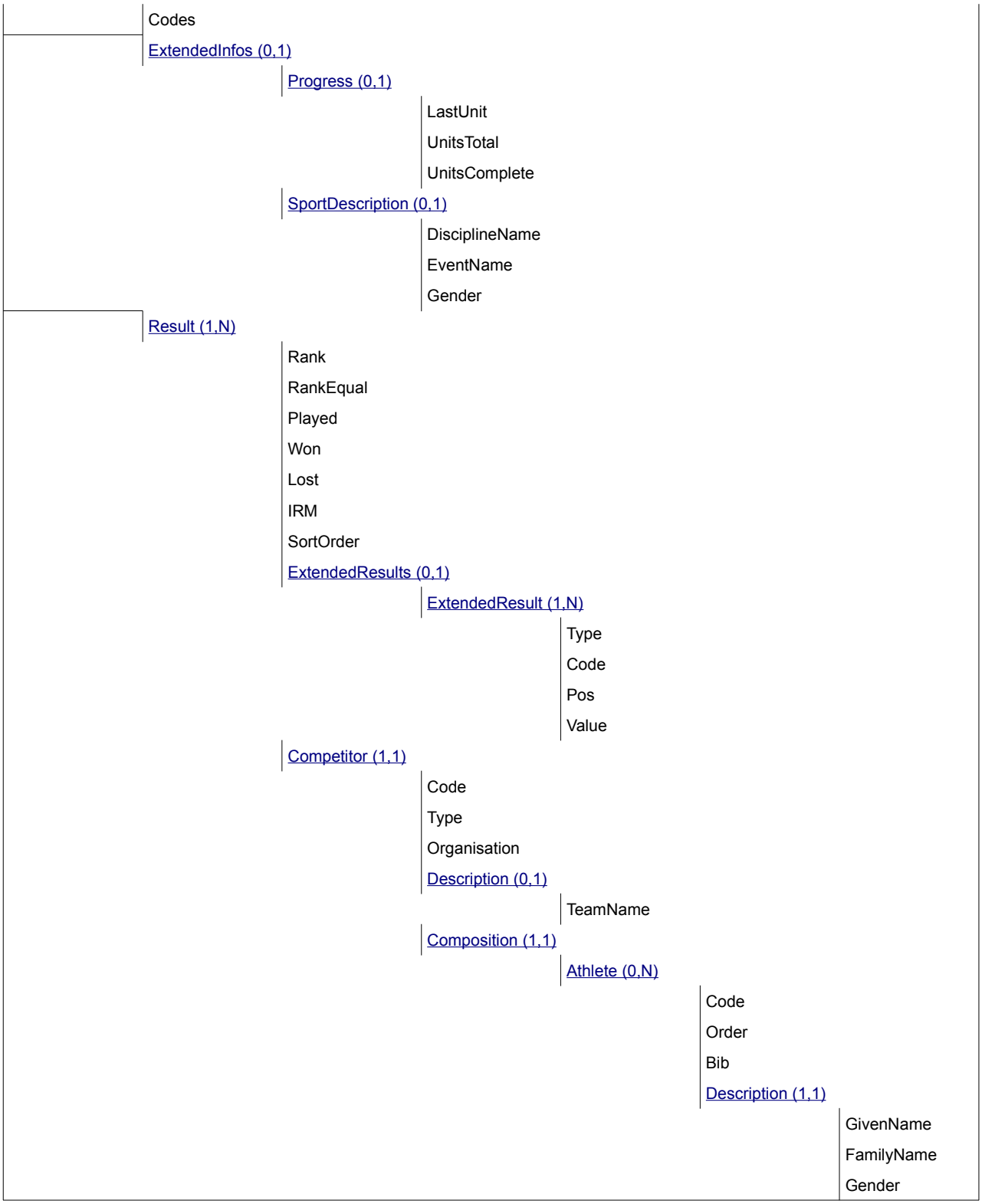
2.3.10.3 Trigger and Frequency

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.

2.3.10.4 Message Structure

The following table defines the structure of the message.

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


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

	Organisation BirthDate IFId

2.3.10.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the 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	O	CC @SportGender	Gender code for the event.

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

			presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		WIN_PERCENT	N/A	Element Expected: Always unless disqualified
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Winning percentage for the team
ER		PTS_AVG	N/A	Element Expected: Always unless disqualified
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Average points per match
ER		PTS_TOTAL	N/A	Element Expected: Always unless disqualified
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Total points

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
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" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="WIN_PERCENT" Value="100" />
    <ExtendedResult Type="ER" Code="PTS_AVG" Value="21.1" />
    <ExtendedResult Type="ER" Code="PTS_TOTAL" Value="169" />
  </ExtendedResults>
  <Competitor Code="BK3MTEAM3-----CRO01" Type="T" Organisation="CRO">
    <Description TeamName="Croatia"/>
      <Composition>
        <Athlete Code="1085534" Order="1" Bib="12" >
```

2.3.10.6 Message Sort

Sort by Result @SortOrder

2.3.11 Weather conditions

2.3.11.1 Description

The weather conditions is a message containing the current weather conditions in the venue or location. The use of venue or location is dependent to the level of detail that current weather conditions refer to. If weather conditions refer to a specific sailing course, then location code should be used. If weather conditions refer to athletics stadium, then the venue code should be used.

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
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.

2.3.11.3 Trigger and Frequency

* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

2.3.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		

- Conditions (1,N)
  - Code
  - Humidity
  - Wind_Direction
  - Condition (0,3)
    - Code
    - Value
  - Precipitation (0,N)
    - Unit
    - Value
  - Pressure (0,N)
    - Unit
    - Value
  - Temperature (0,N)
    - Code
    - Unit
    - Value
  - Wind (0,N)
    - Code
    - Unit
    - Value

2.3.11.5Message Values

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

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather Point(s)
Humidity	O	Numeric ##0	Humidity in %

Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherCondition	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	SC @PrecipitationUnit	Precipitation unit
Value	M	Numeric ###0.0	Precipitation quantity in the past 6 hours

Element: Competition /Weather /Conditions /Pressure (0,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	S(3)	Send "hPa" as unit for pressure
Value	M	Numeric ###0	Air pressure in hPa

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR, WBGT	Air and WBGT temperature.
Unit	M	SC @TemperatureUnit	Temperature unit
Value	M	Numeric -##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Wind unit
Value	M	Numeric ##0	Wind speed in @Unit

2.3.11.6Message Sort

There is no special sort order requirement for this message.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operation start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
	DT_RESULT	START_LIST					x
	DT_BRACKETS	START_LIST		x			
One for each pool	DT_POOL_STANDINGS	START_LIST			x		
After Event Briefing	DT_PDF C33 - Team Roster			x			

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
45 minutes before the first match starts	DT_PDF C51 - Start List	START_LIST					x
	DT_RESULT	START_LIST					x
	DT_PLAY_BY_PLAY	START_LIST					x
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Triggering when competition is LIVE	DT_RESULT	LIVE					x
	DT_PLAY_BY_PLAY	LIVE					x
	DT_CURRENT						x
In every Period break	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
	DT_PLAY_BY_PLAY	INTERMEDIATE					x
	DT_RESULT	INTERMEDIATE					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After a match is FINISHED	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_CURRENT						x
When results are UNOFFICIAL	DT_RESULT	UNOFFICIAL					x
	DT_PLAY_BY_PLAY	UNOFFICIAL					x
Only after Preliminary Round matches	DT_POOL_STANDINGS	INTERMEDIATE			x		
Only after the last match of a pool is finished	DT_POOL_STANDINGS	UNOFFICIAL			x		
Only after the last match of a pool and after each match of the Final round	DT_BRACKETS	INTERMEDIATE		x			
Unofficial after the Gold Medal match	DT_BRACKETS	UNOFFICIAL		x			
When results are OFFICIAL	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_PDF C69 - play by play	OFFICIAL					x
	DT_PDF C73 - Result	OFFICIAL					x
	DT_PDF C76 - Tournament Summary	INTERMEDIATE		x			
	DT_PDF C84A - Cumulative Statistics			x			
	DT_PDF C84B - Overall Team Statistics			x			
	DT_PDF C85 - Individual Statistics Leaders			x			
Only after Preliminary round is finished; after play in games and after Semi-finals	DT_SCHEDULE_UPDATE		x				
Only after Preliminary round is finished; after play in games and after Semi-finals	DT_RESULT	START_LIST					x
Official only after the last match of a pool is finished	DT_POOL_STANDINGS	OFFICIAL			x		
	DT_STATS - IND_RANKING	INTERMEDIATE		x			
	DT_STATS - IND_RANKING	OFFICIAL		x			
One for each team	DT_STATS - CUM	INTERMEDIATE		x			
Official after the last match of a team in the competition	DT_STATS - CUM	OFFICIAL		x			
	DT_STATS - TOU	OFFICIAL		x			
Official after the Gold Medal match	DT_BRACKETS	OFFICIAL		x			
Only after last match of the Preliminary round, after the last play in games match and after the Bronze and Gold matches	DT_RANKING	PARTIAL/OFFICIAL		x			
Only after final rankings of the pools and after the last match of play in games and SF	DT_PDF C08 - Competition Schedule		x				

Partial after Bronze Medal Match / Official After Gold Medal Match	DT_MEDALLISTS	PARTIAL/OFFICIAL		x			
Only after Bronze and Gold Medal matches	DT_MEDALLISTS_DISCIPLINE		x				
Only after Bronze and Gold Medal matches	DT_MEDALS		x				
	DT_PDF C92C - Medallists	PARTIAL/OFFICIAL		x			
	DT_PDF C93 - Medallists by Event		x				
	DT_PDF C95 - Medal Standings		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V1.0	4 Dec 2017	First Version
V1.1	3 Jan 2018	Updated
V1.2	20 Feb 2018	Updated
V2.0	4 Jan 2019	Updated
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated
V2.3	14 Aug 2019	Updated
V2.4	11 Nov 2019	Updated
V2.5	10 Dec 2019	Updated
V2.6	20 Mar 2020	Updated after Homologation
V3.0	8 Jul 2022	First version for Paris 2024
V3.01	30 Sep 2020	Updated
V3.02	18 Nov 2022	Updated
V3.1	13 Jan 2023	Approved
V3.2	21 Apr 2023	CR025629
V3.3	23 Jul 2023	CR025912
V3.4	12 Jan 2024	CR026953

File Reference: SOG-2024-BK3-3.4 APP

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First Version separated from Basketball
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.2	SFA	DT_SCHEDULE: Add PreviousWLT and PreviousUnit @ Competition /Unit /StartList /Start Minor typographical corrections without changing the meaning.
V2.0	SFA	DT_RESULT: ExtendedInfos Add MADE/ATT for shots DT_RESULT: Result /Competitor /StatsItems /StatsItem: Add TOUT, TREB, REB DT_RESULT: Add Pos for EUE/UNIFORM DT_RESULT: Other updates as reviewed DT_PLAY_BY_PLAY: Update ExtendedActions Removed references to YOG Removed DT_CUMULATIVE_RESULTS Added DT_STATS message DT_POOL_STANDINGS: Remove Result /ExtendedResults /ExtendedResult @AVG and replace with Result/Ratio with the same value DT_POOL_STANDINGS: Add attributes For/Against/Diff in the Result element DT_POOL_STANDINGS: Add QualificationMark DT_RANKING: Added ExtendedResults DT_RESULT: Add ER/BONUS @ Result /ExtendedResults /ExtendedResult CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Add ExtendedInfos/Progress to pool standings and statistics to replace the previous extensions.

		CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. DT_IMAGE: Message added
V2.1	SFA	DT_STATS: Add S_VAL stats for team and individuals
V2.2	APP	DT_RESULT: Update FT_ES information DT_RESULT: Update ExtendedInfos Display for stats DT_STATS: Update FT_ES information DT_STATS: Remove steals DT_STATS: Remove total rebounds rank DT_STATS: Remove duplicate of REB DT_STATS: At Stats /Competitor /StatsItems /StatsItem add Attempt @PTS DT_STATS: Replace ST/WINL with ST/WBL DT_BRACKETS: Update for START_LIST DT_STATS: Update triggering for P1/P2/FT DT_STATS: Remove IND_RANKING from IRM @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem CR17283: Add Progress element in DT_RANKING & DT_BRACKETS. CR17384: Add UnitNum @ExtendedInfos/SportDescription in DT_PLAY_BY_PLAY
V2.3	APP	CR16640: Add ODF Version @Competition CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N
V2.4	APP	CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE
V2.5	APP	CR18559: DT_CURRENT: Add Result element and remove Period element. CR18565 DT_PARTIC: Update the description of Participant/Weight
V2.6	APP	DT_RESULTS: Add SC@PPP as value option for ST/POSS_TO/PPP @Result /Competitor /StatsItems /StatsItem [187962] DT_RESULT: Add ST/P_VAL @Result /Competitor /Composition /Athlete /StatsItems /StatsItem [187951] DT_STATS: DocumentSubcode clarified DT_STATS: Update the value format of ST/S_VAL at Stats /Competitor /StatsItems /StatsItem and Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [187996] DT_STATS: Add Add ST/P_VAL @Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [187951] DT_RESULT: Delete ST/FB from Result /Competitor /StatsItems /StatsItem [187950] DT_RESULT: Delete ST/FB from Result /Competitor /Composition /Athlete /StatsItems /StatsItem [187950] DT_RESULT: Delete DISPLAY/FB @ExtendedInfos /ExtendedInfo DT_STATS: Delete ST/FB from Stats /Competitor /StatsItems /StatsItem [187950] DT_STATS: Delete ST/FB from Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [187950] DT_RESULTS: Delete ST/DEF_MAX from Result /Competitor /StatsItems /StatsItem Other minor typographical corrections
V3.0	SFA	DT_SCHEDULE: Update Unit/Medal description DT_SCHEDULE: Clarifications at Unit [CR024248] DT_SCHEDULE: Add Session/Medal and Session/FOP [CR023122] DT_SCHEDULE: Remove Unit /StartList /Start /PreviousWLT DT_SCHEDULE: Remove Unit /StartList /Start /PreviousUnit DT_PARTIC: Remove Participant/Weight DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAM: Add ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/RES_CODE at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/P1.. at ExtendedInfos /ExtendedInfo DT_RESULT: Update Result/IRM and Result/ResultType DT_RESULT: Update ST/POSS.. at Result /Competitor /StatsItems /StatsItem DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial) DT_PLAY_BY_PLAY: Add Action/Comment DT_PLAY_BY_PLAY: Update triggering DT_IMAGE: Delete DT_POOL_STANDING: Update triggering DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo

		DT_POOL_STANDING: Update Result /Competitor /Opponent /Result DT_BRACKETS: Update triggering DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Add EBI/RES_CODE at Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_STATS: Update ST/TTO at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ST/REB at Stats /Competitor /StatsItems /StatsItem to include Rank, RankEqual and SortOrder for TEAM_RANKING DT_STATS: Update ST/DRV at Stats /Competitor /StatsItems /StatsItem to include Avg, Rank, RankEqual and SortOrder DT_STATS: Add Update ST/2PT_FG at Stats /Competitor /StatsItems /StatsItem DT_STATS: Remove ST/POSS../Percent at Stats /Competitor /StatsItems /StatsItem DT_STATS: Remove ST/S_VAL at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update ST/REB at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem include Rank, RankEqual and SortOrder for IND_RANKING DT_STATS: Update ST/DRV at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem to include Avg, Rank, RankEqual and SortOrder DT_STATS: Remove ST/S_VAL at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem
V3.01	SFA	DT_RESULT: Add ST/SCORE_RUN_MAX at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add STATS/LEAD_CHANGES at ExtendedInfos /ExtendedInfo DT_RESULT: Add STATS/TIED_NUM at ExtendedInfos /ExtendedInfo DT_RESULT: Add STATS/SPRINT at ExtendedInfos /ExtendedInfo DT_RESULT: Text improvement at Result /Competitor /Composition /Athlete (same meaning)
V3.02	SFA	DT_PLAY_BY_PLAY: Update Actions/Action/ActionAdd DT_PLAY_BY_PLAY: Remove SHOT_FLAG at Actions /Action /ExtendedAction
V3.1	APP	DT_STATS: Clarification to not send Rank in CUM messages DT_WEATHER: Add message
V3.2	APP	DT_RESULT: Add ST/DQF at Result /Competitor /StatsItems /StatsItem [CR025629] DT_BRACKETS: Update Bracket /BracketItems /BracketItem /Time
V3.3	APP	DT_WEATHER: Updated to be common [CR025912]
V3.4	APP	DT_PARTIC: Add ENTRY/FIBA_ID at Participant /Discipline /RegisteredEvent /EventEntry [CR026953] DT_RESULT: Remove ST/PLUS_MINUS at Result /Competitor /StatsItems /StatsItem [CR026953] DT_PLAY_BY_PLAY: Update FREETHROW to FREETHROWS at Actions /Action /ExtendedAction [Octane 834005] [CR026953] DT_POOL_STANDING: Update Result /Competitor /Opponent Description [Octane 837003] [CR026953] DT_STATS: Remove ST/PLUS_MINUS at Stats /Competitor /StatsItems /StatsItem [CR026953] DT_RESULT: Update Result/Result [CR026953] DT_RESULT: Update Result/ResultType [CR026953] DT_BRACKETS: Update Bracket /BracketItems /BracketItem /Result [CR026953] DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Result [CR026953]