



Olympic Data Feed



Football ODF Data Dictionary

Technology and Information Department
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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 Football Overview.....	6
2.2 Applicable Messages.....	6
2.3 Messages.....	8
2.3.1 Competition schedule / Competition schedule update.....	8
2.3.1.1 Description.....	8
2.3.1.2 Header Values.....	10
2.3.1.3 Trigger and Frequency.....	10
2.3.1.4 Message Structure.....	10
2.3.1.5 Message Values.....	12
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.....	24
2.3.3 List of teams / List of teams update.....	25
2.3.3.1 Description.....	25
2.3.3.2 Header Values.....	25
2.3.3.3 Trigger and Frequency.....	25
2.3.3.4 Message Structure.....	26
2.3.3.5 Message Values.....	26
2.3.3.6 Message Sort.....	29
2.3.4 Event Unit Start List and Results.....	30
2.3.4.1 Description.....	30
2.3.4.2 Header Values.....	30
2.3.4.3 Trigger and Frequency.....	30
2.3.4.4 Message Structure.....	31
2.3.4.5 Message Values.....	34
2.3.4.6 Message Sort.....	48
2.3.5 Current Information.....	49
2.3.5.1 Description.....	49
2.3.5.2 Header Values.....	49
2.3.5.3 Trigger and Frequency.....	49
2.3.5.4 Message Structure.....	49
2.3.5.5 Message Values.....	50
2.3.5.6 Message Sort.....	51
2.3.6 Play by Play.....	52



2.3.6.1 Description.....	52
2.3.6.2 Header Values.....	52
2.3.6.3 Trigger and Frequency.....	52
2.3.6.4 Message Structure.....	53
2.3.6.5 Message Values.....	55
2.3.6.6 Message Sort.....	58
2.3.7 Pool Standings.....	59
2.3.7.1 Description.....	59
2.3.7.2 Header Values.....	59
2.3.7.3 Trigger and Frequency.....	59
2.3.7.4 Message Structure.....	60
2.3.7.5 Message Values.....	61
2.3.7.6 Message Sort.....	64
2.3.8 Brackets.....	65
2.3.8.1 Description.....	65
2.3.8.2 Header Values.....	65
2.3.8.3 Trigger and Frequency.....	65
2.3.8.4 Message Structure.....	66
2.3.8.5 Message Values.....	67
2.3.8.6 Message Sort.....	70
2.3.9 Statistics.....	71
2.3.9.1 Description.....	71
2.3.9.2 Header Values.....	71
2.3.9.3 Trigger and Frequency.....	71
2.3.9.4 Message Structure.....	72
2.3.9.5 Message Values.....	73
2.3.9.6 Message Sort.....	84
2.3.10 Event Final Ranking.....	85
2.3.10.1 Description.....	85
2.3.10.2 Header Values.....	85
2.3.10.3 Trigger and Frequency.....	85
2.3.10.4 Message Structure.....	85
2.3.10.5 Message Values.....	87
2.3.10.6 Message Sort.....	88
2.3.11 Weather conditions.....	90
2.3.11.1 Description.....	90
2.3.11.2 Header Values.....	90
2.3.11.3 Trigger and Frequency.....	90
2.3.11.4 Message Structure.....	90
2.3.11.5 Message Values.....	91
2.3.11.6 Message Sort.....	92
3 Message Timeline.....	94
3.1 Preparation Phase.....	94
3.2 Before competition.....	94
3.3 During competition.....	94
3.4 After competition.....	95
4 Document Control.....	98



1 Introduction

1.1 This document

This document includes the ODF Football 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 Football 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 Football 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.

GF_OG - Goals scored by own goals from opposition

GF - Goals for

GA - Goals against

ASSIST - Assists

CRN - Corner kicks

OFF - Offsides

FOC - Fouls committed

FOS - Fouls suffered

FRK - Free kicks

OG - Own goals

POSSESS - Possession

PTY - Penalty kicks

SHOT - Shots

TOUT - time outs

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	List of teams / List of teams update	X



DT_PARTIC_TEAMS_UPDATE		
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	Display in message	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.

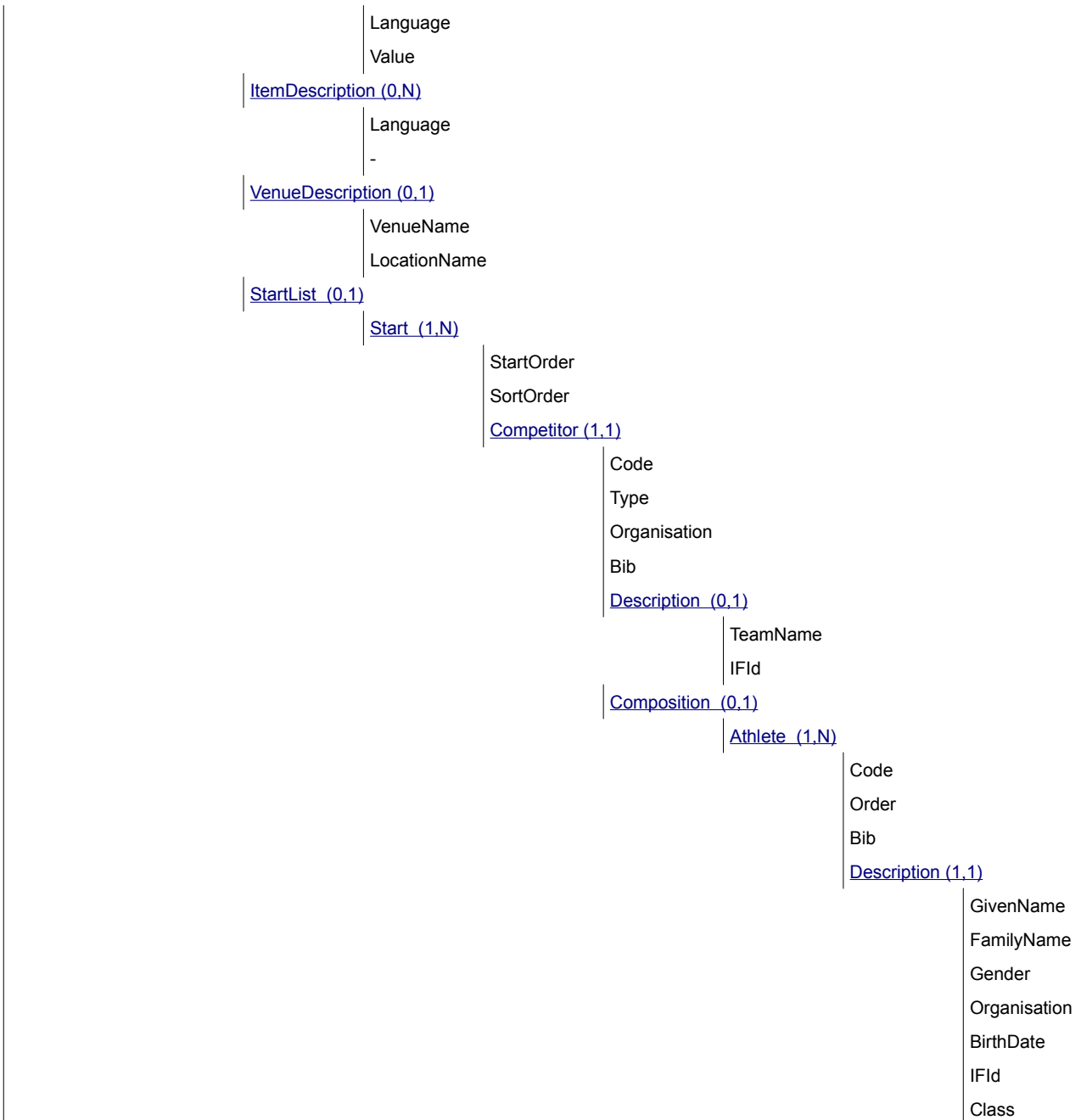
2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
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	<p>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 incorrert (including CANCELLED and POSTPONED).</p> <p>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)</p> <p>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.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>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.</p> <p>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'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>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)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
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. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.
ModificationIndicator	O	N, U	Attribute is mandatory in the DT_SCHEDULE_UPDATE message only N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status. If ModificationIndicator="U", then update the event unit.

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

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



Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or 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 or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team



Organisation	O	CC @Organisation	Should be sent when known
Bib	O	Same as in the Start List message for each discipline	Team bib number (if Competitor @Type="T")

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
IFld	O	S(16)	Team IF number, send if available

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)			
Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDM, TEN etc), In case of the Competitor @Code='TBD' the Competitor element should not be sent.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	Same as in the Start List message for each discipline	Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T").

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFld	O	S(16)	Athlete IF number, send if available, only for the current discipline.
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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	
		Class	
		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-FBL-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.



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



			Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10... Send only in the Case of Current="true".
Class	O	CC @DisciplineClass	Code to identify the class of the athlete. This attribute is mandatory for athletes in Paralympics
Status	O	SC @AthleteStatus	Participant status. Send if applicable else do not send. When the athlete has been suspended, replaced or disqualified.
Substitute	O	S(1)	Flag that indicates when the competitor is an alternate. Send "Y" if the competitor is an alternate player

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position of the player in the team
ENTRY	SHIRT_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt Name
ENTRY	CLUB_NAME	N/A	Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Club name including the country, for example "Arsenal (ENG)" This is a single string as the countries are not the same as the IOC list.
ENTRY	INTERNAT_PLAYED	N/A	Element Expected: As soon as it is known (it can be sent in both messages). Not needed in Paralympics.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	International matches played. Send "0" for no matches.
ENTRY	INTERNAT_GOALS	N/A	Element Expected: As soon as it is known (it can be sent in both messages) Not needed in Paralympics.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	International matches goals scored. Send "0" for no goals.
ENTRY	FIFA_ID	N/A	Element Expected: As soon as it is known (it can be sent in both messages) Not needed in Paralympics	
	Attribute	M/O	Value	Description



Value	M	S(20)	FIFA Id
-------	---	-------	---------

Sample (General)

```
<Discipline Code="FBL-----" IFId="203258" >
  <RegisteredEvent Event="FBLMTEAM11-----" >
    <EventEntry Type="ENTRY" Code="POSITION" Value="GK" />
    <EventEntry Type="ENTRY" Code="SHIRT_NAME" Value="FATUSI" />
    <EventEntry Type="ENTRY" Code="CLUB_NAME" Value="Servette FC (SUI)" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Participant @Code



2.3.3 List of teams / List of teams update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
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 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)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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



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

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

Element: Competition /Team /Discipline /RegisteredEvent (0,1)			
Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific team's event entries.				
Type	Code	Pos	Description	
ENTRY	UNIFORM	Numeric 0	Pos Description: 1st/2nd/3rd team shirt colour. Send 1, 2 or 3 to indicate the number of shirt/uniform. Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Shirt Colour
ENTRY	SHORTS	Numeric 0	Pos Description: 1st/2nd/3rd team shorts colour. Send 1, 2 or 3 to indicate the number of shorts Element Expected: As soon as it is known (it can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Short's colour
ENTRY	SOCKS	Numeric 0	Pos Description: 1st/2nd/3rd team socks colour. Send 1, 2 or 3 to indicate the number of socks. Element Expected: As soon as it is known (it can be sent in both	



Attribute	M/O	Value	Description
Value	M	S(25)	Colour of socks
ENTRY	DRAW	N/A	Element Expected: As soon as this information is known (it can be sent in the update message)
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 available
Attribute	M/O	Value	Description
Value	M	S(1)	Preliminary Group of the team

Sample (General)

```
<Team Code=" FBLMTEAM11----CAN01" Organisation="CAN" Number="1" Name="Canada" Gender="M" Current="true">
  <Composition>
    <Athlete Code="1063192" Order="1"/>
    <Athlete Code="1063249" Order="2"/>
  ....
  </Composition>
  <TeamOfficials>
    <Official Code="7380750" Function="COACH" />
    <Official Code="7380751" Function="AST_COA" />
    <Official Code="7380752" Function="AST_COA" />
  </TeamOfficials>
  <Discipline Code="FBLM-----" >
    <RegisteredEvent Event="FBLMTEAM11-----" >
      <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="White" />
      <EventEntry Type="ENTRY" Code="SHORTS" Pos="1" Value="Red" />
    ....
  </RegisteredEvent>
  </Discipline Code>
</Team Code>
```

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 match begins.

* START_LIST: As soon as any of the line-up and starters are known and any change/addition to these only before the start of the match.



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

* LIVE: At the beginning of each period.

* LIVE: After every change in any data (scores, substitute, DQ etc).

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

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

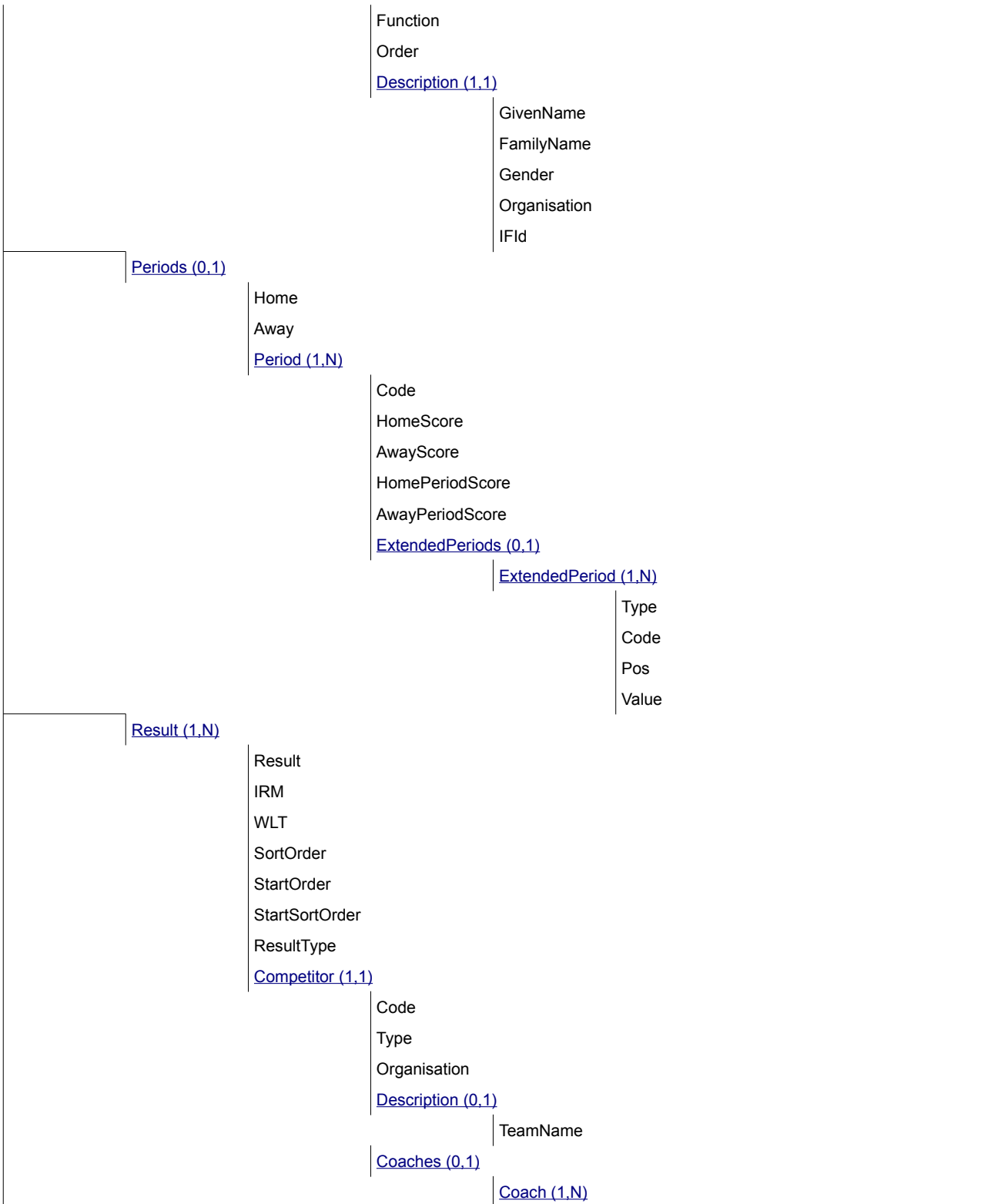
* UNOFFICIAL / OFFICIAL: After the unit.

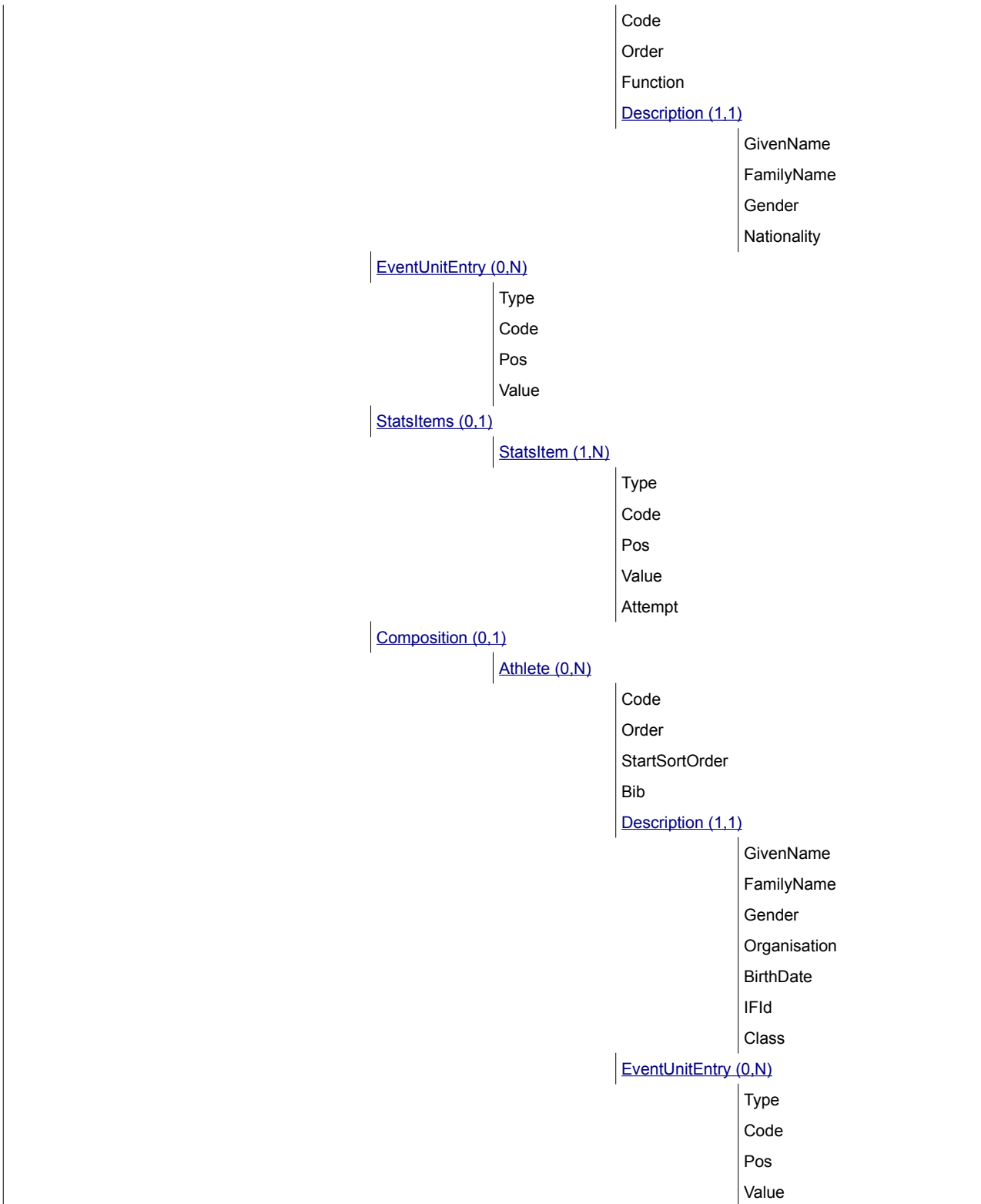
Trigger also after any change.

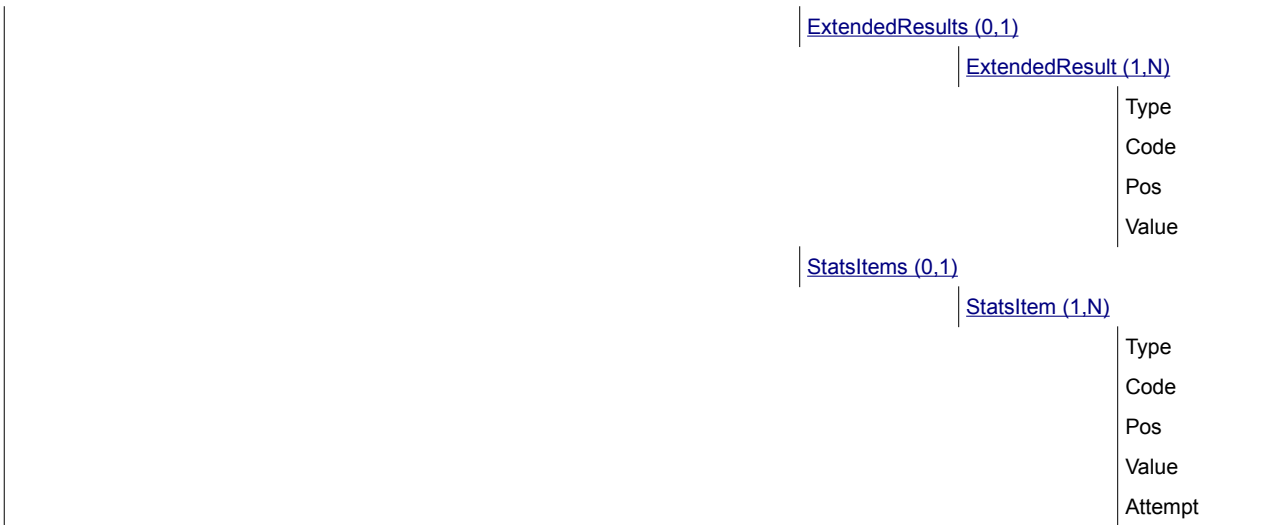
2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			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				







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.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	RES_CODE	N/A	Element Expected: If the match finished in extra time or penalty shoot out.	
	Attribute	M/O	Value	Description
	Value	M	S(3)	Send AET if the match was decided in extra time. Send PSO if the match was decided by a penalty shoot out.
UI	PERIOD	N/A	Element Expected: Always after the start of the unit	
	Attribute	M/O	Value	Description
	Value	M	SC @Period SC @GameState	Send current period or the GameState Use SC @Period unless some GameState



				applies
DISPLAY	GF GA GF_OG SHOT OG PTY FOC FOS FRK ASSIST OFF CRN YC RC YRC DPTY		Numeric 0	Code Description: Send the @Code of the last updated Result / Competitor /StatsItems /StatsItem or Result /Competitor /Composition /Athlete /StatsItems /StatsItem May be: GF, GA, GF_OG, OG, SHOT, PTY, FOC, FOS, FRK, ASSIST(not PG), OFF(not PG), CRN, YC, RC, YRC, DPTY(only in PG) 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 and only when the unit is LIVE. Send multiple if applicable				
	Attribute	Value	Description	
	Code	String		
	Pos	N/A		
	Value	S(1)	Send "Y"	

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(6)	Match number

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes
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 (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Send the appropriate order for each official

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	M	S(20) with no leading zeroes	Home Competitor ID
Away	M	S(20) with no leading zeroes	Away Competitor ID

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

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	SC @Period	Period code
HomeScore	M	Numeric #0	Overall score of the home competitor at the end of the period
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 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
TIME	ADDITIONAL	N/A	Element Expected: When applicable as soon as the information is known.
Attribute	M/O	Value	Description
Value	M	mm	Additional time for that period.



				Send 0 if there is no additional time for that period. Remove leading zeros
--	--	--	--	--

Element: Competition /Result (1,N)				
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.				
Attribute	M/O	Value	Description	
Result	O	Numeric #0	Result (until finish the extra times if are available) of the Team for the particular event unit. Not including the goals for penalty Shoot-out.	
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM of the Team for the particular event unit Send in the case @ResultType both Points and IRM	
WLT	O	SC @WLT	The code whether a competitor won, tied or lost	
SortOrder	M	Numeric	This attribute is a sequential number with the order of the first (home) named (1) and the away team (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 goals or IRM with points for the corresponding event unit	

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 another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) BYE is used when there is a scheduled match of BYE.	
Type	M	S(1)	T for team	
Organisation	O	CC @Organisation	Competitor's organisation	

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

Element: Competition /Result /Competitor /Coaches /Coach (1,N)				
Competitor's Coach				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Official code.	
Order	M	Numeric	Send order for coaches (& team management), sequential number if more than one (order as they	



			are presented on match form)
Function	M	CC @ResultsFunction	Team officials function.

Element: Competition /Result /Competitor /Coaches /Coach /Description (1,1)

Coach extended information.

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

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

For team event information

Type	Code	Pos	Description
EUE	HOME_AWAY	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @Home
EUE	UNIFORM	Numeric 0	Pos Description: Value for the uniform matching the Pos value from ENTRY/UNIFORM in DT_PARTIC_TEAMS for this colour. Element Expected: If available
	Attribute	M/O	Value
	Value	M	S(25)
EUE	SHORTS	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	M	String
EUE	SOCKS	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	M	String
EUE	FORMATION	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	M	SC@Formation
			Team formation (for example 4-4-2 or 4-3-3)

Sample (General)



```
<EventUnitEntry Type="EUE" Code="HOME_AWAY" Value="HOME"/>
<EventUnitEntry Type="EUE" Pos="2" Code="UNIFORM" Value="Navy Blue/White" />
<EventUnitEntry Type="EUE" Pos="2" Code="SHORTS" Value="White" />
<EventUnitEntry Type="EUE" Pos="2" Code="SOCKS" Value="Navy Blue" />
<EventUnitEntry Type="EUE" Code="FORMATION" Value="4-3-3" />
```

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)				
Type	Code	Pos	Description	
ST	MINS	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	mmm	Actual playing time (related to ball possession) for the team by period number in the event unit (in minutes). Remove leading zeros
ST	GF_OG	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Goals for the team by period number, due to own goals scored by the opposite team, in the event unit.
ST	GF	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Goals for the team by period number in the event unit (including the own goals of the opposite team).
ST	GA	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Goals against for the team by period number in the event unit
ST	ASSIST	SC@Period	Pos Description: Send the period number (TOT for totals-all periods)	



				Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Assists
ST		SHOT	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total shots on goal.
	Attempt	O	Numeric #0	Total Shots for the team by period number in the event unit.
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available.				
	Attribute	Value	Description	
	Code	BLC		
	Pos	N/A		
	Value	Numeric #0	Number of shots blocked	
ST		PTY	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Goals from penalties in this period
	Attempt	O	Numeric #0	Penalty kicks for the team by period number in the event unit.
ST		2PTY	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available in Paralympic Games & futsal
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Goals from second/double penalties in this period
	Attempt	O	Numeric #0	Second/Double Penalty kicks for the team by period number in the event unit.
ST		CRN	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected:



				Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total corner kicks for the team by period number in the event unit.
ST		OFF	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total offsides for the team by period number in the event unit.
ST		FOC	SC @Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total fouls committed for the team by period number in the event unit.
ST		FOS	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total fouls suffered for the team by period number in the event unit.
ST		YC	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Cautions (yellow cards) for the team by period number in the event unit.
ST		YRC	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) for the team by period number in the event unit.
ST		RC	SC@Period	Pos Description: Send the period number (TOT for totals-all periods)



				Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (red cards) for the team by period number in the event unit.
ST		EXP	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for the team in the event unit.
ST		FRK	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total free kicks for the team by period number in the event unit.
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
	Attribute	Value	Description	
	Code	FKD		
	Pos	N/A		
	Value	Numeric #0	Number of direct free kicks	
Sub Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat Expected Always, if the information is available				
	Attribute	Value	Description	
	Code	FKI		
	Pos	N/A		
	Value	Numeric #0	Number of indirect free kicks	
ST		OG	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total own goals for the team by period number in the event unit.
ST		POSSESS	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available



	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total ball possession for the team by period number in the event unit. Send in %.
ST		TOUT	SC@Period	Pos Description: Send the period number (TOT for totals-all periods) Element Expected: Always, if the information is available in Paralympic Games & futsal
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of time outs taken
ST		YC_COACH YRC_COACH RC_COACH	N/A	Element Expected: If applicable and the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total applicable cards for the coach(s)

Sample (General)

```
<StatsItems>
<StatsItem Type="ST" Code="MINS" Pos="TOT" Value="38" />
<StatsItem Type="ST" Code="GF" Pos="TOT" Value="4" />
<StatsItem Type="ST" Code="GA" Pos="TOT" Value="2" />
<StatsItem Type="ST" Code="SHOT" Pos="TOT" Attempt="8" Value="6" />
<StatsItem Type="ST" Code="CRN" Pos="TOT" Value="6" />
<StatsItem Type="ST" Code="OFF" Pos="TOT" Value="3" />
<StatsItem Type="ST" Code="FOC" Pos="TOT" Value="8" />
<StatsItem Type="ST" Code="FOS" Pos="TOT" Value="8" />
<StatsItem Type="ST" Code="FRK" Pos="TOT" Value="12" />
<StatsItem Type="ST" Code="POSSESS" Pos="TOT" Value="53" />
<StatsItem Type="ST" Code="RC" Value="TOT" />
<StatsItem Type="ST" Code="MINS" Pos="H1" Value="17" />
<StatsItem Type="ST" Code="GF" Pos="H1" Value="2" />
<StatsItem Type="ST" Code="GA" Pos="H1" Value="2" />
<StatsItem Type="ST" Code="SHOT" Pos="H1" Attempt="3" Value="3" />
<StatsItem Type="ST" Code="CRN" Pos="H1" Value="2" />
<StatsItem Type="ST" Code="OFF" Pos="H1" Value="1" />
<StatsItem Type="ST" Code="FOC" Pos="H1" Value="3" />
<StatsItem Type="ST" Code="FOS" Pos="H1" Value="4" />
<StatsItem Type="ST" Code="FRK" Pos="H1" Value="7" />
<StatsItem Type="ST" Code="POSSESS" Pos="H1" Value="52" />
<StatsItem Type="ST" Code="MINS" Pos="H2" Value="21" />
<StatsItem Type="ST" Code="GF" Pos="H2" Value="2" />
<StatsItem Type="ST" Code="SHOT" Pos="H2" Attempt="5" Value="3" />
```

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order attribute used to sort team members in a team. Before



		#0	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(4)	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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: Send just for those suspended players
	Attribute	M/O	Value
	Value	M	SC @AthleteStatus Athlete's status in the team if applicable.
EUE	CAPTAIN	N/A	Element Expected: Send the code just for the captain when known
	Attribute	M/O	Value
	Value	M	S(1) Send "Y" only if the player is captain
EUE	STARTER	N/A	Element Expected: Send just for athletes in the starting line-up at the beginning of the game (when available)
	Attribute	M/O	Value
	Value	M	S(1) Send "Y" if the competitor is a Starter else do not send
EUE	POSITION	Numeric 0	Pos Description: Send 1 for normal play position (DF, FW etc) Send 2 for tactical position Element Expected: As soon as it is known
	Attribute	M/O	Value
	Value	M	CC @Position (1) SC @TacPos (2) Position of the player in the team as appropriate.



			See tactical positions diagram for understanding. http://odf.olympictech.org/2020-Tokyo/OG/PDF/FBL_Tactical_Posn.png
--	--	--	--

Sample (General)

```
....
<Athlete Code="1130568" Bib="3" Order="3">
  <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="ESP" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="STARTER" Value="Y" />
  <EventUnitEntry Type="EUE" Code="CAPTAIN" Value="Y" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="1" Value="DF" />
  <EventUnitEntry Type="EUE" Code="POSITION" Pos="2" Value="D05" />
....
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member or individual athlete's extended result.			
Type	Code	Pos	Description
ER	SANCTION	N/A	Element Expected: As soon as the information is available
	Attribute	M/O	Value
	Value	M	S(3)
			Send YC for Yellow Card or EXP for Suspended

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Type	Code	Pos	Description
ST	MINS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	M	mmm
			Minutes played by the athlete in the game. Remove leading zeros
ST	SUB_TIME	Numeric #0	Pos Description: 1..n for each substitute action for this athlete. Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	M	String +/-m' [x] where x is optional, usually in form +m for injury time. or SC @PeriodAction
			Time a player is substituted into or out of the game. +/- Indicates in or out. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar
ST	GF	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value
	Value	M	Numeric #0
			Total Goals for athlete
ST	GA	N/A	Element Expected:



				Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Goals against for the athlete where the player has played as goalkeeper
ST		ASSIST	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Assists
ST		SHOT	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total shots on goal
	Attempt	O	Numeric #0	Total shots for the athlete
ST		PTY	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total penalty goals.
	Attempt	O	Numeric #0	Penalty kicks for the athlete
ST		2PTY	N/A	Element Expected: Always, if available in the Paralympic Games & futsal
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total double penalty goals.
	Attempt	O	Numeric #0	Double Penalty kicks for the athlete.
ST		FOC	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total fouls committed for athlete
ST		FOS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total fouls suffered for athlete
ST		CRN	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total corner kicks for the athlete
ST		OFF	N/A	Element Expected:



				Always, if the information is available Not applicable in the Paralympic Games
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total offside for the athlete in the event unit.
ST		YC	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Cautions (yellow cards) for athlete
ST		YC_MINS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	String m' [x] where x is optional, usually in form +m for injury time or SC @PeriodAction	Minutes when the athlete has the first yellow card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar
ST		YRC	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) for athlete
ST		YRC_MINS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	String m' [x] where x is optional, usually in form +m for injury time or SC @PeriodAction	Minutes when the athlete has the 2nd yellow card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar
ST		RC	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (red cards) for athlete
ST		RC_MINS	N/A	Element Expected: Always, if the information is available
	Attribute	M/O	Value	Description
	Value	M	String m' [x] where x is optional, usually in form +m for injury time or SC @PeriodAction	Minutes when the athlete has a red card. [x] is injury time in the format +3 etc. so appears as 45' +3 [x] may also be HT or similar

Sample (General)



```
<StatsItems>  
<StatsItem Type="ST" Code="MINS" Value="90" />  
<StatsItem Type="ST" Code="GF" Value="1" />  
<StatsItem Type="ST" Code="SHOT" Attempt="2" Value="1" />  
<StatsItem Type="ST" Code="FOS" Value="3" />
```

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, including penalty shots.
- * Every time the clock starts and stops
- * During play i.e. after start and not during breaks in play, every 5 minutes 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	mmm: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.

Sample (General)

```
<Competition>
<Clock Period="H2" Time="1:34" Running="Y" />
```

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	Numeric #0	Score for the team. Not including the goals for penalty Shoot-out.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the first



			(home) named (1) and the away team (2)
StartSortOrder	M	Numeric	Same @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either goals or IRM with points for the corresponding event unit.

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

2.3.5.6 Message Sort

Sort by 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. (H1, H2, OT1, OT2 and PSO) 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.



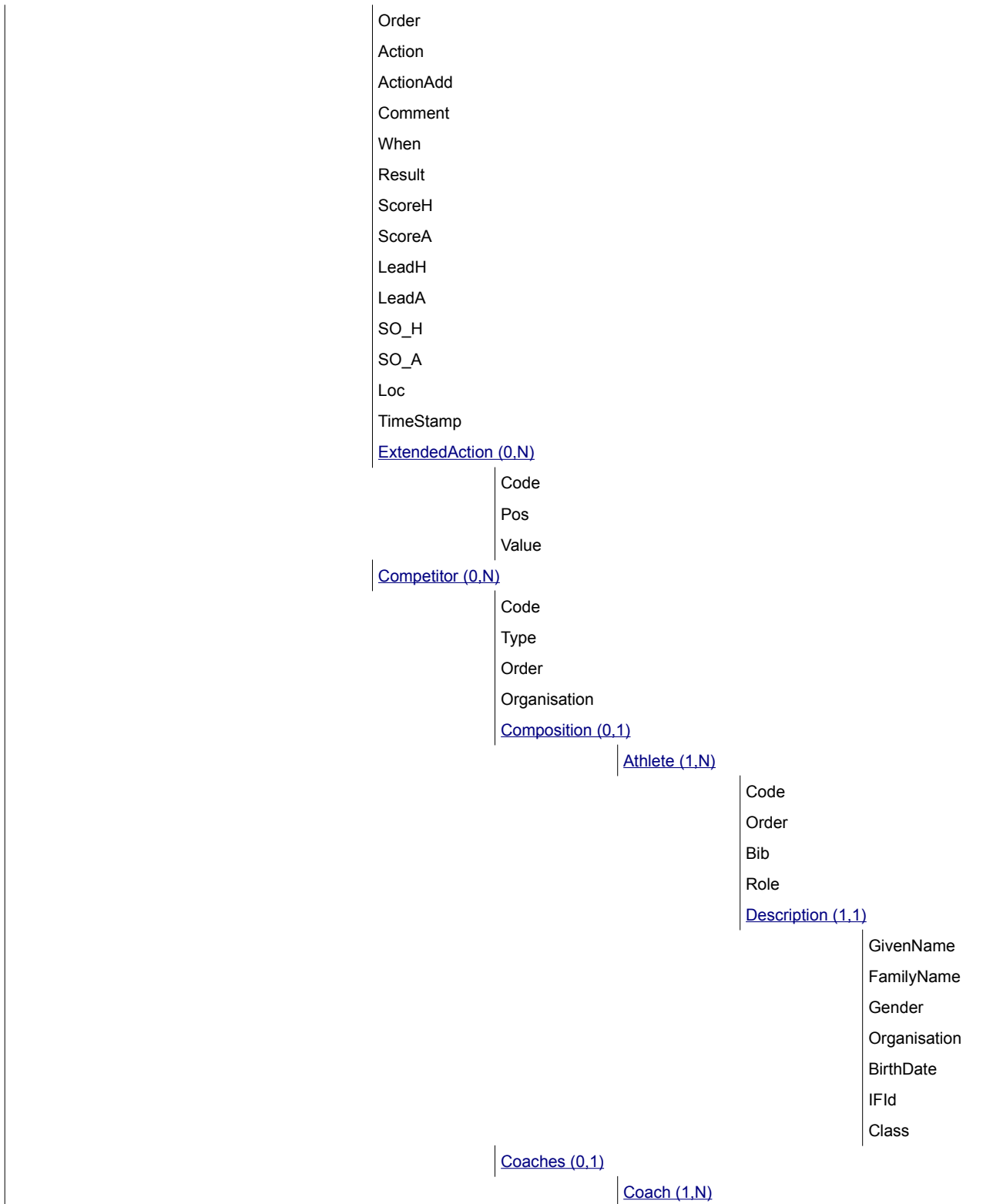
- * After each period (INTERMEDIATE except the last which is UNOFFICIAL)
- * If any correction for previous period is needed if the period is no longer running.
- * Any actions (like substitutions) which occur between periods will be included in the full message only.
- * The message is sent with all 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				





	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Nationality

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..n Element Expected: Send for every OT started or played in the game
	Attribute	M/O	Value
	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(6)	Match number

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



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

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

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message This value is the same of a given action, regardless if sent in a period message or a message including all periods.
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	SC @Period	Period of the action within the match
Order	M	Numeric	Unique sequential ascending number for all the incidents and actions, considering all periods. It is used to sort Action. This value is the same of a given action, regardless if sent in a period message or a message including all periods.
Action	O	SC @Action	Actions in the game. Send one action code. The first action of each period should always be "STARTP". For Player substituted action send two Athlete Elements: 1st Player Out (ActionRole=OUT), 2nd Player In (ActionRole=IN). For Foul action either one or two competitor elements will be sent: 1st Player Foul committed (ActionRole=FOC) 2nd Player Foul suffered (ActionRole=FOS) (optional).
ActionAdd	O	SC @VarType	Type of video review
Comment	O	SC @ActionComment	Included when Action = STARTP or ENDP
When	O	String m' [x] where x is optional, usually in form +m for injury time. or SC @PeriodAction	Action's time in minutes or break in play Example: 14' [x] is injury time in the format +3 etc. so appears as 45' +3
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).
SO_H	O	Numeric #0	Home Score in penalty shootout
SO_A	O	Numeric	Away Score in penalty shootout



		#0	
Loc	O	SC @VarStage	Send in the case of a video review for progress of the review
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
	VARDETAILS	N/A	Element Expected: In the case of a video review
Attribute	M/O	Value	Description
Value	M	SC @VarDetails	VAR details.

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	O	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(4)	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
IFld	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with



			athletes with a disability (e.g: Paralympic Games).
--	--	--	---

Sample (General)

```
<Action Id="123456" Period="H1" Order="3" Action="SHOT" When="14" Result="GOAL" ScoreH="0" ScoreA="1 LeadH="-1" LeadA="1" >
  <Competitor Code="FBLWTEAM11----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>
    </Composition>
  </Competitor>
</Action>
```

Element: Competition /Actions /Action /Competitor /Coaches /Coach (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
Order	O	Numeric 0	Coach order (if more than one coach is needed). Send 1 if only one.

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

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

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

2.3.7.2 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
DocumentSubcode	N/A	N/A
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC_@ResultStatus	Status of the message. Expected statuses are: START_LIST (before the start of competition) INTERMEDIATE (during the phase) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official) 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 OFFICIAL

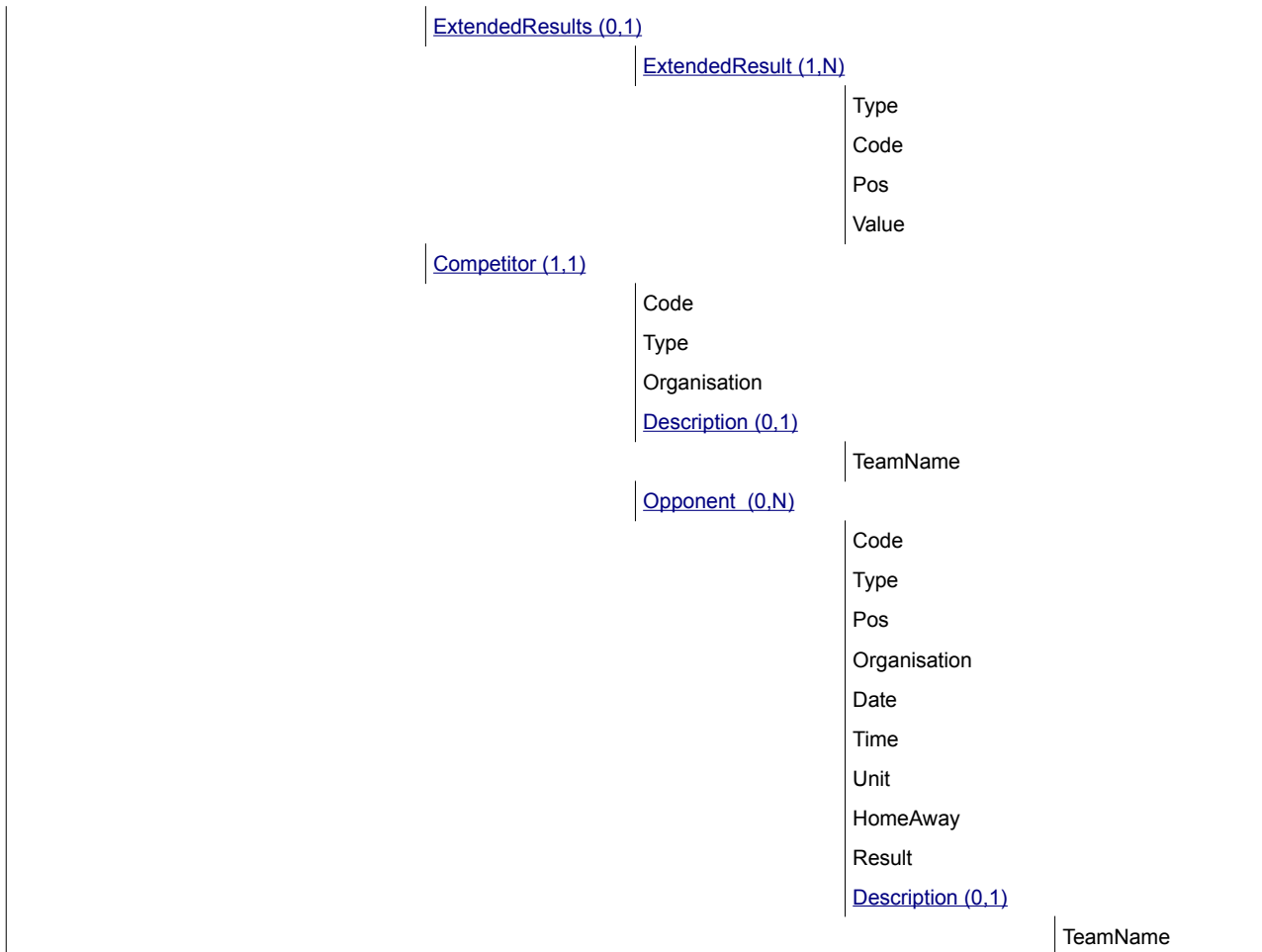


Trigger also after any change.

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			
		ResultType			
		Result			
		IRM			
		QualificationMark			
		SortOrder			
		Won			
		Lost			
		Tied			
		Played			
		For			
		Against			
		Diff			



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
	Value	M	SC @QualRule
			Description
			Send the code for the qualification rule.



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

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

Element: Competition /Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Only send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualification 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.
Tied	O	Numeric #0	Number of games tied by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of games played by the team in the group Do not send if the team has not played.
For	O	Numeric #0	Total number of goals for. Do not send if the team has not played.
Against	O	Numeric	Total number of goals against.



		#0	Do not send if the team has not played.
Diff	O	+Numeric +#0 or -Numeric -#0	Goals difference, between goals for and goals against

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	FPP	N/A	Element Expected: If available.	
Attribute	M/O	Value	Description	
Value	M	Numeric -#0 or #0	Fair play points (Team Conduct Score), integer value. Can be negative	

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 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

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

Competitors extended information.

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

Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="2" Won="1" Tied="0" Lost="1" For="3" Against="2"
Diff="1" >
  <Competitor Code="FBLMTEAM11----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="FBLMTEAM11----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27" Time="14:00"
Unit="FBLMTEAM11-----GPA-000200--" HomeAway="H" Result="2-0">
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="FBLMTEAM11----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01" Time="09:00"
Unit="FBLMTEAM11-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="FBLMTEAM11----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29" Time="09:00"
Unit="FBLMTEAM11-----GPA-000500--" HomeAway="A" Result="1-2">
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

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 an event or component of an event (phase or unit). It is used where there is a necessity to know the progress of a competition. In the early stages of the competition, it indicates how the competition progress will proceed from the winners/losers.

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

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

- * Before the competition
- * After every match in the preliminaries which determines a position in the bracket.
- * After every match during final phases

Send when a match/event unit is completed Unofficial and again when Official if there was any change.

The @ResultStatus attribute will vary depending on the competition status.

- * Send with ResultStatus = 'START_LIST' before the start of the competition
- * Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for



all event units up until the Gold Medal match is completed for an event)

* Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.

* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.3.8.4 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			
				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. Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played)
--	--	--	--

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (separator & order, example "4-0 (0-0)"). May include an IRM. Must include if the data is available and the match is complete.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	It will be 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. If the match was decided by penalty shoot out then send in the format x(y) where y is the score the team in the PSO.
ResultType	O	SC @ResultType	Type of the @Result attribute.
IRM	O	SC @IRM	The invalid rank mark, if applicable



StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.
-----------	---	------	--

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

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

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool or S(6)	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)	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
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" Result="2-1" Unit="FBLWTEAM11-----SFNL000100--">
      <CompetitorPlace Pos="1" WLT="W" Result="2">
        <Competitor Code="FBLWTEAM11----NED01" Type="T" Organisation="NED">
          <Description TeamName="Netherlands"/>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="1">
        <Competitor Code="FBLWTEAM11----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 IND_RANKING TOU	- 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 best athletes. - TOU: Tournament statistics (like Tournaments Total statistics or Disciplinary matters Total 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

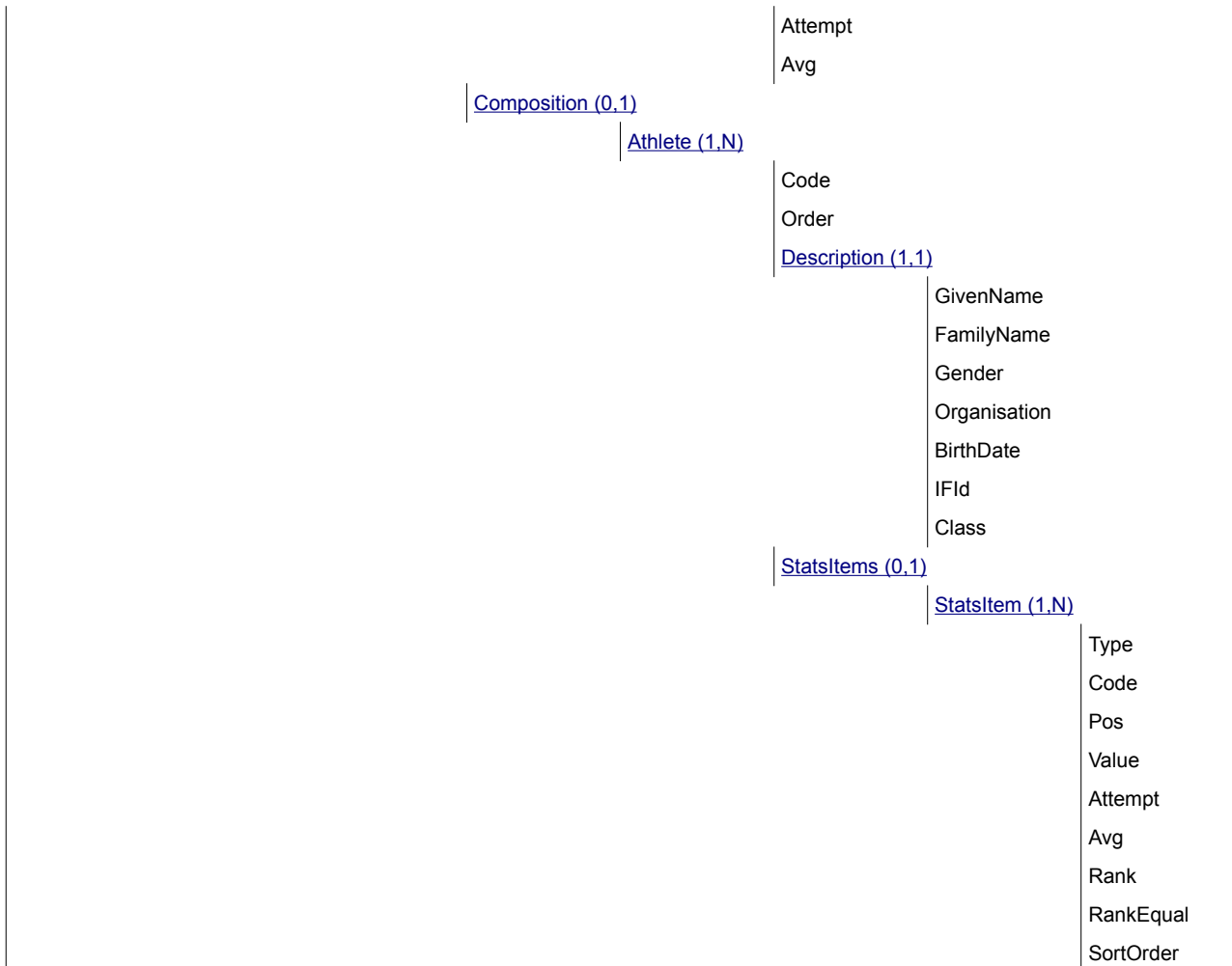
After each match only.



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



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. Send after at least one unit is complete in the CUM,



			IND_RANKING and TEAM_RANKING messages.
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. Send in the CUM, IND_RANKING and TEAM_RANKING messages.
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. Send in the CUM, IND_RANKING and TEAM_RANKING messages.

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. It must be the same as the DocumentSubtype attribute in the header.

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

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

Type	Code	Pos	Description
ATTENDANCE	DATE	Date	Pos Description: Date Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	Attribute	M/O	Value
	Value	M	Numeric #####0
ATTENDANCE	RSC	S(34)	Pos Description: Full RSC at discipline level Element Expected: Where DocumentSubtype=TOU (DocumentCode = Event)
	Attribute	M/O	Value
	Value	M	Numeric #####0
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU



	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total match played for all teams.
ST		GF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Goals for all teams.
	Avg	O	Numeric #0.0	Average Goals for all teams.
ST		GA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Goals against for all teams.
	Avg	O	Numeric #0.0	Average Goals against for all teams.
ST		PTY	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total penalty goals.
	Attempt	O	Numeric ##0	Total penalty kicks for all teams.
ST		PTY_AVG	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Average penalty goals for all teams
	Attempt	O	Numeric ##0.0	Average penalty kicks for all teams
ST		2PTY	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics. Element Expected: Always, if the information is available for the DocumentSubtype=TOU in the Paralympic Games & futsal
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total double penalty goals for all teams



	Attempt	O	Numeric ##0	Total double penalty kicks for all teams
ST		2PTY_AVG	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics. Element Expected: Always, if the information is available for the DocumentSubtype=TOU in the Paralympic Games & futsal
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Average penalty goals for all teams
	Attempt	O	Numeric ##0.0	Average penalty kicks for all teams
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of Shots on Goal for all teams.
	Attempt	O	Numeric ##0	Total Shots for all teams for all teams.
ST		SHOT_AVG	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Average number of shots on goal for all teams.
	Attempt	O	Numeric ##0.0	Average number of shots for all teams.
ST		CRN	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total corner kicks for the team.
	Avg	O	Numeric ##0.0	Average corner kicks for all teams.
ST		OFF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU Not applicable in the Paralympic Games
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total offsides for all the teams.
	Avg	O	Numeric ##0.0	Average offsides for all the teams.
ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU



	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total Fouls committed for all the teams.
	Avg	O	Numeric ##0.0	Average fouls committed for all the teams.
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Cautions (yellow cards) for all the teams.
	Avg	O	Numeric #0.0	Average Cautions (yellow cards) for all the teams.
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) for all the teams.
	Avg	O	Numeric #0.0	Average Expulsions (2nd yellow card = red card) for all the teams.
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (red cards) for all the teams
	Avg	O	Numeric #0.0	Average Expulsions (red cards) for all the teams.
ST		EXP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=TOU
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.
	Attempt	O	Numeric #0.0	Average Expulsions (Red Cards), as sum of 2nd yellow=red cards and red cards, for all the teams.

Sample (General)



```
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="MP" Value="16" />
    <StatsItem Type="ST" Code="GF" Value="37" Avg="2.3" />
    <StatsItem Type="ST" Code="GA" Value="37" Avg="2.3" />
    <StatsItem Type="ST" Code="SHOT" Attempt="418" Value="150" />
    <StatsItem Type="ST" Code="SHOT_AVG" Attempt="26.1" Value="9.4" />
    <StatsItem Type="ST" Code="PTY" Attempt="3" Value="3" />
    <StatsItem Type="ST" Code="PTY_AVG" Attempt="0.2" Value="0.2" />
    <StatsItem Type="ST" Code="CRN" Value="159" Avg="9.9" />
    <StatsItem Type="ST" Code="OFF" Value="50" Avg="3.1" />
  </StatsItems>
</Stats Code="TOU">
```

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.

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

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Description
ST	MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value
	Value	M	Numeric #0
ST	GF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value
	Value	M	Numeric #0
ST	GA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value
	Value	M	Numeric #0
			Description
			Total Goals against in all the games where the team has played.



ST		PTY	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total penalty goals / penalty goals against.
	Attempt	O	Numeric ##0	Total Penalty Kicks, Penalty Kicks against in all the games where the team has played.
ST		2PTY	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics Element Expected: Always, if the information is available for the DocumentSubtype=CUM in the Paralympic Games & futsal
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total double penalty goals / double penalty goals against.
	Attempt	O	Numeric ##0	Total Double Penalty Kicks, Double Penalty Kicks against in all the games where the team has played.
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of shots on goal.
	Attempt	O	Numeric ##0	Total Shots in all the games where the team has played.
ST		CRN	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total corner kicks for the team.
ST		ASSIST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM. Not applicable in Paralympics.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total assists for the team
ST		OFF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM. Not required in the Paralympics
	Attribute	M/O	Value	Description



	Value	M	Numeric ##0	Total offsides for the team.
ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total fouls committed in all the games where the team has played.
	Avg	O	Numeric ##0.0	Average fouls committed in all the games where the team has played.
ST		FOS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Total fouls suffered in all the games where the team has played.
	Avg	O	Numeric ##0.0	Average fouls suffered in all the games where the team has played.
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Cautions (yellow cards) in all the games where the team has played.
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) in all the games where the team has played.
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (red cards) in all the games where the team has played.
ST		EXP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (Red Cards), as sum of 2nd yellow=red card and red cards, in all the games where the team has played.
ST		FRK	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total free kicks for the team.



ST	OG	Numeric 0	Pos Description: Send 0 for the team statistics and 1 for the opponent statistics. Element Expected: Always, if the information is available for the DocumentSubtype=CUM
Attribute	M/O	Value	Description
Value	M	Numeric #0	Total own goals for the team.

Sample (General)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="2" />
  <StatsItem Type="ST" Code="GF" Value="1" />
  <StatsItem Type="ST" Code="GA" Value="2" />
  <StatsItem Type="ST" Code="SHOT" Attempt="11" Value="5" />
  <StatsItem Type="ST" Code="CRN" Value="4" />
  <StatsItem Type="ST" Code="OFF" Value="7" />
  <StatsItem Type="ST" Code="FOC" Value="21" Avg="10.5" />
  <StatsItem Type="ST" Code="FOS" Value="20" Avg="10.0" />
  <StatsItem Type="ST" Code="YC" Value="3" />
  <StatsItem Type="ST" Code="FRK" Value="23" />
</StatsItems>
```

Element: Competition /Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric ##0	Sort order for CUM: For each player: 1) Shirt number or disqualification. Sort order for IND_RANKING: 14) Rank or disqualification, 2) Name. Sort Disqualified players to the bottom of the list.

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

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Team member's stats item according to competitors' rules.			
Type	Code	Pos	Description



ST		MINS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	mmm	Total minutes played in all the games where the player has played. Remove leading zeros.
ST		MP	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total matches played by the athlete.
ST		GF	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Goals for in all the games where the player has played.
	Avg	O	Numeric #0.0	Average for the goals (per match) for the athlete
	Rank	O	Text	Rank of the competitor for this specific Item.
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		GA	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Goals against in all the games where the player has played as goalkeeper
ST		OG	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total own goals in all the games where the player has played.
ST		SHOT	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Shots in all the games where the player has played.
	Avg	O	Numeric #0.0	Average number of shots per match.
	Rank	O	Text	Athlete rank, based on shots. Do not send if the competitor was disqualified
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.



	SortOrder	O	Numeric	Sort Order for @Rank
ST		SHOT_ON_GOAL	N/A	Element Expected: Always, if the information is available for the DocumentSubtype= CUM, IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total shots on goal. Send always, even if 0, if the Value of SHOT>"0".
	Avg	O	Numeric #0.0	Average number of shots on goal per match.
	Rank	O	Text	Rank, based on shots on goal. Do not send if the competitor was disqualified.
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total penalty goals.
	Attempt	O	Numeric #0	Total shots (penalty kicks) in all the games where the player has played.
ST		2PTY	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM in the Paralympic Games & futsal.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total double penalty goals.
	Attempt	O	Numeric #0	Total shots (double penalty kicks) in all the games where the player has played.
ST		ASSIST	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING. Not applicable in Paralympics.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total assists for the player.
ST		FOC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total fouls committed in all the games where the player has played.
	Avg	O	Numeric #0.0	Average fouls committed
	Rank	O	Text	Rank, based on fouls committed.



	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		FOS	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM and IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total fouls suffered in all the games where the player has played.
	Avg	O	Numeric #0.0	Average fouls suffered
	Rank	O	Text	Rank, based on fouls suffered
	RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
	SortOrder	O	Numeric	Sort Order for @Rank
ST		YC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Cautions (yellow cards) in all the games where the player has played.
ST		YRC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (2nd yellow card = red card) in all the games where the player has played.
ST		RC	N/A	Element Expected: Always, if the information is available for the DocumentSubtype=CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total Expulsions (red cards) in all the games where the player has played

Sample (CUM)

```
<StatsItems>
  <StatsItem Type="ST" Code="MP" Value="2" />
  <StatsItem Type="ST" Code="GF" Value="1" />
  <StatsItem Type="ST" Code="SHOT_ON_GOAL" Value="7" />
  <StatsItem Type="ST" Code="FOC" Value="3" />
  <StatsItem Type="ST" Code="MINS" Value="180" />
</StatsItems>
```

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

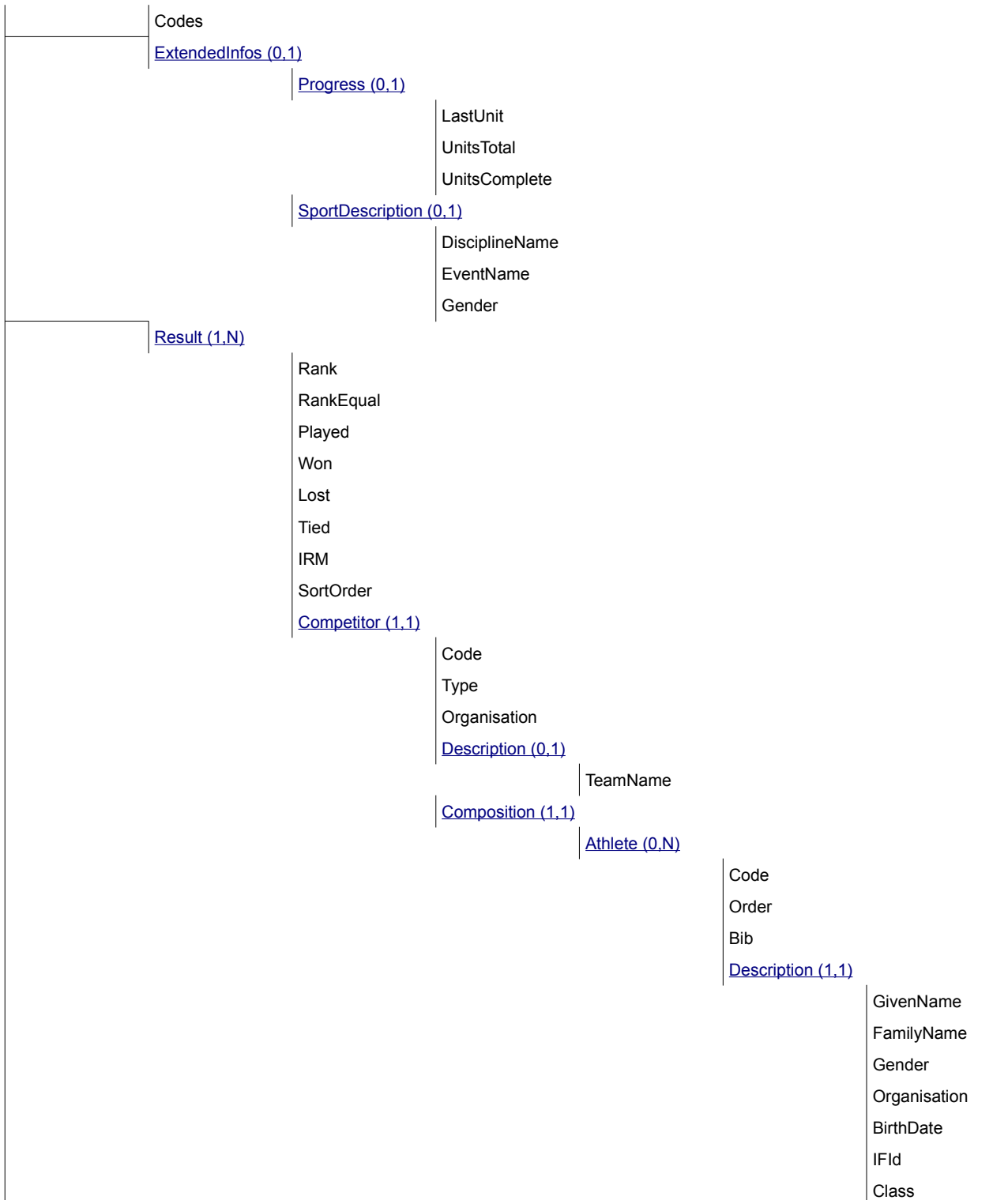
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

* 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					





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	M	CC @SportGender	Gender code for the event unit.

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



Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace or NOC ID	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. If NOC or NPC, the value will be NOC ID.
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	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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample (General)

```
<Result Rank="1" SortOrder="1" Played="8" Won="8" Lost="0" >
  <Competitor Code="FBLMTEAM11----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



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SOG-2024-FBL-3.4 APP



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 (which could be at 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

2.3.11.5 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 /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 condition 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 values
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

2.3.11.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.



International
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SOG-2024-FBL-3.4 APP



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_SCHEDULE		x				
Periodically as soon as ODF operations start	DT_PARTIC		x				
Periodically as soon as ODF operations start	DT_PARTIC_TEAMS		x				
Day INFO goes live (one per event)	DT_PDF C08 Competition Schedule			x			
Day INFO goes live (one per event)	DT_PDF C76 Competition Summary	START_LIST		x			
Day INFO goes live	DT_PDF C35A Competition Officials		x				
Day INFO goes live	DT_PDF C35B Referees		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Team Arrival Meeting if needed	DT_PARTIC_UPDATE		x				
After Team Arrival Meeting if needed	DT_PARTIC_TEAMS_UPDATE		x				
If any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
(42 matches of the group stage)	DT_RESULT	START_LIST					x
(2 events)	DT_BRACKETS	START_LIST		x			
(7 groups)	DT_POOL_STANDINGS	START_LIST			x		
(28 teams - NOC code included in DocumentSubcode)	DT_PDF C33 - Team Roster			x			
(At least 24h before every competition day - Competition Day included in DocumentSubcode)	DT_PDF C58 Referee Match Assignments		x				
(At least 24h before every competition day - Including Referees and Team Colours)	DT_RESULT	START_LIST					x
(Each morning before every Competition Day)	DT_PDF C89 Disciplinary Preview			x			

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
No later than 60 minutes before the start of each match	DT_PDF C51 Start List						x



11 starters for each team	DT_RESULT	START_LIST						x
Empty without DocumentSubcode	DT_PLAY_BY_PLAY	START_LIST						x
No later than 45 minutes before the start of each match	DT_PDF C54 Tactical Starting Line-up							x
Including Tactical formation and positions for both teams	DT_RESULT	START_LIST						x
Players entering FOP	DT_SCHEDULE_UPDATE	GETTING_READY	x					o
Match Kick-off	DT_SCHEDULE_UPDATE	RUNNING	x					o
Triggering when competition is LIVE	DT_RESULT	LIVE						x
Including DocumentSubcode for the specific period only	DT_PLAY_BY_PLAY	LIVE						x
	DT_CURRENT							x
After every period (after H1 in Group Stage, could be more in KO Stage in case of tie after regular or extra-time)	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x					o
	DT_RESULT	INTERMEDIATE						x
Without DocumentSubcode	DT_PLAY_BY_PLAY	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
	DT_RESULT	UNOFFICIAL					x
Without DocumentSubcode	DT_PLAY_BY_PLAY	UNOFFICIAL					x
After every match of group stage / UNOFFICIAL when last match of the pool is UNOFFICIAL	DT_POOL_STANDINGS	INTERMEDIATE			x		
After every match of group stage which determines a position in the bracket and after every match of KO stage / UNOFFICIAL when last match is UNOFFICIAL	DT_BRACKETS	INTERMEDIATE		x			
When results are OFFICIAL	DT_RESULT	OFFICIAL					x
When results are OFFICIAL	DT_PLAY_BY_PLAY	OFFICIAL					x
After any final position is known (OFFICIAL after last match is official)	DT_RANKING	PARTIAL		x			
No later than 2 minutes after FIFA Match Director confirm actions	DT_PDF C73 Match Report	OFFICIAL					x
(OFFICIAL after last match of the event is official)	DT_PDF C76 Competition Summary	INTERMEDIATE		x			
(one for each team NOC code included in DocumentSubcode / OFFICIAL after last match of the team in the tournament)	DT_PDF C84A Cumulative Statistics	INTERMEDIATE		x			



(OFFICIAL after last match of the event is official)	DT_PDF C84B Overall Team Statistics	INTERMEDIATE		x				
(OFFICIAL after last match of the event is official)	DT_PDF C85A Individual Statistics	INTERMEDIATE		x				
After last match of the day (OFFICIAL after last match is official)	DT_PDF C85C Attendance Summary	INTERMEDIATE	x					
(one for each team NOC code included in DocumentSubcode / OFFICIAL after last match of the team in the tournament)	DT_STATS - CUM	INTERMEDIATE		x				
(OFFICIAL after last match of the event is official)	DT_STATS - TOU	INTERMEDIATE		x				
(OFFICIAL after last match of the event is official)	DT_STATS - IND_RANKING	INTERMEDIATE		x				
After every match of group stage / OFFICIAL when last match of the pool is OFFICIAL	DT_POOL_STANDINGS	OFFICIAL			x			
After every match of group stage which determines a position in the bracket and after every match of KO stage / OFFICIAL when last match is OFFICIAL	DT_BRACKETS	OFFICIAL		x				
When a competitor is known for a match of KnockOut Stage	DT_RESULT	START_LIST						x
	DT_SCHEDULE_UPDATE		x					o
After any final position is known (OFFICIAL after last match is OFFICIAL)	DT_RANKING	OFFICIAL		x				
After Bronze and Gold Medal Matches / OFFICIAL when last match of the event is OFFICIAL)	DT_MEDALLISTS	OFFICIAL		x				
After Bronze and Gold Medal Matches / OFFICIAL when last match of the discipline is OFFICIAL)	DT_MEDALLISTS_DISCIPLINE		x					
After Bronze and Gold Medal Matches / OFFICIAL when last match of the discipline is OFFICIAL)	DT_MEDALS		x					
After Bronze and Gold Medal Matches / OFFICIAL when last match of the event is OFFICIAL)	DT_PDF C92C Medallists	PARTIAL		x				
After Bronze and Gold Medal Matches / OFFICIAL when last match of the discipline is OFFICIAL)	DT_PDF C93 Medallists by Event		x					
After Bronze and Gold Medal Matches / OFFICIAL when last match of the discipline is OFFICIAL)	DT_PDF C95 Medal Standings		x					



International
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SOG-2024-FBL-3.4 APP

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	25 August 2017	First Version
V1.1	3 January 2018	Updated
V2.0	4 January 2019	Updated
V2.1	25 February 2019	Updated
V2.2	18 April 2019	Updated
V2.3	14 August 2019	Updated
V2.4	11 November 2019	Updated
V2.5	14 Feb 2020	Updated
V2.6	3 Apr 2020	Updated
V2.7	12 Jun 2020	Updated with CR019882
V3.0	15 Jul 2022	First version for Paris 2024
V3.01	24 Mar 2023	Updated
V3.1	6 Apr 2023	Approved
V3.2	14 Jul 2023	CR025912
V3.3	22 Dec 2023	CR026856
V3.4	28 Mar 2024	CR027471

File Reference: SOG-2024-FBL-3.4 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version
V1.1	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	DT_PLAY_BY_PLAY: Updated to send by Period DT_RESULT: Add EUE/FORMATION tactical formation (Team level) DT_RESULT: Add EUE/POSITION tactical position (Athlete level) DT_RESULT: Add Pos for EUE/UNIFORM DT_STATS: Add ST/ASSIST at team and athlete level Removed references to YOG 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. Information to support Paralympic Games (5-a-side) added. CR16914: Change DT_WEATHER message to venue level. CR16928: Move stats extensions to Attributes in DT_RESULT and DT_STATS. DT_IMAGE: Message added
V2.1	SFA	Typographical corrections without changing the intent
V2.2	APP	DT_BRACKETS: Add ResultStatus START_LIST 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



		<p>CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N DT_RESULT: Link to available Formations @ Result /Competitor /EventUnitEntry DT_STATS: Delete ST/COMP_DATE @ Stats /StatsItems /StatsItem DT_STATS: Delete ST/RSC_TOTALS @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/DATE @ Stats /StatsItems /StatsItem DT_STATS: Add ATTENDANCE/RSC @ Stats /StatsItems /StatsItem</p>
V2.4	APP	<p>CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE DT_PARTIC_TEAMS: Correct typo on number of uniforms from 3 to 2. DT_STATS: Update ST/OG @Stats /Competitor /StatsItems /StatsItem to follow current implementation</p>
V2.5	APP	<p>CR18565 DT_PARTIC: Update the description of Participant/Weight CR18559: DT_CURRENT: Add Result element and remove Period element. DT_RESULT: Add UI/RES_CODE at ExtendedInfos /ExtendedInfo (185469) DT_BRACKETETS: Update Result @ Bracket /BracketItems /BracketItem /CompetitorPlace</p>
V2.6	APP	<p>DT_STATS: DocumentSubcode clarified.</p>
V2.7	APP	<p>DT_PLAY_BY_PLAY: Add Actions/Action/ActionAdd [CR019882] DT_PLAY_BY_PLAY: Add Actions/Action/Loc [CR019882] DT_PLAY_BY_PLAY: Actions /Action /ExtendedAction [CR019882]</p>
V3.0	SFA	<p>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: Add ENTRY/FIFA_ID at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAM: Add ENTRY/DRAW at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Remove ENTRY/SEED DT_RESULT: Update UI/PERIOD at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY at ExtendedInfos /ExtendedInfo DT_RESULT: Update Clock/Time format DT_PLAY_BY_PLAY: Update Actions/Action/Id Description (editorial) DT_PLAY_BY_PLAY: Add UI/OT at ExtendedInfos /ExtendedInfo DT_PLAY_BY_PLAY: Add Action/Comment DT_PLAY_BY_PLAY: Update triggering DT_PLAY_BY_PLAY: Update Actions/Action/When DT_IMAGE: Delete DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_POOL_STANDING: Add UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_STATS: Update DocumentSubcode to use Team ID when applicable. DT_STATS: Update ST/OG at Stats /Competitor /StatsItems /StatsItem DT_STATS: Update Rank in ST/SHOT at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update Rank in ST/SHOT_ON_GOAL at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</p>
V3.01	SFA	<p>DT_PARTIC: Update ENTRY/FIFA_ID at Participant /Discipline /RegisteredEvent /EventEntry to S(20) [typo] DT_RESULT: Add ST/FRK/FKD at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/FRK/FKI at Result /Competitor /StatsItems /StatsItem DT_RESULT: Add ST/SHOT/BLC at Result /Competitor /StatsItems /StatsItem DT_RESULT: Remove @Pos for EUE/SHORTS at Result /Competitor /EventUnitEntry DT_RESULT: Remove @Pos for EUE/SOCKS at Result /Competitor /EventUnitEntry DT_RESULT: Update Result /Competitor /Composition /Athlete /Description DT_STATS: Update Expected for ST/GF at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update Expected for ST/OG at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update Expected for ST/YC at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update Expected for ST/YRC at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update Expected for ST/RC at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_STATS: Update Expected for ST/MINS at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem DT_WEATHER: Update triggering and add WBGT, wind speed</p>



V3.1	APP	DT_STATS: Add @Pos for ST/PTY and ST/PTY_AVG at Stats /StatsItems /StatsItem
V3.2	APP	DT_STATS: Add @Pos for ST/2PTY_AVG at Stats /StatsItems /StatsItem (editorial to match OVR implementation, missed in error) DT_STATS: Add @Pos for ST/2PTY at Stats /StatsItems /StatsItem (editorial to match OVR implementation, missed in error) DT_WEATHER: Updated to be common [CR025912]
V3.3	APP	DT_RESULT: Update Value Description of ST/GF at Result /Competitor /StatsItems /StatsItem [CR026856] DT_RESULT: Add Coach cards [CR026856] DT_POOL_STANDING: Update Result/Diff to use + for positive goal difference [CR026856, Octane 742016] DT_PLAY_BY_PLAY: Add Actions /Action /Competitor /Coaches /Coach [CR026856] DT_PLAY_BY_PLAY: Add Actions /Action /Competitor /Coaches /Coach /Description [CR026856]
V3.4	APP	DT_RESULT: Update ST/SUB_TIME at Result /Competitor /Composition /Athlete /StatsItems /StatsItem [CR027471] DT_PLAY_BY_PLAY: Update Actions/Action/Order [CR027471] DT_STATS: Update ST/SHOT_ON_GOAL at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [CR027471]